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1. General Terms and Definitions

Betjam.com (the “Website”) is operated by BETQUEST B.V., a company incorporated under the laws of Curaçao with Company Number 164560 , registered at ABRAHAM MENDEZ CHUMACEIRO BOULEVARD 03, WILLEMSTAD, Curacao, and licensed by the Curaçao Gaming Control Board to offer games of chance under license number OGL/2024/832/0423 (the “Company”, “We”, “our”, “us”) in accordance with the National Ordinance on Offshore Games of Hazard (Landsverordening op de kansspelen, P.B. 2024, no. 157). The license was granted on 01 October 2024. Payments are processed by FUNOPTIC LTD (reg. number: HE 452385, registered address: 5, A.G. LEVENTI, THE LEVENTIS GALLERY TOWER, Fl.: 13th,Apt.: 1301, NICOSIA, 1097, Cyprus).

For the purposes of these Terms of Service, the user and, wherever the context requires “you”, “your” means the person who accesses the Website, its content and uses the gaming and other services (the “Services”) offered on or through the Website (the “Customer”, “you”, “your”).
The following Terms of Service pertaining to us stipulate the manner of accepting bets, paying winnings and resolving disputes, as well as the specific features of certain bets on certain sports. These Terms of Service shall govern any other relations between the Company and the Customer. These Terms of Service shall apply to betting on the Website and at the Company betting facilities.

- **“Bet”** is a risk-driven agreement for potential winnings entered into between the Customer and the Company under the established Terms of Service, where the fulfillment of such agreement is conditioned by an event whose outcome is yet to be determined. Bets are accepted on the conditions offered by the Company.
- **“Bonus”** is a promotional reward offered by the Company to Customers. Bonuses may include extra funds, free spins, or other incentives and are subject to specific terms such as deposit requirements, wagering conditions, and expiration periods accordance with these Terms of Service.
- **“Privacy Policy”** is policy on the collection, processing, use, and protection of personal data, as described in Section 29 (Privacy & Management of Personal Data).
- **“Security Service”** or **“Security Team”** is the internal division of the Company responsible for monitoring and ensuring the integrity of financial transactions, including deposits and withdrawals.
- **“Support Service**” is the Company's official customer support channel, available for processing inquiries, complaints, account-related questions, refund requests, and other inquiries from the Client. All communications with Support Service are conducted using the contact information (phone number, email address) listed on the Contacts page of the Website.
- **“AML”** (Anti-Money Laundering) is a framework of laws, regulations, and procedures established to detect and prevent money laundering and related financial crimes.
- **“CTF”** (Counter-Terrorism Financing) is the process of identifying, preventing, and disrupting financial transactions intended to support terrorist activities.
- **“KYC”** (Know Your Customer) is procedures used to verify the Customer's identity and monitor their financial behavior as part of regulatory compliance.
- **“Outcome”** is the result of the event (events) on which the bet was placed.
- **“Bet Cancellation”** is an outcome on which the bet is not settled and winnings are not paid. As per the Terms of Service, in the event of “bet cancellation”, an arrangement between the Company and the customer shall be deemed unconcluded and the stake shall be refunded.
- **“Regular Time”** is the duration of the match subject to the regulations of the relevant sport, including time added by the referee. Regular time does not include extra time, overtime(s), penalty shootouts, etc.

2. General Terms

1. In order to register for this Website, the Customer is required to accept the Terms of Service. These Terms of Service are reviewed periodically and updated in line with regulatory changes. In addition to the English language, copies may also be available in other languages. In the event of discrepancies between the English version and any translated version of these Terms of Service, the English version shall prevail. Translations are provided for convenience only.
2. By registering, you confirm that you are acting on your behalf and not on behalf of any third party. You declare that you are the ultimate beneficial owner of the account and funds used, and not acting as a proxy. Third-party registration/acceptance is prohibited.
3. The following individuals are not allowed to place bets:
    - individuals who are under 18 years of age at the time of placing a bet, or such other minimum legal age as may be required by Curacao law and the applicable laws of the Customer's jurisdiction. In all cases, the minimum age shall not be lower than 18 years;
    - individuals who directly participate in the events being betted on (e.g. sportspeople, coaches, referees, club owners or club management, or other individuals who can influence the outcome of the event), as well as any individuals acting on their behalf or affiliating with them;
    - individuals representing other bookmakers;
    - individuals who have problems with gambling addiction;
    - individuals who are prohibited from entering into a contract with a bookmaker subject to the effective legislation.
4. The right to access and/or use the Website (including any or all of the products offered through the Website) may be considered illegal in certain countries (including, for example, the USA, the United Kingdom, Cyprus, the Netherlands, etc.). We do not intend for our Website to be used for sports betting, gambling or other purposes by people who reside in countries or jurisdictions in which such types of activity are illegal.
5. The list of explicitly forbidden territories is: Australia, Curacao, France, Netherlands, Spain, the U.S.A or the U.S.A dependencies, the United Kingdom, Aruba, Bonaire, Saba.
6. The fact that our Website is available in such a country and/or jurisdiction or that it can be displayed in the official language of any of those countries cannot be considered official authorization or legal grounds for using our Website and depositing funds into your account or withdrawing your winnings. The availability of the Website does not mean that it contains any proposals, incitement or invitation to use or subscribe to betting, gambling or any of the other services in any jurisdiction where such activity is illegal.
7. You are responsible for determining whether your accessing and/or use of the Website is compliant with applicable laws in your jurisdiction and you warrant to us that gambling is legal in the territory where you reside. When opening an account and/or using our Website you must make sure that your actions are legal in the territory in which you reside. You confirm that you understand and accept your responsibility to comply with applicable local laws and regulations and warrant that you have sought legal advice if necessary. If we become aware that you are a resident in a country where the use of our Website is considered illegal, we will have the right to close your account and refund any remaining balance on your account at the moment of its closure (after the deduction of any winnings credited after your most recent deposit was made).
8. The Company shall be entitled to refuse bets from customers who fail to abide by these Terms of Service. The Company reserves the right to refuse to accept a bet of any type from any customer should they violate social standards of conduct and public order.
9. The Company reserves the right to refuse to accept a bet from any individual without giving a reason.
   All bets shall be settled based on the data provided by the processing center.

10. Winnings shall be paid to the bettor within 30 (thirty) calendar days from the date of official publication of the results of the latest event on the bet slip.
11. A bet placed by the Customer shall be deemed won if all outcomes specified in such bet have been predicted correctly.
12. Betting terms (odds, handicaps, totals, maximum stake limits, etc.) may be subject to variation after a bet has been made, but this does not affect the terms at the time the bet was placed. Before entering into an arrangement, the Customer shall check all changes in the current pre-match markets.
13. In the case of technical failures and unfinished streams, etc. bets on Esports Live will be refunded only if the event in question does not occur or bets on the event are not settled by the bookmaker.
14. If an employee makes an error while accepting a bet (obvious misprints on the list of events, inconsistency of odds between offered betting markets and the bet, etc), or a bet is accepted in violation of these Terms of Service, or if there are any other indications that the bet is wrong, the Company reserves the right to declare such bets void. Returns on such bets shall be paid at odds of 1.
15. In the event of obviously erroneous odds, such bet shall be settled based on the final result at the effective odds applicable to the certain market.
16. In the event of suspicions in the unsportsmanlike format of matches the company reserves the right to block bets on sport event before final conclusion of an international organization and declare bets as invalid if the fact of an unsportsmanlike game is determined. Payment of these bets is made with odds "1". The administration is not obliged to present evidence and conclusions to the customers.
17. The Company is committed to ensuring fair play in sport and is fully aware that the manipulation of sporting events (as well as other events) is linked to committing criminal acts (organized match fixing, corruption etc.) including organized criminal activities, as well as transnational and cross-border organized crime. Consequently, the Company fully complies with the goals and main objectives of the “Council of Europe Convention on the Manipulation of Sports Competitions” (CETS No.215), as well as relevant legislative requirements.
    The Company is entitled to void bets if there is any suspicion or confirmation of foul play (match fixing), bets being placed using another Customer’s account, the use of a Customer’s account by a third party or any unusual betting activity (i.e. any differences in the type, size, volume and manner of bets placed).
    The term “foul play” refers to the favorite intentionally losing a match or match fixing as defined by the rules of a competition for financial, competitive or other reasons, as well as any other violation of the rules of the relevant sport.
18. Should these Terms of Service be amended, customers shall be notified accordingly. Bets accepted after the specified date shall be subject to the amended Terms of Conditions. Earlier bets shall remain unchanged.
19. No connection failure while receiving confirmation of a bet shall entail the cancellation of such bet.
20. During registration, players must actively confirm their acceptance of these Terms of Service by ticking the designated checkbox before completing registration. Placing a bet thereafter acts as ongoing confirmation that the Customer agrees to and accepts these Terms of Service.
21. Bets shall be settled and winnings shall be determined based only on the results declared by the Company. Any complaints about the results, date, and actual starting time of the event shall be considered together with official documents from the relevant sports federations.
22. No complaint in connection with or arising from transliteration (or translation) of a team name, player’s surname, or sports venue will be considered by the Company. A tournament title is given for convenience only. No mistake in a tournament title shall result in a stake refund.
23. In no event shall the Company be held liable to the Customer for any indirect, collateral, or

incidental losses or damages (including loss of profit), even though they may have been notified that such losses or damages are likely to occur.

24. The Company reserves the right to update these Terms of Service and add new provisions at any time. Customers will be notified of any changes, including the affected provisions, the effective date, and a direct link to the updated Terms of Service. Material changes to these Terms of Service will require active re-acceptance by the Customer before they can continue to use the Services. Administrative or non-impactful updates may be communicated by way of passive notice. Where a Customer does not accept the amended Terms of Service, they may close their account and withdraw any remaining balance.
25. The Company customers are informed about the odds of winning and of the potential consequences and risks of losing.
    Your withdrawals and deposits can be accessed through the “My Account” section.

3. General betting rules

The bookmaker accepts bets based on a list of betting markets with odds that reflect the perceived probability of each outcome.

1. The minimum and maximum stakes are determined by the bookmaker for each selection separately. Maximum stake limits vary by sport and event. Whenever an accumulator (system) bet comprises several legs with different stake limits, the lowest maximum stake limit shall apply.
2. The maximum return is limited to €50,000 (or the equivalent sum in a foreign currency) per bet.
3. The company reserves the right to limit the maximum stake and odds on specific markets as well as to limit or increase the maximum stake and odds, and to impose any other restrictions on individual customers without notice or providing a reason.
4. The bookmaker reserves the right to declare correctly predicted multiple bets (bets on the same outcome or combination of outcomes though with different odds) void. Such bets shall be settled at odds of 1.00 if the total amount of these stakes exceeds the maximum stake limits set by the bookmaker.
5. A bet is considered to be accepted after its registration on the server and its online confirmation. Registered bets may not be altered or revoked.
6. Bets are only accepted in amounts not exceeding the current balance on the customer's account. Once a bet has been registered, the stake is debited from the account. After bets have been settled, the return is credited to the customer's account.
7. Bets are accepted before the start of the event; the relevant date, starting time, and commentary shown in the Sports section are indicative. Any bet placed after the event has started for any reason will be deemed void, except for in-play (live) bets, which are bets made while an event is taking place. Such bets shall be deemed valid until the end of the match.
8. SPORTS and LIVE bets may not be changed or deleted except for the certain cases described in paragraphs 10-14.
9. If a single bet is canceled, the relevant stake is refunded. In accumulators and system bets, when any leg or legs are canceled, such legs shall be excluded from the bet settlement.
10. If bets are settled incorrectly (e.g. the results were entered by mistake), such bets shall be recalculated. However, bets placed in the period between the erroneous settlement and recalculation shall be deemed valid. In the event the bettor's account proves to be negative after such recalculation, no bets may be placed until the bettor has made a sufficient deposit.
11. No sports event shall be deemed rescheduled or canceled unless the same is announced in official documents issued by the event organizer, on official websites of sports federations, on websites of sports clubs, or by other sources of sports information. Events indicated in the Sports section shall be adjusted accordingly.
12. A bet shall be canceled should the customer deliberately mislead the staff (bookmaker employees) by submitting false data and requests pertaining to betting, payouts, results of the event, or any other details or requests of such nature. This rule shall also apply to minors (individuals under 18 years of age) and their parents.
13. A bet shall be canceled if it has been placed on a known outcome (an event has finished, but the results have not been updated).
14. **The "Simultaneous finish"** rule is the outcome in which there is more than one winner of the event, tournament, championship etc. Should two winners be announced then stake amount is divided into 2 while calculating bets. Should three or more winners be announced then bets will be settled with odds equal to "1". This rule does not apply to the markets "To be higher"/ "Match-up".
15. SP (Starting Price) – starting odds. This term refers to the odds at the start of a race, which are

calculated by averaging the odds offered by the organizers of a competition before the race begins. If a competitor is withdrawn before the start of an event or does not take part in a race (in accordance with the relevant official tournament protocol) and a new SP market isn't formed, all bets placed on this competitor will be void (settled at odds of 1.00).

16. Bets on regional championships (football, futsal, hockey, etc.) are settled within 10 days from the publication of the results on official websites thereof. You can find the list of official websites in the section "Main Sources of Information". If one of the teams does not show up, all bets shall be settled at odds of 1 (refund). In this event the non-participant forfeits the game.
17. Accepted abbreviations for events:
    - CK - corner kicks
    - ACE - aces
    - SO – sendings-off
    - PT – penalty time
    - YC - yellow cards
    - YRC - cards (yellow and red cards)
    - MS - misses
    - SOT - shots on target
    - OFF - offsides
    - F - fouls
    - SOG - shots on goal
    - EB - extra bets
    - S - series
    - FT – scored free throws
    - 2P – scored 2-point field goals
    - 3P – scored 3-point field goals
    - R - rebounds
    - AST - assists
    - TOV - turnovers
    - BLK - blocks
    - DF - double faults
    - PC - hitting a post or crossbar
    - BS - blocked shots
    - C - checking
    - I - icing
    - WF - winning face-off

3.1. Bet slip sale

The Company offers a "Bet slip sale" feature. If customer does not want to wait until their bet has been settled, they can sell the bet slip back to the company in part or in full and get money in their account immediately. The service is available in "My Account – Bet History" or in the "My Bets" tab on the bet slip.

The customer can choose between a full or a partial sale in the bet slip sale dialog window. In this window, the customer can choose the part of their stake they want returned to their gaming account. The remaining part of the stake will stay on their bet slip and will be taken into account when the bet is settled. The amounts are confirmed by pressing the "Sell" button.

The minimum and maximum amounts the customer can get back into their account are determined on a case-by- case basis, dependent on the specific bet placed. In some cases the customer can only

sell the bet slip in full. In other cases, depending on the bet, the customer might be able to sell the bet slip in parts, and in several transactions, within the stake amount.

The more time a customer spends on the bet slip sale dialog window once it has been opened, the greater the chance that the amount offered to sell the bet slip for will change. If the situation around the event changes, the price offered for the sale of the bet slip could change too.

Bet slip sale is possible for single, accumulator bets and system bets.

A bet slip sale is impossible if:

- The bet has been settled;
- One or more outcomes on the bet slip have been blocked;
- The bet slip contains outcomes which cannot be sold;
- The bet slip is insured;
- The bet slip has already been sold;
- The price offered to the customer for the bet slip has changed. In this case the customer should choose new amounts in the bet slip sale dialog window.
- A bet slip sale can also be blocked at the discretion of the Betting Company.

The Company is not liable in cases where the service is not available due to technical failure. The Company reserves the right to suspend the service at any time in regard to any betting event without stating a reason. The bet slip sale transaction can be canceled if technical problems have been detected at any stage of the sale. In all such cases, bets are settled as normal based on the event outcome.

The Company does not guarantee that any bet placed on the website can be sold. The customer can only find out whether the bet can be sold after the bet has been accepted. The price of selling the bet slip offered by the Company is not up for negotiation. The customer has the right to accept the terms of sale or refuse to sell the bet slip at the specified price.

An “Auto sell” function is also available. The Customer indicates the amount that he would like to sell the bet slip for. The bet slip sale price will be continuously adjusted in accordance with the odds, and the bet slip will be sold automatically when the price reaches the desired amount.

Before the bet is sold automatically, a customer can themself sell the bet slip in whole or in part. In this case the "Auto sell" function will be deactivated.

"Auto sell" terms fully correspond with "Bet slip sale" rules and its restrictions.

3.2. Powerbet

Bettors are offered the “Powerbet” feature on a live or pre-match single bet. The feature can be used while Bet Slip Sale is available.

The “Powerbet” feature allows you to boost a bet you’ve already placed on a particular market and, if things turn out in your favor, you could end up winning even more, without having to increase your initial stake.

“Powerbet” can be used on a bet you’ve already placed. For example, if you have placed a bet on a

Total Over market, you can use a Powerbet to boost the value of Total Over. This gives you the chance to increase your potential winnings from the bet slip in question before your initial bet is settled.

4. Types of bets

The bookmaker offers the following types of bets:

4.1. Single bet

A single bet is a bet on a particular outcome. To calculate the return on a single bet, the stake is multiplied by the odds of your selection.

4.2. Accumulator bet

1. An accumulator bet is a bet consisting of several selections on unrelated events. To calculate the return on an accumulator, the stake is multiplied by the corresponding odds of all selections within the accumulator. Should at least one leg fail, the whole bet is lost.
2. The accumulator cannot contain any related outcomes. Should an accumulator (system) consist of two or more related outcomes, outcomes with the lowest odds will be excluded from the accumulator (system).
3. Related outcomes (related events) are those when one part of the bet affects another part of the bet.

4.3. System bet

A system bet is a bet consisting of several accumulators of the same size on a pre-determined number of outcomes.
The maximum number of accumulators within a system is 184756.
The maximum number of outcomes within a system is 20.
To calculate the payout, the returns on all accumulators included in the system are added up.
Table of the number of accumulators in a system

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171	190
3		4	10	20	35	56	84	120	165	220	286	364	455	560	680	816	969	1140
4			5	15	35	70	126	210	330	495	715	1001	1365	1820	2380	3060	3876	4845
5				6	21	56	126	252	462	792	1287	2002	3003	4368	6188	8568	11628	15504
6					7	28	84	210	462	924	1716	3003	5005	8008	12376	18564	27132	38760
7						8	36	120	330	792	1716	3432	6435	11440	19448	31824	50388	77520
8							9	45	165	495	1287	3003	6435	12870	24310	43758	75582	125970
9								10	55	220	715	2002	5005	11440	24310	48620	92378	167960
10									11	66	286	1001	3003	8008	19448	43758	92378	184756
11										12	78	364	1365	4368	12376	31824	75582	167960
12											13	91	455	1820	6188	18564	50388	125970
13												14	105	560	2380	8568	27132	77520
14													15	120	680	3060	11628	38760
15														16	136	816	3876	15504
16															17	153	969	4845
17																18	171	1140
18																	19	190
19																		20

4.4. Chain

A chain consists of several single bets on unrelated outcomes. The stake in each single bet is equal to the stake placed on the very first selection which rolls over with each bet won. The bettor determines the order of bets being settled within a chain and places a bet on the first selection in the chain. For bet settlement purposes, a concept of a "chain account" is used. As each single bet in the chain is settled, the balance on the "chain account" is adjusted accordingly. Initially, the balance equates to the first stake.
As the chain progresses, should the balance on the chain account be less than the pre-determined stake, this remaining balance will be placed on the next selection.
The chain is settled based on the order of bets on the bet slip rather than chronologically. The balance remaining on the "chain account" after all bets have been settled shall be paid. If the balance on the "chain account" drops to zero at any point, the chain is terminated and the bet is deemed lost.

4.5. Advancebet

1. Advancebets are offered to the Customer based on the potential returns from unsettled bets.
2. Betjam reserves the right to offer or refuse such bets in its absolute discretion without stating a reason.
3. The available Advancebet amount can be viewed on your bet slip.
4. Advancebets can be placed either on live sports events or on sports events that are due to start within 48 hours.
5. When calculating the available Advancebet amount, only bets on events due to start within 48 hours are taken into account.
6. All bets placed prior to Advancebets and settled within 48 hours after placement of Advancebets will be used to repay Advancebets.
7. An Advancebet may be offered even if you already have unsettled Advancebets.
8. If the payout on settled bets placed prior to placement of Advancebets does not suffice to repay an Advancebet, such Advancebets will be deemed void.
9. Deposits made after using Advancebets cannot be used to repay such Advancebets.

Example

Your account balance is €260. You have made the following bets:
€100 at odds of 1.5 — potential returns are €150.
€150 at odds of 2 — potential returns are €300.
Now your available balance is €10.
Betjam offers you an Advancebet of €100. Now you are able to place bets to a total stake value of €110.
You then place a bet of €30 (€10 off your available balance and €20 of the Advancebet amount) at odds of 1.5.
Potential returns are €45.
You also place a bet of €50 (from your Advancebet balance) at odds of 2. Potential returns are €100.

Let's consider the potential outcomes

1. Bets made using Advancebets have won. Expected payouts are €45 and €100. Bets made with your own funds have lost. Bets made with Advancebets will therefore be deemed void. Your own €10 that formed part of your Advancebet stake will be refunded to your account.
2. Bets made with Advancebets have lost. Bets made with your own funds have won. The payout is

(150+300) = €450. €50 and €20 were used as Advancebets (plus €10 of your own funds). The amount of the Advancebets will be deducted from the payout (150+300)-50- 20 = €380. Therefore, €380 will be credited to your account.
3. Bets made using Advancebets have lost. Bets made with your own funds have lost. In this case, bets made as Advancebets will be nullified. Your own €10 that formed part of your Advancebet stake will be lost.

4.6. Promo code bet

1. The bookmaker offers a "Promo code" bonus bet.
2. A promo code is given to an individual Customer at the bookmaker’s absolute discretion.
3. A promo code may be texted or sent via "My Messages" in the Customer’s online account.
4. Each promo code has its own terms and conditions of use. You can find the terms of each promo code in the Promo section ("Promo Code Check").
5. Bets made with the use of promo codes are non-refundable.
6. Bets made with the use of promo codes are not taken into account for any future promotions.
7. Multiple accounts set up by one user cannot participate in the promotion. The bonus can only be awarded once per person, account, address, email address, credit/debit card number or IP address.
8. The bookmaker reserves the right to withhold any free bets made with the use of promo codes should the security department suspect that promotions are being misused or if any unusual series of bets is detected.
9. A free bet may not be used in part.

How to bet using a promo code if you get a code by text:

- To check your promo code, go to Promo - Promo and click on "Promo Code Check". Enter the code from the text. Click on "View History" to look through all available promo codes.
- Go to the SPORTS or LIVE sections and select an outcome corresponding to the terms of the promo code (single or accumulator bet).
- Click on the selected outcome to put it on your bet slip.
- Enter the promo code into the "Promo code" field on the bet slip. Do not enter a stake.
- Click on "Place a bet"
- If your bet wins, the winnings will be credited to your account.

4.7. Multibet

A Multibet is a set of accumulators and single bets. A Multibet may include a Lobby bet or it may not.

A Multibet with a Lobby can be described as an accumulator which includes two bets: a Lobby bet and a system bet consisting of several selections.

A Lobby is an outcome upon which the win of a Multibet depends. A Lobby may be placed as a single bet or as an accumulator.
To create a Multibet, there must be at least three selections on a bet slip (apart from any Lobby). Should the Lobby lose, the whole bet loses. Should the system bet lose, the whole bet loses.
Should the Lobby and one or more legs of the system bet win, the odds of the Lobby shall be multiplied by the odds of the system (depending on how many legs of the system won) and the stake on one leg within the system. If a Lobby is not included in a Multibet, the bet slip shall be treated as a

system bet. A Multibet without a Lobby and comprising only of single bets shall be treated as a system bet.

Example. Let’s consider settlement of the following Multibet (a Lobby, two single bets and one accumulator)

Lobby – odds 1.8
Block 1 – odds 1.39
Block 2 – odds 1.78
Block 3 – odds 2.44
Stake – €300

The stake on one leg in the system bet amounts to 300/3 = €100
1st Option
The Lobby loses. The bet slip loses.
2nd Option
The system of 2 single bets and the accumulator loses. The bet slip loses.
3rd Option
The Lobby wins.
One leg of the system consisting of 2 single bets wins: Block 1 + Block 3. The stake on one leg in the system amounts to €100. (1.39 x 2.44) x 1.8 = 6.1 x €100 = €610.
4th Option
The Lobby wins.
All legs in the system win. The stake on one leg in the system amounts to €100. (1.39 x 2.44 + 1.39 x 1.78 + 1.78 x 2.44) x 1.8 = 18.36 x €100 = €1,836.

4.8. Conditional bet

A conditional bet is a combination of bets (single bets and accumulators) on unrelated outcomes. The bettor may determine at their own discretion the order of the outcomes involved in a conditional bet. All outcomes shall be settled in the order specified on the bet slip. The bettor may determine at their own discretion the stake on each outcome. The stake on each subsequent outcome may not exceed the return from the preceding outcomes. The bettor may also specify only the initial stake. In this event, the stake on each subsequent outcome in the conditional bet will equal the maximum (100%) return from the preceding selection. Should the first selection lose, the conditional bet loses. The settlement of a conditional bet shall be terminated if one of the selections loses and there are no funds left for subsequent stakes.

Example. The conditional bet consists of three blocks.
Block 1 – odds 1.15, stake €100 (the stake paid by the Customer when the bet is accepted).
Block 2 – a double at odds of 1.39 and 1.13 respectively. The stake amount is set as the maximum.
Block 3 – odds 1.13, stake €100

1st option
Block 1 loses. The whole bet loses as there is no stake available for the subsequent blocks.
2nd option
Block 1 wins. The return amounts to €115.
Block 2 (a double), the stake is set as the maximum (€115). This wins and so the return is (1.39 x 1.13) x 115 = 1.57 x 115 = €180.63.
The stake for Block 3 is deducted from the return. The stake for Block 3 amounts to €100. 180.63 –

100 = €80.63. The sum of €80.63 is credited to the conditional bet account.
Block 3 loses.
The balance on the conditional bet account amounts to €80.63. The return is €80.63.

3rd option

Block 1 wins. The return amounts to €115.
Block 2 (a double), the stake is set as the maximum (€115). The return is (1.39 x 1.13) x 115 = 1.57 x 115 = €180.63.
The stake for Block 3 is deducted from the return. The stake for Block 3 is €100. 180.63 – 100 = €80.63. The sum of
€80.63 is credited to the conditional bet account.
Block 3 wins - 100 x 1.13 = €113
The return amounts to 80.63 + 113 = €193.63

4th option

Block 1 wins. The return amounts to €115.
Block 2 (a double) loses. The stake of Block 2 is set as the maximum, therefore the sum of €115 is lost.
Block 3 wins. The stake is €100. As Block 2 lost, there is no stake.
The bet slip loses.

4.9. Anti-Accumulator

An anti-accumulator is the opposite of an accumulator in terms of bet settlement, which means that the bet wins if the relevant accumulator loses. The bet must include two or more selections on unrelated events, and the bet wins should at least one selection lose.
The combined odds of an anti-accumulator are calculated based on the opposite of the winning probability of an accumulator consisting of the same legs.

Example. The bet slip includes 3 selections.
Selection 1 – odds 1.25
Selection 2 – odds 1.65
Selection 3 – odds 1.85

For this accumulator the combined odds are 3.81. The winning odds of the respective anti-accumulator, calculated by our software, equate to 1.17. The anti-accumulator bet may be settled as follows:

1st option

If at least one selection does not win (is not predicted correctly), and the other selections win, the return will be 100 x 1.17 = €117.

2nd option

If there is a payout at odds of 1.00 on Selection 3, the final odds of the accumulator will be 2.06. Accordingly, the winning odds of the respective anti-accumulator will increase from 1.17 to 1.58. If Selection 1 or Selection 2 do not win (are not predicted correctly), the anti-accumulator bet will win and the return will be 100 x 1.58 = €158.

3rd option

If there is a payout at odds of 1.00 on Selection 2 and Selection 3, the final odds of the accumulator will be 1.25. Accordingly, the winning odds of the respective anti-accumulator will increase from 1.17 to 3.16. If Selection 1 does not win (is not predicted correctly), the anti-accumulator will win and the payout will be 100 x 3.16 = €316.

4th option
Should any of the selections win (be predicted correctly) and should there be a payout at odds of 1.00 on the remaining selections, the anti-accumulator bet will lose.
Should there be a payout for all three selections at odds of 1.00, the stake will be refunded to the Customer's account.

4.10. Lucky

A Lucky bet is a combination of single bets and all associated available accumulators for a specific number of selections. The minimum number of selections is 2, the maximum number of selections is 8.
To get a payout, at least one selection needs to be predicted correctly.

Example. The bet slip includes 4 selections.
Selection 1 – odds 2
Selection 2 – odds 3.5
Selection 3 – odds 4
Selection 4 – odds 1.5
The stake is €150

The Lucky bet will include the following bets:
4 single bets

6 permed doubles
4 permed trebles
1 fourfold accumulator

You have 15 bets in total. The stake shall be calculated as follows: €150/15 bets = €10 per bet.

4 single bets of €10 each

Selections	Odds	Return
Event 1	2.00	20
Event 2	3.50	35
Event 3	4.00	40
Event 4	1.50	15

6 permed doubles of €10 each

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1+ Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3+ Event 4	4.00 x 1.50	60

4 permed trebles of €10 each

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2+ Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 fourfold accumulator of €10

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

Should all single bets win, all other options on the bet slip shall be deemed won. All returns will add up to €1,677.50.

Should only one selection win, for example Selection 4, the return will be 1.5 x €10 = €15. All the remaining 14 options will lose.

4.11. Patent

A Patent involves all the possible accumulators derived from a set number of selections. The minimum number of selections is 3 and the maximum number of selections is 8.
To win, at least one accumulator needs to be predicted correctly (this means a minimum of two selections should be predicted correctly).

Example. There are 4 selections on a bet slip.
Selection 1 – odds 2
Selection 2 – odds 3.5
Selection 3 – odds 4
Selection 4 – odds 1.5
The stake is €110.

The Patent will include the following bets:
6 permed doubles
4 permed trebles
1 fourfold accumulator.

There are 11 combinations. The stake is calculated as follows: €110/11 combinations = €10 per combination.

6 permed doubles of €10 each

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1 + Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3 + Event 4	4.00 x 1.50	60

4 trebles of €10 each

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2 + Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 fourfold accumulator of €10

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

Should all single bets win, then all options in this bet slip shall be deemed won. All returns add up to €1,567.50.
Should only one of the four selections play out as predicted, all the options in this bet slip shall be deemed lost.

5. Dispute Resolution

1. General Principles

The Company is committed to ensuring that all Customer disputes are handled in a transparent, fair, and timely manner. All Customers have the right to lodge a complaint concerning any aspect of their interaction with the Company, including but not limited to account activity, payments, promotions, verification, game outcomes, responsible gaming, and regulatory matters.
All complaints will be reviewed objectively, and the Customer will not be disadvantaged for initiating a complaint in good faith.

2. Submitting a Complaint

Customers may submit a complaint free of charge within six (6) months of the incident in question. In the case of peer-to-peer games (e.g., poker) or ante-post betting, the complaint period begins after the relevant event is resolved.
To file a complaint, the Customer must complete the complaint form available in PDF format at the following link: [Player Complaint Form] , and submit the completed form by email to the Support Service at complaints@betjam.com.
The complaint submission must include:

- full name and registered address of the Customer;
- Account ID;
- date of the incident or dispute;
- a clear description of the issue, including any relevant documentation or evidence;
- preferred language (English or another language of the target market).

3. Acknowledgment and Response Timelines

Upon receiving a complaint, the Company will:

- acknowledge receipt within seven (7) days via email or another preferred communication method;
- provide an explanation of the review process and expected resolution timelines.

The Company aims to issue a final response within four (4) weeks of receiving the complaint. In complex cases, this period may be extended once for up to an additional four (4) weeks, with prior notice and explanation to the Customer.
Complaints related to responsible gaming will be prioritized and, where possible, resolved within five (5) business days. If more time is needed, the Customer will be informed, and the delay will not exceed two (2) weeks.
All decisions will be communicated in writing and will include either:

- A clear explanation of the final resolution and its justification; or
- A reasoned explanation for not handling the complaint (e.g., insufficient information).

4. Escalation to Alternative Dispute Resolution (ADR)

If a complaint is not resolved to the Customer’s satisfaction, the matter may be escalated to an independent Alternative Dispute Resolution (ADR) body, which will review the dispute impartially. ADR services are provided free of charge to the Customer.

5. Record-Keeping and Reporting

The Company maintains a detailed record of all received complaints for a minimum period of five (5) years, including:

- Resolved complaints (upheld or rejected);
- Unresolved complaints;
- Complaints escalated to ADR or legal action.

The Company submits regular reports on complaint statistics and outcomes to the appropriate regulatory body, as required.

6.STANDARD CLAUSE TERMS AND CONDITIONS

DISPUTES AND ALTERNATIVE DISPUTE RESOLUTION

Betquest B.V. is committed to resolving all player complaints fairly, transparently, and efficiently in accordance with the National Ordinance on Games of Chance (LOK) of Curaçao and the CGA Player Complaints Policy Guidelines v1.1.

STEP 1 — CONTACT CUSTOMER SUPPORT

If you have a concern, please contact our Customer Support team first at support@betjam.com. Most concerns can be resolved quickly at this stage.

STEP 2 — SUBMIT A FORMAL COMPLAINT

If your concern is not resolved by Customer Support, you may submit a formal complaint using our Complaint Submission Form at [LINK TO COMPLAINT FORM]. We will acknowledge your complaint within one week and issue a final determination within four weeks, extendable once by a further four weeks, in accordance with Article 5.3(2)(4)(5) of the LOK. Complaints must be submitted within six months of the incident per Article 5.3(1) of the LOK.

STEP 3 — ESCALATE TO ADR

If you remain dissatisfied after completing Steps 1 and 2 above, or if you have not received a final determination within the timeframes above, you may escalate your dispute to our appointed independent ADR provider: ADR Curaçao B.V. (ADRC), CGA-Certified ADR Provider – www.adr-curacao.io

Please submit your dispute directly to ADRC by clicking the ADRC compliance seal displayed on our website footer. The seal provides direct access to ADRC's dispute submission portal. ADR is entirely free of charge to you. All costs are borne by Betquest B.V. in accordance with Article 5.3(7) of the LOK.

FULL FORMAL CLAUSE --ALTERNATIVE DISPUTE RESOLUTION

In accordance with Article 5.3(6) and Article 5.3(7) of the National Ordinance on Games of Chance (Landsverordening op de Kansspelen, "LOK") of Curaçao, Betquest B.V. is required to offer its players access to independent Alternative Dispute Resolution ("ADR") services, free of charge to the player, at any time.

Betquest B.V. has designated ADR Curaçao B.V. ("ADRC") as its preferred and appointed ADR service

provider. ADRC is a certified ADR provider licensed by the Curaçao Gaming Authority ("CGA") in accordance with the LOK and the CGA Player Complaints Policy Guidelines v1.1.

BEFORE SUBMITTING A DISPUTE TO ADRC, PLAYERS MUST FIRST ATTEMPT TO RESOLVE THEIR COMPLAINT DIRECTLY WITH Betquest B.V. THROUGH OUR INTERNAL COMPLAINTS PROCESS.

Our internal complaints process operates as follows:

1. Contact our Customer Support team in the first instance via support@betjam.com. Our team will endeavour to resolve your concern promptly.

2. If your concern is not resolved to your satisfaction through Customer Support, you may submit a formal complaint using our official Complaint Submission Form, available at [LINK TO COMPLAINT FORM]. Your complaint must include your full name, address, account number, the date of the incident, and a description of your concern, in accordance with Article 5.3(3) of the LOK.

3. We will acknowledge receipt of your formal complaint in writing within one week and issue a final determination within four weeks of receipt, extendable once by a further four weeks, in accordance with Article 5.3(2), (4), and (5) of the LOK.

4. Complaints may be submitted free of charge within six months of the date of the incident giving rise to the complaint, in accordance with Article 5.3(1) of the LOK.

IF YOUR COMPLAINT HAS NOT BEEN RESOLVED THROUGH OUR INTERNAL PROCESS, OR IF YOU HAVE NOT RECEIVED A FINAL DETERMINATION WITHIN THE TIMEFRAMES SET OUT ABOVE, YOU MAY ESCALATE YOUR DISPUTE TO ADRC.

ADRC may be contacted and disputes may be submitted via the ADRC compliance seal displayed on our website at www.betjam.com. By clicking the ADRC compliance seal, you will be directed to ADRC's secure dispute submission portal where you can register your dispute directly. All ADR services provided by ADRC are free of charge to players. All costs of the ADR process are borne entirely by Betquest B.V. in accordance with Article 5.3(7) of the LOK.

ADRC contact details:
ADR Curaçao B.V.
Pos Cabai 5, Willemstad, Curaçao
www.adr-curacao.io
CGA Certification Reference: CGA/ADR/2025/06

Please note the following important information regarding the ADR process:

(a) The ADR process is available at any time and is entirely free of charge to you as a player.

(b) The final determination issued by ADRC will be binding on Betquest B.V. The determination will also be binding on you as the player.

(c) Once an ADR process has been completed, it cannot be recommenced with a different ADR provider in respect of the same dispute, in accordance with Clause 5(4) of the CGA Player Complaints Policy Guidelines v1.1.

(d) Your right to bring proceedings before the Curaçao courts in accordance with Article 5.5 of the LOK is not affected by the availability of ADR, subject to the terms of the ADR process.

(e) The Curaçao Gaming Authority (CGA) does not mediate in individual player disputes. However, if you believe Betquest B.V. is in breach of its regulatory obligations, you may contact the CGA directly at complaints@cga.cw.

SHORT CLAUSE -COMPLAINTS AND DISPUTE RESOLUTION

If you have a complaint, please contact our Customer Support team at support@betjam.com in the first instance. If your complaint is not resolved, you may submit a formal complaint using our Complaint Submission Form at [LINK]. Complaints must be submitted within six months of the incident in accordance with Article 5.3(1) of the LOK.

If you remain dissatisfied after completing our internal complaints process, or if we have not issued a final determination within eight weeks of receiving your complaint, you may refer your dispute free of charge to our appointed ADR provider: ADR Curaçao B.V. (ADRC) — CGA-Certified Alternative Dispute Resolution Provider, www.adr-curacao.io

SINGLE SENTENSE

If your complaint has not been resolved through our internal complaints process, you may refer your dispute free of charge to our appointed independent ADR provider, ADR Curaçao B.V. (ADRC), a CGA-certified Alternative Dispute Resolution provider operating under Article 5.3(6) of the National Ordinance on Games of Chance (LOK) — click the ADRC compliance seal on this website to submit your dispute directly,. Please note that disputes must first be submitted to Betquest B.V. using our Complaint Submission Form [LINK] before escalation to ADRC is available.

