

2.1. Terms in this code have the meanings set out below:

**Bonus:** a benefit, not forming part of the game conditions of the online game of chance itself, intended to make participation in an online game of chance more appealing, such as a discount, temporary increase in winnings, refund, or free play credit such as a free bet, participation or stake, or any other comparable financial or material incentive;

*Bonuses play an important role in online gambling advertising in both the recruitment and retention of players. A separate Article is therefore devoted to bonuses (Article 5). In the Recruitment, Advertising and Prevention of Gambling Addiction Regulation, a bonus is defined as: "a good or service, including free credits, offered to recruit or retain players for the licensed games of chance or to advertise those games of chance". The chosen definition in the ROK is intended to provide an equally broad definition, but one that is clearer to the industry.*

**BWRVK:** Decree on Recruitment, Advertising and Prevention of Gambling Addiction;

**Essential bonus conditions:** terms and conditions of a bonus required by a consumer to get a realistic picture of the bonus, including but not limited to the number of times – per game or otherwise – that the entire bonus must be staked before the bonus amount will be paid out and, if relevant, the relationship between the bonus and the consumer's own stake, any limitation of the period of validity, fair play requirements and important conditions that substantively differ from those relating to playing with the consumer's own resources;

**Young adult:** (a person who is) older than 18 but younger than 24;

**Youth athlete:** an athlete who is a minor;

**Game of chance:** an opportunity to compete for prizes or premiums whereby the winners are selected through any chance determination over which the participants generally cannot exercise dominant influence;

**Vulnerable group of people:** a group consisting of socially vulnerable people. Such persons include in any event minors, young adults, persons with an intellectual disability, gambling addicts, and persons showing characteristics of risky gambling behaviour;

**On-demand media service:** on-demand media service per Article 1.1, Paragraph 1 of the Media Act;

**Minor:** a person under the age of 18;

**Broadcasting service:** broadcasting service per Article 1.1 Paragraph 1 of the Media Act;

**Online game of chance:** a game of chance that is exclusively played remotely via electronic means of communication as per Article 31 Paragraph 1 of the Betting and Gambling Act;

**Online games of chance provider:** an organisation that has a license per Title VB of the Games of Chance Act;

**Role model:** in any event, those who are in the public eye and those with whom other people wish to identify or associate themselves, including:

a. People who derive their notoriety from past or present activities such as:

1. Professional athlete, sports trainer or another person with a publicly visible role within professional sport;
2. Actor, director, presenter, singer or any other person with a publicly visible role in the television, film, theatre, music or other entertainment industry;
3. Model, fashion designer or any other person with a publicly visible role in the beauty or fashion industry;
4. Author, journalist, columnist, influencer, vlogger, blogger or any other person in a publicly visible role due to the use of print, audiovisual, audio, online or other media;
5. Representative of a political party or other person with a publicly visible role in national, regional or local politics;

6. Frequent participant in games of chance or another person with a publicly visible role in the games of chance industry;
- b. Persons who visibly fulfil or portray an office or profession that serves as a social example.

RWRVK: Regulation on Recruitment, Advertising and Gambling Addiction Prevention;

Sponsorship: support for activities of third parties by online gambling providers, in the form of providing a financial or other contribution in return for the neutral mention or display of the name, brand, logo or any other distinctive sign of the online gambling provider.

2.2. References to regulations or to certain articles in regulations are valid at the time of entry into force of this code. After any amendments to the regulations, the references are deemed to be references to regulations and/or articles that regulate the same.

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