6. Accounts, Payouts & Bonuses

6.1. ACCOUNTS

1. Each registered customer is allowed to have only one account. Customers are allowed to register only one account per family: address, e-mail address, IP address, credit/debit card, e-wallet or electronic payment method. Persons otherwise associated with a customer will not be allowed to register on the Website. Customers may not sell, transfer, or acquire accounts. Any purported transfer of an account is void.
2. No registered customer is allowed to be re-registered as a new customer (under a new name, with a new email address, etc.).
3. In the event of
    - duplicate registration (including registering under a new name), the submission of someone else's, invalid, or forged documents (including those that have been edited by using any kind of software or graphic editor);
    - multiple breaches of the Terms of Service;
    - doubts about the identity of the customer or the information they have provided (i.e. address, credit/debit card details, other data);
    - any types of fraud committed either by you or by another person acting in your interests or in collusion with you, including but not limited to:
        - a) refund or rake fraud
        - b) your use of a stolen or unverified bank card as a source of funds
        - c) any actions you have carried out or attempted to carry out which may reasonably be considered illegal in any applicable jurisdiction, which were committed deliberately or with the intention to deceive and/or circumvent constraints set in law regardless of whether this action or attempt ultimately causes loss or damage to your account
    - when the Customer placed the bet, they had information about the result of that event
    - the Customer was able to influence the outcome of an event due to their direct participation in the match (sportspeople, coaches, referees, etc.) or because they acted on behalf of the participants
    - bets were placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits set by the bookmaker, as well as colluding with others in order to obtain an unfair advantage through bonus schemes or any other promotions offered by us
    - the bettor is suspected of using special software or hardware which facilitate automated betting, including but not limited to the use of glitches, faults or errors in our software in connection with the Services we offer (including betting); your use of rogue equipment and programs or analytical systems, including but not limited to software that allows you to place bets without human intervention (for example, bots), etc.
    - unfair means of any kind were used to obtain information or circumvent restrictions imposed by the company.
      The Company’s management is entitled to request at their discretion any documents from the bettor substantiating their identity or other data they have provided (for example, passport details, residential address), as well as to cancel any payments until all such details have been verified.
      The Company’s management reserves the right to conduct a video conference as a part of the identity verification process (or by requesting a video of the documents), and/or request for the documents to be sent by post. Verification may take up to 72 hours from the receipt of the documents. The outcome of the video conference can be provided to

the Customer within 5 working days after a video conference takes place. It may take up to 14 working days to verify these video documents.

4. If the Customer refuses to undergo verification, the company reserves the right to void their bets (including bets placed from duplicate accounts). Furthermore, the management reserves the right to take any reasonable measures, including but not limited to blocking the account and freezing the available funds until the account holder is established and their deposit methods have been confirmed.
5. Upon completion of the investigation, the company can make any decision that it deems to be fair and reasonable:
    - to block (close) the account (including any duplicate accounts), which may entail:
        - all bonuses, free bets and winnings received from those bonuses and free bets when using this duplicate account becoming void and lost to you;
        - at our sole discretion, to cancel all winnings and refund the balance of your account at the start of the investigation (minus any canceled winnings) made from your main and duplicate accounts. We also have the right to refund any amounts that are owed to us in connection with this duplicate account, directly from any of your accounts (including any other duplicate account).
    - At our sole discretion (in exceptional cases), to allow the continued use of the main account and recognize it as valid, while all bets placed by you from the duplicate account will be void, the duplicate account(s) will be blocked and/or canceled by decision of the company (the decision is made for each particular case individually, according to the extent of the violation).
6. The Customer shall be responsible for keeping their password and account number received at registration confidential. All bets registered with the bookmaker shall be valid. Bet cancellation shall be subject to the Terms of Service. Should the Customer’s login details come into the possession of a third party, the bookmaker should be informed, the Customer should change their username and password and their email password to stronger ones. You must not disclose any cash withdrawal codes or codes for changing your phone number to any third party.
7. The account holder confirms that any activities on the account are performed by themselves. If the account is managed by a third party, the account holder shall take exclusive responsibility for access to the account.
8. An account is considered inactive if there has been no login or betting activity for 3 months. Once an account qualifies as inactive, the Company will make reasonable attempts to contact the Customer using the registered contact details before any action is taken. If the account remains inactive following such contact attempts, the Company reserves the right to block it. No administration fees are charged in respect of inactive accounts. To unblock an account, please contact our Security Team.
9. If the Customer account is blocked for any reason, access to all websites associated with the Company will be restricted. This means that the Customer will not be able to login or access any of the services or features provided by these websites
   until their account is unblocked at support@betjam.com.
   These Terms of Service are in place to ensure the security and integrity of the websites associated with the Company and to protect the interests of the Company and their users. It is important for Customers to comply with the Terms of Service of use for these websites to avoid having their account blocked.
10. If an account is blocked due to security reasons, regulatory concerns, failure to pass verification, or suspected breach of the Terms of Service, the Customer may contact the Security Team to initiate the account reactivation or withdrawal process.
11. If you wish to close your account, please contact our Support Service. Upon receipt of your request, we will confirm closure and process any remaining eligible balance, subject to applicable verification requirements.

12. The Company reserves the right to seek refreshed KYC on account closure and ask the Customer for documentation. However, except where it is required by our AML/CFT obligations, any such requests will be limited to documentation already provided by the Customer during the period when the account was opened, so as not to cause undue delays to legitimate withdrawal requests.

6.2. DEPOSITS AND PAYOUTS

1. There are various ways of depositing and withdrawing funds from the Customer's account. All deposit and withdrawal methods can be found in the “Payments” section. Deposit processing times vary by payment method and are determined by the relevant payment provider. Please note that the Company is not a financial institution. No interest is payable on any funds held in your account.
2. All withdrawal requests are processed 24/7.
3. The Company Security Service is entitled to:
    - decline cash withdrawal requests if deposits were made through e-payment systems;
    - refuse any withdrawal should the deposit or withdrawal amounts be inconsistent with bets placed (the Customer must place bets with stakes which add up to the sum of all deposits and the bets must have odds of at least 1.1; placing a high volume of bets that have a minimal impact on your balance shall not be taken into account, i.e. bets placed on opposite outcomes in games such as Roulette, Baccarat, Craps and Dice). Permitted withdrawal amounts shall be calculated based on the amount of the bets placed from any given deposit;
    - refuse any withdrawal if the betting account is misused. In this case your account must be verified before withdrawal can take place.
4. The Company Security Service does not recommend Customers:
    - transfer funds from one payment system to another;
    - deposit and withdraw funds without placing bets;
      In the foregoing events, funds will be returned to your account.
5. You can only withdraw funds using the same payment details that were used for depositing funds into your account. If you use multiple deposit methods, withdrawals must be made proportionately to those deposits.
6. The Company does not accept cash deposits or cheques under any circumstances. All financial transactions must be carried out through approved electronic payment methods or bank transfers. The Company reserves the right, at its sole discretion, to refuse withdrawals via certain payment channels and require a bank transfer as an alternative, as well as to restrict or suspend the use of specific deposit or withdrawal methods by the Customer without prior notice. All payment instruments must be registered in the Customer’s name and may be subject to additional verification.
7. ATTENTION! Our administration does not recommend making deposits and withdrawing funds using someone else’s electronic wallet.
    - Our Security Team reserves the right to deem such deposits to be fraudulent and block users’ transactions without prior notification.
    - Our administration is entitled to deny withdrawals of funds using payment details which do not belong to the account holder.
8. In certain circumstances and in respect to certain customers the Company may decide not to reimburse service charges imposed by payment systems on deposits or withdrawals, which Company usually reimburses.
9. The exchange rate shown for different payment transactions may not be the same as the current exchange rate displayed on our Website. When transactions (deposits and withdrawals)

are being processed, currencies are converted at the exchange rate established on the Company's Website at that moment.
This rate is not fixed, and may change several times a day, or conversely may not change for a long time, and the date and time the actual debiting takes place depends on the selected exchange rate on the Website at that moment. You can view the final amount debited and the exact exchange rate in the deposit/withdrawal request.
Please note that the company does not bear any responsibility to bettors for any indirect, incidental or accidental losses in connection with the exchange rate and currency conversion.

10. In certain cases, the company has the right to unilaterally initiate the verification procedure of a customer’s payments and request additional information from the payment system.
The Customer’s account may be blocked for financial procedure purposes during the verification process.
According to the terms of some payment systems, the verification procedure can last up to a maximum of 180 days.
11. If the Customer doesn't comply with the Company's rules (for example by breaching the Terms of Service, not placing a bet before requesting a withdrawal, etc.), the Company reserves the right to refuse to allow that Customer to make a withdrawal.
12. **Withdrawal Policy**. The processing of the request may require a maximum of seven (7) business days, contingent upon the selected payment method.
Requirements for Document Submission in Fund Withdrawals. While processing withdrawal requests, the Company reserves the right to ask the Customer for specific documentary evidence to meet regulatory obligations and prevent fraudulent activities. The Customer must comply with such a request and provide the Company with the following documents, among others:
    - An officially issued identification document with a photograph (e.g., passport or driver's license).
    - Documentation validating the payment methods used.
    - Any other relevant documents required during service provision.
    - These documents should be submitted by the Company within one (1) month from the date of the Company's request. Failure to do so within this timeframe may lead to the suspension of the withdrawal process and potential forfeiture of the funds.
    - For assistance with any inquiries or issues during the withdrawal process, Customers are encouraged to reach out to our customer support team.
13. Service charge is imposed if monies are deposited into or withdrawn from the Company's account in BTC currency using cryptocurrency or blockchain-based payment system.

6.3. BONUSES

1. This section covers the Bonus programs offered by the betting company.
2. The Bonus is only available to registered customers.
3. All of the personal data fields in the Customer’s account must be filled in.
4. The “Take part in Bonus offers” box in My Account must be ticked.
5. The company reserves the right to review customers' transaction records and logs for any reason. If, upon such review, it appears that a customer or customers are participating in strategies that the company, at its sole discretion, deems to be abusive, the company reserves the right to revoke the entitlement of such customers to the promotion and void the Bonus.
6. Only one Bonus is allowed per customer, family, address, shared computer, shared IP address, and any identical account details including email address, bank account details, credit card information and payment system account. Any abuse of the Bonus offer will lead to the closure of the account in question.

7. The Customer must provide identification documents, if necessary, to confirm their identity (KYC). Failure to produce these documents when requested by the Security Team will result in the forfeiture of any bonuses/winnings. The Company reserves the right to request, at any time, that the Customer provide photographic evidence of themselves holding their ID (the Customer’s face must be clearly visible in the photo) or complete identity verification via telephone.

If the company discovers evidence of a Bonus offer being abused, it reserves the right to take the following measures against the offending customer: cancel all current Bonuses and bonus winnings, and block the Customer's account.

REGISTRATION BONUS

- Make a deposit.
- The first deposit Bonus must be redeemed by wagering the deposit amount.
- Once the validity period of a Bonus has expired, it is considered lost.
- See full terms and conditions of the “First Deposit” Bonus

DEPOSIT BONUSES

- Only active customers who make daily transactions using their account are eligible for this offer.
- Make a deposit.
- The Bonus must be redeemed by wagering the deposit amount.
- Once the validity period of a Bonus has expired, it is considered lost.

GIFTS

- A gift is a particular type of Bonus that requires a deposit to be made (unless specified otherwise in the rules). Gifts include free spins with or without wagering requirements, as well as promo codes for free spins and Bonus funds with or without real-money wagering requirements.
- Gifts may be covered by particular terms and conditions, so before activating them, the Customer must confirm acceptance of these Terms of Service (bonus amount, wagering requirements, etc.).
- A gift may be awarded in one of two ways: either made immediately available in the appropriate section of the Customer’s account (Bonuses and gifts) or sent to them as a promo code (through a partner site, in a personal message, etc.) which must be entered in the appropriate field in the Bonuses and gifts section.
- Using the gift itself does not require the Customer to make a deposit. However, a number of conditions must often be met in order to use any funds won using a gift.
- Only one gift may be active at a time. Any others must be inactive, suspended or canceled.
- Promo codes and gifts credited as promo codes can only be activated on the Customer’s main wallet. Using promo codes on other currency wallets will result in the cancellation of the offer and the loss of any wagering progress.
- The gift and any winnings earned with it will be lost after the expiration date. The expiration date is displayed in the Bonuses and gifts section of the Customer’s account.
- When a gift is active, customers can still place bets using funds from their main account. Doing so will not cause an active gift offer to expire.
- Funds from gifts whose wagering requirements have been met will be credited to the

Customer’s account balance within 24 (twenty-four) hours of the moment the wagering requirement is met, unless otherwise specified.

PROMOTINAL CODES

- From time to time, the Company may issue promotional codes (“Promo Codes”) that grant access to special offers or additional rewards. The use of any Promo Code must comply strictly with the terms and instructions accompanying the code, and each Promo Code may be limited to a single use per Customer unless explicitly stated otherwise.

TOURNAMENTS

- To participate in tournaments, you must register by pressing the “Take part” button on the offer page.
- All prizes are credited to the tournament winners within 72 hours of the end of the relevant tournament.
- In the event that a prize winning place is occupied by two customers, the winner will be the first customer to have satisfied the conditions of the tournament.
- When calculating the results, only bets placed with real funds will be counted.
  8. All currently active Bonus offers, including but not limited to deposit bonuses, welcome bonuses, reload offers, promotional codes, gift-based promotions, and other temporary or recurring incentives (collectively, “Promotions”), along with their applicable rules, restrictions, and eligibility criteria, are published and regularly updated on the Bonus Program page of the Website.

Such Promotions may vary in availability, duration, and conditions, and may be subject to specific opt-in requirements (e.g., entering a promo code or accepting a personal offer in the account interface), geographic or jurisdictional restrictions, payment method limitations, or usage caps.
Customers are solely responsible for regularly reviewing the Bonus Program page to ensure they are fully informed of the current terms, requirements, and availability of all Promotions.
The Company disclaims any liability for losses arising from the Customer’s failure to consult the most recent and applicable terms. Participation in any Promotion shall be deemed acceptance of the latest version of its terms and conditions.
The company reserves the right to alter the terms of a Bonus offer, or to suspend or terminate it at any time.

6.4. CRYPTOCURRENCY TRANSACTIONS POLICY

Accepted Currencies and Wallets

1. Only cryptocurrencies and blockchain networks explicitly listed on the Company’s payment page are accepted. Transactions from unsupported wallets or tokens may be rejected or lost, and the Company bears no responsibility for such cases.

Deposit and Withdrawal Rules

2. All crypto deposits must be confirmed by the relevant blockchain with a sufficient number of confirmations before being credited to the Customer’s account.

3. Cryptocurrency withdrawals are processed only to verified wallets. The Company may require identity verification and proof of wallet ownership prior to withdrawal.

4. The Company reserves the right to convert cryptocurrency holdings into fiat currency or stablecoins for operational or regulatory reasons, with prior notice to the Customer where feasible.

Risk Disclosure and Compliance

5. You acknowledge the high volatility and irreversibility of cryptocurrency transactions. The Company is not liable for losses resulting from market fluctuations.

6. To ensure compliance with applicable regulations, all cryptocurrency transactions are subject to standard Anti-Money Laundering (AML) screening. In certain cases, transactions that appear unusual or exceed predefined thresholds may require additional verification and may take longer to process as part of routine compliance procedures.

7. Live Betting

1. Live bets are accepted on main markets (win, total, handicap) and additional markets (HT-FT etc). You may place single live bets or combine them in accumulators.
2. The bet shall be deemed accepted once it has been registered on the server and online confirmation has been received. You may not alter the bet once it has been accepted. If the circumstances specified in p. 2.7 of “General Terms” occur, the live bet may be settled at odds of 1.
3. The bookmaker takes no responsibility for any inaccuracy regarding the current scores of matches on which live bets are being accepted. Customers should refer to other independent sources of information.
4. No live bets may be edited or deleted.

8. Rules on sports

8.1. Australian Rules Football

1. The bookmaker accepts bets:
    - on regular time of 80 minutes (four quarters of 20 minutes each or two halves of 40 minutes each)
    - on regular time including overtime (labeled “Including Overtime”).
    The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.
2. Should a match be interrupted before the expiration of 80 minutes, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
3. If a match venue is changed then bets already placed will stand providing the home team is still designated as such.
4. **To Score First Goal**. If the player has not participated in a match or is introduced as a substitute after the first goal has been scored, all bets on this player will be deemed void. Bets on players who had been substituted or sent off before the first goal was scored will lose. If the first goal is scored by a player on whom no price has been offered, all bets on other players will lose, except for the “Any Other Player” market. If a match has been interrupted before the first goal is scored, all bets will be canceled.
5. A goal (6 points) is when the ball is kicked between the narrower inner goal posts without touching another player, and the scoring team gets 6 points.
6. A behind (1 point) is when the ball is kicked between an inner goal post and an outer behind post, or the ball hits the goal post, or passes over the gate line or the behind line.
7. Bets on “HT-FT” markets are accepted on the half-time and the entire match.

8.2. American Football

1. Bets are accepted on regular time, including overtime, unless otherwise stated.
2. If a match starts but is not completed, all bets will be settled at odds of 1.00, except for the following instances:
    - if the result of the bet is already clearly determined at the moment the match is stopped.
    - if at least 55 minutes have been played in the match at the moment the match is stopped. In this case, the match will be considered to have taken place, and bets will be settled based on the actual score.
3. For bets on “Higher At The End Of The Tournament” markets, if the teams fail to qualify from the group, priority will be given based on their respective places within the group, and then on the winning percentage or amount of points.
4. “Highest (Lowest) Scoring Quarter - Total”. If two or more quarters end with the same highest/lowest score, bets will be settled based on the actual total. In such circumstances, no refunds are provided.
5. “Highest Scoring Quarter”. If the highest scoring quarter is impossible to determine (i.e. when two or more quarters have ended with the same amount of points scored), bets on those quarters will be settled at odds of 1.00. Bets on other quarters will lose.
6. “Highest Scoring Half”. In the event that both halves end with the same amount of points scored, bets will be settled at odds of 1.00.

7. If the match (including overtime) ends in a draw, W1 and W2 bets will be settled at odds of 1.00. Bets on totals and handicaps will be settled based on the match's actual result.
8. Bets on players' touchdowns (anytime, first/last, total) include touchdowns scored via rushing, receiving, interception return, kickoff return, punt return, and fumble return.
9. "Result Of Drive (X)". If a drive is not completed due to the end of a half or the match, bets on this market will be settled at odds of 1.00.
    - Touchdown: This bet wins if a touchdown is scored by the team that had possession of the ball at the start of the drive, including as a result of actions by the offensive line or special teams (e.g. a kickoff return).
    - Field Goal: This bet wins on both a successful and a missed attempt (including a block, miss, or bounce off the crossbar), except when the defending team returns the ball for a touchdown. In that case, bets on a "Turnover" win.
    - Turnover. This includes interceptions, fumbles, turnovers on downs, and all touchdowns scored by the defensive team, whether by the defense or the special team.
    - Punt. This bet wins only if possession of the ball passes to the other team after the punt, except in the following cases:
        - If the offensive team scores a touchdown during the play, bets on a "Touchdown" win.
        - If the defensive team scores a touchdown during the play, bets on a "Turnover" win.
    - Any Other: This bet wins as a result of any other completed result that does not fall under the categories above.
10. "First Down In Drive (X) - Yes/No"
    - Yes: This bet wins if the team achieves at least one first down, including automatic first downs awarded due to penalties.
    - No: This bet wins if there were no first downs during the drive.
    - If a drive is not completed due to the end of a half or the match, and the outcome of the bet is undetermined, bets on this market will be settled at odds of 1.00.

8.3. Badminton, Table Tennis, Beach Volleyball

1. If the start of a match is delayed or postponed for any reason, all bets will stand until the match or the tournament in which the match features has concluded or until the withdrawal of one of the participants.
2. Should a match be interrupted due to the withdrawal or disqualification of either team in the first game/set, all bets will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted. Bets on the match winner will be settled at odds of 1 in this case.
3. Should a match be interrupted due to the withdrawal or disqualification of either team, ***the first game/set must have been completed*** for bets on the winner of the match to stand, otherwise all bets on this outcome will be settled at odds of 1. In the event of the withdrawal or disqualification of a player, a forfeit will be declared.
4. If a match starts, but is not completed for any reason (for example, if one of the opponents refuses to continue or is disqualified) and ***more than two games/sets have been played***, the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game/set, total of the first game/set, etc.) will count towards the bet settlement. Payouts on other bets will be made at odds of 1 except for bets on the winner of the match. The team which has advanced to the next round or the winner of the tournament will be regarded as the winner of the match.
5. No bet will be canceled because of a misprint in the initials of a sportsman/sportswoman (for

example, B. Smith instead of A. Smith). In this event, bets will stand.
6. "Win The Match". If any of the players named in the outcome is substituted before the start of the match, all bets shall be deemed void.
7. Handicaps and totals for the aforementioned sports must be specified in points except for “Handicap By Sets” and “Total Sets” markets.
8. "Winner". The sportsman/sportswoman (the team) who takes first place in the tournament will be considered the winner. If the sportsman/sportswoman withdraws from the tournament before it begins, bets on that sportsman/sportswoman will be settled at odds of 1.
9. "To Qualify". The Customer should predict which player of the two listed will advance further in the tournament bracket. If both players are eliminated from the tournament, the one who has advanced further in the bracket will be deemed the winner. If both players are eliminated from the same round, bets will be settled at odds of 1. If the player withdraws from the tournament before it starts, bets will be settled at odds of 1.

8.4. Basketball

1. The bookmaker accepts bets:
    - on regular time (the time of play may be 48 minutes consisting of four quarters of 12 minutes each or 40 minutes consisting of four quarters of 10 minutes each; NCAA – two halves of 20 minutes each);
    - on regular time including overtime (labeled “Including Overtime”). Bets on Stats include OT unless stated otherwise. Other betting terms may be specified in the betting section.
2. If a match starts but is not completed, all bets on the match will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.
3. If the duration of a match is 40 minutes, at least 35 minutes must be played for bets to stand. If the duration of a match is 48 minutes, at least 40 minutes must be played for bets to stand. In these cases, all bets will be settled based on the results at the time the match was interrupted.
4. In basketball matches (for events labeled “Including Overtime”) bets on handicap and total markets in the fourth quarter and the second half are settled excluding overtime.
5. NBA teams may be shown in a direct order (home-away), as well as in a reversed order. If the latter is the case, no stakes are refunded.
6. "Higher At The End Of The Tournament". Should the teams fail to qualify from their group, bets will be settled based on the place they finish within the group. Should the teams take equal places within the group, then bets will be settled based on their score.
7. The Customer should check the rules of basketball friendlies (whether cup or club friendlies) through official sources. If a friendly ends in a draw (the rules of the match have been changed), bets on the winner will be settled at odds of 1. However, bets on total and handicap markets will be settled on the result.
8. If overtime is played in cup ties due to the aggregate result of a two-legged match, overtime will be taken into account to settle bets on the second match. Likewise, overtime played due to the aggregate result of a two-legged match is also included in “To Qualify”, “To Be Promoted/Relegated”, “Tournament Winner” and other similar bets.
9. Should a basketball match end in a draw, the “Will There Be Overtime? - Yes” bet wins and the “Will There Be Overtime? - No” bet loses.
10. "Half-Time/Full-Time" bets. In the Sports section, “W” represents a win and “X” represents a draw. The outcome of the first half is shown first, followed by the outcome of the game after regular time. For example, W1W2 means that Team 1 won (W1) the first half, while Team 2 were the winners (W2) at the end of regular time.
"Half-Time/Full-Time" bets including overtime. The customer must predict which team will win the first half and which team will win the game with overtime included. Customers may not bet

on a draw.

11. "Highest (Lowest) Scoring Quarter – Total". If two or more highest (lowest) scoring quarters have the same total, no stakes will be refunded. In this event bets will be settled based on the total (when the total of the fourth quarter is settled, no points scored in overtime will count).
12. "Highest Scoring Quarter". If the highest scoring quarter is impossible to determine unconditionally (i.e. when two or more quarters have ended with the same result), bets on such quarters will be settled at odds of 1. Bets on other quarters will lose (when the total of the fourth quarter is settled, no points scored in overtime will count).
13. "Highest Scoring Half". If both halves have ended with the same result, bets will be settled at odds of 1 (when the total of the second half is settled, no points scored in overtime will count).
14. "Team… To Win Both Halves – Yes". When the total of the second half is settled, no points scored in overtime will count. "Team… To Win Both Halves – No". The bet will win if the team specified has drawn or lost at least one half.
15. "Each Team Will Score Over 72.5 – Yes". The bet will win if the total scored by each team during the match amounts to 73 or more.
16. "Each Team Will Score Over 72.5 – No". The bet will win if at least one of the teams has not reached the quoted total.
17. "Total For Each Quarter Over 32.5 – Yes". The bet will win if the total number of points scored in each quarter is 33 or more.
18. "First Foul" and "Total Fouls" bets. Bet settlement is carried out based on the final scoresheet, which includes only personal fouls by players. Technical fouls received by a coach, an official team representative, or a player on the reserve bench may be displayed in the play-by-play, but are not included in the settlement. However, technical fouls specified in the official scoresheet are included.
19. "First Rebound". Predict which team will be the first to have a rebound.
20. Bets on “Turnovers” markets are only settled based on the individual statistics of players rather than on team statistics.
21. Bets on "Rebounds" markets are settled based on the individual statistics of players and the team statistics. For NBA, WNBA only personal rebounds are considered.
22. Bets on the “Race To … Points” markets in the “Sports” section may be available with:
    - two outcomes (W1, W2). For such bets, if neither team scores the specified number of points, bets on a winner will be void (for example, if the score is 19-19, “Race to 20 Points W1” bets will be void).
    - three outcomes (W1, W2, Neither), in which case, bets will be settled according to the results.
23. The “Score By Quarters 2-0” bet will win if Team 1 has won two quarters out of four and the remaining two quarters have ended in a draw. The “Score By Quarters 1-1” bet will win if one team has won one quarter, the other team has won another quarter, and the remaining two quarters have ended in a draw.
24. "Handicap By Quarters". For example, “2 Handicap By Quarters -2.5”. The final score is 81:102 (17:22, 26:25, 18:20, 20:35), the score by quarters is therefore 1:3 (0:1, 1:0, 0:1, 0:1 respectively). The bet loses as when the handicap to Team 2 is applied, the score by quarters is 1:0.5.
25. The “Total Drawn Quarters”, “Handicap By Quarters”, “Score By Quarters” and “Win By Quarters” markets are only settled on the result at the end of regular time.
26. The “1 Winning Margin In Points Interval From -1 to 9” bet wins if the difference in the number of points scored by Team 1 and Team 2 falls within the interval of -1 to 9 points. For example, the score is (85:90) so the winning margin of Team 1 is -5 and thus the bet loses.
27. Bets on the “2-Point Field Goal Percentage”, “3-Point Field Goal Percentage” and “Free Throw Percentage” markets are settled based on the statistics from the official website whereby the percentage values are rounded to the nearest whole number.

28. Bets on the “Total Play Time” market should be specified in minutes. If the total has been named exactly, bets will be settled at odds of 1. For example, in respect to the bet “Total Kyrie Irving Over 39.5”, if the player’s total play time amounts to 39 minutes 30 seconds, the bet will be settled at odds of 1.
29. Netball is a type of women’s basketball (with four quarters of 15 minutes each). Bets are made and settled on regular time and regular time including overtime (labeled “Including Overtime”).
30. **Basketball. Results. Team To Be Higher At The End Of The Tournament.** Bets on this market are settled based on statistics available on the official website.
31. "SuperTotal () Over/Under". The Customer should predict whether the teams will score more or fewer points than the quoted total. For example, "SuperTotal: (166-167 Refund) 167.5 Over". The bet will win if the teams score more than 167.5 points in total. If the teams score 166 or 167 points in total, stakes will be refunded.
32. "SuperHandicap 1/2 ()". The Customer should predict whether the team will win taking into account the quoted handicap. For example, "SuperHandicap 2: (-4; -3 Refund) -4.5". The bet will win if the score difference amounts to 5 points or more in favor of Team 2. If there is a draw after the handicap values (-4) or (-3) have been applied, stakes will be refunded.
33. Bets on average player statistics during the regular NBA season (points, rebounds, assists, block shots, etc.) are settled based on statistics available on the official website of the tournament.
34. Double-double (triple-double) in the match. For this bet it is necessary to predict whether or not the player will have a double-digit performance in two (double-double), three (triple-double) categories in the match. Statistical categories: points, rebounds, assists, block shots. If the sportsman had a triple-double, then the double-double bet on this player will be settled as a win.
35. Score in the interval. For this market it is suggested to guess whether the quarter score will be in the selected interval. In the left part, the range for the first team score is pointed out, in the right part - the range for the second team score. Example. "Score in the interval 3rd quarter. 22-33: 8-19 - Yes." The bet wins if the 3rd quarter ends with the score of 24-15.
36. **Alternative matches.** In this type of event, the teams’ results in the specified matches are compared (regular time only). If one team forfeits any of the matches, bets on the alternative matches will be settled at odds of 1.00 (refunded).
37. Basketball 4x4. Games consist of two periods lasting 10 minutes each. If a game ends in a tie, 5 minutes of overtime is played.
    Key differences in the game:
    - a mid-range shot counts as 2 points
    - a long-range shot (from outside of the three-point line) counts as 3 points
    - A slam dunk scores 3 points.
    - Teams have 24 seconds to shoot during an offensive.
38. Basketball 1x1 The game is played until a winning score of 11 points is reached or until 10 minutes have elapsed (depending on which happens first). If a game ends in a tie, overtime lasting five minutes will be played. The final consists of the three best players with a winning score of 11 points. The main differences in gameplay:
    - a mid-range shot counts as 2 points
    - a long-range shot (from outside of the three-point line) counts as 3 points
    - if they take a shot, a player is awarded “make it, take it” possession
    - a shot must be attempted within 7 seconds of taking possession

8.5. Basketball 3x3

1. Games consist of one period lasting 10 minutes. The game is considered to be completed when time has ended or one of the teams has scored 21 points. If a game ends in a tie, overtime will

be played until one team scores 2 points.

2. The main differences in gameplay:
    - a mid-range shot counts as 1 point
    - a long-range shot (from outside of the three-point line) counts as 2 points
    - the shot clock lasts 12 seconds.
3. The general rules of basketball also apply to Basketball 3x3:
    - If a match starts but is not completed, all bets thereon will be settled at odds of 1.00, except for those markets which had already been determined at the time the match was stopped.
    - Bets on Stats include overtime unless stated otherwise.
    - A “Will There Be Overtime? - Yes” bet wins; a “Will There Be Overtime? - No” bet loses.
    - Bets on the “2-Point Field Goal Percentage”, “3-Point Field Goal Percentage” and “Free Throw Percentage” markets are settled based on the statistics from the official website and the percentage values are rounded to the nearest whole number.
    - Bets on athletes’ average stats are settled based on the statistics from the tournament’s official website.
    - "First Foul” and "Total Fouls" bets. When settling bets, only personal fouls committed by players on the court are taken into account.
    - Technical fouls received by a coach, team officials, or players on the bench are not taken into account.

8.6. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included.
   The names of the starting pitchers will be taken into consideration at the time of bet acceptance should the names be specified in relation to the event. Both listed pitchers must start and each pitch at least once for bets to stand. Should any of the listed pitchers fail to start for any reason, all bets on this game will be deemed void. If the starting pitchers are not listed, bets will be accepted regardless of who those starting pitchers are.
2. Bets stand if the planned number of innings is reduced in accordance with tournament regulations or a match is cut short due to one of the teams having an unassailable lead.
3. The team which bats at the bottom of an inning shall be treated as the home team notwithstanding the venue of the game.
4. All bets are settled on the official match results including all extra innings (except bets made on the parts of the match).
5. All bets stand if at least five full innings or 4.5 innings have been played. If fewer than 4.5 innings have been played, the bookmaker will settle bets, the results of which had already been determined at the time the match was stopped. Other bets on this match will be settled at odds of 1.
6. ***Pre-match Markets***. If a baseball match does not start at the specified time and the official website confirms that the match has been postponed, all bets on this match will be settled at odds of 1.
7. ***In-Play Markets***. If a match is stopped (interrupted) and proceeds within 36 hours, all bets will stand until the conclusion of the match. If the match is not concluded within 36 hours, all bets will be deemed void, except for those markets which had already been determined.
8. If the score is tied in baseball matches (in the NPB or in the preseasons of the MLB and KBO), W1 and W2 bets will be settled at odds of 1 (stakes will be refunded).
9. "Players, Match-Ups". The Customer must predict which player of two will perform better. Should the players tie, bets will be settled at odds of 1.
10. In MLB preseason games, when the teams are tied at the end of the 9th inning, an extra 10th

inning is played. However, if neither team wins in the 10th inning, the game ends in a draw. In this event W1 and W2 bets are settled at odds of 1 (stakes are refunded).
11. Pre-match bets on individual player statistics are only settled if the selected player is included in the official starting line-up for the match. If the player is missing from the starting line-up according to the official box score, bets will be refunded.
12. **Softball** is a team ball game and a variant of baseball played with a larger ball on a smaller field. Teams play seven innings in an official match. If the score is tied, extra innings are awarded.

8.7. Biathlon

1. "To Be Higher". Predict which of the two named biathletes (or teams in the relay) will finish higher in the final ranking. Should both contenders fall out of the race or should one contender fail to start, bets will be settled at odds of 1. Should any contender fail to cross the finish line, all bets on them will be deemed lost.
2. "Misses". Comparing the total number of missed targets by participants. Predict which of the named biathletes will miss the most targets. If the number of misses equates to the handicap value, the winning odds will amount to 1. If the contender falls out of a race without having shot in all shooting rounds, the winning odds will amount to 1.
3. "Misses in Relays". The number of misses in a relay is calculated by adding up the number of penalty loops and the used extra cartridges for all members of the team.
4. "Top Athlete Of Which Country To Be Higher". Predict which top biathlete from the two countries listed will finish higher in the final ranking of a race.
5. "Winner of The Race". The contender who heads the final ranking will be considered the winner of the race. If two or more contenders are declared winners, the "Simultaneous Finish" rule will be applied.
6. "Leader After 1st (2nd etc) Round". The winner of the round is determined on final ranking. If there are two or more winners in one round, the "Simultaneous Finish" rule will be applied.
7. “Biathlon. Winner. Men. Pursuit. 12.5 km. Hochfilzen. Top 1-10 – “Will Daniel Mesotitsch Win - Yes”. The bet will win if Daniel Mesotitsch ranks among the top 10 biathletes in the race.
8. "Extra Cartridges. Sweden Total Under 7.5". The bet will win if the Swedish biathletes use 7 or fewer extra cartridges.
9. "Sportsman’s Winning Margin Over Second Place 0-20 Sec. – Yes". The bet will win if the winner beats the runner-up by 20 or fewer seconds.
10. "Misses. More Standing Than Prone – Yes/No". If the number of missed targets in the prone position equates to that in the standing position (or if there are no misses), then the bet “Misses. More Standing Than Prone – No” will win and the bet “Misses. More Standing Than Prone – Yes” will lose.
11. "Shooting Time". Predict what the shooting time will be (in seconds).
12. "Time At Shooting Range". Predict how much time the biathlete will spend at the shooting range (in seconds). **Time at the range** includes entering and exiting the shooting area, as well as shooting itself.
13. "**IBU Cup markets**". **Overall standings** will be determined based on the results across the season.

8.8. Boxing, Martial Arts

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been

determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.

3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. “Total Rounds”. The Customer should predict the number of rounds in the bout. Only completed rounds will be taken into account for bet settlement purposes.
5. Points Decision Handicap (Including Win Inside The Distance). The handicap is calculated based on the final score of the full fight, as given in official competition sources. If the fight ends early, bets placed on the fighter who won inside the distance will be settled as winning bets, and bets on that fighter’s opponent will be settled as losing bets (regardless of the handicap value).
6. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
7. "1 (2) Will Win". In the “Sports” section, bets on this market are labeled “1” and “2” respectively and include the following:
    - "Points Victory";
    - "Win By Knockout";
    - "Win By Technical Knockout";
    - "Win By Technical Decision";
    - "Win By Disqualification or Refusal".
8. "Draw". Bets on this market are labeled “X”. A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
9. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
10. "Win Inside The Distance". This includes a win through knockout, technical knockout, disqualification of the opponent, or the opponent withdrawing during the bout.
11. “Win (2way)”. Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
12. "W2 In Round 3 – Yes". This bet will win if the second athlete wins inside the distance by knockout or by a technical decision in the third round.
13. "Bout Will End In Round 10-12". This bet will win if an athlete wins inside the distance by knockout or by a technical decision within the period from the tenth to the twelfth round.
14. "Win By TD". It is fight stoppage because of injury or another reason with consequent scoring by judges' notes and assessment of the result for not complete number of rounds.
15. Total Knockdowns. The Customer should predict the number of knockdowns in the fight. All knockdowns are counted, including those followed by a knockout or technical knockout.

8.9. UFC

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. "Total Rounds". For a bet on this market to win, the Customer must correctly predict the number of rounds in a bout. Only rounds in which more than half the allocated time has elapsed are counted in the total number of rounds. Half of a 5-minute round is 2 minutes 30 seconds. Therefore, 2.5 rounds means two rounds and 2 minutes 30 seconds of the third round. If a bout ends exactly halfway (2 minutes 30 seconds) into a round, "Over/Under" bets on the total number of rounds are settled at odds of 1.00.
5. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the

bout is deemed to have ended in the previous round.

6. If the first round ends in the first 2 minutes, then a bet on total rounds under 0.5 will be settled as a win.
7. "1 (2) Will Win". In the “Sports” section, bets on this market are labeled “1” and “2” respectively and include the following:
    - "Points Victory";
    - "Win By Knockout";
    - "Win By Technical Knockout";
    - "Win By Technical Decision";
    - "Win By Disqualification or Refusal".
8. "Draw". Bets on this market are labeled “X”. A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
9. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
10. "Win Inside The Distance". This includes a win through knockout, technical knockout, painful locks/chokehold/submission, disqualification of the opponent, or the opponent withdrawing during the bout.
11. “Win (2way)”. Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
12. «() Will Win in Round ()». This bet will win if the selected athlete wins inside the distance by knockout or by a technical decision in the selected round.
13. Strikes. Significant strikes. When settling bets on this market, only successful strikes are counted. Strikes that do not hit their target are not taken into account, unless otherwise stated.
14. Points Decision Handicap (Including Win Inside The Distance). The handicap is calculated based on the final score of the full fight, as given in official competition sources. If the fight ends early, bets placed on the fighter who won inside the distance will be settled as winning bets, and bets on that fighter’s opponent will be settled as losing bets (regardless of the handicap value).

8.10. Bicycle Racing

1. The competition is deemed to have started once the first qualifying round begins.
2. For bets comparing individual athletes or teams against one another (Match-Ups), the participants in question must start the race for bets on them to remain valid.
    - If one or more of the specified participants does not start the race, bets will be settled at odds of 1.00.
    - If one or both of the riders drop out of the race, bets are settled according to the final standings.
    - If both participants start a multi-day cycling event, but are absent from the final standings, the participant who took part in more stages will be deemed to have finished higher.

8.11. Water Polo

1. All bets are settled on the final result at the end of regular time (32 minutes consisting of four quarters of 8 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a game. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the water polo rules against official sources.
2. Extra periods and penalty shootouts will only count for the “Qualify”, “Win” and similar markets.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for

those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 30 minutes of play must elapse for bets to stand. In this event, all bets will be settled based on the results declared at the time the match was interrupted.

8.12. Volleyball

1. If a match starts but is not completed, all bets on this match will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
2. If a set is not played to the end, those outcomes which had already been unconditionally determined at the time of interruption will count for betting purposes. All other bets will be settled at odds of 1. If a set is played to the end, but the match is not concluded, bets on this set will stand.
3. Bets on European Volleyball Championship and CEV Challenge Cup will be settled including golden set should there be such an option (the golden set (up to 15 points) is awarded if the teams have equal scores at any stage of the European championships).
4. Volleyball handicap and total markets are specified in points, except for Sets Handicap and Total Sets.
5. "Score by Sets". In the “Sports” section the relevant columns are titled 3:0, 3:1, etc.
6. "Higher At The End Of The Tournament". If the teams do not qualify for the next stage, bets will be settled based on their places within the group. If the teams finish in the same place within the group, bets will be settled based on their scores.
7. "How Long The Match Will Last". The Customer should predict whether the match will last more or less time than the quoted length in minutes. The total duration is calculated by adding up the lengths of all sets within the match according to the official match record.
8. "Race To 3 (5 etc.) Points". The Customer should predict which team will be the first to score the specified number of points in a set. Should any participant refuse to continue for any reason before they or their opponent scores the quoted number of points, bets will be settled at odds of 1.
9. "Extra Points". The Customer should predict whether there will be extra points in the set. The bet “Extra Points In Set - Yes” will win if either team wins the set after the score is 24:24.
10. "Tie-Break – Yes/No". The Customer should predict whether there will be a fifth set. The bet “Tie-Break - Yes” will win if there is a fifth set.
11. "Highest Scoring Period Total (excluding the fifth set)". For example, the bet “Highest Scoring Period Total Under 47.5” will lose if the score is (25:23, 26:24, 23:25, 23:25, 18:16).
12. "Lowest Scoring Period Total (including the fifth set)". For example, the bet “Lowest Scoring Period Total Under 40.5” will win if the score is (25:23, 26:24, 23:25, 23:25, 18:16).

8.13. Handball

1. Bets are settled on the result at the end of regular time (60 minutes of play consisting of two periods of 30 minutes each).
2. Overtimes and penalty shootouts will only count for the following markets: “To Qualify For The Next Round”, “To Qualify For Another League”, “Win” and similar.
3. In-Play Betting. If a match is not concluded, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. Bets on the “Top Goalscorer” market are settled including overtimes, but excluding penalty

shootouts.

5. Under the rules of the China Championship, the match ends if the score difference amounts to 15 points and at least 30 minutes of play have elapsed (the Mercy rule applies).
6. In bets on yellow cards, the Customer should predict the number of yellow cards given to the players.
7. In bets on seven-meter penalty shots, the Customer should predict the number of awarded penalty shots (goals).
8. "2-Minute Suspension" bets. Only two-minute suspensions are counted. Penalty minutes awarded before the start of a period or after the conclusion of a half (match) which are included in the final match record are counted when the bet is settled. The bookmaker offers the following bets: "First 2-Minute Suspension"/"Last 2-Minute Suspension" and "Total 2-Minute Suspensions"/"Total 2-Minute Suspensions (by team)".
9. "**Alternative matches**". This includes bets on the match-ups of teams whose matches are being broadcast live. If a match is forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
10. "Handball. Statistics". Bets are settled including overtimes, but excluding penalty shootouts.

8.14. Golf

1. Major golf tournaments may last for three or four days and the total number of holes is usually 72.
2. The player must tee off in order to be considered an active participant. If the golfer refuses to continue, all bets on them will be deemed lost.
3. "**To Win The Tournament**". The golfer who takes first place in the tournament will be considered the winner. The winner is determined after a play-off, should such a stage be stipulated by the rules of the tournament.
4. If two (or more) leading contenders are tied at the end of regular time – 72 holes, sudden death rules are usually applied in the play-off. In this event, the winner of the play-off will be declared the winner of the tournament and the winner for betting purposes. Other golfers will be treated as runners-up.
5. "**Match-Ups**". The player with the highest placing at the end of the tournament, including any play-off, will be the winner. If one player has missed the cut, the other player is considered the winner. If both players miss the cut, bets are settled based on the lowest score after the cut has been made. If a player is disqualified before the conclusion of two rounds, or after both golfers have made the cut, the remaining player is deemed the winner. If a player is disqualified in the third or fourth round after their opponent has missed the cut, such disqualified player will be deemed the winner. If no odds on a tie have been offered, bets on players who share the same place will be settled at odds of 1.
6. "**Handicap Win**". A player starts with a handicap, which must be applied to their final score. Bets on players who have missed the cut, withdrawn or have been disqualified are deemed to have lost. If both players miss the cut, the handicap applies to their scores at the time the cut was made. Bets on the game will be canceled should both contenders withdraw or be disqualified, or should any player fail to tee off. If not all rounds are played, bets on the handicap market will be settled at odds of 1 unless the outcome of the match has already been determined.
7. "**Group Betting**"/"Top UK players", etc. The player with the highest placing at the end of the tournament shall be deemed the winner. Any player who has missed the cut will be deemed to have lost. If all players miss the cut, the lowest score after the cut has been made will determine settlement. Players are grouped together for betting purposes only. If the player does not tee off, bets on this player will be canceled; Rule 4 is applied to bets on the other

players. Dead heat rules apply at the bet settlement except when the winner is determined by a play-off.

8. "**Handicap Group Betting**". Players within a group will be allocated handicaps. The winner of the group will be determined based on the final score once handicaps have been applied. Golfers who have missed the cut will be deemed to have lost. However, if an insufficient number of players make the cut for the place markets, the remaining places will be allocated among those players who have missed the cut based on their final scores once handicaps have been applied.
9. In certain tournaments officials may suggest that contenders should play extra holes. In such events, the player with the lowest score after they have played the specified number of holes will be declared the winner and other contenders will be treated as runners-up.
10. "**18 Hole Betting**". The player with the lowest score over 18 holes is deemed the winner. In the event of a 2 or 3 ball being rearranged or displayed differently by us, accepted bets will stand on the groupings displayed when the bet was placed. Should any player fail to tee off, then bets on that 2 or 3 ball will be void. In 2 ball betting, if both golfers achieve equal scores and no price for a tie has been offered, all bets will be settled at odds of 1. In 3 ball betting, if all players have equal scores, bets will be settled at odds of 1. In 3 ball betting, if two players achieve equal scores, dead heat rules will apply. When special bets are offered grouping more than three players over one round, dead heat rules will apply. Bets on non-starters will be canceled.
11. "**To Make/Miss the Cut**". If a golfer withdraws or is disqualified before the cut is made, bets on them will lose. If a player withdraws or is disqualified after the cut is made, bets on them will win. If the player does not participate in the tournament, bets will be settled at odds of 1.
12. "To Be Higher". The Customer should predict which player of the two listed will perform better. The player who has completed 18 holes with the lowest score will be deemed the winner. In 2 ball betting, if both players have equal scores and no price for a tie has been offered, all bets will be settled at odds of 1. In 3 ball betting, if all players have equal scores, bets will be settled at odds of 1.
13. If a player withdraws after teeing off without having played all 18 holes, they will lose regardless of the score. A game starts with the first shot towards a hole. If a player withdraws before teeing off, bets on all other players within this group will be settled at odds of 1.
14. If a tournament has been affected by adverse weather conditions, bets will be settled on the current results, however at least 36 holes must be played. This does not apply when the tournament takes place across several courses.
15. Bets on the Ryder Cup and the Presidents Cup. Points will be scored as follows: win – 1 point; draw – 0.5 points.
16. Place in a round/tournament. The bet wins if the player finishes within the specified range of final positions based on the results of the round or tournament.
    When settling bets on finishing in the top 2/top 5/top 10/top 20, dead heat rules apply if there are more participants than available positions in the top 2/5/10/20.
    Example: “(.....) Will Be In Top 5 - Yes", 3 participants tie for 5th place. The bet slip will be settled according to dead heat rules among the three participants, and the "No" bet will be settled as a loss.

8.15. Darts

1. "Match Betting". If a match starts but is not completed, the player progressing to the next round will be deemed the winner. However, bets on a specific set, leg and handicap as well as special bets will be void unless the specific outcome of a particular bet has already been determined.
2. Handicaps and totals in a darts match are specified in sets, unless otherwise stated in the “Sports” section. 180 is the highest possible score from three darts thrown per visit to the

board.
3. "Last Checkout Total 40 Or Less/(41 Or More)". A checkout is the number of points a player needs to score in order to finish the game. This term applies to a game of darts when players start with a fixed score (301 or 501) and the goal is to play down to zero. In theory, when the player's score is 170, they can end the game should they score 170 points on their turn.

8.16. Curling

1. Bets on curling matches are accepted including extra ends unless otherwise stated. A game consists of 10 ends. If the teams are tied after 10 ends, an extra end is played. The winner of the extra end is declared the winner of the match.
2. When no stone reaches the house or when two stones of the opposing teams being the closest to the center of the house rest at the same distance from the center of the house, the score of the end will be 0:0.
3. If a match starts but is not completed, all bets on the match will be settled at odds of 1 except for those markets which had already been determined at the time the match was interrupted.
4. All bets stand providing there have been at least five full ends played. In this event all bets will be settled on the result at the time the match was stopped.
5. The team loses regardless of the score should they fail to take all their shots in time (teams alternate to deliver eight stones during one end).
6. All bets are settled on the official results, including extra ends (except bets made on the parts of the match).

8.17. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.
3. There are several types of cricket tournament:
    - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
    - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;
    - A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If any match results or statistics are missing, all bets shall be settled at odds of 1.00, except where the result of bets has already been determined.
5. If any information about the match from an official source is delayed:
    - Pre-match bets: bets will be settled 48 hours after the event has ended.
    - Live bets: bets will be settled 12 hours after the event has ended.
    - Bets on these matches will not be recalculated if the official source adjusts any of its data
6. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
7. In matches with a limited number of overs, bets on the statistics for a team or the whole match will be canceled if less than 80% of a team's overs or the total overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended. (it may be possible to merge points 7 and 8 into one, as in the Bengali version)
8. Top Batsman In Match

- A match’s top batsman is determined by the player who scores the most runs. Runs scored in a super over do not count. If two or more players score the same number of runs, the “Dead Heat” rule is applied.
- If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the innings is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.
- If a certain batsman does not appear in the team’s starting 11, bets on them will be canceled. Bets on players who do not bowl or do not enter play will be deemed to have lost.
- In matches with a limited number of overs, bets will be canceled if less than 50% of any of the team’s overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended.

9. Best Batsman's Team
   - The best batsman’s team is determined by the player who scores the most runs. Runs scored in a super over do not count. If batsmen from different teams score the same highest number of runs and no odds are offered for a draw, the “Dead Heat” rule is applied.
   - If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the innings is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.
   - If a certain batsman does not appear in the team’s starting 11, bets on them will be canceled. Bets on players who do not bowl or do not enter play will be deemed to have lost.
   - In matches with a limited number of overs, all bets will be canceled in the event of any interruptions due to external factors, except in cases where the result had been determined by the time the innings ended or the batting side reached its target or lost all wickets.
   - If either side, for whatever reason, plays fewer than their scheduled number of overs in their innings (unless they declare or the innings comes to its natural conclusion), all bets will be canceled, except in cases where the result had been determined. However, bets will stand if the result had already been determined before the overs were interrupted.
10. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
11. "Runs At Fall Of Wicket". Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.
12. Race to 10 runs. Bets stand, unless the listed players do not bat first – in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.
13. “() Individual Total Runs First () Overs Over/Under ()”.
    Penalties that are awarded after innings are over do not count towards the number of runs in those innings. If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined. If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs

have been played), bets remain valid.
Extra runs are included when settling bets, regardless of the reason for which they were awarded.
In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.

14. Team’s Individual Total Runs. Penalties that are awarded after innings are over do not count towards the number of runs in those innings. Bets on this market are settled based on the final score of the team in bat. In the event of a draw, or if any additional overs are played (super over or golden ball), bets on the outcome of the match in question are settled based on the number of runs scored during regular time. Bets on matches with a limited number of overs are canceled if less than 80% of the team’s scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the inning was interrupted. Bets on test matches are canceled in the event of a draw, provided that fewer than 60 overs were played, except in cases where the results had already been established.
15. Highest Individual Score (Player's Runs); Player's Total Runs; Player’s Number Of Runs. In test matches, such bets are settled according to the highest number of runs scored in an innings. Runs from two innings are not added together unless otherwise stated.
16. Over, delivery, total runs team 1/2. For bet settlement purposes, deliveries which are re-bowled – and any additional runs awarded for them – count. For example, if the over starts with: Wide - No Ball - Four, then "Four" is considered to be the third delivery in the over.
17. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.
18. Best Batsman In The Match:
    The best batsman in a match is the player who scores the most runs. Runs scored in super overs are not counted. If two or more players score the same number of runs, Dead Heat rules apply.
    If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play.
    If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.
    In matches with a limited number of overs, bets will be voided if less than 50% of the specified number of overs is played by either team due to external factors, such as inclement weather, except in cases where the bets had already been settled.
19. Best Batsman’s Team
    The team with the best batsman is determined based on the number of runs scored by various players. Runs scored in super overs are not counted. If two batsmen from different teams score the same number of runs and no “Draw” outcome is offered, Dead Heat rules apply.
    If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play.
    If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.
    In matches with a limited number of overs, all bets will be voided if the match is interrupted due to external factors, except in cases where the bets had already been settled by the end of the innings, or where all of the batsmen are out.
20. Alternative Outcomes. These markets use a points-based scoring system to determine their outcome. The system works as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping

- Bets on players who are not selected are refunded. If a player was not included in the starting lineup but was later subbed in, their results will be based on the number of points they scored, irrespective of the stage of the match that they joined at.
- In One Day matches, both teams must bowl at least 40 overs for bets to remain valid, unless the result of the match has already been determined before the match is interrupted.
- In Test and First Class matches, the whole match is taken into account. If a match ends in a draw, a minimum of 200 overs must have been bowled for bets to remain valid, unless the outcome of the match has already been determined. In Twenty20 matches, the full 20 overs must be played and an official result must be declared, unless the outcome of the match has already been determined.

21. If any player was substituted and did not return to the game, then their final result will be determined based on their result up to the moment they were substituted. Equally, any player who entered the match as a substitute will also have their results calculated based on the runs they scored.
22. Total Wickets Lost For X Runs. Bets are settled based on the number of wickets lost at the moment the specified number of runs is scored. Wickets lost after the necessary number of runs have been scored are not counted.
    For example: Team 2, Total Wickets Lost For 50 Runs — Under 1.5 If a team has scored 50 runs and lost 1 wicket in the 19th over, and has scored 50 runs and lost 2 wickets in the 20th over, the bet will be settled as a win, since 50 runs were scored with just 1 wicket taken.
    If the number of wickets specified in the bet are lost before the team scores the necessary number of runs, it will be settled based on the current number of wickets.
    For example: Team 2, Total Wickets Lost For 50 Runs — Under 1.5 If, at the moment they score 40 runs, the team has already lost 2 wickets, the bet will be settled as a loss.
    If in a test match a team declares, or the match ends in a draw, or if the goal is achieved, the current amount of runs and wickets will be deemed final and will be used to settle bets.
23. First Innings Lead / Handicap. Betting on this market involves determining the difference in runs scored by the two teams in their first innings in Test matches.
    If a match ends in a draw and fewer than 200 overs were played by each team, bets will be settled at odds of 1.00. This does not include instances where the result of the bet was determined at the end of the first innings. If a declaration occurs in the first innings, bets will be settled according to the results as they stood when the declaration took place.
24. First Ball. A bet on the outcome of the first delivery by one team/in the match. If the first delivery results in a free hit, all outcomes of the free hit will be considered invalid. All deliveries resulting in extras will be taken into account when settling bets. If a delivery results in extras as well as other outcomes, the extras will take precedence when settling bets, unless otherwise specified. For deliveries resulting in extras or a wicket being taken, any additional runs will not be taken into account, unless otherwise specified.
25. "Who will make more run outs", "Team, total run outs". The calculation is based on the number of run outs committed by the fielding team during their innings, according to the official match statistics.
26. Double Chance, 1X2, Draw. In matches with a limited number of overs, the “Tie” outcome is considered to be a draw, and a result of Super Over, Golden Ball, or any other manner of determining a winner after completion of the game are not counted. In test matches, the “Match Drawn” outcome will be considered to be a draw, and in the event of the “Tie” outcome, all bets will be refunded. In the event of “No Result”, “Abandoned”, or any other status indicating that the match result was not determined, bets for matches of any format are refunded. If the winner is determined using DLS or other official methods, calculation will proceed based on the announced result.
27. Team Wins. In matches with a limited number of overs, the “Tie” outcome is considered to be a

draw, and a result of Super Over, Golden Ball, or any other manner of determining a winner after completion of the game are counted. In test matches, in the event of the “Match Drawn” and “Tie” outcome, all bets are refunded. In the event of “No Result”, “Abandoned”, or any other status indicating that the match result was not determined, bets for matches of any format are refunded. If the winner is determined using DLS or other official methods, calculation will proceed based on the announced result.

Chennai daily cricket is a regional league played according to the rules of indoor cricket. Teams must play all scheduled overs, or until 5 wickets fall.

1. Scoring rules:
    - if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
    - if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
    - if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
    - if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
    - when the batsman hits the ball into certain zones, they are awarded points as follows:
        - A – 0 points
        - B,C (up to the middle of the field) – 1 point
        - B,C (past the middle of the field up to zone D) – 2 points
        - D (without touching the floor) – 6 points, or if the ball touches the floor – 4 points.
2. If the ball first lands in zone B,C past the middle of the field (2 points), and then goes on to land in zone D (a further 1 point), the team gets 3 points in total. If the ball lands in zone B,C up to the middle of the field (1 point), and then goes on to land in zone B,C past the middle of the field, 2 points are awarded in total.
3. For a dead ball (when the ball is thrown up to and including the center line), 0 points are awarded and the ball is bowled again. If the next ball is also a dead ball, the batsman is awarded 5 points.
4. For physical interference against the batsman, the batsman is awarded 5 points.
5. For a good ball (when the ball is thrown through the batting area without touching the batsman), 0 points are awarded.
6. For a wide ball (when the ball is bowled outside the batting area or crosses the batting crease), the batsman is awarded 2 points.
7. For a leg bye (when the ball hits the batsman's body), 0 points are awarded and the game continues. If the batsman and non-striker have changed places, 1 point is awarded.
8. For a no ball (when the bowler steps behind the bowling crease; the ball is thrown above the wicket directly, without touching the ground; the ball is thrown and rebounds from the floor to above shoulder-level; the ball is thrown off the pitch), the batsman is awarded 2 points.
9. Team () to Save Follow On. You need to determine if follow-on could be enforced for the team batting second, regardless of whether it is enforced or not. Both teams must complete their first innings (including declarations) for bets to be considered valid, otherwise bets will be settled at odds of 1.

Cricket 24. Cyber League, Cyber Indian League 24

1. The rules of this game are identical to those of real cricket: each team plays one inning of 20 overs.
2. Bet settlement rules:

- “Match Winner” bets are settled taking into account the result of the super over.
- “Over, Team Total Runs” bets are settled based on the number of runs scored by the teams, including extras. In the event that the over in question is not played, bets on it will be refunded.
- “Total”, “Individual Total”, “Total Runs In Over”, and “Individual Total Runs In First Overs” bets are settled based on the number of runs scored by the teams, including extras, but not including super overs.
- “Total Runs Per Delivery” bets are settled based on the number of runs scored by a team, including extras (if extras are added to the total). In the event that the over in question is not played, bets on it will be refunded.
- “Will A Wicket Fall In Over” bets are settled based on the result of the over in question. If the over in question is not played, bets on it will be refunded.
- “Highest Opening Partnership” bets are settled based on the number of runs scored by each teams’ opening partnerships.
- “First Ball To Be A Dot Ball With No Runs Scored” bets are settled based on the result of the first delivery in the match, regardless of which team is bowling, and includes extras.
- ”Total Runs Before Fall Of Wicket” and “Total Runs At Fall Of Wicket” bets are settled in the following way:
  - such bets win if both variables are predicted correctly (fall of wicket and total)
  - such bets are refunded at odds of 1.00 if the total is predicted correctly, but the fall of wicket is not
  - such bets lose in all other cases
- ”Super Over” bets are settled as a win if a super over is played. Otherwise, these bets are settled as a loss.
- “Result After First Overs” bets are settled based on the number of runs scored by each team by the time a specific over is reached.
- “Total Runs In The Highest Scoring Over In Match” bets are settled based on the highest number of runs scored by a team in one over, including extras.
- “Who Will Lose More Wickets”, “Total Wickets”, and “Team Total Wickets Lost” bets are settled based on the number of wickets, not including a super over.
- “Super Over Winner” bets are settled as a win if a super over is played and one team wins.
- “Will An Extra Run Be Awarded In Over” bets refer to extra runs, which are added to the score of the batting team for an illegal delivery by the bowler.
  After an extra has been awarded, an additional delivery is bowled if the team still has runs to score.

8.18. Beach Handball

1. All bets will be settled based on the result at the end of regular time (20 minutes of play consisting of two periods of 10 minutes each).
2. Penalty shootouts will only count for bets on the “Win In The Match”, “To Qualify For The Next Round”, “Win In The Tournament” and similar markets.
3. If a match is interrupted and postponed, all bets will stand until either the match has been played, any of the participants withdraw or the tournament within which the match features is completed.
4. A match will be declared completed for betting purposes if at least 18 minutes of play have elapsed. In this event, all bets will be settled on the result at the time when the match was stopped.
5. If at the end of a period the score is even, the Golden Goal is used to determine the winner, i. e.

the team which scores the first goal will be declared the winner. Should both periods be won by the same team, this team will be declared the winner with the score 2:0.
6. If both teams win a period, there will be a draw. A game is then decided by a “shoot-out”, where a field player goes up against the opposition goalkeeper.

8.19. Beach Football

1. All bets will be settled on the result at the end of regular time (36 minutes of play consisting of three periods of 12 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Live” or “Sports” sections are indicative only. The Customer should check the rules against official sources.
2. An extra period and penalty shootouts will only count for bets on the “Win”, “To Qualify For The Next Round”, “Win In The Tournament” and similar markets.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
4. A match must be played for at least 30 minutes for bets to stand. In this event, all bets will be settled on the result at the time the match was stopped.

8.20. Rugby

1. All bets are settled based on the match result at the end of regular time. For bets to stand, at least 90% of the match must have been played, unless the bets had already been settled by the time the match was interrupted.
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Live” or “Sports” sections are indicative only. The Customer should check the rules against official sources.
2. Overtimes and penalty shootouts will only count for bets on the “To Qualify For The Next Round” and “Win In The Tournament” markets.

8.21. Horse Racing

1. If a race is postponed to another day and it is stated in the official sources, all bets will stand. However, single bets will be deemed void and the respective leg will be excluded from an accumulator bet, if:
   - a race is terminated;
   - a race is officially declared void;
   - the conditions of a race are changed after bets have been made (subject to the rules);
   - the track is changed;
2. "Participant Will Be In Top 3". Bets on this market will win if the horse finishes among the first three place-getters.
3. "Win (Refund If Placed)". For example, the bet “Win (Refund If Placed 2)” will win if the horse finishes first, but if the horse finishes second, the stake will be refunded (the bet will be settled at odds of 1).
4. "Win Without Leader". The bet “No. 1 Brice Canyon To Win Without No. 3 Clonusker” will win if No. 3 Clonusker finishes first in the race and No. 1 Brice Canyon finishes second.
5. Ante-post betting on horse racing. An updated list of runners is released one or two days before the race, depending on its class. As soon as race day odds are published, ante-post markets

close. In ante-post betting, horses that are withdrawn from the race and do not appear on an updated list of runners are deemed to have lost.
If racing is rescheduled for the following day due to weather conditions, then ante-post betting is kept open until the start of racing. If racing is canceled completely, then stakes on ante-post markets are refunded. Race day bets on an event will be settled first, followed by ante-post bets.
Ante-post bets on horses that are withdrawn from an event marked “Non Runner No Bet” (NRNB) will be settled at odds of 1.00.

6. SP (Starting Price) is the final starting odds on a horse. The starting price is calculated based on the average odds offered by racecourse bookmakers at the time of the off. If a horse is withdrawn before the start of a race, or is declared a non-runner (according to official records), and a new SP market has not been formed, bets on the withdrawn horse will be settled at odds of "1".

8.22. Squash

1. If a match starts, but is not completed for any reason (for example if a player retires or is disqualified), the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game, first game total, etc.) will count for settlement purposes. All other bets will be settled at odds of 1.
2. Should a match be interrupted due to the withdrawal or disqualification of either team, ***the first game/set must have been completed*** for bets on the winner of the match to stand, otherwise all bets on this outcome will be settled at odds of 1. In the event of the withdrawal or disqualification of a player, a forfeit will be declared.
3. By the decision of the body which organizes the event, the number of games in a match may vary from three to five and the match continues until three games are won.
4. Each game continues up to 11 points. The player who is the first to score 11 points will be declared the winner unless the score is 10:10. In this event the game will continue until the score difference amounts to two points. The player who beats their opponent by a two point margin will be deemed the winner.

8.23. Snooker

1. Match Betting. If a match is interrupted, a player who has qualified for the next round shall be considered the winner as long as at least one frame has been completed.
2. Frame Betting, Handicap Betting, Specials. All frames required to determine the winner of a match must be completed for bets to be settled. Should the winner be determined before the completion of the match on any grounds, all bets on frames and handicaps and also special bets will be settled at odds of 1, except for those bets which have already been unconditionally determined.
3. Should any player forfeit in any frame, handicap and total bets in this frame will be settled at odds of 1.
4. "To Qualify". The Customer should predict which player of the two listed will advance further in the tournament bracket. Should both players retire from the tournament, the one who has advanced furthest in the tournament bracket will be deemed the winner. Should both players retire in the same round, bets will be settled at odds of 1. Should a player withdraw from the tournament before it starts, the winning odds will amount to 1.
5. "Total Centuries". The Customer should predict whether a player will score 100 or more points in one single visit to the table.

6. "First Potted Ball – Blue". The bet will win if the blue ball is the first colored ball legally potted (the colors are yellow, green, brown, blue, pink, black).

8.24. Tennis

1. If a player withdraws (or has been disqualified) before the match starts, stakes will be refunded. Should the start of a match be delayed or should a match be postponed for any reason, all bets will stand until the conclusion of the match or the conclusion of the tournament in which it is a part.
2. Bets will stand in the following cases:
    - a change in playing surface;
    - a change of venue;
    - a change from an indoor venue to an outdoor venue.
3. Should a match be interrupted due to the withdrawal or disqualification of a player in the first set, all bets will be settled at odds of 1, except for bets on games which have already been completed and bets on outcomes which had already been unconditionally determined at the time the match was interrupted.
   Should a tennis match be interrupted due to the withdrawal or disqualification of a player, bets on the winner of the match will stand provided that the first set has been completed. Otherwise all such bets will be settled at odds of 1. Bets on other outcomes will be canceled (settled at odds of 1) except on outcomes which had already been unconditionally determined at the time the match was interrupted.
   In the event of a player being withdrawn or disqualified, or if the match is ended early by the player for any reason, the match is considered to end at the time of the last scored point. Any bets made after this time are refundable. Bets on player statistics (aces, double aces, double faults, breaks, etc.) are settled according to the results at the time the match was stopped.
   In the event of withdrawal or disqualification, the player in question forfeits.
   Example 1. The match Rodriguez vs. Herbert is interrupted with the score at 1:0 (6:2, 0:3) due to the withdrawal of Rodriguez. The following bets will be settled at odds of 1: Handicap 1 (-2.5) Games, Handicap 2 (+2.5) Games, Total Games (21.5), Sets Score 2:0, 2:1 and 1:2. All bets on the first set will be settled. The bet “W2” on the match will win. The bets “W1” on the match and “Sets Score 0:2” will lose.
   Example 2. The match Benneteau vs. Klein is interrupted with the score at 1:1 (6:4, 0:6, 0:1) due to the withdrawal of Benneteau. The bet “Total Games Over 21.5” will win, while the bet “Total Games Under 21.5” will lose as the minimum number of games possible to determine a winner is now 22: 1:2 (6:4, 0:6, 0:6). All bets on the first and second sets will be settled. The bet “W2” on the match will win, while the bets “W1” on the match and “Sets Score 0:2 and 2:0” will lose. The following bets will be settled at odds of 1: Games Handicap, Sets Score 2:1, 1:2.
4. In the event of a change in format (a change in the number of sets), bets on the following outcomes will stand and be settled on the result of the match:
    - the winner of the match;
    - victory in the first set;
    - games handicap in the first set;
    - first set total;
    - first to serve in the match;
    - to win the first game of the match.
      Bets on other outcomes will be settled at odds of 1.
5. Handicaps and totals in a tennis match are specified in games.
6. If a game (i.e. from a set) is not completed for any reason (for example, when the match is interrupted and not completed, a player refuses to continue or is disqualified, etc.), bets on this

game (i.e. from a set) will be settled at odds of 1.

7. In the deciding set of a tennis match, handicaps and totals are settled based on the score, while for bets on match handicaps and totals the deciding set is considered as one game.
   For example, Grönefeld/Peschke – Niculescu/Zakopalová. Total Under 21.5. The score is (6:3, 3:6, 4:10 points). The third set will be considered as one game. The total will be 6+3+3+6+1=19. The bet wins.
8. ***In respect to tennis matches labeled "champ. tie-break" or "super tie-break"***, handicaps and totals in the match will be settled including the score in any super tie-break.
   For example, Grönefeld/Peschke vs. Niculescu/Zakopalová (champ. tie-break). Total Under 21.5. The score of the match is (6:3; 3:6; **4:10 points**).
   The total here amounts to 6+3+3+6+**4+10**=32. The bet loses.
   In certain tournaments a super tie-break (champion's tie-break) is played instead of a final deciding set. The player (pair) who first scores 10 points will be declared the winner of the match provided that they beat their opponent by at least a two point margin.
9. "Correct Score" (score based on sets). The respective bets in the "Sports" section are 2:0, 2:1, etc.
10. "To Qualify". The Customer should predict which of two named players will advance further in the tournament bracket. Should both players retire from the tournament, the one who has progressed furthest in the tournament bracket will be deemed the winner. Should both players retire from the same round, the winning odds will amount to 1. If a player withdraws from the tournament before its start, the winning odds will amount to 1.
11. "Winner". The player (team) who takes first place in the tournament will be deemed the winner. Should a player withdraw before the start of the tournament, bets on that player will be settled at odds of 1.
12. "Win In The Game". The Customer should determine who will win the specified game. Games within each set are numbered consecutively. For example, should the 2nd set end with a score of 6:1, bets on the "8th Game 2nd Set" will be settled at odds of 1 as there has been no eighth game.
13. A tie-break will be regarded as a single separate game.
14. "Points". A point is a result of a serve (each serve ultimately leads to one of the players winning a point – through a rally or a double fault).
    For example, "Point 4 (8th Game) W2" (The second player wins the 4th point (the fourth time the ball is served) in the 8th game). So if the 8th game goes as follows:
    - 1st point: 0-15 (player 2 won);
    - 2nd point: 15-15 (player 1 won);
    - 3rd point: 15-30 (player 2 won);
    - 4th point: 15-40 (player 2 won) – the bet wins.
15. "Score In Set 1". For this bet the correct score of the first set should be predicted. If the first set is not completed, bets on this outcome will be settled at odds of 1.
16. "Match Tie-Break". The Customer should predict whether a tie-break will be in the match. If a match is not completed for any reason and a tie-break has already taken place, the bet "Match Tie-Break - Yes" will win, while the bet "Match Tie-Break - No" will lose. If a match is not completed for any reason and there has been no tie-break, bets on the "Match Tie-Break" market will be settled at odds of 1.
17. "Player First To Challenge A Line Call". The Customer should predict which player will be the first to exercise their right to challenge a line call. If neither player exercises their right to challenge a line call, bets will be settled at odds of 1.
18. No bet will be canceled due to a misprint in the initials of a sportsman/sportswoman (for example, D. Muller instead of G. Muller). In this event, bets will stand.
19. "Tie-Break Score In Set". The Customer should predict the correct score of a tie-break.
    A tie-break is played in order to determine the winner of a set when the score in the set reaches

6:6. A tie-break must be played up to 7 points (the tie-break score can be 7:5, 7:4 etc.).

20. “W 1/2 With Any Other Score”. This bet implies that a player will win a tie-break after a score of 6:6 (or a super tie-break after a score of 9:9).
    Example 1. Klein (Australia) vs. Klec (Slovakia). W1 With Any Other Score.
    - The tie-break ends with the score (7:3) – the bet loses.
    - The tie-break ends with the score (8:6) – the bet wins (as Player 1 won after a score of 6:6).
21. “Match Tie-Break Score”. The Customer should predict the correct score of the tie-break.
22. A match super tie-break is played up to 10 points (the score may be 10:8, 10:6 etc.).
23. “Tie-Break Score. Any Other W1/W2”. Which player will win the tie-break with a score different to those offered?
24. Bets on the “Tie-Break Score” markets will be settled at odds of 1 if there has been no tie-break in the match or in the set, or if the match has not been completed for any reason.
25. “Set To Finish 6:0 (0:6) In The Match – Yes”. The bet will win if the score of any set in the match will be either (6:0) or (0:6).
26. “Player To Lose 1st Set But Come Back To Win”. The bet will win if a player loses the first set but goes on to win the match.
27. “Sets Scoring”. **For example, the bet “1st Set > 2nd”** will win if there are more games in the first set than in the second set.
28. Statistics (number of aces, number of double faults, first serve percentage, etc.) are quoted subject to information on the respective official websites of the specific tournaments.
29. Bets on specific statistics (number of aces, number of double faults, first serve percentage, etc.) are settled in the following manner when a match is not completed for whatever reason. Outcomes which had already been unconditionally determined at the time the match was interrupted will count towards the bet settlement. Payouts on other bets will be made at odds of 1.
30. A match point is a point which if won by one of the players will also win them the match.
31. “Break Number 1 – Player 1”. The bet will win if Player 1 is the first to win a game when receiving serve (a break point is a point that, if won by the receiving player, will win them the game. This is called a break of serve.).
32. “Total Points In First Game Over (5.5)”. This is a bet on the number of points in the first game. For example, if the game is won after the score (40:30), there have been 6 points and the bet wins.
33. In the “Highest Scoring Period” markets only the first and second sets are taken into account. The bet “Highest Scoring Period – Draw” will win if, for example, the score is (6:3, 3:6, 6:4). The bets “Highest Scoring Period – 1” and “Highest Scoring Period – 2” will lose if the number of games in the first set is equal to the number of games in the second set.
34. “Highest (Lowest) Scoring Set – Total”. Bets on the Total markets will be settled subject to the rules of the respective tennis tournament (i.e. if players have to play until they have won 2 sets or 3 sets).
35. “Who Will Make More Breaks”. There are three outcomes in this market: Player 1, Player 2 and Draw. Should players have an equal number of breaks in the match, the selection “Draw” will win.
36. “Player To Win Their Serve After Score 0:40 – Yes”. The bet will win if a player is losing their service game with a score of 0:40 but then goes on to win the game.
37. "Tie-Break or extra games in the final set". The last 3rd set (“Best of 3” match) or 5th set (“Best of 5” match) are taken into account to settle bets.
38. “First Line Call Challenge To Be Successful – Yes/No”. If both players have not exercised their right to challenge a line call, the winning odds will amount to 1.
39. FAST4 tennis matches are either best-of-three sets (two sets must be won) or best-of-five sets (three sets must be won). A set lasts until four games have been won. If the score is 3:3, a tie-

break is awarded. The tie-break is won when a player reaches 5 points but there is no need for a two-point margin, meaning that the tie-break can end with a score of 5:4. If the score in the tie-break is 4:4, the receiving player or team selects which side (right or left) the ball will be served. In a tie-break players will change ends after the first 4 points have been played.

8.25. Floorball

1. Floorball is a type of floor hockey which is played indoors on a hard rink using a plastic ball with holes in it.
2. All bets are settled on the result at the end of regular time (60 minutes of play consisting of three periods of 20 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the rules against official sources.
3. Extra time and penalty shootouts will only count for the following markets: "To Qualify (For The Next Round)", "Winner Of The Tournament" and similar.
4. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
5. At least 50 minutes of play must elapse for the match to be declared official. In this event all bets will be settled on the result at the time the match was stopped.
6. Subject to the authorization of the bodies who organize the event, the duration of a match may be shortened to at least two periods of 15 minutes each with an intermission to be determined by the organizers. The Customer should check the rules of the relevant tournament against independent sources.

8.26. Football

1. Bets on football matches (including cup matches) are accepted on regular time specified in the rules (90 minutes of play consisting of two halves of 45 minutes each plus injury time), unless otherwise stated in the "Sports" section ("extra time").
   Extra time and penalty shootouts will only count for the markets "To Qualify (For The Next Round)", "League Promotion/Relegation", "Winner Of The Tournament" and similar.
2. At least 80 minutes of play must elapse for bets to stand except for markets which had already been unconditionally determined at the time the match was stopped.
3. Format of friendly matches.
   The rules of friendlies are determined before the start of a tournament. The Customer should check the rules against independent sources of information prior to placing bets on friendlies.
4. The number of corner kicks in the Russian Football Championship (Russian Premier League) is calculated on the third day after the conclusion of the match. If the number of corner kicks is not specified on the websites listed as Main Sources of Information, bets will be settled at odds of 1.
5. "To Be Higher At The End Of The Tournament" - for international tournaments: World Cup, European Championship, UEFA Champions League, Europa League, Olympic Games, etc.
   "Outcome. To Be Higher At The End Of The Tournament." The bettor must predict which of the two specified teams will finish higher at the end of the tournament/championship.
   If the official website does not provide overall information about placements, bets will be settled based on the tournament table:
   - If both teams are knocked out in the group stage, bets will be settled based on the team's

places within their groups.
    - If both teams finish in the same place within their groups/on the tournament table, bets are settled at odds of 1.00.
    - If a team does not play a single match, bets are settled at odds of 1.00.
    - If both teams are knocked out at the same stage of the knockouts, bets are settled at odds of 1.00.
6. Bets on the markets “Which Team Will Score More Goals” and “Which Team Will Score (Concede) The Most (Least) Goals” placed on the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others, are settled with extra time included, but without taking post-match penalties into account.
7. Bets on football matches labeled “extra time” will be settled excluding penalty shootouts. Bets on penalty shootouts are accepted separately.
8. “First Corner – Team”. Which team will be the first to take a corner kick?
9. “More Corners – Team”. Which team will take the most corner kicks in the match?
10. “Total Corners Over/Under”. The Customer should predict whether the total number of corner kicks in the match will be more or fewer than the specified number.
11. **Yellow card markets (labeled “YC”)**. Only cautions to the outfield players and goalkeeper will count for bets on total yellow cards and total yellow cards with a handicap. No second yellow card resulting in a dismissal will count in the calculation of the number of yellow cards in the match.
12. LIVE bets on yellow cards in a specified time interval are settled without taking the stoppage time into account. For example, if a bet was placed on a yellow card between 85:00 and 88:59 and a yellow card was shown at 90+1 min., the bet will be settled as lost.
13. No yellow or red cards shown to the outfield players or goalkeeper after the final whistle will count for betting purposes. If a yellow card is shown by the referee in the half-time break for an offence committed in the first half (i.e. a deferred yellow card), this card will count for bets on the first half. If the referee shows a yellow card at the end of the match for an offence committed in the second half (i.e. a deferred yellow card), it will count for bets on the second half.
14. **Bets on “Yellow/Red Card” (also referred to as YRC or Cards)** will be settled in the following manner: a yellow card is counted as one card; a red card is counted as two yellow cards. The second yellow card for the same player will not be counted and will be regarded as one red card. This means that one player can have maximum 3 cards per match.
15. The number of yellow and red cards, corner kicks and hits of the crossbar/posts will be determined subject to video footage. In the event of a lack of video footage, or its interruption, the number of yellow and red cards and corner kicks will be taken from official sources. A substitution made in the 46th minute according to the official source will be regarded as a substitution made in the half-time break. A corner kick which was retaken will be regarded as just one corner kick for bet settlement purposes. Only those corner kicks which have been taken will count towards the settlement of bets on Total Corners.
16. **Posts and crossbars.** Only when the crossbar/post is hit by the opposite team and the ball remains in play will such hits count for betting purposes (for example, if the ball has hit the player, the referee, another post or crossbar). A post or crossbar will not count in the following events: the match had been interrupted before the ball hit a post or the crossbar; the ball was out of the field or was scored (a goal) after hitting a post or the crossbar.
17. **Shots On Target.** Shots which hit the crossbar/post or which are blocked are not counted when this bet is settled.
18. **Shot Towards the Goal.** For bet settlement purposes, all towards the goal, as well as blocked shots count.
19. Bets on the statistics markets may be settled within one hour of the end of the match.
20. **PRE-MATCH bets:** "Goal In Time Interval", "First Goal Time", "Team to Score First\Last Goal Up

To () Minute" are settled with stoppage time taken into account unless otherwise stated in the Sports section.

21. **Bets on QUICK EVENTS:** “Total In The Interval From () To () Minute”, “Handicap In The Interval…”, “Outcome In The Interval…”. The Customer should determine the number of goals in the specified time interval.
    - In the interval from 40:00 to 44:59 the total number of goals will be calculated excluding stoppage time;
    - In the interval from 40:00 to 49:59 the total number of goals will be calculated including stoppage time;
    - In the interval from 85:00 to 89:59 the total number of goals will be calculated excluding stoppage time;
    - In the interval from 10:00 to 19:59, if the goal is scored in the 20th minute, it will count for bets within this interval.
22. First To Happen. Bets will be settled as follows:
    For throw-ins, corners, and goal kicks – the time that the event was actually performed is taken.
    For fouls, cards, offsides, and goals – the time that the event happened is taken.
    For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
    For the First/Last To Happen markets – bets are settled including added time.
23. 1 Minute Markets. Bets will be settled as follows:
    For throw-ins, corners, goal kicks, cards, free kicks – the time that the event was awarded by the referee is taken.
    For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
24. “To Score A Goal (David Villa)”. The bet will win if the named player (David Villa) appears on the pitch and scores a goal. An own goal does not count.
    - Pre-match bets. Should the player fail to enter the field of play, stakes will be refunded (bets will be settled at odds of 1). Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
    - Live bets. If a player enters the field of play and the “To Score a Goal” bet is offered on that player, then such bets are settled according to the player’s performance.
25. “To Score First Goal (David Villa)”. The bet will win if the named player (David Villa) appears on the pitch and scores the first goal. An own goal does not count. If the player enters the field of play after the first goal has been scored or does not enter the pitch at all, the bet will be settled at odds of 1. Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
26. "() To Score A Goal At Any Time". The bet will win if the player scores a goal in regular time.
27. “Player Will Score Over/Under 0.5”. Bets will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
28. “First/Last Match Goal – Time Interval”. Bets on the first goal being scored in the specified interval, for example from 1 to 30 minute, will lose should the match be interrupted with the score at 0:0 after the specified interval.
29. “A Player To Score Two Goals” (also “Brace”)/”Hat-Trick”. The Customer should predict whether a player will score exactly two goals (a brace) or exactly three goals (a hat-trick) in a single match. Own goals do not count. If a hat-trick has been scored, the bet “A Player To Score Two Goals - Yes” will lose.
30. “Penalty Awarded – Yes/No”. The Customer should predict whether a penalty kick will be awarded in the match.

31. “Penalty Awarded And Sending Off – Yes”. The bet will win if there has been both a penalty kick and a dismissal in the match.
32. “Half: 1x2”. Bets are made on the first half.
    For example, “Team 2 To Win First Half - Yes”. The bet will win if Team 2 wins the first half.
33. “Multi Corner”. The number of corner kicks in the first half is multiplied by the number of corner kicks in the second half. For example, there have been five corner kicks in the first half and seven corner kicks in the second half. Accordingly, the result is 5x7=35.
34. “**Penalty Shoot-Out Win 2 – Yes”.** A penalty shootout must take place and Team 2 must win it for this bet to win. The bet will lose if no penalty shootout takes place or if Team 2 lose the penalty shootout.
35. “Highest Scoring Period”.
    “Highest Scoring Period – 1st Half” – a bet on the total number of goals in the first half exceeding the total number of goals in the second half;
    “Highest Scoring Period – 2nd Half” – a bet on the total number of goals in the second half exceeding the total number of goals in the first half;
    “Highest Scoring Period – Draw” – a bet on the total number of goals in the second half being equal to the total number of goals in the first half.
36. “Team 1/2 Player Has The Ball At The Final Whistle”. The Customer needs to predict a player from which team will be in possession of the ball at the final whistle.
37. **Bets on specific players “First To Happen”**: (Costa D.) Will Not Score A Penalty; (Costa D.) Will Get Red/Yellow Card; (Costa D.) Will Be Substituted; (Costa D.) Will Score A Goal”.
    A bet slip on which the earliest outcome is specified will win. For example, a yellow card was shown to Costa D. in the 15th minute, he scored a goal in the 30th minute, and was then substituted in the 40th minute. The bet “(Costa D.) Will Get Red/Yellow Card” will win, while bets on other outcomes will lose. Should Costa D. fail to enter the field of play, all stakes will be refunded (bets will be settled at odds of 1).
38. **Football. Specials. “Next Manager Retirement”**. Should more than one manager retire on the same day, the retirement which was declared earliest on the team’s official website will be deemed the first. All bets made after the retirement of the manager will be settled at odds of 1. The time and date of the retirement will be determined subject to information on the website of the team which terminated their contract with the manager.
39. **Football. “Managers”.** No caretaker manager (a person appointed to perform managerial duties) will count for betting purposes. Should a manager who is not on the list be appointed, all bets will stand and be deemed lost. If a club appoints a director, they will not count towards the settlement of bets on the permanent manager market.
40. **Football. “Players”**. Bets on this market will be settled without taking players on loan into account, unless otherwise stated in the “Sports” section (“including loans”). If a player has not left a club in the specified transfer window, all bets will stand and be deemed lost. If a player signs a contract with a club for which no price is offered, all bets will stand and be deemed lost. If all preliminary contracts or other similar agreements confirming the deal are concluded later than the date specified in the market, they will not count towards the settlement of bets.
41. **Bets on penalty shootouts**. If the fifth penalty kick is not taken in a penalty shootout, then the following markets will be refunded:
    “Team 2 To Score Their 5th Penalty - No”;
    “Team 2 To Score Their 5th Penalty - Yes”.
42. “**Player To Score First Goal And Team To Win With The Score”.**
    The Customer should predict which player will score the first goal and the score at the end of regular time (including stoppage time). If a player does not participate in the match or is introduced as a substitute after the first goal has been scored, bets will be settled at odds of 1. If the first goal is an own goal (a player scores in their own team’s net), bets on the player who has scored this goal will be settled at odds of 1. If a match is interrupted after the first goal has

been scored and is not concluded within the timeframe stipulated in the rules, bets on the player who scored this goal will be settled at odds of 1.
Bet 1 “Adam Lallana To Score First Goal And Team 1 To Win With The Score 1-0 - yes”
Bet 2 “Dejan Lovren To Score First Goal And Team 1 To Win With The Score 1-0 - yes”
Example 1.
Adam Lallana scored the first goal and Team 1 won with the score 1-0:
bet 1 wins;
bet 2 loses.
Example 2.
Adam Lallana did not enter the field of play and Team 1 won with the score 1-0:
stake of bet 1 is refunded;
bet 2 loses.

43. **Alternative outcomes. “Total Points For Cards”.** The Customer should predict the number of points received by the team/teams for cards in the match. Bets are accepted on regular time.
    - No card will count unless it is shown to a player on the pitch;
    - One yellow card is worth 10 points;
    - One red card is worth 25 points;
    - The maximum number of points given for a second yellow card offence resulting in a red card is 25. These points will be given provided that a red card has been shown immediately after a yellow card.
44. **Alternative outcomes. “Points” (Team Performance).** The Customer should predict the number of points earned by the team during the match. Bets are accepted on regular time. No red card will count unless it is shown to a player on the pitch. A corner kick which has to be retaken will not be regarded as a second corner kick and thus will not result in 3 extra points.
    Points will be awarded as follows:
    - 10 points for each goal;
    - 5 points for a win to nil;
    - 3 points for each corner;
    - - (minus) 10 points for each red card.
45. **Alternative outcomes. “Points In The First Five Minutes”.** Bets made on the first five minutes of play will be settled based on what takes place in the interval from 0:00 to 4:59.
    - A corner kick which has to be retaken will be regarded as a single corner;
    - A penalty which has to be retaken at the referee’s discretion will count as a single penalty;
    - Up to 10 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.
      Points will be awarded as follows:
    - 10 points for each goal;
    - 3 points for each corner;
    - 10 points for each penalty awarded;
    - 5 points for each card.
46. **Alternative outcomes. “Total Points During The Match”**. The Customer should predict the number of points earned by the teams during the match.
    - A corner kick which has to be retaken will count as a single corner;
    - A penalty which has to be retaken at the referee’s discretion will count as a single penalty;
    - Up to 13 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.
      Points will be awarded as follows:

- 10 points for each goal;
- 3 points for each corner;
- 10 points for each penalty awarded;
- 3 points for each yellow card;
- 10 points for each red card.

47. ***Cards. Statistics***. Bets will be settled depending on the events during regular time. No card will count unless it is shown to a player on the pitch.
First Card. Bets will be settled on what occurred in the designated interval of the match. A red or yellow card must be shown in the designated interval. No card will count if an infraction which later resulted in a caution (or dismissal) happened in the designated interval, but the card was shown after the designated interval.
Total Cards. Bets will be settled including added (stoppage) time. Extra time will not count unless otherwise stated. Only one card will count for a second bookable offence. This means that if a yellow card is immediately followed by a red card, only one card will count for betting purposes. Accordingly, a player may not receive more than two cards per match.
Last Card. Should there be no cards in the match, the selection "No Cards" will win. All other bets will lose. Should two or more players be involved in a single incident, the market will be settled based on the last card shown.
48. ***Football with 8 players in each team.*** *A match consists of two halves of 30 minutes each (unless the referee and the opposing teams have agreed to a different format). The parties must reach an agreement (for example, that each half should be 25 minutes due to bad lighting) before the match starts and such an agreement must comply with the rules of the tournament*.
    - ***The half-time break*** must not exceed 10 minutes. The duration of the half-time break may be changed by mutual agreement between the teams and the referee;
    - Only the referee may determine the ***duration of added time***;
    - Additional time must be allocated to make a ***10-meter shot*** awarded at the end of any half in regular time or in extra time;
    - ***Extra time***. The rules may stipulate two equal extra time periods.
49. **Alternative matches.** This is where alternative matches are made up from the teams taking part in matches streamed LIVE. Should there be a forfeit in one of the real-life matches, bets on alternative matches will be settled at odds of "1" (refund),except in cases where the outcome of the bet is already known at the time the match is stopped.
For example. Alternative match: U.C. Sampdoria – Hellas Verona W1. Actual matches: U.C. Sampdoria – Internazionale 2:0, Udinese Calcio – Hellas Verona 0:2. The score of the alternative match **U.C. Sampdoria – Hellas Verona** is 2:2. The bet loses as the alternative match has ended in a draw.
Alternative double matches. All teams listed in this market play simultaneously. Bets will be settled on the scores of the matches between the specified teams.
For example.
Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim – Total Over 2.5
Eintracht Braunschweig – FC Schalke 04 ended with the score 0:0. Borussia Dortmund – TSG 1899 Hoffenheim ended with the score 2:1. The combined score of Eintracht Braunschweig/Borussia Dortmund is 0+2=2. The combined score of **FC Schalke 04/TSG 1899 Hoffenheim** is 0+1=1. The combined score of the double matches Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim is 2:1. The first pair beats the second pair by a one goal margin. The total of the alternative double match is 3 goals and thus the bet wins.
50. FIFA. Next President. The acting president of FIFA will not count for betting purposes.
51. **Football. Teams. Special bets. Players.** Bets on a player's statistics will only count if the

player in question made an appearance for the specified team. The player must participate in at least one match.

For example. Football. Liverpool. Season 2015/16. Premier League. Players. Total yellow cards. Only those yellow cards which have been shown to a player while in the Liverpool FC lineup will count for betting purposes. The player must participate in at least one match.

52. Football. Statistics of the first leg and the second leg. The outcomes are given based on the result of both legs. Bets will be settled when the second leg is over.
53. **How The Goal Will Be Scored**. The following rules apply:
    - Own Goal – the bet wins if a goal is scored as an own goal.
    - From A Direct Free Kick – the bet wins if a goal is scored from a direct free kick by the player taking the free kick or if a goal is scored directly from a corner kick.
    - Penalty – the bet wins if a goal is scored from a penalty kick by the player taking the penalty kick.
    - With A Header (Headed Goal) – the bet wins if a goal is scored by the ball hitting a player's head. Own goals will not count for betting purposes.
    - By Kicking – the bet wins if a goal is scored from a kick. A goal from a direct free kick, a penalty, or an own goal will not count for betting purposes. If a goal has been scored by any part of a player's body apart from the head, such a goal will be deemed to have been scored by kicking.
    - No Goal – the bet wins unless the first (or next) goal has been scored.
54. "Position Of Goalscorer". Bets on this market will be settled based on the official position of a player. The positions are determined according to the "Position" information on http://www.transfermarkt.co.uk/. For matches between national teams, the position of a player will be determined according to the starting list on the official tournament website.
55. Players, Match-Ups by goals. Bets on this market are settled on the result at the end of regular time. If the player in question is not part of the starting 11, bets will be settled at odds of "1".
56. Statistics of national teams in the group stage. These markets will be settled on the results of official matches held in the group stage.
57. In the "Distance Covered By A Player" and "Distance Covered By A Team" markets the distance is specified in kilometers and is determined excluding extra time and excluding penalty shootouts. The distance covered by a player (or team) should be rounded to the nearest hundredth of a kilometer.
58. Best player of the match. If a player is not in the starting line-up but plays during the match, all bets on this player shall stand. If the player does not take part in the match, all bets shall be settled at odds of 1.00. In the event that information is missing from the official tournament website, bets shall be settled according to information published on https://whoscored.com.
59. Statistics of national teams in the tournament. These markets will be settled on the results of official matches including extra time (excluding penalty shootouts and own goals) held in the group stage and play-off stage. Markets on the statistics of players in the match will be settled including extra time.
60. A medical team is deemed to have entered the pitch only if given permission by the referee and if medical attention is actually given to an on-field player (bandages, diagnosis of sudden cardiac arrest, cardiopulmonary resuscitation, medical evacuation, etc.). The appearance of the medical team and the referee's permission are confirmed via a video broadcast. A call for two medical teams at the same time by the referee for different teams counts as one appearance by a medical team. A player being escorted by a medical team off the pitch, a medical team being present near a player without giving medical attention, and medical attention being given to a player behind the sideline are not taken into account in the calculation.
61. **"Main Referee To Watch Video Footage – Yes/No"** - the referee consults the VAR screen. **"VAR To Be Used – Yes/No"**. The use of video review is determined based on the video

stream if one of the following occurs:
    - the referee makes the video review sign (a rectangle);
    - the referee consults the VAR screen;
62. **Result. Higher At The End Of The Tournament (Players).** This market will be settled based on the data provided by the official tournament website (including extra time, but excluding penalty shootouts and own goals).
63. Player statistics (season, series of games, tournament). If a player completely stops playing in a season/series of games/tournament for any reason, bets on that player are settled at odds of 1.00 (except for cases where the results of the outcomes have already been determined).
64. The “Player to score more goals” market (for a tournament or a championship) will be settled including extra time, but excluding penalty shootouts.
65. “To Be Sent To The Stands”. The Customer should predict whether the referee will send the specified manager to the stands.
66. “Player vs Team”. This market will be settled on the results of official matches. Should a player fail to participate in the match or be included in the starting 11, stakes will be refunded. If a player is dismissed or substituted during the match, all bets will stand.
67. The bet “Stats. Which group will have the most number of goals” will be settled with the odds equal to “1” if an equal number of goals is scored in each group.
68. “Set piece goal”. A set piece goal has been scored if players from either team have touched the ball no more than two times (including the starting kick) from the moment the ball is returned to open play to the moment the goal is scored. A touch by the defending goalkeeper is not counted. The set piece positions in football include kick-off from midfield, throw-in from the touch line, direct free kick, indirect free kick, corner kick, goal kick, penalty kick, and a dropped ball.
69. "Goal From Outside The Penalty Area". Own goals do not count when settling a bet on this market.
70. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will count.
71. For the **“Free Kick”** markets both direct and indirect free kicks are valid (including free kicks after an offside).
72. **Indoor soccer (showball)** is a type of football played in a walled indoor arena with synthetic turf. A match consists of two halves of 20 minutes each or four quarters of 15 minutes each, depending on the agreement between the teams. If a match ends in a draw in regular time, overtime may be awarded. All bets are accepted on regular time.
73. **Multi goal.** It is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are scored in the match.
74. **The next goal, handicap**. It is necessary to predict which team will score the next goal. If there is no next goal in the match, the bet will be settled at odds of 1.
75. Player head-to-heads. Stoppage time is included when settling bets on goals scored by the selected players. This excludes extra time. In the event that at least one of the players does not enter the pitch, head-to-heads involving this player will be settled at odds of 1.00. Bets apply to the starting line-up only.
76. Duel of Sending Off. Bets on sending off of the player are settled including stoppage time, excluding extra time. Bets on sending off are valid for the specified players, not all the team (unless stated otherwise). BC offers the outcomes: player vs player; player vs team.
77. Time periods with no goals (not including added time). The duration of this time interval is calculated as the difference between the minute of the first goal and the start of the match, the difference in the minutes of any subsequent goals, and the difference between the minute of the final goal and the end of the match. If no goals are scored in the match, the time period with no goals in the match will be calculated as 90 mins.

For bets on time periods with no goals, one team's time in the lead, and draw duration, only completed minutes are taken into account.
For example: If the first goal is scored at the 11:01 mark and the second is scored at the 15:59 mark, the time period with no goals is 3 minutes (the 13th, 14th and 15th minutes).
Example 2: If a goal is scored in added time, it will be considered to have been scored in the 90th minute and will result in two time periods with no goals: 89 complete minutes (0-90) and 0 complete minutes (90 - 90)

78. Tackles. To settle this type of bets, stats published on https://whoscored.com are taken into account.
79. "Dribbling" and "Aerial Duels". Bets are settled based on the data provided by whoscored.com whereas only successful dribbles and aerial duels won are taken into account.
80. **Duel of the Referees**. Betting and odds are based on the number of points assigned to every decision made by a refereeing team.
    Points are assigned as follows:
    1 point for a yellow card.
    A red card awarded after two yellow cards is not added to the score (YC + YC = RC = 2 points).
    2 points for a red card
    0.5 points for an offside called
    3 points for a penalty awarded
    In the event the main referee was replaced or a match started but was not completed (unless the outcome of the bet had already been determined at the time the match was stopped), bets can be refunded.
81. An "Including substitutes" bet will be settled as a win if the specified player or any player who replaces them during the match (including the full chain of substitutions) fulfills the condition offered.
    For example:
    A bet is placed on "Gift Orban To Score Including Substitutes: Yes."
    During the match, Gift Orban is substituted for Alexander Prass, and Prass scores a goal. The bet is settled as a win.
    - The bet includes events that occur during regular match time, including referee-added time, unless stated otherwise.
    - If the specified player does not start the match, the bet will be settled at odds of 1.00.
    - Own goals do not count for the "Player To Score Including Substitutes" bet.
82. First Touch Of The Ball After The First Corner Kick" market. Bets are settled as follows:
    - "First Touch Of The Ball After The First Corner Kick - W1/W2" will be settled as a win if the first touch of the ball after the first corner kick is made by a player from one of the playing teams. If the referee calls a foul after the corner kick, the touch is awarded to the team whose player puts the ball into play.
    - "First Touch Of The Ball After The First Corner Kick - Neither" will be settled as a win if, after the first corner kick, the ball has not touched anyone and has left the pitch.
    - "First Touch Of The Ball After The First Corner Kick - W1/W2/Neither" will be settled at odds of 1.00 if no corner kicks take place during the match.
83. The "Added Time" bet is settled based on events that occur during the time added by the referee in the first and second halves, including minutes beyond the initial announced time if the referee extends the match.
84. Pre-match bets on stats.
    - The specified event is taken into account when settling the bet. Example: "Total Shots On Target Before 1st Goal". The shot on target that results in the goal will be included when calculating the total.
    - If the specified event does not occur, then the outcome will be determined based on the actual result at the end of the match. Example: "Total Fouls Before 1st Yellow Card". If

there aren’t any yellow cards, then the outcome will be determined by the number of fouls committed before the end of the match.
    - Bets of this type are not refundable.
85. Expected Goals (xG) Markets.
    For all markets designated as "Expected Goals", "xG", "Total xG", "Team xG", or similar, settlement is based on the Expected Goals value. Expected Goals (xG) is a statistical metric that measures the quality of scoring chances. All "xG" markets are calculated and settled based on data provided by official statistical sources.

8.27. Futsal

1. All bets are settled on the result at the end of regular time (40 minutes of play consisting of two periods of 20 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.
2. Extra time and penalty shootouts from the 6-meter mark will only count for the following markets: qualifying for the next round, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 35 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.

8.28. Field Hockey

1. All bets are settled on the result at the end of regular time (two periods of 35 minutes or four periods of 15 minutes).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.
2. Extra time and penalty shootouts will only count for the following markets: qualifying for the next round, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 60 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.
5. Indoor Field Hockey is an indoor variant of field hockey. A match consists of 2 periods of 20 minutes each.

8.29. Bandy

1. All bets are settled on the result at the end of regular time (90 minutes of play consisting of two periods of 45 minutes each or three periods of 30 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.

2. Extra time will only count for the following markets: to qualify for the next round, to qualify for another league, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 80 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.
5. Inline hockey is a team sport in which players wear skates and use a puck or a ball. A match lasts for four periods of 12 minutes each.

8.30. Ice Hockey

1. Bets on matches are accepted on regular time (60 minutes of play consisting of 3 periods of 20 minutes each), unless labeled otherwise ("With OT" if overtime is included, "Including Overtime And Penalty Shootouts" if overtime and penalties are included):
   Regular time
   Regular time (With OT)
   Regular time (Including Overtime And Penalty Shootouts)
   Example 1: Buffalo Sabres vs Toronto Maple Leafs (Including Overtime And Penalty Shootouts). Bets are accepted on regular time including overtime and penalties. If the score in the match is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1), all bets will be settled based on a final score of 2:3. The total number of goals is 5.
   Example 2. Buffalo Sabres vs Toronto Maple Leafs (With OT). Bets are accepted on regular time including overtime. If the final score in the match is 2:2 (1:0, 1:1, 0:1; 0:0), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.
   Example 3. Buffalo Sabres vs Toronto Maple Leafs. Bets are accepted on regular time only. If the final score in the match is 2:2 (1:0, 1:1, 0:1), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.
2. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
3. At least 55 minutes of play must elapse for bets to stand. In this case all bets will be settled based on the result at the time the match was stopped.
4. NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home – away) and in a reversed order. If the latter is the case, no stakes are refunded.
5. "Total". Where penalty shootouts are taken into account, all goals scored in the shootout by the winning team will be regarded as one goal for settlement purposes, while the goals scored in the shootout by the losing team will be regarded as zero goals.
6. "Goal From 1 To 7 Minute". If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
7. Bets on the following markets are settled based on the final record or bracket of the body that officially organizes the event: "Higher At The End Of The Tournament", "Winner Of The Championship", "Winner Of The Group", "Scored Points", "Scored Goals" and "Conceded Goals".
8. The bet "Period () > Period () - Yes" will lose if an equal number of goals has been scored in both specified periods.
9. Bets on "Top Goalscorer (Points)" markets are settled based on statistical "goals + assists" data available on the official tournament website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.
10. "Team To Win And Total Under/Over". The Customer should predict which team will win the match and how many goals will be scored (more or fewer than the specified number). Bets on

NHL and KHL matches, as well as on matches which form part of other championships and international tournaments, are accepted on regular time.

11. “Race To 3 (5 etc.) Points”. The Customer should predict which participant will be the first to score the specified number of points in the match. If any participant refuses to continue for any reason before they or their opponent scores the specified number of points, bets will be settled at odds of 1.
12. “Team 2 To Win In Overtime - No". The bet will win if either no overtime takes place or Team 2 loses in overtime. Bets on the win in a penalty shootout are settled in the same manner.
13. “Overtime win”. The winner must be determined in overtime (OT).
    The score is (0:0; 1:1; 1:0) – the bet loses.
    The score is (0:0; 1:1; 0:0; 0:1) – the bet wins.
    The score is (0:0; 1:1; 0:0; 0:0; 1:0) – the bet loses.
14. Bets on markets labeled **“Total Penalty Time”** are made on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties** will count. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) and which are specified in the final record of said match will count for betting purposes. The number of penalty minutes will only be determined based on the official record.
    Bets on markets labeled **"Total Minor Penalties"** are made on the number of minor penalties.
15. Bets on markets labeled “Shots On Goal”. The number of shots on goal will be determined only on the basis of the official record.
16. Player’s Individual Total (in ice hockey). The Customer should predict the total number of points scored by a player, where points are awarded for goals and assists. All bets on a player’s individual total number of points are only accepted on regular time. Should a player fail to take to the ice, bets on them will be settled at odds of 1.
17. Bets on “To Score First And Win The Match” are accepted on regular time.
    Example: The bet “Team 1 To Score First And Win The Match - No” will be settled as a loss if that team does not score first or if they do not win the match.
18. “Total Interval From 6 To 8 – No”
    Example:
    “Total Interval From 6 To 8 - No”. The score is (2:3). The total amounts to 5. The bet wins.
    “Total Interval From 6 To 8 - No”. The score is (3:4). The total amounts to 7. The bet loses.
19. Total Goals Scored During Power Play. The Customer should predict the number of goals scored in power play situations.
    Example. Team 1 scored one goal while in a power play. Team 2 scored no goals while in a power play. Accordingly, there was only one goal scored in total during power play in the match.
    The bet “Total Goals Scored During Power Play UNDER 1.5” wins.
    The bet “Total Goals Scored During Power Play OVER 1.5” loses.
20. “Empty Net Goal Will Be Scored”. The bet will win if, at the time a goal is scored, the goaltender is not on the ice (i.e. if the goaltender has been replaced by a skater).
21. “Total Hat-tricks (3 Goals By One Player) Over 0.5”. Only scored goals will count (no assists will be taken into consideration when determining a hat-trick).
22. “Highest Scoring Period”.
    “Highest Scoring Period - 1” – the teams will score more goals in the first period than in the second or third period.
    “Highest Scoring Period - 2” – the teams will score more goals in the second period than in the first or third period.
    “Highest Scoring Period - 3” – the teams will score more goals in the third period than in the first or second period.
    “Highest Scoring Period - Draw” – the teams will score an equal (highest) number of goals in at least two periods.

23. Bets on matches within the KHL Nadezhda Cup are only accepted on regular time. The result of a match is determined at the end of regular time (a match may end in a draw).
24. Bets on “Match Winner” are settled based on the rules of the tournament the match is part of.
25. **Alternative matches**. For this market the results of the matches that are broadcast live are compared. Should any match be forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
    Example. Alternative match. Avangard – Sibir. Total Over 5.5. The actual matches are Avangard – Salavat Yulayev, which finishes with a score of 4:1 and Metallurg – Sibir, which finishes with a score of 1:2. The score of the alternative match **Avangard – Sibir** will therefore be 4:2. The bet will win as the total number of goals in the alternative match equals 6.
    Alternative double matches. All teams specified in this type of market play simultaneously. The scores with which the said teams end their true matches count for betting purposes.
    Example.
    Torpedo/SKA – Dinamo/CSKA Total Under 7.5
    The match Torpedo – CSKA ended 3:2. The match SKA – Dinamo ended 2:1. The combined score Torpedo/SKA equals 3+2=5. The combined score Dinamo/CSKA equals 1+2=3. The combined score Torpedo/SKA – Dinamo/CSKA is therefore 5:3. The total number of goals in the alternative match equals 8. The bet loses.
26. **For bets on “Top Goalscorer (Goals)”,** the bettor must predict who will score the most goals. Bets are settled based on statistical data available on the official league (tournament) website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.
27. “**Total Minor Penalties”.** The Customer should predict the total number of minor penalties in the match.
28. “Total Goals Scored By A Player”. The Customer should predict the total number of goals scored in the opposing team’s net by a specific player.
29. “Top Statistic Plus-Minus (Including Overtime)”. Bets are settled subject to the following rules: a team which has fewer members or the same number of members as the opposing team scores a goal (scored penalty shots do not count), and players of this team being on the ice at the time of the goal get one “plus”. It does not matter whether the opposing team’s goaltender is in-goal at this time or whether they have been substituted by a skater and the net is empty. Accordingly, the team which has more members on the ice or the same number of members as the scoring team gets one “minus”, when they concede a goal. The statistics shall be gleaned from the official sources.
30. Duel of the players. Points (goal + assist). In this type of game, in the bets on the "Next goal" both goal and assist will count.
31. The "VAR To Be Used" market includes any use of VAR to replay a disputed incident.
32. First 2 Minute Penalty. The type of violation for which the first penalty is awarded must be specified. For example, tripping, roughing, too many players, etc. If two or more types of violation occur simultaneously, then these markets are settled at odds of 1.00, and remaining bets are settled according to the market terms and conditions.
33. “First/Last Penalty - Mutual - Yes/No”. In the event of no penalties during the match:
    - the “Yes” outcome will be settled as a loss
    - the “No” outcome will be settled as a win

8.31. Bowls

1. Bets are accepted on sets and matches. In a match, all sets must be played. Should the winner be determined before the completion of a match for any reason, bets on sets will be deemed void unless further play affects the result.

2. If the winner has been determined before all sets are completed, bets on the winner of the match will be settled based on the official result provided that at least one end has been played to its conclusion.
3. In the event of any of the named players in a match changing before the match starts then all bets will be void.
4. If a match is started, but not completed, the player who has qualified for the next round will be deemed the winner.

8.32. Chess

1. Bets on the result of a game are settled based on the official result of that game, and bets on the result of a match are settled based on the results of all games comprising that match.
2. Should more than one player share first place at the end of a tournament, dead-heat rules must apply provided that no tie-break takes place or no extra points are given.
3. If the start of a game is delayed or a game is postponed for any reason, all bets will stand until the end of the game or the end of the tournament.
4. Handicap (0). If a game ends in a draw, all bets will be deemed void.
5. Should the format of a match be changed, bets on that match will be settled at odds of 1.

8.33. Formula One, Motorbikes, Speedway

1. If a race is not completed and the official result has not been declared, all bets will be deemed void except for markets which have already been determined.
2. Bets will be settled subject to the classification of the International Automobile Federation (FIA) immediately after the last race of the season.
3. Qualification bets. The official times from a qualifying session according to the FIA will be used for the settlement of bets. For the “Fastest” market, the times from the third qualifying segment will count. If there is no third qualifying segment, bets will be settled subject to the official grid formed by the FIA. Penalties will not count for the purposes of markets. However, according to the FIA, time penalties in qualification will be taken into account when determining the winner. Drivers must start the first qualifying segment for bets to stand. Bets on the fastest qualifying lap 1 and 2 will stand provided that drivers have started that qualifying lap.
4. To Be Classified. In order to be classified, a driver must complete 90% of the number of laps covered by the winner (rounded down to the nearest whole number). Drivers who retire from a race after they have completed 90% of the number of laps covered by the winner are deemed to have classified.
5. “Winner Of The Race” (winner in the final classification). The driver who takes first place in the final rankings (final classification) of the race will be deemed the winner.
6. "Number of race leaders". Any driver who starts from first position (usually pole position) will be considered a leader of the race. In addition, any driver who completes the lap first will be considered the leader of the race after the start of that race. The official FIA results at the time of presentation on the podium will be used.
7. “The Place Of The Driver In The Final Rankings”.
8. “Head-To-Head”. The Customer should predict which of the two named drivers will perform better. The driver who finishes in the higher place in the race (in the final classification) will be deemed to have performed better.
   Both drivers must start the race for bets to stand. Should both drivers fail to finish, bets will be settled based on the number of laps completed.
   Should both drivers retire from the race, the driver who has completed more laps will be

deemed to have performed better. Should both drivers retire after an equal number of laps, bets will be settled at odds of 1.
Should a driver fail to complete their fastest lap (fail to show the qualification time), their place shall be determined based on the final grid positions.

9. “To Complete The Race – Yes/No”. The Customer should predict whether the named driver will finish the race. A driver is deemed to have finished if they are classified as falling behind the leader.
10. “Fastest Lap”. The Customer should predict which driver will set the fastest lap time.
11. A warm-up lap counts in the race.
12. The bet "Fastest Pit Stop." It is necessary to determine which participant will make the fastest pit stop. The pit stop includes the time spent on the pit lane with a stop for work on the car. A pit stop due to a penalty is not taken into account.
13. SPEEDWAY. Should an event be interrupted before its completion, all bets will stand provided that the event continues within 24 hours or the outcome has already been unconditionally determined. Otherwise, bets will be deemed void. In respect to handicap markets after the eighth heat, the previous eight heats must be completed, otherwise bets will be deemed void and heats will not count. If an event is postponed before its scheduled start time, all bets will be deemed void unless the event begins within 24 hours. All markets will be settled on the result after the final heat (according to the league’s schedule) or on the official podium result (individual competitions/Grand Prix). No subsequent appeals, disqualifications or deductions of points will count. Only data from official sources or the official websites of the corresponding tournaments may be used for bet settlement. Should information from the official sources prove to be incorrect, independent sources will be used for bet settlement.
14. SPEEDWAY
    1. If an event is postponed before its planned start time, all bets on it will be canceled, except in cases where the event is resumed within 24 hours.
    2. Bets on an event remain valid if it is interrupted before completion and then subsequently completed within 24 hours, or if the result of that event has already been determined.
    3. If a heat is not completed and the official result is not published, all bets on that heat are canceled, except in cases where the result had already been determined. Otherwise, all bets will be canceled.
    4. A match is considered to have taken place if at least 8 heats have been completed. In this case, all bets will be settled based on the result at the time the race was interrupted (unless the event is resumed within 24 hours).
    5. For bets including a handicap after a certain number of heats, all of the specified heats must be completed, otherwise these bets will be canceled and the heats will not be counted.
    6. Bets on all markets will be settled based on the results after the final heat (based on the league schedule) or on the podium positions (individual competitions/Grand Prix). Any subsequent appeals, disqualifications or deductions of points will not be taken into account. Only information from official sources or the official websites of the relevant competitions will be used to settle bets.
    7. Bets on points in individual heats are settled based on the number of points earned during the heat in question.
    8. For bets on the winner of an individual heat, all 4 drivers must start the race; otherwise, all bets will be canceled.
    9. For bets on the winner of the next heat, the winning team is deemed to be the one that earns the most points. The specified heat must be completed in full; otherwise, all bets will be canceled.
    10. Bets on a racer’s total points in a Grand Prix or Euro Championship are settled based solely on the number of points earned in the main round (20 heats); semi-final and final

heats are not counted.

8.34. Race boat

1. 6 rowers take part in a race. A race comprises 3 laps. The rowers’ kits and boats have the following colors:
    - Boat 1 - white
    - Boat 2 - black
    - Boat 3 - red
    - Boat 4 - blue
    - Boat 5 - yellow
    - Boat 6 – green.
2. "Winner of The Race". The rower who finishes in first place according to the final results will be considered the winner of the race.
3. If a race is not finished and no official result is declared, all bets will be deemed void except for bets on markets which have already been determined.
4. The start line must be crossed in the time interval between 0 and 1 seconds. If a boat starts before 0 sec (early start (F)) or after 1 sec (late start (L)), bets on these boats will be settled at odds of 1.00.
5. SP (Starting Price) is the final starting odds on a boat. The starting price is calculated based on the average odds offered by competition organizers at the time of the off. If a boat is withdrawn before the start of a race, or is declared a non-runner (according to official records), and a new SP market has not been formed, bets on the withdrawn boat will be settled at odds of "1".

8.35. Keirin

1. Keirin is a form of motor-paced cycle racing in which track cyclists sprint for victory following a speed-controlled start.
2. Races are monitored by four referees. Once the race has finished, the referees wave either a red or white flag, which indicate that the rules have either been violated or followed respectively. If any violation of the rules comes to light, the referees will watch video footage of this incident and come to a decision. Should it be proven that a competitor has violated the rules, they, as a rule, will be disqualified.
3. Some bets may not be available if there are fewer than 9 participants in the race.
4. In exceptional circumstances, if a race is interrupted due to technical or external reasons (through no fault of the racers), bets on all outcomes will be void (settled at odds of 1.00).

8.36. Auto Race (Japanese Speedway)

1. Auto Race is a high-speed, competitive motorsport where competitors race against each other on motorcycles.
2. Races take place on a 500-meter tarmac track, involve 8 competitors (7 in exceptional circumstances) and run for 6 laps. As a rule, 12 heats take place per day.
3. The 2 straight-line sections of the track are 87 meters long. The maximum speed is 150 km/h.
4. Normal heats run for 6 laps of the track (3,100 meters), whereas longer heats last for 8 or 10 laps.
5. The waving of the chequered flag after competitors pass the fourth turn of the final lap signals the end of the race.

6. Competitors may be disqualified if they drive off the track.
7. Competitors may also be disqualified if they make any uncontrolled maneuvers or maneuvers which could cause harm to other competitors.

8.37. Lacrosse

1. Bets on lacrosse matches are accepted including overtime.
2. If a goal is scored at 09 minutes 00 seconds, it is deemed to have been scored in the interval from the 1st to the 9th minute. If a goal is scored at 01 minute 00 seconds, it is deemed to have been scored in the 1st minute.

8.38. Skate Cross

1. The SX4 Race tournament is a race around a track with obstacles.
2. The competitors are four athletes on roller skates, who start from the same line and try to finish before the other racers.
3. The athletes can navigate their way round the obstacles however they see fit. However, they are not allowed to push each other or block their opponents.
4. These races are held at different levels and after each race, the athletes in 1st and 2nd place climb to the next level, while 3rd and 4th place drop down a level.
5. Each athlete gets a rating based on the results of the tournament (series of races). Each athlete's rating determines their starting position at the beginning of the tournament.

8.39. TV-Games

1. **Eurovision Song Contest.**
    - Match-Ups. The Customer should predict which of the two named participating countries will finish higher in the Grand Final. If both participating countries have an equal score, bets will be settled at odds of 1.
    - Bets are settled subject to information on www.eurovision.tv.
2. **TV-Games. Box Office.** In some cases bets may be settled in the middle of the following week when the exact box office data becomes available.
   Game of Thrones. Number Of Viewers Of The Specified Episode. Only those viewers who have watched the first airing will count. Reruns, P2P file sharing or viewing on other technologies are all excluded.
   Bets on events in the series are settled 24 hours after the release of the episode.
   Box office results in the USA and other countries will be determined based on the information on http://www.boxofficemojo.com.
3. **Bets on rap battles** are accepted subject to the approximate start time of a battle. The battle may actually start later. Bets on the winner will be settled after the official video of the battle has become available.
4. **Special bets**. If the outcome of the event is not in the list of available bets then all bets will stand and will be settled as lost.

8.40. Politics

1. "Winner". If a candidate withdraws before the end of voting or is barred from running, bets on

that candidate will be settled as a loss.

8.41. Esports

1. All total and handicap bets on rounds for Counter-Strike are accepted, including all possible overtimes.
2. Should any player (or team) drop out of a match (for any reason), they will be deemed to have been defeated in all remaining rounds/maps. Bets on Live markets will be settled at odds of 1.00, unless the outcome had already been determined at the time the match was stopped.
3. If a match is postponed for more than 24 hours, the company reserves the right to settle bets at odds of 1.00.
4. No bet will be canceled due to a misprint in the username of a player or a team, even if they use smurf accounts. No substitution of a team member, even if this occurs during the match, will affect bets.
5. If the administrator stops a match and orders a rematch, the result of the discontinued match will not count.
6. "Map Ends In Daytime" markets are based on the in-game day and night cycle. The first day starts at minute 0 and alternates with night every 5 minutes. Any instance where day or night is brought about by other game mechanics will not be taken into account when settling bets.
7. In Dota 2 and League of Legends, the winner of a map or a match is declared after the throne or the nexus of either team has fallen.
8. In Dota 2, if First Blood is taken by a "tower" or by "neutral creeps", the kill won't be counted and the death will not affect the match result.
9. Bets on kill streaks ("Triple Kill", "Quadra Kill", "Penta Kill", "Ultra Kill", "Rampage", etc.) are settled based on whether the streak in question is completed, regardless of other events in the match:
   - if the streak is recorded, then "Yes" bets win and "No" bets lose
   - if the streak is not recorded, then "Yes" bets lose and "No" bets win
   Bets on "Largest Multi-Kill" are settled based on the highest kill streak achieved in the match. Example (Dota 2): if there is a Rampage, then "Rampage - Yes" bets and "Ultra Kill - Yes" bets win, and Rampage is counted as the largest multi-kill.
10. Bets on the next frag that's a multiple of 10 (20th, 30th, 40th etc.) in Dota 2 are bets on the next set of frags. The winner is the team that gets the next 10th (20th, 30th, 40th, etc.) frag on the map. Example: the score went from 5-4 to 5-5, Team 2 wins.
11. Bets on the duration of a map in minutes will be settled based on the on the number of seconds that have already passed in each minute of the game. So, if the market "Duration Of The Map Over 27.5" is selected, the map needs to end after 27:30 for the bet to win – i.e., at 27:35, 27:44, etc. If the map ends at 27:15, the bet loses; and if the map ends at 27:30, the bet will be settled at odds of 1.00.

Counter-Strike: Global Offensive (CS:GO)

1. Winner – a bet on the match winner. A match is considered to have started after the first kill in the pistol round. A 1x2 bet is similar to a Winner bet, but with draws included as a potential outcome. This bet is offered in matches where a draw is possible (for example, BO2 matches or BO1 matches without overtime).
2. 0 Handicap – a bet on one of the teams winning, excluding a draw. If the match ends in a draw, the bet is settled at odds of 1.00 (refund).
3. Total Maps - Odd/Even – a bet on whether the number of maps played in a match will be odd or even.

4. Total Maps – a bet on the total number of maps played during a match, including overtime.
5. Correct Map Score – a bet on the exact final score of a particular map in a match.
6. Total Rounds – a bet on the number of rounds played by both teams in a match.
7. Individual map results:
    - Winner (including OT) – a bet on the winner of a particular map in a match, including additional rounds.
    - First Half Winner – a bet on the first team to win 7 rounds on a particular map.
    - Total Rounds Odd/Even – a bet on whether the number of rounds played on a particular map will be odd or even.
    - Total Rounds – a bet on the total number of rounds played on a particular map.
    - Total Rounds To End With The Bomb Detonating – a bet on the number of rounds that will end with the bomb exploding on a particular map.
    - Will There Be Overtime? Yes/No - a bet on whether a particular map will have overtime.
    - Teamkill Yes/No – a bet on whether the selected team will perform a teamkill on a particular map. A “teamkill” is when a player is killed by one of their own teammates.
    - Knife Kill Yes/No – a bet on whether the selected team will kill an opponent with a knife on a particular map.
8. Pistol round results 1 and 13 rounds in the overall standings on a map):
    - Pistol Round (X) Winner – a bet on which team will win a particular pistol round on the specified map.
    - Two Pistol Rounds Winner – a bet on which team will win both pistol rounds on the specified map.
    - Bomb Planted in Round (X) – a bet on whether the bomb will be planted in a particular round on the specified map.
    - Total Pistol Rounds Won – a bet on whether the selected team will win the specified number of pistol rounds in a match.
    - Total Pistol Round Kills – a bet on the total number of kills by both teams in a particular pistol round on the specified map.
9. Individual team results:
    - Total Rounds – a bet on the total number of rounds won by a particular team in a match.
    - Total Map Rounds – a bet that a particular team will win the specified number of rounds on the specified map.
    - Total Rounds Won by Terrorists/Counter-Terrorists – a bet that a particular team will win the specified number of rounds on the specified map while playing either attack (Terrorists) or defense (Counter-Terrorists).
    - Round (X) Winner – a bet on the selected team winning a particular round on the specified map.
    - Victory in a round is achieved by killing all opponents on the map, detonating/defusing the bomb, or according to the outcome when the time limit runs out.
    - Map (X) – race to X rounds – a bet on which of the teams will be the first to win the specified number of rounds on a particular map.
    - Map (X) – correct score – a bet on whether a particular map will end with the specified score.
10. Overtime – victory on a map is achieved by winning at least 13 rounds. In the event of a draw on a map (when the round score is 12-12), tournament regulations typically stipulate playing 6 additional rounds of so-called “overtime”. Victory in overtime is awarded to the first team to win 4 of the 6 additional rounds. In the event of a draw in overtime (both teams win 3 rounds each in overtime), another 6 rounds of overtime are played.
    - Map (X) – Correct Score In Overtime (X) - a bet that the specified overtime period on a particular map will end with the specified score.
    - Map (X) – Odd/Even Rounds In Overtime (X) – a bet on whether the number of overtime

rounds played will be odd or even.
    - Map (X) – Total Rounds In Overtime (X) – a bet on the total number of rounds played in a particular overtime period.
    - Map (X) – First-Half Winner In Overtime (X) - a bet on which team will be the first to win 3 rounds in a particular overtime period.
11. Player With The Most/Fewest Frags. A bet on a player to achieve the highest/lowest number of kills out of all the players on both teams at the end of the map specified. If the number of kills is tied between two or more players and they share the same position, ADR (Average Damage per Round) will be used as an additional indicator to determine the winner. For bets on the highest value, the higher ADR is taken into account; for bets on the lowest value, the lower ADR is taken into account.
12. When settling bets on frags (including bets on frags using a specific type of weapon), for any period of the game specified in the bet, only frags committed against players on the opposing team are taken into account. Frags against players on the same team (teammates) and fatal accidental damage from a player's own weapon (HE Grenade, Molotov, etc.) do not count.

8.42. Olympic Games

1. Bets on the number of medals will be settled based on the official medal count at the time the closing ceremony starts.
2. If an event is postponed, or its date or venue is changed, all bets will stand until the completion of the competition.
3. Match-Up bets. Both contenders (whether teams or players) must start for bets to stand. Should any contender retire in the course of an event for any reason, the opposing contender will be deemed the winner. Should both contenders fail to complete the competition, all match-up bets will be deemed void.

8.43. Winter Sports

1. Match-up bets. Both contenders (whether teams or players) must start for bets to stand. Should any contender retire in the course of an event for any reason, the opposing contender will be deemed the winner. Should one competitor fail to complete the competition, all match-up bets will be settled based on the competitor's dropout stage.

8.44. Gaelic Football, Hurling

Gaelic football is related to football and rugby.

1. All bets on a match are settled on the result at the end of regular time (70 minutes of play consisting of two halves of 35 minutes each or 60 minutes of play consisting of two halves of 30 minutes each). A match must be completed for bets to stand, except for those markets which had already been determined at the time the match was stopped.
2. All bets are settled on the final score of a match. The scoring system is as follows:
   A goal is worth 3 points (when the ball is struck into the net below the crossbar).
   A point is worth 1 point (when the ball goes over the crossbar).
   The goals in Gaelic football are similar to those in football, with the posts rising above the net.

For example, the score for Team 1 was 0-12 (where 0 is the number of goals and 12 is the number of

points scored), while the score for Team 2 was 2-5 (where 2 is the number of goals and 5 is the number of points scored. This totals 2x3+5 = 11 points overall). The combined score of the match was therefore 12-11 and Team 1 wins.

8.45. Weather

Weather at airports. We accept bets on weather indices recorded at airports around the world for transmitting weather data.
Bets are accepted on the air temperature and atmospheric pressure indices.

Bets are calculated on the basis of METAR weather reports. Bets are calculated if a change of weather is recorded in the METAR code with the exact date, time, airport, and weather conditions of the bet within an hour and a half of the time specified in the bet. If during that time the results cannot be established, the corresponding bets are settled with the odds equal to 1.

The figures used for the calculation of bets are obtained as follows:

- Air temperature data is provided in degrees Celsius and used for calculation without conversion.
- Atmospheric pressure data is provided in hectopascals. For the calculation of bets hectopascals are converted to millimetres of mercury and rounded to one decimal place.
- Wind speed data is provided in knots or miles per hour. For the calculation of bets knots or miles per hour are converted to kilometres per hour and rounded to the one decimal place.
- All rounding is mathematical, i.e. when the first number dropped is 5, the last decimal place is rounded up.

The calculation of bets can be revised due to changes in new incoming data. Neither personal observations by customers nor data from any sources other than those indicated in the Terms and Conditions are taken into account.

8.46. Short Football

SHORT FOOTBALL 2x2

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc.).
2. Short football is played on a 18m×9m court (subject to change).
3. Short football is a team sport featuring 2 teams of 2 players. There is no limit on the number of substitutions.
4. Neither team plays with a goalkeeper. A free kick is awarded if a handball occurs. If a handball occurs in the penalty area, a penalty is awarded.
5. Penalties are taken at an open goal from the halfway line. If the ball crosses goal line, it counts as a goal.
6. Corners and throw-ins are taken from the point where the halfway line meets the touchline. The defending team’s players must be in their own half of the court.
7. In the event of unsportsmanlike conduct or a sending off, the team which is a man down loses.
8. The referee’s decision is final with regards to all disputes.
9. If a match starts, but is not completed for any reason, all bets on this match will be void (settled at odds of 1.00).

SHORT FOOTBALL 3x3

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc).
2. Short football is played on a 18m×9m court (subject to change).
3. Short football is a team sport featuring 2 teams of 3 players. There is no limit on the number of substitutions.
4. Neither team plays with a goalkeeper. A free kick is awarded if a handball occurs. If a handball occurs in the penalty area, a penalty is awarded.
5. Penalties are taken at an open goal from the halfway line. If the ball crosses goal line, it counts as a goal.
6. A penalty is awarded if a player stays in the penalty area for more than 2 seconds.
7. In the event of unsportsmanlike conduct or a sending off, the team which is a man down players loses.
8. The referee’s decision is final with regards to all disputes.
9. If a match starts, but is not completed for any reason, all bets on this match will be void (settled at odds of 1.00).

DREAM LEAGUE, MEN

1. Matches consist of two 15-minute halves. 2 teams of 3 players compete against each other.
2. A tournament includes a group stage in a double round-robin format, a third-place play-off, and a final. Scoring: Win – 3 points, Draw – 1 point, Loss – 0 points.
3. A goal may be scored after a pass in the opponent's half.
4. Neither team plays with a goalkeeper, and handballs are prohibited.
5. Own goals are not counted.
6. A penalty is awarded after 3 fouls.
7. A penalty kick is taken one step away from the team’s own goal and aimed across the field to the empty goal of the opposing team.
8. If the ball goes out, a throw-in is taken from the side of the field.
9. Teams are awarded 1 point for a draw in the group stage of the tournament. If there is a draw in the final, penalties are taken (3 attempts).

SHORT FOOTBALL 4x4

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc).
2. The dimensions of the court are not strictly regulated.
3. Neither team plays with a goalkeeper. A free kick is awarded if a handball occurs. If a handball occurs in the penalty area, a penalty is awarded.
4. Penalties are taken at an open goal from the halfway line. If the ball crosses the goal line, it counts as a goal.
5. Players cannot stand in line with their own goal in the penalty area. If this rule is violated, a penalty is awarded.
6. When a free kick is taken, the defending team cannot form a defensive wall. Only one player can stand in the goal to stop the ball going in the net.
7. Tournaments are held daily and follow ‘Winner Stays On’ rules. In the event of a draw, both teams leave the court and neither of them will take part in the next match.
8. If a sending off occurs, the team which is a man down plays on for either 1 minute or until they concede a goal.
9. The referee’s decision is final with regards to all disputes.
10. If a match starts but is not completed for any reason, all bets on this match will be void (settled

at odds of 1.00).

SHORT FOOTBALL 5x5

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc).
2. The dimensions of the court are not strictly regulated.
3. Penalties are taken from the 6-meter mark.
4. If a sending off occurs, the team which is a man down plays on for either 1 minute or until they concede a goal.
5. Tournaments are held daily and follow 'Winner Stays On' rules. In the event of a draw, both teams leave the court and neither of them will take part in the next match.
6. The referee's decision is final with regards to all disputes.
7. If a match starts but is not completed for any reason, all bets on this match will be void (settled at odds of 1.00).

BUMPERBALL CUP 4X4

1. Match format: two 15-minute halves. Team members play in inflatable balls.
2. Tournament format: group stage of 2 rounds, 3rd place playoff, final. Scoring: Win – 3 points; Draw – 1 point; Loss – 0 points.
3. In the event of a tie in the group stage, the teams receive 1 point each. If a draw occurs in the final, the match will go to penalties (5 attempts).
4. Penalty kicks are taken from the edge of the penalty area.
5. There is no goalkeeper.
6. It is forbidden to play in the goal area, both for attacking and defending players.
7. Players who violate any of the rules are sent off for 1 minute, and their team continues playing with a numerical disadvantage.
8. If a throw-in occurs, it is taken from where the ball crossed the line.

8.47. Street football 3x3

1. Bets on Street football 3x3 include regular time.
2. Each match lasts for 2 halves of 5 minutes (straight time).
3. The match must have been played in full for bets to stand. Bets whose outcomes have already been determined when the match is interrupted are exempt from this rule.
4. Matches are played with a size 4 mini football.
5. Both teams have 3 outfield players with no designated positions. Neither team plays with a goalkeeper and players cannot touch the ball with their hands.
6. A free kick is awarded if an intentional handball occurs anywhere on the court.
7. A free kick is awarded if a player commits a foul. The defending team can form a defensive wall 3 meters away from the ball. The attacking team can either pass from a free kick or take a shot on goal.
8. Penalties are taken from the center of the court by any player, after the referee blows their whistle. For a goal to be scored, the ball must go into the goal without touching the ground and cross the goal line.
9. If the ball goes out of play, a kick-in will be taken on the ground. The defending team's players must stand a meter away from where the kick-in is taken. Players cannot shoot directly from a kick-in. If there is a direct shot on goal, this goal will not be counted and a goal kick will be awarded.
10. Physical contact is prohibited, except for touching. Tackles, pushes, body checks and playing

while lying on the court are prohibited.

8.48. Street Power Football 2x2. World Cup

Street Power Football involves the streaming of a multiplayer game (a football simulator).

1. All bets are settled after a match ends.
2. The minimum and maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Matches consist of one period. A period lasts for 5 minutes of play or until one of the teams scores 5 goals.
5. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the list of markets and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. All Street Power Football matches are streamed online.
7. The following betting markets are available:
    - Win
    - Double Chance
    - Handicap
    - Total Over/Under
    - Individual Total (Over/Under)
    - Total (Even/Odd)
    - Next Goal

8.49. Footballtennis

1. Footballtennis is a team sport in which 2 teams of 2 players compete against each other. An unlimited number of substitutions are allowed.
2. Footballtennis is played with a football on a 9m×12.8m court divided by a tennis net. Matches are played until one team has won 2 sets (best of 3). A set finishes when one team has scored at least 11 points and has a two-point advantage.
3. Each team must transfer the ball over the net onto the opponent's side within three touches of the ball (fewer are allowed, more are not). The same player cannot touch the ball twice consecutively. Players cannot touch the ball with their hands. Two bounces are allowed (fewer are allowed, more are not) before the ball must be passed to the opponent’s side of the net and one bounce is allowed after the opposing team's serve.
4. The ball is served by kicking it from behind the baseline. If the ball touches the net and then lands on the opponent's side, the ball will be served again. The opposing team’s players cannot block serves by reaching over the net.
5. If a match starts but is not finished for any reason, all bets thereon will be settled at odds of 1.00, except for bets on markets which had already been determined when the match stopped.
6. Handicaps and totals are specified in points, except for in the “Sets Handicap” and “Total Sets” markets.
7. "Extra Points". In this market, the Customer should predict whether there will be any extra points in the set. The bet “Extra Points In Set - Yes” will be settled as a win if either team wins the set after a score of 10:10.

8.50. Headis

1. Headis combines two sports: table tennis and football. The game is played using a rubber ball.
2. Play continues until one of the players has won three sets.
3. A set ends when one of the players scores 11 points. If a game is tied, then play continues until one player leads by a margin of 2 points.

8.51. SOAP FOOTBALL (WOMEN'S)

1. Each team consists of 3 outfield players and a goalkeeper.
2. Each match lasts for 2 halves of 15 minutes (straight time).
3. Football rules apply. A foul is awarded for every violation of the rules. A team will be awarded a penalty kick if their opponents commit 3 fouls. A penalty kick will also be awarded for each subsequent foul.
4. To make matches lively and entertaining, when a ball goes out of play a new ball is thrown directly (throw-in) into the middle of the field of play to keep the match going.

8.52. SOAP FOOTBALL (MEN'S)

1. Each team consists of 3 outfield players and a goalkeeper.
2. Each match lasts for 2 halves of 15 minutes (straight time).
3. A goal counts if a pass has been made in the opponent's area (after crossing the halfway line).
4. Football rules apply. A foul is awarded for every violation of the rules. A team will be awarded a penalty kick if their opponents commit 3 fouls. A penalty kick will also be awarded for each subsequent foul.
5. To make matches lively and entertaining, when a ball goes out of play a new ball is thrown directly (throw-in) into the middle of the field of play to keep the match going.

8.53. CROSS VOLLEY

1. The game is played by two teams, each with its own area located diagonally across from one other on the court.
2. Play continues until one of the teams has won three sets. If a draw occurs (2:2), a final set is played until one of the teams scores 15 points (with a minimum margin of 2 points).
3. Games in each set are played until one team wins 25 points. If a game is tied (24:24), it continues until one team leads by a margin of 2 points.
4. Main rules:
    - Players move clockwise or anti-clockwise around the court after every third point scored.
    - Players are permitted a single touch of the ball, and jumps and soft passes are forbidden.
    - Any volleyball technique can be used to put the ball into play, though it must be strictly from the corner of the serving area.
    - The ball must only be served to the opponent's side of the court; if it falls in the serving area, a held ball is called.
    - Touching the net is considered a fault and results in a point being awarded to the opposing team.
5. A held ball is indicated if a player breaches the rules by performing:

- a jump
- a soft pass
- a touch of the center post.

8.54. RANDOM LEAGUE

1. 2 teams take part in each match.
2. There are two different colored dice – one for each team.
3. The presenter rolls the 2 dice.
4. After each dice roll, the team whose die shows the highest number gets 1 point. If the points on the dice are equal then the dice are rolled again.
5. Bets are settled according to the rules of the sports stated in the bet slip.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.

8.55. Esports Football (FIFA)

Esports Football involves the streaming of a multiplayer game (a football simulator).
Bets are accepted on the UEFA Champions League and the UEFA Europa League.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets on football are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets on the UEFA Champions League are accepted both in pre-match and Live. All Esports Football matches are streamed online.
7. The result of a match is determined according to the final statistics table. No issues with the game graphics will result in the cancellation of bets.
8. **The following markets are available** (regular time)
    - Win;
    - Double Chance;
    - Handicap;
    - Total (Over/Under);
    - Team Total (Over/Under);
    - Total (Even/Odd);
    - Correct Score;
    - Next Goal.

8.56. Kabaddi

Kabaddi is a game that combines elements of wrestling and tag.

1. Game format: two halves of 20 minutes. In case of a draw, to determine a winner, the game continues until one team scores the next point.
2. Bets are accepted on regular time (40 minutes of regular time, excluding extra time). If a match is not completed, any outcomes that had been unambiguously determined by the time it was stopped will stand. All other outcomes will be settled at odds of 1.00.
3. Outcomes including extra time (Golden Raid):
    - To win in extra time (Golden Raid)
4. Betting on one half. If a half is not completed, any outcomes that had already been unambiguously determined will stand. All other outcomes will be settled at odds of 1.00. Extra time is not included.
5. In competitions, if the venue of an event is changed or an event is moved to the opposing team’s ground, bets will stand provided the home team retains its home status.
6. If any match is postponed or delayed by more than 48 hours, all bets on it will be settled at odds of 1.00.

8.57. Muay Thai

1. Information about colour of fighters provided for reference. All bets will stand in spite of change of colour.
2. Bets on handicaps will be refunded if a fight ends in a draw.
3. Total Rounds. Only rounds completed in the fight will be taken into account. If the fight ends in the 5th round then number of completed rounds is 4. If the fight ends by decision then number of completed rounds is 5.
4. If one or two fighters are disqualified by the referees then all bets will be refunded.
5. If the fight is postponed by more than 12 hours from the planned start time then all bets will be refunded.
6. The fight starts after the sounding of the bell at the beginning of the first round. If one or two fighters couldn't start the fight then all bets will be refunded.

8.58. UFC. UNSULLIED TOURNAMENT

1. The beginning of a fight is signalled by the sound of a bell, which indicates the start of the first round.
2. A fight consists of 3 rounds, each lasting 3 minutes, unless one of the contestants wins inside the distance.
3. If a fight is declared a no-contest or is stopped for any reason before a winner has been determined, all bets are settled at odds of 1.00. If the outcome of the fight has already been decided, bets are settled based on the declared results.
4. All bets stand provided that at least 2 full rounds have been completed. Otherwise, only bets on a Win by a particular contestant in the fight and bets on a Draw stand. All other bets on the fight are settled at odds of 1.00, unless the outcome of the bet had already been determined by the time the fight was stopped.
5. "1 (2) to Win" bets. In the Sports section, bets on this market are labeled “1” and “2” respectively and include the following:
    - "Points Victory" means a win decided by the judges once all rounds have been completed
    - "Win by Knockout (KO)"
    - "Win by Technical Knockout (TKO)" means one of the contestants wins by scoring 25

points before the end of the final round
    - "Win by Opponent’s Disqualification or Refusal"
6. "Draw" bets. Bets on this market are designated with an “X”. A fight ends in a draw when the judges rule that both contestants have ended the final round with level scores.
7. Each fighter is awarded points for an effective hit as determined by the referee:
    - 1 point for a straight hit or a hook
    - 2 points for an uppercut
    - 5 points for a knockdown
8. The maximum number of points that a fighter can score in a fight is 25, regardless of the number of points awarded for the final, decisive hit.
9. "W2 in Round 3 – Yes" bets. This bet wins if fighter 2 is awarded more points than fighter 1 in round 3.
10. "Race To Five (Seven, etc.) Points" bets. Customers must predict which of the contestants in the fight will be the first to score the specified number of points in a round. If one fighter refuses to continue the fight for any reason, before they or their opponent have scored the specified number of points, these bets are settled at odds of 1.00.

8.59. Counter-Strike And CS:GO Wingman

1. Counter-Strike involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A single match is played up to 11 victories (the maximum number of rounds is 21).
3. All bets are settled after a match ends.
4. A single round lasts exactly two minutes. No act performed after the expiration of this period will count for betting purposes.
5. Counter Terrorists win the round if no bomb has been planted on a bomb defusal map during the above-mentioned time period.
6. Terrorists win the round if no hostage has been rescued on a hostage rescue map during the above-mentioned time period.
7. The maximum stake is determined by the bookmaker for each selection individually.
8. The bookmaker may change stake limits without prior notice.
9. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
10. “Bomb Planted – Yes/No”. It does not matter when a bomb is planted during the round, whether before or after all counter terrorists have been killed. Only the planting of the bomb itself matters.
11. W1 and W2 in a round will be settled as follows if a bomb is planted:
    - if the bomb is defused in the round, the bet W1 will win and the bet W2 will lose;
    - if the bomb explodes in the round, the bet W1 will lose and the bet W2 will win.
12. Bets on teams are only accepted LIVE. All matches are streamed online.

The following markets are available:

- Win;
- Handicap;
- Total (Over/Under);
- Team Total (Over/Under);
- Bomb Planted;

- Win In Round;
- Total In Round;
- Handicap In Round;
- Total Headshots In Round;
- Individual Total Frags In Round;
- Total Frags In Round (Even/Odd);
- Method Of Win In Round;
- Round Duration;
- Bomb Defused;
- First Frag* In Round – Team;
- Suicide*** In Round;
- Total Headshots** In Round;
- Win To Nil In Round.

A frag means a point scored for killing an opponent (i.e. if an opposing team member dies for any reason, excluding death by a bomb explosion or suicide).*
*A headshot** means a shot to the head.*
*A suicide*** means death caused by falling from a height, death by a bomb explosion.*

CS : GO Wingman

1. CS: GO Wingman involves the live streaming of the multiplayer game Counter-Strike: Global Offensive, which pits two teams of two players against each other.
2. In the first round, Team 1 always plays as the Counter-Terrorists and Team 2 always plays as the Terrorists. At the end of this round, both teams switch sides and this continues until one team gets 5 wins (from a maximum of 9 rounds).
3. All bets are settled after the end of an event.
4. Each round lasts for 90 seconds + extra time (the time from when a bomb is planted to when it either explodes or is defused). For bet settlement purposes, anything which happens after this time has elapsed will not count.
5. If, once 90 seconds has passed, a bomb has not been planted and both teams have a man standing, the Counter-Terrorists will win this round.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. For “Bomb Planted" bets, a bomb is deemed to have been planted if at least one of the Counter-Terrorists is still alive when the bomb is planted.
10. For “Bomb Exploded” bets, a bomb is deemed to have exploded if at least one of the Counter-Terrorists is still alive when the bomb explodes.
11. Only live bets can be placed on teams. Games are streamed online.
12. If a player dies inadvertently, it still counts as a death for bet settlement purposes.
13. Weapons are classified as follows:
    - Pistols: P2000, P250, Deagle, Glock
    - Machine Guns: FAMAS, M4A4, AUG, Galil, AK-47, SG 556
    - Rifles: AWP, SCAR-20, G3SG1

The following markets are available:

on a whole match:

- Win (1/2)
- Win (Terrorists/Counter-Terrorists)
- Total (Over/Under)
- Individual Total (Over /Under)
- Total Bombs Defused (Over/Under)
- Total Bombs Planted (Over/Under)
- Total Bombs Exploded (Over/Under)
- Total Headshots (Over/Under)
- Total Pistol Frags (Over/Under)
- Total Machine Gun Frags (Over/Under)
- Total Rifle Frags (Over/Under)
- Player’s Total Frags (Over/Under)
- Player’s Total Deaths (Over/Under)

on a round:

- Win (1/2)
- Bomb Planted (Yes/No)
- Bomb Defused (Yes/No)
- Total Frags (Over/Under)
- Individual Total Frags (Over/Under)
- Total Frags Even/Odd
- Machine Gun Frag (Yes/No)
- Rifle Frag (Yes/No)
- Player To Score A Frag (Yes/No)
- Player to Die (Yes/No)
- Total Headshots (Over/Under)

8.60. Esports Ice Hockey

Esports Ice Hockey involves the streaming of a multiplayer game (an ice hockey simulator).
Bets are accepted on the Stanley Cup.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. Stake limits may be changed by the bookmaker without prior notice.
4. Bets are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during the course of a match (Live bets). All Esports Ice Hockey matches are streamed online.
7. **The following markets are available** (regular time):
    - Win;
    - Double Chance;
    - Handicap;
    - Total (Over/Under);

- Win in the match (Team Wins);
- Will There Be Overtime? – Yes/No.

NHL 23. Ones

1. NHL 23. Ones is a stream of a video game. Three participants compete in an ice hockey match.
2. Both pre-match and live bets are accepted on matches. All games are streamed online.
3. Regular time lasts 10 minutes. Overtime is played if the 2 participants with the most goals have the same score. Overtime ends when one of those participants takes the lead.
4. The maximum stake is determined by the bookmaker separately for each market.
5. The bookmaker may change the stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Available bet types:
    - Total Goals
    - Individual Total Goals
    - Match Winner

8.61. eSports UFC

Ultimate Fighting Championship is a type of mixed martial arts. UFC involves the streaming of a multiplayer game.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

Types of victory for betting purposes:

- **A submission** means defeating an opponent by using a painful hold.
- **A knockout** (KO) is when a fighter loses consciousness after a legal blow. (For the UFC2 BantamWeight, the UFC2 LightWeight and the UFC3 WelterWeight win by KO / TKO is considered as a knockout).
- **Points victory**.
- **A technical knockout** (TKO) occurs when a third party stops the bout when it is judged that one fighter is not able to continue. Technical knockouts fall into three categories:
    - *Referee Stoppage,* when the referee decides that a fighter is no longer able to defend themselves intelligently.
    - *Ringside Physician Stoppage*, when the physician present at the ringside decides that further combat may put a fighter’s life and health in jeopardy.
    - *Corner Stoppage*, when a fighter’s corner second signals for a stoppage.

The following markets are available:

- Win;
- Method Of Win (Points Victory, KO Victory, TKO Victory, Victory By Submission);
- Method Of Fighter’s Win (Points Victory, KO Victory, TKO Victory, Victory By Submission);
- When Will Bout End (Fight To Go The Distance; Bout Will End In 1st Round; In 2nd Round; In 3rd Round). Round in which the bout ends will be taken into account for bet settlement purposes. If the bout ends by points victory the market will be settled as a Fight To Go The Distance.

8.62. UFC 4. STREET FIGHT

1. UFC 4. Street Fight is a live-streamed multiplayer game which follows the MMA rules.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All UFC 4. Street Fight matches are streamed online.
7. **Rules:**
    - A fighter is awarded one point for each win in a round.
    - If a round ends in a draw, neither fighter is awarded any points.
    - The first fighter to win 5 rounds is the winner of the match.
8. **Win method definitions:**
    - Voluntary Submission (Submission) – a win by submission hold.
    - Knockout (KO) – when a fighter becomes unconscious as the result of a legal strike.
    - Technical Knockout (TKO) – when the fight is stopped by a third party due to one of the fighters no longer being able to continue.
    - Draw – when a round ends because the allotted time for the round is up.
    - Disputes about the method of a win shall be settled by the event organizer and the final result will be displayed on the scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Total (over/under)
    - Individual Total (over/under)
    - Total KO’s (over/under)
    - Total TKO’s (over/under)
    - Total Submission Holds (over/under)
10. **The following bets can be placed on a round (bets are settled according to the score of the round):**
    - Win In Round
    - Method Of Win In Round (knockout, technical knockout, submission)
    - Method Of First/Second Fighter's Win In Round (knockout, technical knockout, submission)

8.63. Bet Constructor

1. Bet Constructor is a game where the Customer chooses line-ups for two virtual teams from players (or teams) participating in real matches. The Customer then places bets based on the

performances of those players (or teams). Bets are settled based on the total number of sets (goals) won (scored) by the virtual teams' players in their respective real matches.

2. Virtual teams must be formed under the following rules:
    - 1) Opponents in a real match may not be on the same virtual team;
    - 2) A player can only be included in one virtual team;
    - 3) Each player can be picked for a virtual team only once;
    - 4) From 1 to 5 players participating in real matches may be chosen for each virtual team; and the number of players in the teams may vary;
    - 5) Virtual teams may include players from Doubles matches;
    - 6) Virtual teams may include tennis players, as well as football and ice hockey teams.
3. In order to determine the outcomes on available markets, the number of sets (goals) won (scored) by each member of a virtual team in their respective real match in regular time is added up. In tennis matches, only finished sets will be taken into account for bet settlement purposes.
4. The following markets are available:
    - 1) Match Result
    - 2) Match Result including Handicap
    - 3) Match Total
5. Only single bets are available in Bet Constructor.
6. If the start of a match is delayed or if a match is postponed for any reason, all bets will stand until the end of the match or the end of the tournament in which it is a part.
7. Bets will be settled after the completion of all real matches from which members of the virtual teams have been chosen. If one or several real matches are interrupted due to the withdrawal or disqualification of a player, all bets placed on virtual teams will be settled at odds of 1 (refunded), except for markets that had already been determined unconditionally.
8. Bets on the "Total" and "Handicap" markets are settled as "Total Sets" and "Sets Handicap" bets in tennis matches.

8.64. Esports Basketball

1. Esports Basketball involves the streaming of a multiplayer game (a basketball simulator).
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Esports Basketball matches are streamed online.
7. The following markets are available (regular time):
    - Win;
    - Handicap;
    - Total (Over/Under);
    - Total (Even/Odd);
    - Individual Totals (Over/Under);
    - How Many Points Will Team Score;
    - Exact Points Difference;
    - Exact Number Of Points;
    - Team (Result + Total).

8. The following markets are available (including overtime):
    - Team Wins.

8.65. Esports Basketball (3x3 and 1x1)

Esports Basketball (3x3 and 1x1) involves the streaming of a multiplayer game (a basketball simulator). The two teams shoot into the same hoop until they reach 11 points. If they get to 11 points and the point difference between the teams is less than 2 points, extra periods are played. The game continues until there is more than 1 point difference between the teams.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Bets are accepted Live. All the series are streamed Online.
6. **Available markets:**
    - Win;
    - Handicap;
    - Total (Over/Under);
    - Total (Odd, Even);
    - Player Will Score More Than 11 Points (Yes/No);
    - Individual Totals (Over/Under).

8.66. Esports Basketball. NBA 2K18

1. Generalized type of bets on the matches presented in the "Esports Basketball. NBA 2K18"section. There are three stages in the tournament:
    - The group stage of the Eastern Conference - the teams play at home and away.
    - The group stage of the Western Conference - the teams play at home and away.
    - Playoffs - Four teams from each division play in the semi-finals and the finals of their divisions. Then the winners of the finals meet in the grand final, and the losers - in the match for third place.
2. Scoring in the group:
    - For win - 2 points.
    - For defeat - 1 point.
3. When allocating places in a group, the following team stats are taken into account in order of priority:
    - Points (the more, the higher).
    - Wins in regular time (the more, the higher).
    - Defeats in regular time (the smaller, the higher).
4. All bets are settled after an event ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets

accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a tournament as well as during the course of a tournament.
9. If a match is canceled and the outcome of this match does not affect the outcome of the tournament, no stakes are refunded.

The following tournament markets are available:

- Who Will Win? - Yes/No (group stage)
- To Take From 1st To 2nd Place – Yes/No (group stage)
- To Take From 1st To 3rd Place (group stage)
- To Qualify For The Next Round (group stage)
- Who Will Win? (playoffs, tournament result)
- To Take From 1st To 2nd Place (playoffs, tournament result)
- To Take From 1st To 3rd Place (playoffs, tournament result)

8.67. World of Tanks

World of Tanks involves the streaming of a multiplayer game.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
7. A team which has destroyed all the vehicles of the opposing team or captured the opposing team’s base is declared the winner.
8. If, at the end of a match, both bases are captured or neither team has destroyed all the vehicles of the opposing team in the available time, a draw is declared.
9. Bets are accepted on a random battle in the multiplayer online game “World of Tanks”, team members are chosen at random.
10. The number of points scored by each team equates to the number of the opposing team’s vehicles destroyed in any manner.

The following markets are available:

- Win;
- Handicap;
- Total (based on the score);
- Capture The Base.

8.68. Esports Tennis

Esports Tennis involves the streaming of a multiplayer game (a tennis simulator).

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. A match consists of one set.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Esports Tennis matches are streamed online.
7. **Double Fault, Ace, and Out markets are settled based on precedent. Even if an event is canceled by umpire's decision, it will still be deemed to have occurred.**
    - Win;
    - Handicap;
    - Total (Over/Under);
    - Individual Totals (Over/Under);
    - Correct Score;
    - Total Even/Odd;
    - Win In The Game.

8.69. Dota 2

1. Dota 2 involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map or the winner of a match is declared once the throne or nexus of the opposing team has fallen.
5. A match shall be deemed abandoned if it lasts less than 15 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 15 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players goes offline before 15 minutes have elapsed and later quits the game altogether.
8. A match shall be deemed abandoned if one of the players becomes inactive in the first 15 minutes of the game and it is later declared that the player left the game within the first 20 minutes.
9. Should one or several players quit the game before its completion, but after 15 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
10. A random match is streamed online. Real random players participate.

The following markets are available:

- W1 and W2 – a team which has destroyed the opposing team's throne is declared the winner;
- Total Frags Over/Under – the combined number of frags by both teams at the end of a match;

- Frags, Race To – the team which first reaches the specified number of frags wins;
- Who Will Beat Roshan – the Customer should predict which team will be the first to beat Roshan;
- First Blood– the Customer should predict which team will be the first to frag;
- Will Hero Be Picked. Bets are settled after all picks have been made (10 heroes);
- Tower Falling Up To () Seconds / After () Seconds – bets are settled after the first tower is destroyed, provided that the match has not been abandoned;
- Radiant / Dire To Take First Tower – bets are settled after the first tower is taken down provided that the match has not been abandoned. The team which loses the tower first shall be deemed defeated.

8.70. Worms

1. Worms involves the streaming of a multiplayer turn based game (a simulator).
2. Two teams consisting of four worms each take alternate turns to use various weapons against each other.
3. The goal is to destroy the opposing team.
4. Bets are accepted on a battle between two teams. A match continues until one of the teams wins.
5. All bets are settled after an event ends.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets on the handicap, total and correct score markets are settled subject to the number of frags scored by the worms.
10. A team which has at least one worm alive wins if all the worms on the opposing team have been killed.
11. Should the last living worms on both teams die in the same turn, the game ends in a draw.

The following markets are available:

- Win;
- Handicap;
- Total (Over/Under);
- Total (Even/Odd);
- Correct Score.

8.71. Esports. Martial Arts. WWE

World Wrestling Entertainment involves the streaming of a professional wrestling simulator.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in

the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All WWE matches are streamed online.
6. A wrestling ring is a raised platform fenced off by ropes.
7. **The following markets are available:**
    - Win. The wrestler who takes the championship belt or the case with money hoisted above the ring is declared the winner.
    - Item Will Be Taken – Yes/No. Will an item be taken from under the ring.
    - Fight On A Ladder – Yes/No. The first blow on the ladder counts, provided that both wrestlers are on the ladder and it is placed inside the ring.
    - Table Will Be Broken – Yes/No. The table is considered to be broken if it breaks into pieces. No table is considered to be broken if its legs are folded down. A broken table taken from under the ring will not count.
    - Second Ladder Will Be Taken – Yes/No. There are two ladders in the ring. A ladder which has been thrown into the ring more than once is regarded as one ladder.
    - Steps Will Be Broken – Yes/No. The steps in the corners of the ring must be completely broken for this bet to be valid.

WWE Iron (Woman/Man)

1. WWE Iron Woman, WWE Iron Man - wrestling match simulator streams.
2. All bets are settled after the end of the event.
3. Bets are accepted on fights between two opponents. Each fight will last for 10 minutes.
4. The winner will be the wrestler with the most points. If both wrestlers have an equal number of points, the match will be a draw.
5. The maximum stake is determined by the bookmaker separately for each market.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are only accepted live. All games are streamed online.
9. Available markets:
    - Win
    - Double Chance
    - Total
    - Individual Total
    - Total Over/Under
    - Handicap
    - Win to Nil

8.72. Esports Cricket

1. FIVE 5 matches (Esports Cricket) consist of one innings with each team bowling maximum five overs. One over consists of six deliveries.
2. Before a match begins, a draw (toss) is held and the winning team decides whether to bat or to field first.
3. The first team to bat attempts to score runs over the course of five complete overs, or up until 5 wickets are lost. The opposing team then bats until they score more runs than their opponents,

or until five overs of six deliveries each have been played or 5 wickets are lost.

4. The team which has scored more runs is deemed the winner. If both teams have scored an equal number of runs, the team which has lost fewer wickets (i.e. has had fewer batsmen dismissed) is deemed the winner. If both teams have an equal number of runs and an equal number of wickets lost, the match ends in a draw.
5. When bets on totals in the match, team totals, totals in overs and totals per delivery are settled, the number of runs scored by the teams counts, including any extras.
6. Bets on the “Total Fours” market are settled subject to the number of deliveries from which a team scores exactly four runs excluding extras. Four runs can be scored either when the ball reaches the perimeter of the field having hit the ground at least once (and thus having not been caught by the fielding team) or when batsmen score four runs while the ball is in play.
7. Bets on the “Total Sixes” market are settled subject to the number of deliveries from which a team scores exactly six runs excluding extras. Sixes can be scored either when a ball is hit over the field boundary by a batsman without the ball touching the ground or when batsmen score six runs while the ball is in play.
8. When bets on the “Highest Opening Partnership” market are settled, runs scored (excluding extras) before the first batsman is dismissed will count. Should no batsman be dismissed, the result of the respective team’s opening partnership will be the total number of runs scored by the team excluding extras.
9. All bets are settled after an event ends.
10. The maximum stake is determined by the bookmaker for each selection individually.
11. The bookmaker may change stake limits without prior notice.
12. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.73. Big Bash Cricket

1. Big Bash Cricket matches (a type of Esports Cricket) consist of one inning with each team bowling maximum one over. One over consists of six deliveries.
2. Before a match begins, a draw (toss) is held and the winning team decides whether to bat or to field first.
3. The team which bats first attempts to score runs over the course of one complete over. Then the opposing team bats until they score more runs than their opponents or until six deliveries each have been played.
4. The team which has scored more runs is deemed the winner. If both teams have an equal number of runs, the match ends in a draw.
5. When bets on totals in the match, team totals, totals in overs and totals per delivery are settled, the number of runs scored by the teams counts, including any extras.
6. Bets on the “Total Fours” market are settled subject to the number of deliveries from which a team scores exactly four runs excluding extras. Four runs can be scored either when the ball reaches the perimeter of the field having hit the ground at least once (and thus having not been caught by the fielding team) or when batsmen score four runs while the ball is in play.
7. Bets on the “Total Sixes” market are settled subject to the number of deliveries from which a team scores exactly six runs excluding extras. Sixes can be scored either when a ball is hit over the field boundary by a batsman without the ball touching the ground or when batsmen score six runs while the ball is in play.
8. When bets on the “Highest Opening Partnership” market are settled, runs scored (excluding extras) before the first batsman is dismissed will count. Should no batsman be dismissed, the

result of the respective team's opening partnership will be the total number of runs scored by the team excluding extras.
9. All bets are settled after an event ends.
10. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
11. Stake limits may be changed by the bookmaker without prior notice.
12. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.74. Mortal Kombat X

1. Mortal Kombat X involves the streaming of a multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to five wins, hence the maximum number of rounds is nine.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are accepted only LIVE. The game is streamed online.

The following markets are available

In the round:

- Win In Round;
- Round Duration* (Over/Under);
- Flawless Victory In Round – a flawless victory is where the winner has not sustained any damage from their opponent or any self-inflicted damage (sometimes a fighter may injure themselves while carrying out a particularly brutal attack). The phrase "Flawless Victory" at the end of the stream indicates that a flawless victory has been achieved by the winner;
- Type Of Finishing Move: Brutality, Fatality, or none (a Faction Kill is regarded as a Fatality).
  * Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 90 seconds (the standard number on the timer at the start). For example, if the countdown stops at 74, the duration of the round is 90-74=16 seconds.

In the tournament:

- Win In The Tournament;
- Total (Over/Under);
- Fighter's Individual Total (Over/Under);
- Total Finishing Moves By Types (Over/Under).

8.75. Esports Handball

1. Esports Handball involves the streaming of a multiplayer game (a handball simulator).
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Esports Handball matches are streamed online.
8. **The following markets are available (regular time):**
    - Win;
    - Handicap;
    - Total (Over/Under);
    - Individual total (over, under);
    - Total Even/Odd;
    - Double Chance.

8.76. Rowing, Sailing

1. **Rowing**. All bets will stand regardless of which team or rower participates.
   If a competition is canceled, all bets will be deemed void except for those markets which have already been determined. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used.
2. **America’s Cup Regatta**. All bets will stand regardless of which team/sailor participates. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used. *Victory In The Regatta.* In the event of a race starting but not being completed, the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
3. **Sailing**. All bets will stand regardless of which team/sailor participates. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used. If there is no prize award ceremony, bets will be settled subject to which sailor crosses the finishing line first.

8.77. Teqball

1. Matches consist of best-of-three sets (the maximum number of sets which can be played is 3).
2. Each set is played until a player/team reaches 20 points. The first two sets can be won by at least a one-point margin. The third set must be won by two points in the event of a tie (19:19).
3. Each player makes 4 services and has two attempts to complete a successful service. Players can serve using any part of their body except their hands. The ball must also be above the lowest level of the Teqboard when a service is made.
4. A rally lasts until the ball either lands on the floor or doesn't bounce on the playing surface. Players cannot touch the ball using the same body part twice in a row during a rally. Each player can take a maximum of 3 touches provided they don’t touch the ball using the same

body part more than once.
5. If the ball hits the net or an edge ball occurs during a service, this service has to be repeated. If the ball hits the net and any touches can still be taken, the game can continue.
6. In the event of an edge ball, a rally shall be repeated.
7. If the ball touches the net during a service, this will result in a fault.
8. Players can only return the ball from their side without crossing the lengthened imaginary line of the net.
9. When returning the ball to the opponent's side, the ball must always be above the net, even if the hit is made from the side of the Teqboard.
10. A service must be made at a distance of 2 metres from the Teqboard between the lines on the floor along the width of the Teqboard.

8.78. Kung volleyball

1. Kung volleyball matches feature 2 teams of three players (each of whom have 1-2 subs). Teams can make an unlimited number of substitutions.
2. Matches are played on a 13x6 metre court with a net across the middle.
3. Matches consists of best-of-three sets (the maximum number of sets which can be played is 3). Each set is played until a team reaches 21 points with at least a two-point margin. If the score is tied (20:20), the set lasts until one team has a two-point lead. If both teams have won a set each, a tie breaker shall be played. The first team to open up a two-point lead or reach 15 pints will win this tie break.
4. Kung Volleyball rules:
    - Teams must kick the ball into the opponent's side of the court.
    - Each team is allowed a maximum of three touches of the ball in their half of the pitch and each player can only take one touch. If this limit is exceeded, a point will be awarded to the opposing team.
    - If a player touches the net or makes a foot fault, a point will be awarded to the opposing team.
    - If the ball touches a player’s hand, a point will be awarded to the opposing team.
    - If the ball lands on the floor, a point will be awarded to the opposing team.
    - The ball is deemed to be out of play if it lands outside the boundaries of the court.
    - If the ball hits the net and doesn’t go to the other half of the court, this will result in a fault (both a point and serve will be awarded to the opposing team). The team who scores the point will serve.
5. Volleyball rules apply to rallies.

8.79. Teqvoly

1. Matches are played until one team has won two sets. The sets are played until one of the teams has won 21 points. The third set is played until one of the teams has won 15 points.
2. The game is played according to the traditional rules of volleyball with three types of shot (dig, set and spike/tip).
3. Spiking the ball from jumping or standing is permitted from behind the diagonal sideline.
    - The ball may touch the transparent screen that divides the table during a rally, but if the ball does not end up on the opponent’s side of the table, this is considered a fault.
    - Spiking is allowed only from the outside of the lines, while tipping can be performed anywhere in the team’s playing area.
4. Lots are drawn to determine which team starts the game. The serving team switches to receive

the serve after every two points that are scored, up until the end of the set, until each team has scored 20 points (14 points in the 3rd set), or until the serve rule is introduced that requires the serving and receiving teams to continue to switch only after every single point.
    - If the ball touches the transparent screen that divides the playing table during a serve this is considered a fault (the ball goes to the opposing team).
5. A team is awarded a point when the ball hits their opponent's side of the table and then goes on to land in their opponent's playing area.
    - A point is awarded when one of the teams hits the ball from jumping or standing to the opposite side of the table and the defending team does not return it.
6. Touching players from the opposing team is prohibited.
7. Touching the table is prohibited.
8. Attacks from outside the baseline are prohibited.

8.80. Rocket League

1. Rocket League involves the streaming of a multiplayer arcade game.
2. Bets are accepted on Football, Basketball and Hockey.
3. A single match lasts five minutes. The team scoring the most goals is deemed the winner. When the teams score an equal number of goals, the match ends in a draw.
4. All bets are settled after an event ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on Rocket League are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
9. The following markets are available:
    - Win, Draw;
    - Double Chance;
    - Handicap;
    - Total (Over/Under);
    - Team Total (Over/Under);
    - Total (Even/Odd).

8.81. Battlefield

1. Battlefield involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A match continues until one team runs out of reinforcement tickets.
3. The duration of a single round is limited to three hours. Should neither team run out of reinforcement tickets in this time, the team with the highest score wins.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

7. Bets on teams are only accepted LIVE. The game is streamed online.
8. **The following markets are available:**
    - Win;
    - Total (Over/Under) (the number of remaining tickets);
    - Team Total (Over/Under);
    - Total (Even/Odd);
    - Race To Points.

8.82. Lottery

1. Unless otherwise stated, all bets are settled on the result of the main draw, excluding bonus balls.
2. Should a draw be delayed or postponed for more than 12 hours after the official scheduled start time for any reason, all bets will be deemed void.
3. The start time of a draw is displayed in the “Sports” section.
4. If the Customer is not able to watch a draw due to technical difficulties, but the result of said draw is posted on the official source, such a draw shall be deemed official.
5. The result may be viewed on the official website of the lottery draw in question.
6. The odds on different lotteries cannot be combined with each other, nor may they be combined with the odds on other events.
7. Rocketbingo lottery. The draw takes place in 4 rounds, up to the 35th drawn number. If the quantity of drawn numbers is changed by the lottery organizer, all bets placed on this draw will be setteld at odds of "1".
8. For lotteries: For the “Housing Lottery” and “Russian Lotto” lotteries, bets will be settled based on the result up to ball 86 inclusive. Any subsequent balls will not be taken into account when settling bets.
   For the “Golden Horseshoe” lottery, bets will be settled based on the result up to ball 42 inclusive. Any subsequent balls will not be taken into account when settling bets.

8.83. Esports Rugby

Esports Rugby involves the streaming of a multiplayer game (a rugby simulator).

Rugby Fifteens

1. Bets are accepted on traditional rugby matches featuring two teams of 15 players.
2. A match consists of two 40-minute halves (regular time). If time runs out while the ball is in play, the match continues until the ball is "dead", i.e. when the ball crosses a dead ball line or is passed forward by a player.
3. Try (5 points): A try is scored when an attacking player grounds the ball in the in-goal area, which is between the goal line (is included in the goal area) and the dead-ball line. A try counts if a player touches the ground with the ball whist holding it in their hand, or presses the ball to the ground with any part of their body from their waist to neck inclusive. When a try is scored, the scoring team gets to attempt a conversion kick and score extra points;
4. A Penalty try (5 points) is awarded if the player could have scored a try but was prevented from doing so by an opponent’s misconduct. Penalty tries are awarded between the goal posts, which makes it easier to score a conversion kick;
5. Conversion (2 points): If a team scores a try, they can score extra points by successfully attempting a conversion. One of the players places the ball in line with where the ball was

grounded for a try and kicks the ball at their opponents' goal. A conversion is deemed to be successful if the ball passes over the crossbar and between the two uprights. At the same time, the opposing team's players must be in their own in-goal area;
6. A penalty kick (3 points): The referee may award a penalty (place) kick for certain infringements of the rules. The ball is placed at the point where the infringement occurred and one of the players kicks the ball at their opponents' goal. A goal is scored according to the same rules as a conversion;
7. A drop goal (3 points): If the ball is in play, any player can kick it at the goal. A player intending to score a drop goal must drop the ball to the ground and kick it with their foot after the ball bounces off the ground. It is prohibited for players to shoot directly from their hands.

Rugby league (NRL)

1. Bets are accepted on National Rugby League matches featuring two teams of 13 players.
2. A match consists of two 40-minute halves (regular time). A "try" is when a team scores points in the in-goal area and is worth four points.
3. When a try is scored, the scoring team attempts a conversion. The ball is placed in line with the sideline from the point where the ball was grounded at a convenient distance, after which the conversion is attempted.
4. A successful conversion is worth two points. Points can also be scored with a penalty kick (2 points) or a 'drop goal' (an in-play kick of the ball after it has bounced off the ground), which is worth 1 point.
5. If a match ends in a draw in regular time, two 5-minute periods of overtime take place. The 'golden point' rule applies in such cases, meaning the team who scores points first wins.
6. If the score is equal at the end of these periods of overtime, a match ends in a draw.

Rugby Sevens

1. Bets are accepted on World Rugby matches featuring two teams of 7 players.
2. A match consists of two 7-minute halves.
3. The team that has scored more points than their opponents is deemed to be the winner. Points are awarded for successful actions.
4. Try (5 points): A try is scored when an attacking player grounds the ball in the in-goal area.
5. Conversion (2 points): When a try is scored, the scoring team attempts a conversion. One of the players places the ball in line with where the try was scored and kicks the ball at their opponents' goal. A conversion is deemed to be successful if the ball passes through the two uprights and over the crossbar.
6. A penalty kick (3 points): The referee may award a penalty (place) kick for serious infringements of the rules. The ball is placed at the point where the infringement occurred, and one of the players kicks the ball at their opponents' goal. A goal is scored according to the same rules as a conversion;
7. A drop goal (3 points) is an in-play kick of the ball at goal once it has bounced off the ground.
8. If a player receives a yellow card, they will be suspended for 2 minutes.
9. If a player is shown a red card, they will be sent off and take no further part in the match.
10. If a match ends in a draw in regular time, then the result of the match is a draw.

General rules

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. If members of staff make any errors or any software failures occur when bets are accepted (e.g.

obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Both pre-match and Live bets are accepted. All eRugby matches are streamed online.
6. **The following markets are available:**
    - **Including regular time:**
        - Win
        - Double Chance
        - Total (Over/Under)
        - Team Total (Over/Under)
        - Handicap
        - Win To Nil
        - Exact Number Of Points (in a match)
        - Both Teams To Score
        - HT-FT
        - Scores In Each Half
    - **Including overtime:**
        - Win
        - Race To 'N' Points
        - First To Score Points
        - Last To Score Points
        - Total Tries (Over/Under)
        - Total Drop Goals (Over/Under)

8.84. Esports American Football

1. Esports American Football involves the streaming of a multiplayer game (an American football simulator).
2. Bets are accepted on traditional American football, where each team has 11 members.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. If a match ends in a draw in regular time, overtime takes place. In this case, all bets will be settled including overtime.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Esports American football matches are streamed online.
9. The following markets are available:
    - Win;
    - Team Handicap;
    - Total (Over/Under).

8.85. Esports Rally

1. Esports Rally involves the streaming of a rally simulator.
2. All bets are settled after an event ends.

3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. **The following markets are available:**
    - “Winner Of The Race”. The driver who takes 1st place in the final rankings will be deemed the winner.
    - “Match-Ups”. The Customer should predict which of the two named drivers will finish higher in the final rankings.
    - “To Be Higher (3Way)”. The Customer should predict which of the three named drivers will finish higher in the final rankings.
    - “Finishing Position In The Race”. The Customer should predict which position the named driver will take in the final rankings.
    - “In Top 3”. The Customer should predict whether the driver will finish in the Top 3 or not.

8.86. Esports Golf

1. Esports Golf involves the streaming of a golf simulator.
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Two players take part in a match and must play four holes each.
6. The player who completes all four holes in the fewest number of strokes is deemed the winner. If both players shoot an equal number of strokes, the match ends in a draw.
7. The player who shoots fewer strokes while completing a single hole will be deemed to have won that hole. If both players shoot an equal number of strokes, they will be deemed to have tied.
8. A par is assigned to each of the four holes. Par is the number of strokes that a player must make to complete the hole according to the rules. The par of each hole is shown in the table of results. The Customer may place bets on the “Total Over/Under Par” market.
9. The result of a match is determined according to the final statistics table. No issues with the game graphics will result in the cancellation of bets.

8.87. Esports Baseball

1. Esports Baseball involves the streaming of a multiplayer game (a baseball simulator).
2. Bets are accepted on a traditional type of baseball where each team has nine members.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. If a match ends in a draw in regular time (three innings), an extra inning takes place. In this case, all bets will be settled including extra innings.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
9. **The following markets are available:**
    - Win;
    - Team Handicap;
    - Total (Over/Under);
    - Team Total.

8.88. Street Fighter V

1. Street Fighter V involves the streaming of a multiplayer game.
2. Bets are accepted on a match between two fighters. A match continues up to two victories; the maximum number of rounds is three.
3. All bets are settled after an event ends.
4. The fighter who has killed their opponent will be deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are only accepted LIVE. All matches are streamed online.

The following markets are available:
In the round:

- Win In Round;
- Round Duration (Over/Under)*;
- “Win in Round – P” – the winner receives no damage from their opponent;
- Regular Win In Round (V)?
- Type Of Finishing Move: EX (Enhanced Special Move), C (Charge Move), CA (Critical Art). The finishing move is displayed at the top of the screen near the timer.
  * Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 99 seconds (the standard number on the timer at the start).
  For example, if the countdown stops at 59, the duration of this round will be 99-59=40 seconds.

8.89. Quake 4

1. Quake 4 involves the streaming of a multiplayer game.
2. Deathmatch. A round lasts five minutes. The player who has killed the most opponents will be deemed the winner.
3. If the winner is impossible to determine at the end of a round (e.g. if the leading players have killed an equal number of opponents), an extra time period of two minutes is played.
4. In extra time, the winner is determined in the same manner as in regular time (i.e. the player who has killed the most opponents).
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet

acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only LIVE bets are accepted. All matches are streamed online.
9. The following markets are available:
    - Regular Time Winner;
    - Winner Of The Match;
    - Will There Be Overtime?
    - Individual Total Frags.

8.90. Call of Duty

1. Call of Duty involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle of six players. A single match lasts six minutes.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. The “Winner” market. The winner is measured by most frags. If players are tied, the winner is determined by the fewest number of deaths.
8. Player Total – a player’s total number of frags.
9. The result is determined according to the table displayed during the course of streaming.
10. Only LIVE bets are accepted. All matches are streamed online.

Call Of Duty. Headquarters

1. Call Of Duty involves the streaming of a multiplayer game (Call Of Duty: Modern Warfare 3).
2. Bets are accepted on battles between the Alpha and Bravo teams.
3. Each match is held in best-of-5 format, which means the game ends if one of the teams wins 3 rounds. In each round, both team’s objective is to score 50 points within the designated time. If neither team manages to score 50 points, the team that scored the most points will be deemed the winner of the round.
4. All bets are settled after the end of the battle.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Available markets:
    - **in the whole match:**
        - Team 1 (Alpha) / Team 2 (Bravo) to Win
        - Correct Score
        - Total Points
        - Individual Total Points
        - Total Frags
        - Individual Total Frags

- **in the next round**:
  - Team 1 (Alpha) / Team 2 (Bravo) to Win
  - Total Bases Caught
  - Individual Total Bases Caught
  - Team to Capture the Base First
  - Total Points
  - Individual Total Points
  - Total Frags
  - Individual Total Frags
  - Time Left Over
  - Total Players With No Frags
  - Individual Total Players With No Frags

8.91. HearthStone

1. HearthStone involves the streaming of a multiplayer game.
2. A match is deemed to have started as soon as both players draw their starting hands.
3. Casual matches are played until the first win.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. If the final result of a match is impossible to determine, stakes are refunded. Bets on markets which have already been determined shall be settled.
8. The result of a casual match shall be determined based on streaming/videorecording.
9. The following markets are available:
   - Win – the winner is the player who destroys the enemy hero;
   - Total (Over/Under) – the number of the winner's health points plus armor remaining at the end of a match;
   - Total Used Secrets – the number of "Secret" cards played by both players during a match;
   - Total Used Spells – the number of "Spell" cards played by both players during a match;
   - Total Minions Used – the number of "Minion" cards played by both players during a match;
   - Total Legendary Cards Laid on The Table – the number of legendary cards played by both players during a match (legendary cards are decorated with a dragon at the top).
   - Card Value X Laid on The Table – Yes/No – the Customer should predict whether a card of the stated value will be played during a match.
10. Should previously used cards (including legendary cards) be returned to the game board, these cards will not be taken into account a second time for settlement of the following markets: "Total Minions Used" and "Total Legendary Cards Laid on the Table".
11. Minions called up by another minion will not be taken into account for the settlement of the "Total Minions Used" market.

8.92. Esports Lacrosse

1. Esports Lacrosse involves the streaming of a multiplayer game (a lacrosse simulator).
2. All bets are settled after an event ends.

3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time excluding overtime.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during the match (Live bets). All Esports Lacrosse matches are streamed online.
8. The team with the highest score shall be deemed the winner. Should the scores of both teams be equal, the match ends in a draw and overtime takes place.
9. If a shot is made outside the penalty area, the team receives two points.
10. Bets on a half are settled after an event ends.
11. Available markets:
    - Win;
    - Double chance;
    - Handicap;
    - Total (over; under);
    - Total (even; odd);
    - Individual Total (Over/Under);
    - Race To () Points.

8.93. Steep

1. Steep involves the streaming of a winter extreme sports simulator.
2. Four players take turns performing in each game.
3. Bets are accepted on each player in the following markets: points scored; and time taken for a player to complete the challenge. Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner of a tournament by score.
5. The player who completes the challenge fastest shall be deemed the winner of a tournament on time.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Only LIVE bets are accepted. Matches are streamed online.

Available bets:

- Win In The Tournament By Points;
- Win In The Tournament On Time;
- Individual Total Scored Points (Over/Under);
- Individual Total Challenge Time (Over/Under);
- Total Scored Points (Over/Under);
- Total Challenge Time (Over/Under);
- Match-Ups By Points;
- Match-Ups By Challenge Time.

*Challenge Time is estimated as the period from leaving the starting line to crossing the finish line.

8.94. CrossFit Games

Bets are accepted on the winner. The list of sports included in the tournaments is published several hours before the Games start and may contain unusual sports. The CrossFit Games include competitions for male and female athletes, teams, and masters.

Should a particular athlete fail to participate in the tournament, bets on this athlete will be settled at odds of 1 (stakes will be refunded).

8.95. Esports Floorball

1. Esports Floorball involves the streaming of a multiplayer game (a floorball simulator).
2. Bets are accepted on traditional floorball matches, where each team has six players.
3. All bets are settled after a match ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Bets are accepted on regular time.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during a match (Live bets). All Esports Floorball matches are streamed online.
9. **Available types of bets:**
    - Win;
    - Team Handicap;
    - Total (over; under);
    - Team Total.

8.96. Esports Formula 1

1. Esports F1 involves the streaming of a Formula 1 simulator.
2. All bets are settled after the race ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Available markets:
    - “Winner Of The Race” – the Customer should predict which driver will take first place in the final rankings.
    - “Match-Ups” – the Customer should predict which of the named drivers will be higher in the final rankings.
    - “Win Without Leaders” – the Customer should predict which driver will take first place in the final rankings excluding the two favorites.

- “Top Driver in Team” – the Customer should predict which driver will be higher than their teammate.
- “Finishing Position In The Race” – the Customer should predict the position of a driver in the final rankings.
- “In Top 3” – the Customer should predict whether a driver will finish in the top 3.

8.97. Esports Angry Birds

1. Esports Angry Birds involves the streaming of a video game. The aim of the game is to hit the green pigs that appear on various structures by launching birds at them from a sling shot.
2. Bets are placed on a game consisting of 30 levels (maps). If a player loses a map, the game ends.
3. If a bet is placed on a specific level, but a player fails to reach it, this bet will be settled at odds of 1 (refund).
4. All bets are settled after a game ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during a match (Live bets). All games are streamed online.
9. Available markets:
    - Total Points (the number of points earned across all opened maps);
    - Total Stars (the number of stars earned across all opened maps);
    - Total Maps (the number of all completed maps);
    - Map, Total Points;
    - Map, Total Stars.

8.98. Injustice 2

1. Injustice 2 involves the streaming of a multiplayer game.
2. Bets are accepted on battles between two teams of three fighters. A match lasts up to two wins, with a maximum of three rounds.
3. All bets are settled after an event ends.
4. The team with the most victories shall be deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only LIVE bets on fighters are accepted. Games are streamed online.
9. Available bets:
    - Win in round;
    - Win in tournament;
    - Total rounds.

8.99. Pesäpallo

1. Pesäpallo is a bat-and-ball game played in Finland.
2. Bets are accepted on regular time. Please visit http://www.pesis.fi for an overview of the game.

8.100. Tekken VII

1. Tekken is a stream of multiplayer game.
2. Bets are accepted on battles for two fighters. The game is played until 5 wins, max 9 single rounds.
3. All bets are settled on the result at the end of full time.
4. The winner is the player killed the opponent.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. **Available bets:**
    - **On Round:**
        - Win in round;
        - Round Duration (Over; Under);
    - **On Tournament**
        - Win in tournament;
        - Total (Over; Under);
        - Fighter's total (Over/Under);
        - Fighter's handicap (Over; Under);
        - Total Rounds (Odd, Even).

          *Round duration means the number of seconds which have elapsed since the round started. This number is calculated by deducting the number at which the timer stops from 80 seconds (the standard number on the timer at the start).
          For example, if the countdown stops at 54, the duration of the round is 80-54=26 seconds.

8.101. Special Bets

1. Weather specials. Applies to snow being recorded at the city's main international airport weather station on 25th December. In the case of cities with more than one international airport, the airport with the highest number of annual passengers will be used. www.wunderground.com must confirm the result by end January.

8.102. Professional Wrestling

1. All bets are settled after the end of the competition based on the rules of the tournament. If the

number of participants in the competition is changed, the bets remain in force.
2. Should additional wrestlers or teams take part into the tournament at any stage, all bets remain in force. Should nobody win the tournament or the winner is determined by drawing lots, all bets will be cancelled.
3. Should the match ends in a draw then bets will be settled at odds of 1 (in the absence of bets on a draw).
4. The bet “To appear in the ring”. The calculation is based on the broadcast of the main show. Wrestler, who is listed in the event, must enter the ring, but is not required to participate in the fight. In case of changing the number of matches, the schedule for the appearance of the participants, all bets on the appearance of a wrestler in the ring remain in force.
5. The bet “To Intervene in event”. Wrestler must intervene in the event (hand over the object, distract the judge etc.) in the period between the starting gong and the signal of the end of the fight. If the intervention occurs at another time, then the bet on this outcome bets will be settled at odds of 1. If the referred participant hits an additional participant or a team that prevents the match, the bets will be settled at odds of 1.
6. The bet “To Intervene in match”. The referred wrestler must hit the declared participant in the period between the starting gong and the signal of the end of the fight in this match, so that this action is taken into account. If the referred wrestler hits the declared opponent at any other time, then the bets on this outcome will be settled with the odds equal to “1”. If the referred wrestler intervenes in another match, it will not be taken into account in the bets on this outcome. If the referred wrestler hits an additional participant or a team that prevents the match, the bet on this outcome will be settled at odds of 1. If the referred match does not start, the bet on this outcome will be settled at odds of 1.
7. Any changes in the bet settlement will not be made due to any changes or corrections made by the managing organizations after the event.

8.103. StarCraft

1. StarCraft involves the streaming of a real-time strategy game. 2 teams compete against each other. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually. The bookmaker may change stake limits without prior notice.
3. The team who has destroyed all opponent's buildings will be deemed the winner.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. The following markets are available:
    - W1/W2
    - Total Drones Of The Winner At The End Of The Match (called up units are not taken into account)
    - Total Units Of The Winner At The End Of The Match (called up units are not taken into account)
    - Total Buildings Of The Winner At The End Of The Match (annexes to the Terran’s buildings are not taken into account)
    - Duration Of The Match (the game time (!) at the moment of the destruction of the last building)
    - Unit Has Been Created (this market is available only in pre-match)
6. Before the match, units and buildings that are counted will be demonstrated. For the convenience of the players, the interface provides information about the current number of

these units and buildings.
7. For clarity a stop frame with the final result is displayed at the end of the fight.

8.104. Disc Jam

1. Disc Jam is a stream of multiplayer game.
2. Bets are accepted on battles for two rivals. The game is played until 2 wins, max 3 sets.
3. All bets are settled on the result at the end of full time.
4. The winner is the player with the most number of wins.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. The following markets are available:
    - Win In Set;
    - Win In Tournament;
    - Total Sets;
    - Total Points During The Game;
    - Win To Nil In One Of The Sets;
    - Total Points In The Set;
    - Minimum Total Points Per Goal In The Match;
    - Maximum Total Points Per Goal In The Match.

8.105. League Of Legends (ARAM)

1. League of Legends (ARAM) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map/match is declared once one team’s nexus has been destroyed or one of the teams has surrendered.
5. Should one or several players quit the game before its completion, but after 10 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
6. A match shall be deemed abandoned if one of the players completely quits the game before 10 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players becomes inactive in the first 10 minutes of the game and later quits the game altogether.
8. A match shall be deemed abandoned if it lasts less than 10 minutes.
9. A random match is streamed online. Real random players participate.
10. THE FOLLOWING MARKETS ARE AVAILABLE:
    - W1 and W2;
    - Total Frags;

- Team To Be The First To Destroy Inhibitor:
- Total Even/Odd.

8.106. League of Legends (Classic mode, PROLIVE)

League of Legends involves the streaming of a multiplayer game.

1. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
2. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
3. The winner of a map/match is declared once one team's nexus has been destroyed or one of the teams has surrendered.
4. A match shall be deemed abandoned if it lasts less than 16 minutes.
5. A match shall be deemed abandoned if one of the players quits the game before 16 minutes have elapsed.
6. A match shall be deemed abandoned if one of the players becomes inactive in the first 16 minutes of the game and later quits the game altogether.
7. Should one or several players quit the game before its completion, but after 16 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
8. **Classic mode**. A random match is streamed online. Real random players participate.
9. **PROLIVE.** A high-ranked match involving real professional players and high-ranked random players is streamed online.
10. THE FOLLOWING MARKETS ARE AVAILABLE:
    - W1 and W2;
    - Total Frags;
    - Team To Be The First To Destroy Inhibitor;
    - Total Even/Odd.

8.107. King Of Fighters

1. King Of Fighters involves the streaming of a multiplayer game (a game between 2 players).
2. All bets are settled on the result at the end of full time.
3. The winner of the match is the player who wins 2 rounds.
4. The maximum number of rounds is 3. The maximum duration of the round is 60 seconds.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. **The following markets are available:**
    - Round Duration*;
    - Win In The Match;
    - Win In Round;

*Duration of the round means the time that players expend to determine the winner in the round. For example, if the fight stops when the countdown timer shows 25 seconds, the duration of this round will be 35 seconds (60-25=35).

King Of Fighters (KOFXV)

1. King Of Fighters involves the streaming of a multiplayer game (a game between 2 teams).
2. All bets are settled on the result at the end of full time.
3. The winner of the team is the player who wins 3 rounds.
4. The maximum number of rounds is 5. The maximum duration of the round is 60 seconds.
5. Bets are accepted only in Live. All the matches are streamed Online.
6. The following markets are available:
    - Round Duration*;
    - Total Rounds;
    - Win In The Match;
    - Win In Round;

*Duration of the round means the time that players expend to determine the winner in the round. For example, if the fight stops when the countdown timer shows 25 seconds, the duration of this round will be 35 seconds (60-25=35).

8.108. Heroes Of Might And Magic III

1. Heroes of Might and Magic III involves the streaming of a multiplayer strategy game.
2. **Glossary of terms**
    - The creature is a fighting unit characterized by a unique set of in-game attributes and a distinctive appearance. The attributes are numerical characteristics of the ability of creatures to deal damage, defend themselves and also move to the battlefield. Integral attribute is a creature’s level: the higher the level, the more the squad of such creatures can influence the outcome of the fight. You can find more details about the creatures of the world of Might and Magic and a short attribute set, necessary to understand the bets calculation, in Table. 1.
    - The squad is a creature’s group on the battlefield. Attributes of the squad are depend on a type of the creature whose representatives are recruited into the squad and the number of warriors. The squad has the same set of attributes as well as the creatures forming the squad. The whole squad in a combat can be subjected to positive and negative magical influences, which affect the combat attributes and the squad strength. As soon as the strength of the squad drops to zero, it is considered to be destroyed.
    - The hero - a warlord capable of increasing the attributes of creatures on the battlefield and providing them with magical support. The hero controls 7 squads: one squad of creatures of each level.
3. **Gameplay**
    - The fight starts after the formation of squads on the battlefield. The bet “Who Will Take Part In The Fight” is settled after the fight beginning. The fight ends when all squads of one of the hero are destroyed. This hero is considered a loser. Other bets are settled after the fight ending.
    - There is a text translation in English in the lower part of the video stream.
4. **The following markets are available:**
    - **Win In The Fight.** The winner is the hero whose squads have destroyed all the rival’s squads.

- **Who Will Take Part In The Fight.** The bet on a pair of creatures is considered to be a winning one if at least one creature from a pair has taken part in the battle at least on one side.
- **What Level Creature Will Survive.** The bet is considered to be the winning one if the squad of the chosen level survives until the end of the fight.
- **How Many Squads Will Survive.** The bet is considered to be the winning one if the player has guessed the number of winner's squads that will survive by the end of the fight.

8.109. Esports Table Tennis

Esports Table Tennis is a stream of multiplayer game (table tennis simulator).

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Bets are accepted before an official event beginning and in Live. All the matches of E-Sports Table Tennis are streamed Online.
5. Set duration – up to 7 points; when there is an equal score then up to the difference of 2 points.
6. Game duration – bo3 (best of three — until 2 wins in sets).
7. In case of discrepancies between the score on the site and the score on the video, the bet is settled by video streaming.
8. The following markets are available:
    - Win;
    - HANDICAP;
    - Total (Over; Under);
    - Individual Total (Over; Under).
9. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

8.110. Esports Pool

Tournament: Eight-ball pool.

1. E-Sports Pool is a stream of multiplayer game (pool simulator).
2. Bets are accepted on a pool game for two rivals. The game is played until the win of one of the rivals.
3. All bets are settled on the result at the end of full time.
4. A maximum stake is determined for each event by the betting company.
5. A stake can be limited without any notification and giving reasons.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted only in Live. All the matches are streamed Online.
8. Methods of win:

    - There are 4 ball types in the game: cue ball (white ball), solid-colored balls, striped balls and black (eighth) ball. The game ends when a black ball potted or jumped out of the table. Solid-colored and striped balls are given to opponents by the results of break shot.
    - Regular win is counted if a player pots a black (eighth) ball after potting all his seven object balls (solid-colored or striped).
    - Auto win is counted if a rival pots a black (eighth) ball before he pots all his seven object balls (solid-colored or striped), pots a black ball together with a white one or a black ball jumps out of the table.
9. The following markets are available:
    - Win.
    - Method Of Win.
    - One or More Balls Potted With Break Shot (That is true if one or more balls, except the white ball, potted with the first break shot. The next break shots are not counted).
    - Jumped Ball (That is true if one or more balls, except the white ball, jumped out of the table during the game).
    - Exact Number Of Unpotted Balls On The Table At The End Of The Game (without a white ball).

8.111. Esports Pool (Snooker)

TOURNAMENT: Snooker

1. Esports Pool (Snooker) is a stream of multiplayer game (snooker simulator).
2. Bets are accepted on a pool game for two rivals. The game is played until the win of one of the rivals.
3. All bets are settled on the result at the end of full time.
4. The minimum stake and maximum stake are determined by the bookmaker for each selection individually.
5. Stake limits may be changed by the bookmaker without prior notice.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. Bets are accepted before an official event beginning and in Live. All the games are streamed Online.
8. In case of mismatch of score on the website and the video, bets are settled based on information published on the website. It is about the end of streaming when the player pots a ball with a certain value, namely: red valued at 1 point, yellow – 2, green – 3, brown – 4, blue – 5, pink – 6, black – 7 points.
9. Types of win for one player:
    - One of the players recognizes himself defeated, because the difference in the score is so large that the amount of points left on the table will not allow him to catch up with the opponent.
    - One of the players pots a pink ball and only black ball is left on the table. Should this player's advantage is more than 7 points then he is recognized as the winner, and it is not necessary to pot the last black.
    - The last black is potted, or there was a foul while its playing. If the score does not become equal, then the player with more points is recognized as the winner.
10. The following markets are available:
    - Win

- Total
- Individual Total
- Handicap
- Total (Even/Odd)

8.112. FlatOut4

1. FlatOut4 is a stream of multiplayer game.
2. Three players take turns performing in each game.
3. Bets on each player are accepted in the following categories: total points scored for 3 attempts, total points per attempt, comparison of players by points (over, under). Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner by score.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. The following markets are available:
    - Individual Total Scored Points (Over; Under);
    - Total Scored Points (Over; Under);
    - Match-Ups By Points.

*Challenge Time is estimated as the period from the moment of the attempt start till the moment of its end.

8.113. Esports Ice Hockey (Shootout)

1. Esports Ice Hockey (Shootout) involves the streaming of a multiplayer game (an ice hockey simulator).
2. The game consists of a series of penalty shots which each team scores in turns. If the score is tied after 10 shots, additional shots are played until one team scores and the other doesn't .
3. If the team has less than 5 shots and cannot reach the opponent, the match is interrupted (for example, the score is 2-0 and the number of shots 4-4).
4. All bets are settled after an event ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during the course of a match (Live bets). All Esports Ice Hockey (Shootout) matches are streamed online.
9. The following markets are available
    - Win;
    - HANDICAP;

- Total (Over/Under);
- Total (Even/Odd);
- Correct Score;
- Individual Total (Over/Under).

8.114. Shooter PUBG

1. Shooter PUBG involves the streaming of a multiplayer game (a simulator).
2. Up to 100 people involve in the battle.
3. Bets are accepted on a streamer. The game ends if a player kills all rivals or dies.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bet "Player's Position": the final position that the player will take.
8. Bet "Total Player's Frags": the number of rivals that were killed by the streamer during the whole fight.
9. Only LIVE bets are accepted. Matches are streamed online.

8.115. Kok-boru

1. The object of the game is to grab the goat's carcass (or the prop) and throw it into the "tai kazan" (gate) of the opponent the maximum number of times.
2. Gaming time: 3 periods of 20 minutes, break between periods is 10 minutes.
3. For violation of the rules, the player gets 2 minute penalty.
4. After placing the carcass in "tai kazan" and awarding the points for goal by the referee, the game begins from the field center.
5. A team that voluntarily discontinues the game and does not obey the decision of the chief referee is counted as defeated.
6. In case if after a break one of the teams deliberately plays for time and does not go on the field, then the other team has the right to continue the game without the participation of the opponent in the allotted time.
7. If the outcome of the match is a draw, then additional playing time (10 minutes) is given only in the semi-finals and finals. If the winner does not appear in extra time, then free throws are played - shootouts.
8. The game is served by a protocol commission approved by the Board of the Federation "Kok-boru", which considers the requests and claims of the teams and decides whether to award a victory to either of the two teams in the disputed moments.

8.116. NBA Playgrounds

1. **NBA Playgrounds** is a stream of multiplayer game (basketball simulator).
2. All bets are settled on the result at the end of full time.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limit on a certain event without any notification and giving reasons.
5. Bets are accepted before an official event beginning and in Live. All the matches of NBA

Playgrounds are streamed Online.

6. Game duration is 5 minutes. If the score is tied, the match goes to an extra time (30 sec). Extra time can be awarded unlimited times.
7. The following markets are available:
    - Win;
    - HANDICAP;
    - Total (Over; Under);
    - Individual Total (Over; Under).
8. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

NBA Playgrounds (Exhibition 3-Point Contest):

1. NBA Playgrounds (Exhibition 3-Point Contest) involves the streaming of a multiplayer game (basketball simulator). The game is played on one side of the court. Players throw balls from the three-point line. Each player has 25 balls. Round duration is 1 minute 10 seconds. There are three types of balls: regular ball – 1 point; golden ball – 1 point + 5 seconds of extra time; tricolor ball – 3 points. Game continues up to 3 wins (3 rounds). All bets are settled on the actual result at the end of full time.
2. The maximum and the minimum stake limits are set by the betting company for each individual selection.
3. Stake limits may be changed without prior notice to customers.
4. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Bets are accepted before the start of a match and during the course of a match (Live bets). All NBA Playgrounds (Exhibition 3-point Contest) matches are streamed online.
6. Available markets:
    - **On an entire match:**
        - Win (only rounds without a draw outcome count)
        - Total Over/Under (only rounds without a draw outcome count)
        - Correct Score (only rounds without a draw outcome count)
        - Total Draws Over/Under (only rounds with a draw outcome count)
    - **On a round:**
        - Win
        - Total (Over/Under)
        - Individual Total (Over/Under)
        - Total Points (the exact interval of points scored)
        - Total (Even/Odd)
        - Handicap
        - Most Extra Time
        - Total Extra Time (Over/Under)

8.117. Laser League

1. Laser League involves the streaming of a multiplayer game. The maximum number of rounds is 3, two teams (3 players per team) try to inflict damage to each other, destroying all opponents.

Each round goes to 3 points, if one of the teams has destroyed all the opponents, then it is awarded 1 point, if one of the teams reached the point of 3 points, it will be counted the victory in the round. As soon as one of the teams reaches 2 wins in rounds, the game ends.
2. All bets are settled after an event ends.
3. The minimum stake and maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during the course of a match (Live bets). All LaserLeague matches are streamed online.
7. The following markets are available:
    - Win The Match
    - Points Victory
    - Points Handicap
    - Total (Over/Under)
    - Total (Even/Odd)
    - Correct Score
    - Individual Totals (Over/Under)

8.118. BATTLERITE, WWE BATTLEGROUNDS

BATTLERITE

1. BattleRite is a stream of multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to two wins, hence the maximum number of rounds is three.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. The following markets are available:
    - Win
    - Round Duration
    - Total Rounds (Over/Under)
    - Total Taken Orbs (Over/Under)
8. Bets are accepted before an official event beginning and in Live. All the matches of Battlerite are streamed Online.
9. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

WWE BATTLEGROUNDS

1. WWE Battlegrounds is a stream of multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to four wins, hence the

maximum number of rounds is seven.
3. All bets are settled after an event ends.
4. The fighter who performs a finishing move is deemed the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are accepted only LIVE. The game is streamed online.
9. **THE FOLLOWING MARKETS ARE AVAILABLE:**
    - **IN THE ROUND:**
        - Win In Round
        - Round Duration* (Over/Under)
        - Type Of Finishing Move: Pinfall, Submission, or Countout
    - **IN THE TOURNAMENT:**
        - Win In The Tournament
        - Total (Over/Under)
        - Fighter’s Individual Total (Over/Under)
        - Total Finishing Moves By Types (Over/Under)
        - Race To Points

* Duration of the round means the number of seconds which have elapsed since the fight started.

8.119. Mutant Football League

1. Mutant Football League is a stream of multiplayer game (American football simulator).
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If a match ends in a draw in regular time, overtime takes place. In this case, all bets will be settled including overtime.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. Bets are accepted before an official event beginning and in Live. All the matches of Mutant Football League are streamed Online.
8. The following markets are available:
    - Win
    - Handicap Of Each Team
    - Total (Over/Under)

8.120. Crossout

1. CrossOut is a stream of multiplayer game.
2. All bets are settled after an event ends.

3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
8. A team which has destroyed all the vehicles of the opposing team or captured the opposing team’s base is declared the winner.
9. If the games finishes because it is the end of regular time, the winner is the team which captures the opposing team’s base. Type of win – Capture The Base.
10. Bets are accepted on a random battle in the multiplayer online game “CrossOut”, team members are chosen at random.
11. The number of points scored by each team equates to the number of the opposing team’s vehicles destroyed in any manner.
12. THE FOLLOWING MARKETS ARE AVAILABLE:
    - Win
    - Handicap
    - Total (based on the score)
    - Capture The Base
    - Total Player's Frags.

8.121. Rainbow Six Siege

“Rainbow Six Siege” involves the streaming of a multiplayer game.

1. All bets are settled after the end of an event.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints of the odds, inconsistencies between the odds displayed in the Sports/Live sections or on the bet slip etc.) or should there be any other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies, a team kill, or premature exit from the game, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. If a team surrenders or a player joins from a round other than the first the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted both before the start of a game and Live. All games are streamed online.
8. Win in Round. The team which destroys their opponent or achieves the objective of the map such as defusing the bomb, releasing the hostage, or capturing the position (the priority of the map) is considered the winner.
9. Win in the Match. The team which collects 4 points (when the number of points collected by the opposite team is less than 3) or 5 points is considered the winner.

10. Bets are accepted on battles in the multiplayer online game "Rainbow Six Siege". Team players are selected at random.
11. Team Score – the number of winning rounds.
12. Available markets (for the whole match):
    - Win
    - Correct Score
    - Total Rounds

8.122. Esports Footvolley

Esports FootVolley involves the streaming of a multiplayer game (a FootVolley simulator).

1. All bets are settled on the result at the end of full time.
2. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
3. Stake limits may be changed by the bookmaker without prior notice.
4. Bets are accepted before an official event beginning and in Live. All the matches of FootVolley are streamed Online.
5. A round lasts up to 5 points; if the score after 4 points is equal, then up to a difference of 2 points.
6. Game duration - up to 3 wins. (The maximum number of rounds is 5).
7. **The following markets are available:**
    - Win
    - HANDICAP
    - Total (Over; Under)
    - Individual Total (Over/Under).
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.123. Esports Mini Ice Hockey

1. Esports Mini Ice Hockey involves the streaming of a multiplayer game (an ice hockey simulator).
2. All bets are settled after a match ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during a match (Live bets). All Esports Mini Ice Hockey matches are streamed online.
8. The team with the highest score shall be deemed the winner. Should the scores of both teams be equal then the game continues until the goal.
9. **The following markets are available:**
    - Win The Match

- Total
- Individual Totals
- Handicap
- Total (Even/Odd).

8.124. Killer Instinct

1. Killer Instinct involves the streaming of a multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to five wins, hence the maximum number of rounds is nine.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are accepted only LIVE. The game is streamed online.

THE FOLLOWING MARKETS ARE AVAILABLE:

IN THE ROUND:

- Win In Round
- Round Duration* (Over/Under)
- Type Of Finishing Move: Ultimate, Awesome, Supreme, or none.

* Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 99 seconds (the standard number on the timer at the start). For example, if the countdown stops at 74, the duration of the round is 99-74=25 seconds.

IN THE TOURNAMENT:

- Win In The Tournament
- Total (Over/Under)
- Fighter’s Individual Total (Over/Under)
- Total Finishing Moves By Types (Over/Under).

8.125. SociableSoccer

1. SociableSoccer involves the streaming of a multiplayer game (a football simulator).
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Bets are accepted before an official event beginning and in Live. All the matches of SociableSoccer are streamed Online.

6. A match lasts 90 minutes (two halves of 45 minutes each).
7. The following markets are available
    - Win
    - HANDICAP
    - Total (Over/Under);
    - Individual Totals (Over/Under);
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.126. Pixel Cup Soccer

PIXEL CUP SOCCER

1. Pixel Cup Soccer is a stream of multiplayer game (football simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If a match ends in a draw in regular time, penalty shootouts takes place (3rd half). In this case, all bets will be settled excluding penalty shootouts besides win in the match.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before the start of a match and during the course of a match (Live bets). All Pixel Cup Soccer matches are streamed online.
8. The following markets are available
    - Double Chance
    - Win In The Match
    - Total
    - Individual Total
    - Total (Even; Odd)
    - Handicap
    - Both Teams To Score
    - Win To Nil
    - Total In Interval

PIXEL CUP SOCCER (PENALTY SHOOTOUT)

1. Pixel Cup Soccer (Penalty Shootout) is a stream of multiplayer game (football simulator).
2. The game consists of a series of penalty shots which each team scores in turns. If the score is tied after 10 shots, additional shots are played until one team scores and the other doesn't .
3. If the team has less than 5 shots and cannot reach the opponent, the match is interrupted (for example, the score is 2-0 and the number of shots 4-4).
4. All bets are settled after an event ends.
5. The minimum and maximum stakes are determined by the bookmaker for each selection

individually.
6. The bookmaker may change stake limits without prior notice.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted before the start of a match and during the course of a match (Live bets). All Pixel Cup Soccer (Penalty Shootout) matches are streamed online.
9. The following markets are available:
    - Win In The Match
    - Total
    - Individual Total
    - Total (Even; Odd)
    - Handicap.

8.127. Esports Foosball

1. Esports Foosball involves the streaming of a multiplayer game.
2. Bets are accepted on the matches that last until 5 scored goals of one of the teams.
3. All bets are settled after an event ends.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints of the odds, inconsistencies between the odds displayed in the Sports/Live sections or on the bet slip etc.) or should there be any other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during the course of a match (Live bets). All Esports Foosball matches are streamed online. The following markets are available:
    - Win
    - Team Handicap
    - Total (Over/Under)
    - Correct Score
    - Number Of Goals (Even/Odd).

8.128. Table Football Pro

1. Table Football Pro is a stream of a multiplayer game (a table football simulator).
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during the course of a match (Live bets). All Table Football Pro matches are streamed online.

7. The following markets are available:
    - Double Chance
    - Win
    - Total
    - Individual Total
    - Total (Even; Odd)
    - Handicap
    - Both Teams To Score
    - Total In Interval

8.129. Esports Football (PES)

Esports Football (PES) involves the streaming of a multiplayer game (a football simulator).

Bets are accepted on EPL, Africa Cup of Nations and America Cup.

1. All bets are settled after an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets on football are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets on Esports Football (PES) are accepted both in pre-match and Live. All Esports Football matches are streamed online.
7. There is an additional market in the Copa América for total shots, both on and off-target (bets are settled in accordance with the PES stats).
8. The following markets are available (regular time)
    - Win
    - Double Chance
    - Handicap
    - Total (Over/Under)
    - Team Total (Over/Under)
    - Total (Even/Odd)
    - Correct Score
    - Next Goal.

8.130. Esports Australian Football

AFL involves the streaming of a multiplayer game (an Australian football simulator).

1. A match lasts 80 minutes (with four quarters of 20 minutes each).
   Goal: the team scores 6 points if the ball is scored into the main gate without touching the crossbar.
   Behind: the team scores 1 point if the ball has crossed the scoring zone within the boundaries of the secondary gate, or has touched the crossbar of the main gate.
2. The minimum and maximum stakes are determined by the bookmaker for each selection

individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets are accepted before the start of a match and during a match (Live bets). All Esports AFL matches are streamed online.
5. The following markets are available (regular time)
    - Win
    - Handicap
    - Total (Over/Under)
    - Individual Totals (Over/Under)
    - Total (Even/Odd)
6. All bets are settled after a match ends.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.131. Super Arcade Football

1. Super Arcade Football involves the streaming of a multiplayer game (a football simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If a match ends in a draw in regular time then the result of the match is a draw.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Super Arcade Football matches are streamed online.
8. **The following markets are available:**
    - Double Chance
    - Win In The Match
    - Total
    - Individual Total
    - Total (Even/Odd)
    - Handicap
    - Both Teams To Score
    - Win To Nil
    - Exact Number Of Points

8.132. Marble football

1. Marble football involves the streaming of a marble football match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g.

obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Both pre-match and Live bets are accepted. All Marble football matches are streamed online.
7. **Rules:**
    - A match consists of two halves.
    - A team receives a point for scoring a goal at either end of the pitch.
    - Total Team Points is equal to the number of goals scored in both halves.
8. **Rules for determining a goal:**
    - If a marble is in the goal area and has stopped moving, it counts as a goal.
    - If a marble enters the goal area and then leaves it, it does not count as a goal.
    - If a marble is on the goal line, it counts as a goal if most of the marble (relative to the center of the marble) has crossed the line.
    - Disputes related to determining a goal are resolved by the organizer of a competition. The final score is displayed on a scoreboard in the video stream.
9. **Available bets on the whole match (bets are settled according to the final score of a match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Both Teams To Score Yes/No
    - Score Draw Yes/No
    - Correct Score
    - HT-FT
    - Scores In Each Half
    - Either Team To Win To Nil Yes/No
    - Team To Win To Nil Yes/No
    - Goals Scored In Both Halves Yes/No
    - Team To Win By Exactly One Goal Or To Draw Yes/No
    - Draw In At Least One Half Yes/No
    - Draw In Both Halves Yes/No
    - Each Team Will Score Over/Under – Yes/No
    - Total Goals In Interval
10. **Available bets on a half (bets are settled according to the score of the relevant given half):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Both Teams To Score Yes/No
    - Score Draw Yes/No
    - Either Team Win To Nil Yes/No
    - Team To Win To Nil Yes/No
    - Team To Win By Exactly One Goal Or To Draw Yes/No

8.133. Marble basketball

1. Marble basketball is a stream of a game involving marbles.
2. All bets are settled after the end of the event.
3. The minimum and maximum stakes are determined by the bookmaker for each market individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the company is entitled to declare such bets void.
6. Bets are accepted both pre-match and live. All marble basketball matches are streamed online.
7. **Rules of the game**:
    - Each match consists of four quarters.
    - The teams earn points by getting a marble into a basket.
    - Under each basket is a flag, which displays the number of points scored.
    - Each team’s points total is calculated by adding up all the points they have scored in all four quarters.
    - The team that scores the most points wins.
8. **Rules on scoring a basket:**
    - A basket is awarded if the marble enters the scoring zone.
    - Any disputes regarding the winner of a quarter are resolved by the competition organizer and the final score is displayed on the scoreboard.
9. **The following markets are available and are settled based on the final score in the match:**
    - Winner
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Handicap
    - Total Out Balls (Over/Under)
    - Ind. Total Out Balls (Over/Under)
    - Total Points In Zone (Over/Under)
10. **The following markets are available for individual quarters and are settled based on the score in that quarter:**
    - Winner
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Handicap
    - Total Out Balls (Over/Under)
    - Ind. Total Out Balls (Over/Under)
    - Total Points In Zone (Over/Under)

8.134. MARBLE GOLF

1. Marble golf involves the streaming of a marble golf match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.

4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble golf matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - A team receives points if their ball lands in the hole.
    - There is a flag above each hole, which shows both the number of the hole and the amount of points.
    - Teams' points totals are equal to the number of points they've earned in all the rounds.
8. **Rules to determine whether a ball has landed in a hole:**
    - A team is awarded points if the ball goes into a hole.
    - In each round, up to 5 balls may land in the 5th hole. However, no more than 1 ball can land in any of the other holes.
    - Disputes regarding whether a ball has landed in a hole or not are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Clear Victory Yes/No
    - Team To Win In Every Round Yes/No
    - Total Balls In A Hole
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Either Team To Win To Nil Yes/No
    - Team To Win To Nil Yes/No
    - Total Balls In A Hole

8.135. MARBLE SHOOTING

1. Marble shooting involves the streaming of a marble shooting match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection

individually.

4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble shooting matches are streamed online.
7. **Rules:**
    - A match consists of three rounds (stands).
    - A team is awarded points if their ball lands in any zone (each zone contains a marker which indicates how many points a team will receive if their ball lands in this zone).
    - Teams' points totals are equal to the number of points they've earned at all stands.
    - Results refer to the first competitor's performance. Therefore, "Three Wins -Yes" refers to the first competitor winning 3 times and "Three Defeats - Yes" refers to three wins for their opponent.
    - For bet settlement purposes, a number is only deemed to be even if it is divisible by 20. For example, 350 points will be considered to be an odd number as it cannot be divided by 20.
8. **Rules for determining whether a ball has landed in a zone:**
    - A team is awarded points if their ball lands in a zone.
    - Some balls can be shot out of the playing zones. If this happens, these balls will not earn points in this round.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
    - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No
    - Rounds Results
    - Draw In At Least One Round
    - Total Balls In A Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Total Balls In a Zone
    - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
    - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No

8.136. Marble Fidget Spinners

1. Marble Fidget Spinners involves the streaming of a marble fidget spinners match.

2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Fidget Spinners matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - Teams receive a point for getting a ball into a hole.
    - The hole number and the number of points are indicated near each hole.
    - A team’s total points are equal to the number of points they earned in all the rounds.
8. **Rules for determining whether a ball has gone into a hole:**
    - The ball is counted as having gone in if it ends up inside a hole.
    - Disputes over whether a ball has gone into a hole are resolved by the competition organizer, and the final score is displayed on the scoreboard in the video stream.
9. **The following markets are available on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team To Win To Nil Yes/No
    - Total Balls In Hole
10. **The following markets are available on a round (bets are settled according to the score of the given round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team To Win To Nil Yes/No
    - Total Balls In Hole

8.137. Marble Billiards

1. Marble Billiards involves the streaming of a marble billiards match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g.

obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Both pre-match and live bets are accepted. All Marble Billiards matches are streamed online.
7. **Rules:**
    - A match consists of two games.
    - Teams receive one point for each potted ball.
    - The pockets are numbered from left to right: 1, 2 and 3 are the upper pockets, and 4, 5 and 6 are the lower ones.
    - A team's total points are equal to the number of points they earned in both games.
8. **Rules for determining whether a ball has been potted:**
    - A ball is counted as having been potted if it ends up inside a pocket.
    - Disputes over whether a ball has been potted are resolved by the competition organizer, and the final score is displayed on the scoreboard in the video stream.
9. **The following markets are available on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Ball To Be Potted In A Corner Pocket Yes/No
    - Ball To Be Potted In A Central Pocket Yes/No
    - Team To Win To Nil Yes/No
    - Number Of Balls In A Pocket
10. **The following markets are available on a game (bets are settled according to the score of the given game):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Ball To Be Potted In A Corner Pocket Yes/No
    - Ball To Be Potted In A Central Pocket Yes/No
    - Team To Win To Nil Yes/No
    - Number Of Balls In A Pocket

8.138. MARBLE CURLING

1. Marble Curling involves the streaming of a marble curling match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live

sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Curling matches are streamed online.
7. **Rules:**
    - Matches last until a team wins 3 times.
    - Teams get a point for each end they win.
    - Teams aren't awarded any points in the event of a draw.
    - Teams' total points are equal to the number of points which they have earned in all ends.
8. **The winner of an end is determined according to the following rules:**
    - The playing area (house) is indicated by the outer circle of the target.
    - Stones which are knocked out of the house are not taken into account when determining the winner of an end.
    - The house is divided into 4 zones.
    - The team whose stones lands closest to the button will be deemed to be the winner of an end:
        - The distance to the button is measured in zones.
        - If both teams' stones land in the same zone, the team with the most stones in this zone wins.
        - If both teams have an equal number of stones in a zone, the end will result a draw.
    - Disputes regarding the winner of an end are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Total Ends (Over/Under)
    - Correct Score
10. **The following bets can be placed on an end (bets are settled according to the score of the relevant end):**
    - To Win End
    - Total Stones In House In End (Over/Under)

8.139. MARBLE COLLISION

1. Marble Collision involves the streaming of a marble collision match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Collision matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - Teams get points if their ball lands in chutes in the playing zones.
    - Teams' points totals are equal to the number of points they've earned at all rounds.
8. **The winner of an round is determined according to the following rules:**
    - The playing area is divided into 5 zones.
    - If a team's ball lands in the zero (red) zone, the team doesn't get points.

    - 4 zones include 6 chutes with numbers corresponding to the number of points which will be awarded for getting into them. These zones are numbered from left to right: 1, 2 - upper, 3, 4 - lower.
    - Teams' total points for one round are equal to the number of points which they have earned in all zones.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Either Team To Win A Number Of Rounds
    - Total Points In Zone
    - Number Of Balls In A Playing Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - Total Points In Zone

8.140. MARBLE WAVES

1. Marble Waves involves the streaming of a marble waves match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble waves matches are streamed online.
7. **Rules:**
    - A match consists of two rounds.
    - A team receives points if their ball lands in the chute (wave).
    - There is a number near each wave, which shows both the number of the wave and the amount of points.
    - Teams' points totals are equal to the number of points they've earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
    - A team is awarded points if their ball is inside a chute.
    - The team earned the most number of points will be deemed to be the winner.

    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Either Team To Win A Number Of Rounds
    - Balls On Wave
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Balls On Wave

8.141. MARBLE ROUND TARGET

1. Marble round target involves the streaming of a marble round target match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble round target matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - A team is awarded points if their ball lands in zones inside the target.
    - A team is lost points if their ball lands in zones outside the target.
    - There is a number into each zone, which shows the amount of points that a team gets or loses if their ball lands into this zone.
    - A team’s total points are equal to the number of points they earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
    - A team is awarded points if their ball is inside a zone.
    - The team earned the most number of points will be deemed to be the winner.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.

9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Team 1 To Win A Number Of Rounds (3)
    - Team 2 To Win A Number Of Rounds (3)
    - Total Balls In A Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Total Balls In a Zone

8.142. MARBLE SLIDES

1. Marble slides involves the streaming of a marble slides match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble slides matches are streamed online.
7. **Rules:**
    - A match consists of two rounds.
    - A team is awarded points if their ball lands in zones.
    - The number of points that a team gets corresponds to the zone number.
    - A team’s total points are equal to the number of points they earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
    - The team earned the most number of points will be deemed to be the winner.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under

    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Team 1 To Win A Number Of Rounds (2)
    - Team 2 To Win A Number Of Rounds (2)
    - Total Balls In a Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Total Balls In a Zone

8.143. MARBLE RACE

1. Marble Race involves the streaming of a marble curling match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Race matches are streamed online.
7. **Rules:**
    - A match consists of two rounds.
    - During a round, the balls of each team push along a weight with a pointer.
    - Teams receive points for the distance covered.
    - The pointer indicates on the measurement line the distance that is covered by each team.
    - Fractional numbers are always rounded down.
    - Teams’ points totals are equal to the number of points they’ve earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
    - The team earned the most number of points will be deemed to be the winner.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd

    - Individual Total Even/Odd
    - No Draws To Occur Yes/No
    - Team (..) To Win A Number Of Rounds (2)
    - Team To Finish In Green Zone Yes/No
    - Team To Finish In Yellow Zone Yes/No
    - Team To Finish In Red Zone Yes/No
    - Team To Finish In Blue Zone Yes/No
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team To Finish In Green Zone Yes/No
    - Team To Finish In Yellow Zone Yes/No
    - Team To Finish In Red Zone Yes/No
    - Team To Finish In Blue Zone Yes/No

8.144. MARBLE MMA

1. Marble MMA involves the streaming of a marble MMA match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble MMA matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - Teams’ points totals are equal to the number of points they’ve earned in all the rounds.
    - The team earned the most number of points will be deemed to be the winner.
8. **The winner of a round is determined according to the following rules:**
    - The team that gets the most balls into the holes will be deemed the winner.
    - A match can end in a draw if both teams get an equal number of balls in the holes.
    - The winning margin is determined by the difference in the number of balls each team gets into the holes.
    - The winner of a round is awarded 10 points.
    - The winning margin is deducted from the winner’s total points to determine the number of points awarded to the losing team.
    - If a draw occurs, both teams receive 10 points each.
    - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**

    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Team (..) To Win A Number Of Rounds (3)
    - No Draws To Occur Yes/No
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd

8.145. MARBLE BLOCK BREAKER

1. Marble Block Breaker (Marble Smash) involves the streaming of Marble Block Breaker matches.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Block Breaker matches are streamed online.
7. **Rules:**
    - A match consists of two rounds.
    - A team’s total points are equal to the total number of points they’ve won in all the rounds.
    - The team that earns the most points wins the game.
8. **The winner of each round is determined according to the following rules:**
    - Teams are awarded points when their balls land in the playing zones.
    - The team that earns the most points wins the round.
    - If a team's ball lands on a broken block, it is deemed to have landed in the zone with the relevant block’s colour.
    - If a ball lands in zone 4 or 6, the corresponding number of points is awarded.
    - If a ball lands in the yellow or green zone, the team earns one point.
    - If a ball lands in the blue zone, the team earns three points.
    - If a ball lands in the red zone, the team's total points are multiplied by two for each ball.
    - Disputes regarding the winner of a round are resolved by the organizer of the competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance
    - Total Over/Under

    - Handicap
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team Total In The 2x Zone Over/Under
    - Total In A Zone With A x2 Multiplier Over/Under
    - Number Of Balls In A Playing Zone
    - Team ( ) To Win ( ) Rounds
    - No Draws
10. **The following bets can be placed on a round (bets are settled according to the score of the round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Handicap
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - Team ( ) Total In The x2 Zone Over/Under
    - Total In A Zone With A x2 Multiplier Over/Under
    - Number Of Balls In A Playing Zone

8.146. MARBLE LOTTO

1. Marble Lotto involves the streaming of a Marble Lotto match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Lotto matches are streamed online.
7. **Rules:**
    - A match consists of three rounds.
    - A team’s total totals are equal to the total number of points they’ve earned in all the rounds.
    - The team that earns the most points wins the game.
8. **The winner of each round is determined according to the following rules:**
    - A team is awarded points if their balls lands in a playing zone.
    - The team that earns the most points wins the round.
    - The number of points awarded when a ball lands in a zone is indicated on the zone.
    - For every ball that lands in a zone with a x2 or x3 multiplier, the team’s total number of points is multiplied by the corresponding number.
    - Points for the Bonus50 zone are awarded to the team before the multiplier is applied.
    - Disputes regarding the winner of a round are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**

    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Team Total In The 2x Zone Over/Under
    - Total In A Zone With A x2 Multiplier Over/Under
    - Team ( ) Total In The x3 Zone Over/Under
    - Total In A Zone With A x3 Multiplier Over/Under
    - Team 1 Total In The Bonus50 Zone Over/Under
    - Team 2 Total In The Bonus50 Zone Over/Under
    - Total In A Zone With A Bonus50 Multiplier Over/Under
    - Team ( ) To Win (3) Rounds
10. **The following bets can be placed on a round (bets are settled according to the score of the round):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Team ( ) Total In The 2x Zone Over/Under
    - Total In A Zone With A x2 Multiplier Over/Under
    - Team ( ) Total In The x3 Zone Over/Under
    - Total In A Zone With A x3 Multiplier Over/Under
    - Team ( ) Total In The Bonus50 Zone Over/Under
    - Total In A Zone With A Bonus50 Multiplier Over/Under

8.147. MARBLE BASEBALL

1. Marble baseball involves the streaming of a marble baseball match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble baseball matches are streamed online.
7. **Rules:**
    - A match consists of three innings.
    - A team’s total points are equal to the total number of points they earn in all the innings.
    - The team that earns the most points wins the game.
8. **The winner of an inning is determined according to the following rules:**
    - Each team receives 1 point for every ball that lands in the Finished zone.
    - The team that earns the most points wins the inning.
    - Disputes regarding the winner of an inning are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Double Chance

- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Team ( ) Total Winning Innings (3) Yes/No
- No Draws Yes/No

10. **The following bets can be placed on an inning (bets are settled according to the score of the inning):**
    - Win
    - Double chance
    - Total Over/Under

8.148. MARBLE VOLLEYBALL

1. Marble volleyball involves the streaming of a marble volleyball match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble volleyball matches are streamed online.
7. **Rules:**
    - Teams get a point for each set they win.
    - A team’s total points are equal to the total number of points they earn in all the sets.
    - The team that earns the 3 points first wins the game.
8. **The winner of each set is determined according to the following rules:**
    - A team is awarded 1 point if their balls lands in the “Points” playing zone.
    - The team that earns the most points wins the set.
    - Disputes regarding the winner of a set are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**
    - Win
    - Handicap
    - Total Over/Under
    - Individual Total Over/Under
    - Total Out Balls Over/Under
    - Individual Total Out Balls Over/Under
    - Total Sets Over/Under
    - Handicap Sets
    - Correct Score
10. **The following bets can be placed on a set (bets are settled according to the score of the relevant set):**
    - Win
    - Handicap
    - Total Over/Under

- Individual Total Over/Under
- Total Out Balls Over/Under
- Individual Total Out Balls Over/Under

8.149. RAID: SHADOW LEGENDS

1. Raid: Shadow Legends involves the streaming of a multiplayer game.
2. Bets are accepted on fights between two teams: Team 1 and Team 2.
3. All bets are settled after the end of an event.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. Stake limits may be changed by the bookmaker without prior notice.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. Bets are accepted before the start of a fight. All Raid: Shadow Legends fights are streamed online.
8. **Rules:**
    - A fight (round) lasts until one of the teams has won.
    - The team who kills the opposing team is deemed the winner of the fight.
    - The final score and hero order numbers are displayed in the video stream at the end of the fight.
9. **The following bets can be placed on an entire fight:**
    - Win
    - Will A Character Survive

8.150. Esports Basketball (Playground)

1. Esports Basketball (2x2) involves the streaming of a multiplayer game (a basketball simulator). The two teams shoot into the same hoop until they reach 21 points. If they get to 21 points and the point difference between the teams is less than 2 points, extra periods are played. The game continues until there is more than 2 point difference between the teams.
2. All bets are settled after a match ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during a match (Live bets). All Esports Basketball matches are streamed online.
7. The following markets are available:
    - Win
    - Handicap
    - Total (Over; Under)
    - Total (Even; Odd)
    - Player Will Score More Than 21 Points (Yes/No)

- Individual Totals (Over/Under)
- Each Team Will Score Over () - Yes
- Total () Or Less
- Total In Interval () and ()
- Team (1;2) To Win By () - () Points
- W (1;2) + Total (Under;Over) – Yes/No

8.151. Assault Squard

1. Assault Squad involves the streaming of a real-time strategy game. 2 teams (2x2) compete against each other. All bets are settled once an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each event individually.
3. The bookmaker may change the stake limits without prior notice.
4. The team who fully raises their flag (i.e. without this flag being seized by the other team) over a captured object will be deemed to be the winner.
5. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets can be placed on the following markets:
    - W1/W2
    - Total (points scored by both teams)
    - Handicap
    - Total Frags / Total Frags Team 1 / Total Frags Team 2
    - Total Destroyed Technics (amount of military equipment to be destroyed in a game)
    - Initiative To Be Seized, Total (the number of times a flag is captured, i.e. when one team has raised their flag, but another team manages to capture it and raise their own flag).

8.152. Cut the Rope

1. Cut the Rope is an online stream of a video game where players need to feed a little green creature named Om Nom by cutting the ropes so that the candy placed on them falls into Om Nom's mouth.
2. Bets can be placed on a game pack called a “Box” (each box contains from 1 to 25 levels (maps)). If a player loses a map, the game ends.
3. If a bet is placed on a specific map, but a player fails to reach it, this bet will be void (refunded).
4. If a player loses a map, they will earn 0 points and 0 stars.
5. All bets are settled after the end of a game.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change the stake limits without prior notice.
8. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Both pre-match and Live bets are accepted. All games are streamed online.
10. **Available markets:**
    - Total Points Over/Under (the number of points earned on maps which have been

completed);
    - Total Stars Over/Under (the number of stars earned on maps which have been completed);
    - Total Maps (the number of all completed maps including maps which have been lost);
    - Completed Maps (if all 25 maps have been completed, the bet “All Maps Will Be Completed” wins)
    - Total Points Earned On A Map Over/Under (the number of points earned on a specific map)
    - Total Stars Earned On A Map Over/Under (the number of stars earned on a specific map)
    - Exact Total Stars Earned On A Map (the number of stars earned on a specific map)
    - Will A Map Be Completed Yes/No (will a specific map be completed or not)

8.153. Crash

1. Crash involves the streaming of a platform game. All bets are settled after an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually. The bookmaker may change the stake limits without prior notice.
3. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
4. Available markets:
    - Total Apples Collected (Number of apples the player has remaining at the end of the level)
    - Total Boxes (Number of boxes crushed by the player per level)
    - Total Lives (Number of lives the player has remaining at the end of the level).

8.154. Subway Surfers

1. SubwaySurfers involves the streaming of a multiplayer game. The character runs along the railroad tracks until they crash into an obstacle.
2. Characters in the game can grab power-ups which multiply their coin count.
3. There are two types of rewards in the game – gold and points – according to the distance travelled. Power-ups are also available, which will count as active if they are picked up by the character.
4. The minimum and maximum stake limits are determined by the bookmaker for each individual selection.
5. Stake limits may be changed without prior notice to customers.
6. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Pre-match and live bets are accepted. All SubwaySurfers matches are streamed online.
8. The following markets are available:
    - Total scored points (distance travelled) Over/Under
    - Total gold collected (Under/Over)
    - Power-ups collected (2x Multiplier, Coin Magnet, Jetpack and Super Sneakers)

8.155. Sonic Generations

1. Sonic Generations involves the streaming of the video game of the same name.
2. All bets are settled after the end of the event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change the stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All heats are streamed online.
7. Available markets:
    - Will A Level Be Completed-Yes/No
    - Level Completed And Total Rings O/U (if a level is not completed, bets lose. Rings Total– the number of rings a character has at the end of a level).
    - Level Completed And Level Duration O/U (If a level is not completed, bets lose. Level duration – the time (in seconds) it takes a character to complete a level. The time indicated does not include milliseconds).
    - Number Of Checkpoints Passed (the end of a level is also considered to be a checkpoint)
    - Will A Checkpoint Be Passed-Yes/No (will a character pass a specific checkpoint in a level).

8.156. Spykebots

1. Spykebots involves the streaming of a multiplayer game.
2. All bets are settled after the end of the event.
3. Bets are made on a match between two players. A match continues up to 3 sets.
4. Duration of the round is up to 6 points (unless a tie-break situation arises*).
5. The player who wins 2 rounds is deemed the winner.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a match and during a match (Live bets). All SpykeBots matches are streamed online.
10. The following markets are available:
    - **in the match:**
        - Win
        - Correct Score
        - Win To Nil In One Of The Sets (Yes/No)
        - Total Tie-Breaks* (Over/Under)
    - **in the round:**
        - Win
        - Total (Over/Under)
        - Individual Totals (Over/Under)
        - Handicap

        - Total (Even/Odd)
        - Individual Totals (Even/Odd)
        - Tie-Break* (Yes/No)
        - Any Team To Win With Exact Margin Of Points
        - Team To Win To Nil (Yes/No)

*A tie-break is a situation which arises when the score is 5-5, and the opponents should continue playing until the score difference amounts to two points.

8.157. Blade And Soul

1. Blade And Soul involves the streaming of a massively multiplayer online role-playing game.
2. Bets are made on a match between two fighters. A match continues up to two wins, hence the maximum number of rounds is three. Each match lasts three minutes.
3. All bets are settled after a match ends.
4. The fighter who kills their opponent is deemed the winner. If both players stand on their feet at the end of the round, the winner will be determined by scored points.
5. The minimum and maximum stakes are determined by the bookmaker for each event individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are only accepted LIVE. All matches are streamed online.
9. **THE FOLLOWING MARKETS ARE AVAILABLE:**
    - **in the whole match:**
        - Win
        - Correct Score
        - Total Rounds (Over/Under)
        - Who Will Take Part In The Fight
    - **in the round:**
        - Win
        - Duration Of Round (Over/Under)
        - Maximum Series Of Attacks In Round - Total (Over/Under)

8.158. Ball Grabbers

1. Ball Grabbers involves the streaming of a multiplayer game.
2. All bets are settled after an event ends.
3. Bets are made on a match between two players. A match continues up to two wins, hence the maximum number of rounds is three.
4. A round lasts 2 minutes (unless an overtime situation arises*).
5. The player who wins 2 rounds is deemed the winner.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in

the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

9. Bets are accepted before the start of a match and during a match (Live bets). All Ball Grabbers matches are streamed online.
10. The following markets are available:
    - **in the match:**
        - Win
        - Correct Score
        - Total Rounds (Over/Under)
    - **in the round:**
        - Win
        - Total (Over/Under)
        - Individual Totals (Over/Under)
        - Handicap
        - Total (Even/Odd)
        - Individual Totals (Even/Odd)
        - Exact Number Of Points
        - Overtime (Yes/No)
        - Race
        - First Goal
        - Last Goal

* Overtime - if two minutes of the round have elapsed and the result is a draw, the round lasts until the first goal scored (point earned)

8.159. Overcooked

1. Overcooked is a live-streamed computer game. The game takes place in a kitchen where the players control 2 chefs preparing meals to fulfil orders.
2. Players earn points for completed orders. If an order is completed on time, the players earn coins (the order bar is displayed at the top of the screen). Otherwise, 10 points are deducted.
3. There are three parameters (total points, coins, and completed orders). Coins count towards the total number of collected points.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during a match (live bets). All Overcooked games are broadcast online.
8. The following betting markets are available:
    - Total Points (points earned for completed orders plus coins) Over/Under
    - Total Coins (Over/Under)
    - Total Completed Orders (Over/Under)

8.160. eTaekwondo

1. eTaekwondo involves the streaming of a multiplayer game (a fight simulator).
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Both pre-match and Live bets are accepted. All eTaekwondo matches are streamed online.
6. Matches last for 3 30-second rounds.
7. Available bets on a match:
    - Win
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - Draw in one of the rounds
    - Win to nil in one of the rounds
8. Available bets on a round:
    - Win
    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
9. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.161. Esports Volleyball

1. Esports Volleyball involves the streaming of a multiplayer game (a volleyball simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted before the start of a match and during a match (Live bets). All Esports Volleyball matches are streamed online.
6. Match continues up to 3 wins by sets (1st, 2nd, 3rd, 4th sets are played up to 25 points; if the score is equal after 24 points, a set is played until the score difference amounts to two points; 5th set is played up to 15 points).
7. **The following betting markets are available:**
    - Win
    - Win By Sets
    - Handicap
    - Sets Handicap
    - Total (Over/Under)
    - Individual Total (Over/Under)
    - Correct Score
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in

the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.162. Jump Force

1. Jump Force involves the streaming of a multiplayer game (a fight simulator).
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Both pre-match and Live bets are accepted. All Jump Force matches are streamed online.
6. A match lasts until one of the teams achieves 5 wins (the maximum number of rounds is 9).
7. Each team features 3 characters. Fights follow a 1-v-1 format. The characters taking part in a fight may change an unlimited number of times during a round.
8. Each match lasts for 99 seconds. Once 69 seconds have elapsed, a countdown timer appears on the screen.
9. The player who performs a finishing move to win is the character who knocks their opponent out before the end of a round.
10. The player who loses by finishing move is the character who is knocked out by their opponent before the end of a round.
11. **Method Of Victory:**
    - Finishing Move (A player knocks their opponent out before the end of a round)
    - Time Win (One of the players wins after the end of a round)
12. **The following markets are available:**
    - **on the whole match:**
        - Win
        - Total (Over/Under)
        - Individual Totals (Over/Under)
        - Total (Even/Odd)
        - Correct Score
        - Total Time Wins (Over/Under)
        - Each Character To Win By Finishing Move
        - Each Character To Lose By Finishing Move
    - **on a round:**
        - Win
        - Duration Of Round (Over/Under)
        - Method Of Win In Round
        - Winner And Method Of Victory
        - Character To Win By Finishing Move
        - Character To Lose By Finishing Move
13. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.163. Totally Accurate Battle Simulator (TABS)

1. Totally Accurate Battle Simulator (TABS) is a live-streamed multiplayer game.
2. All bets are settled after an event ends.

3. Bets are accepted on fights between two players.
4. The winner is the player who destroys all of their opponent's units.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during the match (live). All Totally Accurate Battle Simulator (TABS) matches are broadcast online.
9. The following markets are available:
    - Win

8.164. Sekiro

1. Sekiro is a live-streamed single-player game.
2. Bets are accepted on fights between two combatants: the shinobi and his opponent.
3. All bets are settled after an event ends.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. Stake limits may be changed by the bookmaker without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a fight and during a fight (live bets). All Sekiro fights are streamed online.
8. **Rules:**
    - Fights last until one fighter has won twice (maximum 3 rounds).
    - The fighter who kills their opponent the stated number of times is deemed the winner of the round.
    - Flawless Victory is a victory in which one of the fighters doesn’t lose any lives.
    - One life is taken if the shinobi's opponent dies.
    - The shinobi's opponent's remaining lives are displayed as orange spheres in the top-left corner of the broadcast.
    - The opponent Genichiro Ashina has one extra (hidden) life.
    - If the shinobi dies, the word “Death” will appear during the broadcast of that round.
9. **The following markets are available:**
    - **on a fight:**
        - Win
        - Total Rounds
        - Correct Score
        - Total Deaths Over/Under
    - **on a round:**
        - Win
        - Win To Nil Yes/No

8.165. eSports Bicycle Racing

1. eSports Bicycle Racing is a stream of road cycling simulator.
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
6. Bets on events are accepted only before the start of a race. All the races of eSports Bicycle Racing is streamed online.
7. The following markets are available:
    - Regular time (by countries) – bets on a country that a cyclist represents:
        - Winner
        - Place In The Final Table
        - Number Of Riders In Place Interval
    - By teams - bets on a team that a cyclist represents:
        - Winner
        - Place In The Final Table
        - Number Of Riders In Place Interval

8.166. Rumble stars

1. Rumble Stars is a live streamed mobile game in which two teams of animals play football against each other.
2. Games are 3 minutes long. As soon as one of the teams has scored 3 goals, the game ends. If the game ends in a draw, there will be 2 minutes of extra time.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Pre-match and live bets are accepted. All Rumble Stars games are streamed online.
7. The following markets are available:
    - W1, W2, Draw
    - Total Goals, Individual Total (Over/Under)
    - Game Handicap and Correct Score

8.167. Brawlout

1. Brawlout is a live streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are made on a match between two fighters.
4. The player who manages to throw his opponent off the stage 3 times is deemed to be the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection

individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
8. Bets are accepted before the start of a match and during the match (live). All Brawlout matches are broadcast online.
9. **The following betting markets are available:**
    - Win
    - Correct Score
    - Total (Over; Under)
    - Player 1/2 Max Damage (Over; Under)*

* Player 1/2 Max Damage is the maximum damage that the selected player takes during the match (as a percentage).

8.168. Bomberman

1. Bomberman is a live-streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are placed on a match between four players. A match continues until one of the players has won 3 times. Each round lasts for 2 minutes.
4. The winner is the player who is the last one alive. If more than one player is still alive at the end of a round, then the result of that round is a draw. If, during the round, the last surviving players exploded at the same time, then the result of that round is a draw.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during the match (live). All Bomberman matches are broadcast online.
9. The following markets are available:
    - **on a round:**
        - Win In Round
        - Round Duration* (Over/Under)
    - **on a tournamen**t:
        - Individual Total (the number of rounds a player wins in the tournament)
        - Tournament Result (the first player to reach 3 wins in the tournament is deemed to be the winner)
        - Even/Odds
        - Handicap (the difference in the number of rounds won by the first and second player)

*The duration of the round is the number of seconds that have elapsed since the match started. This number is calculated by deducting the number at which the timer stops from 120 seconds (the default number on the timer at the start of a round).

8.169. War Thunder

1. "WarThunder" is a live streamed multiplayer game.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
8. The team which has destroyed all their opponents' vehicles or left their opponent without respawn points is deemed to be the winner.
9. Bets are accepted on a random battle in the multiplayer online game "WarThunder", team members are chosen at random.
10. The number of points scored by each team is equal to the number of respawn points left. Different types of vehicle require a different number of respawn points.
11. **THE FOLLOWING MARKETS ARE AVAILABLE:**
    - Win
    - Total Frags
    - Total (Even/Odd)
    - Total In the Interval.

8.170. Robot champions

1. Robot Champions is a live streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are made on a match between two players.
4. The player who manages to push his opponent off the stage or destroy him is deemed to be the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
8. Bets are accepted before the start of a match. All Robot Champions matches are broadcast online.
9. The following betting markets are available:
    - Win
    - How Long The Match Will Last* (Over/Under) / Minute The Bout Will End
    - Will There Be Overtime? – Yes/No.

*Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 120 seconds (the standard number on the timer at the start). For example, if the countdown stops at 74, the duration of the round is 120-74=46 seconds.

8.171. SEGA FOOTBALL

1. SEGA Football involves the streaming of a console game. Two teams play football.
2. A match consists of 2 halves, each half lasts 2 minutes, and includes injury time.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All SEGA Football matches are streamed online.
7. The following markets are available:
    - W1, W2, Draw
    - Total Goals, Individual Total Goals
    - Handicap and Correct Score

8.172. Dead Or Alive VI

1. Dead Or Alive VI involves the streaming of a multiplayer fighting game.
2. Bets are accepted on fights between two fighters. All matches follow a “Race to 5 Wins” format with a maximum of 9 rounds.
3. All bets are settled after the end of an event.
4. The fighter who inflicts the most damage in a round is deemed to be the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each event individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only LIVE bets on fighters are accepted. Matches are streamed online.
9. The following markets are available:
    - **On a Round:**
        - Round Winner;
        - Round Duration (Over; Under);
        - Will A *Flawless Victory/Victory By Time* Occur (these events are not mutually exclusive)
        - Maximum Series Of Blows In A Round
        - Will Either Fighter Attempt To Perform *A Break Blow* Or *A Break Hold*
        - Will A Chosen Fighter Attempt To Perform *A Break Blow* or *A Break Hold*
    - **On A Tournament:**
        - Tournament Winner
        - Total Rounds (Over/Under)

        - Fighter’s Individual Total (Over/Under)
        - Total *Break Blows, Break Holds*
        - Individual Total *Break Blows, Break Holds*
        - *Flawless Victory.* This is deemed to have occurred if a *Flawless Victory* occurs in at least one round.

- *Flawless Victory is where a fighter wins a round without sustaining any damage.*
- *Victory By Time. If both fighters remain standing at the end of a round, the winner will be determined based on which fighter has inflicted the most damage.*
- *Flawless Victory By Time. Both fighters remain standing at the end of a round and the winner has not sustained any damage.*
- *Break Blow refers to a powerful strike which uses all of the Break Gauge meter.*
- *Break Hold refers to a special hold that allows a fighter to intercept any counterattack. Break Holds use half of the Break Gauge meter.*
- *The Break Gauge meter is a blue bar under the main health bar. Any action fills the break gauge, regardless of whether it causes damage to an opponent or not.*

Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 40 seconds (the standard number on the timer at the start). For example, if the countdown stops at 15, the duration of the round is 40-15=25 seconds.

8.173. Dota Auto Chess

1. Dota Auto Chess is a live-streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are accepted on matches between 8 players.
4. The “K/D/A” (wins/defeats/draws) field is displayed in the top-left corner during a match. If a player loses (the last round of a match), 2 will be added to the “Defeats” field. For bet settlement purposes, if a player doesn’t finish in 1st place, then their lost rounds total will be 1 lower than the value shown in the “K/D/A” field.
5. The mini-map (which is displayed in the bottom left corner) contains 8 fields i.e. one for each player. When a player loses, their field is emptied. Where a player finishes in the match standings is determined by the number of fields filled by their opponents at the end of a match.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change the stake limits without prior notice.
8. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
9. Both pre-match and Live bets are accepted. All Dota Auto Chess matches are broadcast online.
10. The following betting markets are available:
    - **On a Round**
        - Round Winner
    - **On a Match:**
        - Total Wins (the number of rounds which a player has won at the end of a match)
        - Total Defeats (the number of rounds which a player has lost at the end of a match)
        - Total Rounds (the number of rounds played by a player)
        - Total Pieces Destroyed (the number of enemy pieces which a player has destroyed

in a match)
- Total Pieces Not Destroyed (the number of enemy pieces which a player has not destroyed in a match)
- Player's Finishing Position (where a player finishes in final standings at the end of a match).

8.174. Kopanito Soccer (Cyber)

1. All bets are settled on the result at the end of full time.
2. Bets are accepted on matches between two players.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. A match lasts 90 minutes (two halves of 45 minutes each). The rules for Kopanito Soccer are the same as for football.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. **The following markets are available:**
    - Win
    - Both Teams To Score
    - Total (Over/Under)
    - Total (Even/Odd)
    - Double Chance
    - Individual Total (Over/Under)
    - First Goal
    - Team To Win Both Halves

8.175. SUPER BLOOD HOCKEY

1. Super Blood Hockey involves the streaming of a multiplayer game (an ice hockey simulator).
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If a winner is not determined in regular time, a penalty shootout (4th period) takes place. Should this occur, the results of this penalty shootout are only taken into account to settle match winner bets. All other bets are settled based on the results of the first 3 periods.
6. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Both pre-match and live bets are accepted. All Super Blood Hockey matches are streamed online.
8. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Double Chance

    - Total Over/Under
    - Individual Total Over/Under
    - Handicap
    - Total Even/Odd
    - Individual Total Even/Odd
    - No Draws to Occur Yes/No
    - Correct Score
    - Will A Goal Be Scored In Each Period? Yes/No
    - Will Each Period End In A Draw? Yes/No
    - Scoring Periods
    - Results Of Periods
    - Exact Number Of Points
9. **The following bets can be placed on a period (bets are settled according to the score of the relevant period):**
    - Win
    - Double Chance
    - Total Over/Under
    - Individual Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - Both Teams To Score Yes/No

8.176. Super Kickers League

1. All bets are settled after the end of an event.
2. Bets are accepted on matches between two players.
3. The minimum and maximum stakes are determined by the bookmaker for each event individually.
4. The bookmaker may change the stake limits without prior notice.
5. Matches last for 3 minutes + overtime.
6. If a draw occurs in regular and/or overtime, teams proceed to play until a goal is scored by either team (Golden Goal).
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. **The following markets are available:**
    - Win
    - Both Teams To Score
    - Handicap
    - Total Over/Under
    - Total Even/Odd
    - Individual Total Even/Odd
    - Correct Score
    - Exact Number Of Goals
    - Goal In Overtime*

* A goal in overtime is a goal that was scored after the 180th second of the match or a golden goal.

8.177. WORLD OF WARSHIPS

1. World of Warships involves the streaming of a multiplayer game.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Both pre-match and live bets are accepted. All World of Warships matches are streamed online.
8. **Rules:**
    - Matches last up to 20 minutes.
    - The game is played by two teams of 12 players. In rare cases, teams may consist of fewer players.
    - Teams get points for destroying enemy ships and keeping the territory that they capture. They lose points if they lose teammates.
    - Scores correspond to the number of enemy ships that each team destroys (by any method).
9. **Rules for determining the winner:**
    - A team wins if they score 1,000 points or their opponent reaches 0 points.
    - If a team captures the enemy base in standard battle mode, it will be awarded 1,000 points and automatically wins.
    - A team wins if it destroys all enemy ships.
    - After 20 minutes, the team that has scored the most points is deemed the winner.
10. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
    - Win
    - Total
    - Individual Total
    - Handicap
    - Total Even/Odd
    - Player To Survive
    - Player's Total
    - Method Of Win
        - by frags - all enemy ships are destroyed
        - by points - team scores 1,000 points or the opposing team scores 0 points
        - any other - method of win not specified above

8.178. Table Hockey

1. All matches begin with the puck placed at centre spot. Game starts with the opening signal. If any player plays the puck before the signal, face-off is made.
2. Face-offs are made by dropping the puck on the centre spot.
3. Three (3) seconds must elapse after each face-off before a valid goal can be scored.

4. Before a goal can be counted after a face-off, one of the following must occur:
    - (a) The puck touches a sideboard.
    - (b) The puck touches a playing figure other than the attacking center or defending goalkeeper at least 3 seconds after the face-off.
    - (c) A deliberate pass is made to the center. If it is unclear whether the center receives the puck from a deliberate pass or by accident, the defending player (or referee, if present) can decide whether the center is allowed to score a direct goal. If it is decided that the center cannot score a direct goal, the center can then only score by complying with (a) or (b).
5. The puck must stay in the goal cage for the goal to count. In and outs do not count. If the puck goes out from the goal cage, the match continues without interruption.
6. A goal is not valid,
    - if the goal is scored when the final buzzer is sounding
    - if the goal is scored by moving the whole game
7. If any figure or goalie breaks when a goal is scored, the goal is valid.
8. If the puck is in full rest on the goal line and not touching the goalie, the defending player may call “block” and a new face-off is made.
9. If the puck is in full rest in goal crease and is not touching the goal line the defending player must play the puck.

8.179. Table football

1. There are no time limits in a table football match (game). Matches consist of 3 (three) or 5 (five) games.
2. A player (double) wins a 3-games match if they have won two games. A player (double) wins a 5-games match if they have won three games. A player (double) wins a game if they have scored 5 (five) or 7 (seven) goals depending on championship or tournament requirements.
3. Players proceed playing after a score of 4:4 in the last game of a 5-goals match, until a player gets a margin of 2 goals or the score reaches 8 points. For instance, if in the last game score reaches 4:4, then the game lasts until the score becomes 4:6, 6:4, 5:7, 7:5, 6:8 or 8:6. But after a score of 7:7, the game may end with a score of 8:7 or 7:8.
4. Players proceed playing after a score of 6:6 in the last game of a 7-goals match, until a player gets a margin of 2 goals or the score reaches 8 points. For instance, if in the last game score reaches 6:6, then the game lasts until the score becomes 6:8 or 8:6. But after a score of 7:7, the game may end with a score of 8:7 or 7:8.
5. **The following bets can be placed on a match (game):**
    - Win
    - Handicap
    - Total Over/Under
    - Individual Total Over/Under
    - Total Even/Odd
    - Correct Score
6. If a table football match is interrupted and not continued or not completed within 24 hours then such match shall be declared void. Bets on the outcomes of interrupted and abandoned matches will be settled with odds of “1”, except for bets on already played games and those cases in which the outcomes were already determined at the time the match was stopped.

8.180. Air hockey

1. A match consists of 3 rounds, each of which last for 7 minutes.
2. Players are awarded a point for every goal they score. Goal, and the point awarded for them, count if the puck drops into a player's goal.
3. Players can only touch the puck in their own half of the table. If a player doesn't hit the puck, their opponent takes their turn to hit it.
4. The following are deemed to be violations of the rules:
    - Pressing the puck against the table.
    - A player touching the puck in their own half with anything except their paddle.
    - A player touching the puck in their opponent's half.
    - A player losing their paddle.
    - The puck flying off the table due to a strong shot.

8.181. AIR HOCKEY INFINITY CUP

1. Players are awarded a point for every goal they score. A match consists of 7 sets, each of which lasts until a player scores 7 points.
2. The following are deemed to be violations of the rules:
    - Pressing the puck against the table.
    - A player touching the puck in their own half with anything except their paddle.
    - A player touching the puck in their opponent's half.
    - A player losing their paddle.
    - The puck flying off the table due to a strong shot.

8.182. RUGBALL

1. Matches consist of four periods of 8 minutes each. If a match ends in a draw, an overtime period is played. Each team is entitled to one 30-second time out per period.
2. The ball can be passed, thrown, bounced, carried, or rolled in any direction.
3. Players are allowed to run with the ball.
4. Players can make physical contact and tackle other players, but they are not allowed to perform illegal actions.
5. Illegal actions. Players must not::
    - Use their hands to grab another player's head
    - Block a free player for more than 10 seconds
    - Strike, knock down, or trip up an opponent
    - Use their legs or grab another player's leg(s)
    - Push a player from behind when they are throwing the ball into the hoop
    - Hold a player's clothing without letting go
    - Deliberately cause an injury
    - Attack a player on the attacking team in the penalty area, under the hoop, provided they entered the area with the ball (the punishment for this violation is a 30-second suspension for the defending team).
6. Players may:
    - Use one or both of their arms to hold another player's body or arms
    - Perform a takedown to bring another player to the ground
    - Attack players not in possession of the ball
    - Get help from their teammates to fight for the ball
    - Throw the ball from any position using any technique
7. If there is a violation of the rules, the game is stopped, and the ball is thrown into play from

outside of the playing area by the team against which the violation was committed.

8.183. Guilty Gear

1. Guilty Gear involves the streaming of a multiplayer game (a fight simulator).
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each market individually.
4. The bookmaker may change stake limits without prior notice.
5. Both pre-match and Live bets are accepted. All Guilty Gear matches are streamed online.
6. Matches last until one fighter wins 5 rounds (the max number of rounds is 9).
7. Each round lasts for 45 seconds.
8. Method Of Victory:
    - Slash victory (one fighter defeats their opponent before the round time limit expires – displayed in the stream as “Slash”)
    - Time victory (one fighter defeats their opponent after the round time limit has expired – the winner is determined by which fighter had the most health points remaining and is displayed in the stream as “Time’s up”)
    - Perfect victory (one fighter defeats their opponent without losing any health points – displayed in the stream as “Perfect”)
9. The following markets are available
    - on the whole match:
        - Win
        - Total (Over/Under)
        - Individual Totals (Over/Under)
        - Total Wins On Time (Over/Under)
    - on individual rounds:
        - Win In Round
        - Round Duration (Over/Under)
        - Method Of Win In Round
        - Winner And Method Of Victory In Round
10. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.184. Dead Or Alive VI Tournament

1. The Dead Or Alive VI Tournament is a multiplayer fighting game broadcast.
2. The minimum and maximum stakes are determined by the bookmaker for each market individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. All games are streamed online.

6. Bets can be placed on the knockout tournament, including the 3rd place playoff. Every tournament features eight fighters. The winner is the fighter who causes the most damage in the allotted time. Fighters who don't make it past the first round are assigned eighth place. The first four places are won over the course of the tournament.
7. All bets are settled after the end of the corresponding event.
8. Terms:
    - A Flawless Victory is when a fighter receives no damage over the course of a round.
    - A Time Win is awarded to the player that has caused the most damage at the end of the round if both players are still standing.
    - A Break Blow is a powerful blow that uses 100% of the Break Gauge.
    - A Break Hold is a special move that can stop any strike at the cost of 50% of the Break Gauge.
    - Round Duration means the number of seconds which have elapsed since the round started. This number is calculated by deducting the number at which the timer stops from 40 seconds (the standard number on the timer at the start of each round). For example, if the countdown stops at 15, the duration of the round is 40-15=25 seconds.
9. AVAILABLE MARKETS
    - **ON A ROUND:**
        - Win In Round – the bet wins if you correctly guessed the winning fighter in the selected round.
        - Flawless Victory In Round – the bet wins if you correctly guessed there would be a Flawless Victory in the selected round.
        - Win On Time In Round – the bet wins if you correctly guessed there would be a Time Win in the selected round.
        - Fighter To Do A Break Hold – the bet wins if you correctly guessed a selected fighter would perform a Break Hold in the selected round.
        - Any Fighter To Do A Break Hold – the bet wins if you correctly guessed any fighter would perform a Break Hold in the selected round.
        - Fighter To Do A Break Blow – the bet wins if you correctly guessed a selected fighter would perform a Break Blow in the selected round.
        - Any Fighter To Do A Break Blow – the bet wins if you correctly guessed any fighter would perform a Break Blow in the selected round.
        - Round Duration – the bet wins if you correctly guessed the duration of the selected round.
        - Max Series in Round – the bet wins if you correctly guessed the length of the maximum series in the selected round.
    - **ON A TOURNAMENT:**
        - Tournament Standings – the bet wins if you correctly guessed what place the selected fighter would finish in the tournament.
        - Tournament Place Range – the bet wins if you correctly guessed the range of places in which the selected fighter would finish (range up to and including final number).
        - First 2 Places In Order – the bet wins if you correctly guessed which fighter would finish in 1st place and which fighter would finish in 2nd place in the tournament.
        - First 2 Places In Any Order – the bet wins if you correctly guessed which fighters would finish in 1st and 2nd places, no matter in what order.
        - Shortest Tournament Fight – the bet wins if you correctly guessed the duration of the shortest round of the tournament, includes all tournament fights as well as the 3rd place playoff.
        - Longest Tournament Fight – the bet wins if you correctly guessed the duration of the longest round of the tournament, includes all tournament fights as well as the 3rd place playoff.

- Character's Shortest Fight – the bet wins if you correctly guessed the duration of a selected character’s shortest round in the tournament, includes all rounds in which the character participates.
- Character's Longest Fight – the bet wins if you correctly guessed the duration of a selected character’s longest round in the tournament, includes all rounds in which the character participates.
- Total Flawless Victories In Tournament – the bet wins if you correctly guessed how many Flawless Victories there would be in the tournament, includes all tournament rounds as well as the 3rd place playoff.
- Character's Total Flawless Victories – the bet wins if you correctly guessed how many Flawless Victories a selected character would have in the tournament, includes all rounds in which the character participates.
- Tournament Max Series – the bet wins if you correctly guessed the maximum series in the tournament, includes all tournament rounds as well as the 3rd place playoff.
- Character's Max Series – the bet wins if you correctly guessed a selected character’s maximum series in the tournament, includes all rounds in which the character participates.
- Total Break Blows In Tournament – the bet wins if you correctly guessed how many Break Blows there would be in the tournament, includes all tournament rounds as well as the 3rd place playoff. All Break Blows in all rounds count no matter which character performed them.
- Character's Total Break Blows – the bet wins if you correctly guessed how many Break Blows a selected character would perform in the tournament, includes all rounds in which the character participates. Only Break Blows performed by the selected character count.
- Total Break Holds In Tournament – the bet wins if you correctly guessed how many Break Holds there would be in the tournament, includes all tournament rounds as well as the 3rd place playoff. All Break Holds in all rounds count no matter which character performed them.
- Character's Total Break Holds – the bet wins if you correctly guessed how many Break Holds a selected character would perform in the tournament, includes all rounds in which the character participates. Only Break Holds performed by the selected character count.
- Total Fight Time In Tournament – the bet wins if you correctly guessed the total duration of all the rounds in the tournament, includes the 3rd place playoff.
- Character's Total Fight Time – the bet wins if you correctly guessed the total duration of all the rounds of a selected character, includes all rounds in which the character participates.

8.185. Pickleball

1. A match consists of three sets and is played to two wins.
2. A game is played up to 11 points. Points are only awarded to the team serving, for winning a serve and for a mistake by their opponents. The first team to score 11 points is declared the winner. If the score is level at 10:10, the game continues until one team gains an advantage of 2 points
3. If a match is started but not completed for any reason (e.g., a participant withdraws from the game or is disqualified), bets on all outcomes that had been definitively determined based on the match format by the time the match was interrupted (e.g. the outcome of the first set, first set total, etc.) will be settled. All other bets will be settled at odds of 1.00.

8.186. BIGRUMBLEBOXING. CREED CHAMPIONSHIP

1. BigRumbleBoxing is a stream of a multiplayer boxing simulator game.
2. All bets are settled after the end of the event.
3. The maximum stake is determined by the bookmaker for each market individually.
4. The bookmaker may change stake limits without prior notice.
5. The duration of a game depends on the number of times one player wins. Each game is divided into rounds and continues until one player has won 5 rounds. Each round lasts up to 90 seconds.
6. Players can win a round in any of the following ways:
    - By being knocked down fewer times than their opponent
    - By knocking their opponent down 3 times (inside-the-distance round win)
    - By having more health remaining where both players have the same number of knockdowns.
7. The following constitutes a knockdown: when a player falls to the canvas and the countdown begins, they will be deemed to have been knocked down. The knockdown counter shows the number of times each player has been knocked down.
8. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the company is entitled to declare such bets void.
9. Bets are accepted before the start of a match as well as LIVE. All BigRumbleBoxing matches are streamed online.
10. Available markets.
    - Winner
    - Double Chance
    - Total (Over/Under)
    - Player Individual Total (Over/Under)
    - Win in round
    - Win On Time In Round (if round goes the distance)
    - Round Time
    - Knockdown Count In Round
    - Total Knockdowns In Round
    - Time Of First Knockdown In Round (a loss in the event of no knockdowns)
    - Time Of Last Knockdown In Round (a loss in the event of no knockdowns)

Overview of game statistics:
(5-3) - overall score (Player 1 wins 5 rounds, Player 2 wins 3 rounds)

- Round 1: (69) (1) (0-3) (29,69) - (69) is the time the round ended, (1) means that Player 1 won the round, (0-3) means that Player 1 was not knocked down and Player 2 was knocked down 3 times, (29,69) are the times of the first and last knockdowns in the round.
- Round 2: (90) (1) (2-2) (25,81) - (90) is the time the round ended, (1) means that Player 1 won the round (had more health left at the end of the round), (2-2) means that Player 1 was knocked down twice and Player 2 was also knocked down twice, (25,81) are the times of the first and last knockdowns in the round.
- Round 3: (90) (2) (2-1) (34,83) - (90) is the time the first round ended, (2) means that Player 2 won the round, (2-1) means that Player 1 was knocked down twice and Player 2 was knocked down once, (34,83) are the times of the first and last knockdowns in the round.
- Round 4: (90) (1) (1-2) (35,67) - (90) is the time the first round ended, (1) means that Player 1

won the round, (1-2) means that Player 1 was knocked down once and Player 2 was knocked down twice, (35,67) are the times of the first and last knockdowns in the round.

- Round 5: (90) (2) (2-0) (39,65) - (90) is the time the first round ended, (2) means that Player 2 won the round, (2-0) means that Player 1 was knocked down twice and Player 2 was not knocked down, (39,65) are the times of the first and last knockdowns in the round.
- Round 6: (90) (1) (1-2) (33,88) - (90) is the time the round ended, (1) means that Player 1 won the round, (1-2) means that Player 1 was knocked down once and Player 2 was knocked down twice, (33,88) are the times of the first and last knockdowns in the round.
- Round 7: (90) (2) (2-0) (34,62) - (90) is the time the round ended, (2) means that Player 2 won the round, (2-0) means that Player 1 was knocked down twice and Player 2 was not knocked down, (34,62) are the times of the first and last knockdowns in the round.
- Round 8: (90) (1) (1-2) (32,81) - (90) is the time the round ended, (1) means that Player 1 won the round, (1-2) means that Player 1 was knocked down once and Player 2 was knocked down twice, (32,81) are the times of the first and last knockdowns in the round.
  In the event that a bet was placed on a round that does not take place (if the score is 4-3 and a bet is placed on round 9, and the fight ends with a score of 5-3 and 8 rounds played in total), the bet will be refunded.

8.187. FRISBEE

1. Each match consists of four quarters of 12 minutes each.
2. If a match ends in a draw, a five-minute overtime period is played.
3. If the scores are still level after overtime, a second overtime period is played and the first team to score points wins.
4. Bets on matches are accepted with overtime taken into account.

8.188. ShortStrike Tournament

1. Two players compete in the game, taking turns to shoot from 9m out at a 5x2m goal manned by the a single goalkeeper.
2. The keeper cannot leave the goal line before the shot has been taken.
3. Each match consists of two halves of 5 minutes each.
    - A player places the ball on the spot before the timer runs out and takes a shot.
    - Their opponent must also take a shot after the end of a half or the match if, during that half or the match, they have taken one less shot than the other player.
    - The number of shots taken by both players within one half and the match as a whole must always be equal.
4. The match time is only stopped in the event that a participant requires medical assistance or if for any reason a shot cannot be taken.
5. The winner is the player who has scored the most goals at the final whistle. If the score is even, the match ends in a draw.
6. Matches are played as part of a tournament (unless additional information states otherwise). The winner plays another match against a different opponent. In the event of a draw, both players are eliminated.

8.189. HyperBrawl

HyperBrawl is a stream of a multiplayer boxing simulator game.

1. All bets are settled after the end of the event.
2. The maximum stake is determined by the bookmaker for each market individually.
3. The bookmaker may change stake limits without prior notice.
4. The duration of a game is 2 or 3 rounds, consisiting of 90 seconds of playing time. The game continues until one of the teams is victorious in two rounds, or in one round in the event of a draw.
5. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the company is entitled to declare such bets void.
6. Bets are accepted before the start of a match as well as LIVE. All HyperBrawl matches are streamed online.
7. The following bet types are available:
    - Winner
    - Win in round
    - Round Handicap
    - Round Total (Over; Under);
    - Team Round Total (Over; Under)

8.190. Subsoccer

1. In subsoccer, two players compete against one another on a specially equipped pitch with goals, where they play football while seated.
2. The players are not allowed to move their legs into the other half of the pitch; if a player does so, the ball is given to their opponent.
3. Each match consists of two halves of 5 minutes each.
4. The match time is only stopped in the event that a participant requires medical assistance or if for any reason the match cannot continue (lack of lighting, equipment failure, etc.).
5. The winner is the player who has scored the most goals at the final whistle. If the score is even, the match ends in a draw.
6. Matches are played as part of a tournament (unless additional information states otherwise). Initially, each player plays against every other player in turn. Once everyone has played everyone, semi-finals and then a final are played.
7. Bets are accepted on the basis of all the rules of football.

8.191. Super Soccer Blast. World cup

Super Soccer Blast involves the streaming of a multiplayer game (a football simulator).

1. All bets are settled after a match ends.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. A match lasts 90 minutes. Overtime may be played.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Super Soccer Blast matches are streamed

online.
7. The following markets are available:
    - Win
    - Double Chance
    - Handicap
    - Total Over/Under
    - Individual Total Over/Under
    - Total Even/Odd

8.192. Gigabash

1. Gigabash is a multiplayer arena brawler with gigantic Japanese-film inspired kaiju monsters.
2. The game consists of 5 rounds, with 4 kaiju monsters going head to head in each round.
    - The winner of the round receives 3 points, the participant in second place receives 2 points and the participant in third place receives 1 point. The participant who loses first doesn't receive any points.
    - The kaiju monster that collects the most points wins the game. If two or more kaiju monsters collect the same number of points at the end of the game, the tournament is considered to have no winner.
    - Several kaiju monsters can finish in the same place if they've collected the same number of points. The subsequent places of participants are then determined in descending order.
3. All bets are settled after the end of the event.
4. The maximum stake is determined by the bookmaker separately for each market.
5. The bookmaker may change the stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
8. Available markets:
    - On a round:
    - Fighter To Win Round
    - On a tournament:
    - To Win Tournament
    - To Place 2nd, 3rd, 4th In Tournament
    - Individual Totals (based on the points earned)

8.193. Need for speed

1. NFS Sprint is a live-streamed racing game with four players participating in each race.
2. The maximum stake is determined by the bookmaker separately for each market. The bookmaker may change the stake limits without prior notice.
3. The winner of the race is the first player to cross the finish line.
4. Only bets on players who finish the race will count. If, for any reason, a player doesn't finish (they fail to finish within 30 seconds of the first player crossing the line), then bets on this player will lose.
5. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of

bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Available markets:
    - Finishing Position
    - Challenge Time*
    - Number Of Finishers**
    - Finishing Order
    - To Finish Last**
    - In Top 2
    - In Top 3

* In the event that a player's time coincides with the time stated in this Over/Under market, bets will be refunded at odds of 1.00.
** Only players who finish will count.

8.194. Tape To Tape

1. Tape To Tape involves the streaming of a multiplayer game (a hockey simulator).
2. All bets are settled after the end of an event.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Stake limits may be changed without prior notification to customers.
5. Each game lasts for 3 periods of 2.5 in-game minutes each.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Both pre-match and live bets are accepted. All Tape To Tape matches are streamed online.
8. Available markets:
    - Win
    - Double chance
    - Handicap
    - Total (over, under)
    - Team total (over, under)
    - Total even/odd

8.195. Power of Power

1. Power of Power refers to streams of the multiplayer game Power of Power.
2. Doomsday tournament refers to streams of four-player battles. To win, you need to destroy other players' bases and stay alive. At the beginning of the battle, a timer will start, and it’ll count down to Doomsday (when all players' bases are destroyed).
3. Bets are accepted on players’ head-to-head performances and in-game situations.
4. The winner is the player who is still alive at the end, or is the last to die.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only live bets are accepted. All games are streamed online.

9. Available markets:
    - Winner
    - Finishing Position
    - To Be Higher
    - Total Frags
    - Total Deaths
    - Player - Total Frags
    - Player - Total Deaths
    - Total Bombs Planted
    - Total Bombs Defused
    - Total Bases Exploded
    - Will There Be A Doomsday
    - Will The Player’s Base Be Exploded
    - Who Will Blow Up Whose Base
    - Lifetime

8.196. Mortal Kombat 1

1. Mortal Kombat 1 is a streamed multiplayer game.
2. Bets are accepted on fights between two opponents. Each match is played up to 5 wins, with a maximum of 9 rounds played in total.
3. All bets are settled after the end of the event.
4. The winner is the fighter who kills their opponent.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
9. Available markets:
    - On a round:
        - Win In Round
        - Flawless Victory In Round
        - Finisher Type In Round (fatality, brutality, or no finisher)
        - Round Duration*
        - Fatal Blow** In Round
        - Kameo Fighter To Participate***
        - Kameo Fighter To Execute Finisher***
    - On a fight:
        - Win In Match
        - Total Rounds
        - Individual Total Rounds
        - Total Finishers Only rounds that end with a Fatality or Brutality are counted.
        - Total Fatal Blows**
        - Total Finishers Executed By Kameo Fighters*** Only rounds that end with a Fatality or Brutality are counted.

* Round Duration is the number of seconds that have elapsed since the start of the round, which is

obtained by subtracting the final number of seconds left on the timer from 90 seconds (the standard timer setting at the start of a round).

For example, if the round ends with 74 seconds on the timer, the duration of the round is 90 – 74 = 16 seconds.

** A Fatal Blow is a powerful attack that can cause heavy damage to an opponent if executed successfully. It requires no energy and becomes available to use only at 30% health or less. When used unsuccessfully, Fatal Blow will go on cooldown for 5 seconds. There is no limit to the number of times this attack can be attempted.

*** A Kameo is a fighter selected by the player to assist in the fight. This fighter plays an assisting role, has no health bar, and can only be employed occasionally. They enter the arena, execute blows or a series of blows together with the principal fighter, and then leave the arena. You only need to defeat the principal fighter in order to win the round. A Kameo can also execute the finishing move in place of the principal fighter.

8.197. Roller Champions

1. Roller Champions is a streamed multiplayer game.
2. Matches are contested between teams of three.
3. The winner is the first team to score 5 or more points. The maximum match duration is 10 minutes (7 minutes regular time and 3 minutes extra time). If at the end of regular time neither team has scored 5 points and one team is in the lead, the match will continue as long as the team which is behind has the ball. If regular time ends and the score is even, the match continues until one of the teams takes the lead, or until extra time is over.
4. All bets are settled after the end of the event.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only live bets are accepted. All games are streamed online.
9. Available markets:
    - Player 1 To Win / Draw / Player 2 To Win
    - Outcome At Regular Time (Player 1 To Win / Draw / Player 2 To Win)
    - Match To End At Regular Time / To Go To Extra Time
    - Match Duration
    - Total
    - Individual Total
    - Total Even/Odd
    - Handicap bets on both teams

8.198. Phygital Football

1. Game rules
    - Each team participating in the tournament has 5 players.

    - Each match consists of two stages
2. Digital stage (football sim)
    - Matches feature the teams' e-athletes.
    - Matches take place in Volta Mini-Football mode.
    - Virtual matches are played in a 6-minute half, featuring phygital athletes from the teams.
    - The break between stages is 3 minutes long
3. Physical stage (five-a-side football)
    - The teams go to the football pitch and play five-a-side matches (or three-a-side, depending on the chosen tournament type).
    - (this means that depending on the chosen tournament type, teams of three or five players play).
    - The players play a 14-minute half.
4. Scoring
    - The goals in the two stages are added together.
    - The winner is determined based on the number of goals scored in both the digital and physical stages.
    - If the match ends in a draw, the winner is determined by a penalty shootout.

8.199. Undisputed

1. Undisputed refers to the streaming of simulated boxing matches.
2. Bets are accepted on fights between two opponents. Each fight lasts for six rounds or until one of the two opponents can no longer continue (knockout).
3. All bets are settled after the end of the event.
4. The winner is considered to be the fighter that knocks their opponent out. If both fighters are still on their feet after 6 rounds, the judges will pick a winner.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
9. Available markets:
    - W1/X/W2
    - Will There Be A KO (Yes / No)
    - Will There Be A Knockdown In The Round (Yes / No)
    - Total Knockdowns
    - Total Rounds

8.200. Overwatch

1. Overwatch involves the streaming of the multiplayer game “Overwatch 2”.
2. The Team Deathmatch tournament is a streamed contest between two teams consisting of three rounds. To win a round, a team must earn 10 points*. The overall winner is decided over three rounds.
3. The maximum stake is determined by the bookmaker for each market individually.
4. The bookmaker may change the stake limits without prior notice.

5. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Only live bets are accepted. All games are streamed online.
7. Available markets:
    - Match:
        - W1/W2
        - Total Kills 1/Total Kills 2
        - Handicap 1/Handicap 2
        - Total Kills
        - Total Even/Odd
    - Round:
        - W1/W2
        - Total Kills 1/Total Kills 2
        - Handicap 1/Handicap 2
        - Round Duration
        - Total Kills
        - Total Even/Odd

*Points are awarded for killing enemies, and the game also features a mechanic whereby points can be deducted. The result is decided based on total points at the end of the round.

8.201. World of Warcraft

1. Live streams of the MMORPG World Of Warcraft version 3.3.5a
2. All bets are settled after the event has ended.
3. Bets can be placed on 6 arena rounds. During rounds, the following player attributes may change:
   specialization, profession, items, and enchantments.
4. A match will be deemed to have taken place even if one of the participants quits before the end.
5. The minimum stake and the maximum stake are determined by the bookmaker for each event individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the list of markets and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, such bets may be declared void.
8. Both pre-match and live bets are accepted on matches.
9. Available bet types:
    - **on the whole match:**
        - Player to win / draw / lose based on the final score
        - Double chance (based on final score)
        - Player individual total
        - Will a certain arena appear in any of the rounds
        - Will an opponent of a certain class appear in any of the rounds
        - Will an opponent of a certain race appear in any of the rounds
        - Total opponents of a certain faction drawn
        - Total wins of a certain faction

        - Total defeats of a certain faction
    - **on the next round:**
        - Player to win / lose round
        - Will a certain arena appear in the round
        - Will a certain faction win the round
        - Opponent faction in round

8.202. Fast Bowling

1. Each game is played to 11 points.
2. Each game is made up of frames. In each frame, bowlers throw a ball at a full set of pins, each player in their own lane.
3. A full set is made up of 10 pins (five red and five white. In each frame, the pins are arranged randomly).
4. The bowler who knocks down the most pins in a frame gets 1 point. Red and white pins have the same value.
5. In the event that more than one bowler knocks down the same number of pins, both bowlers will receive 1 point.
6. If a bowler steps over the line while throwing the ball, they will have to throw again until they make a throw without a foul, and only then will the result of the throw count.
7. If the score reaches 10:10, the bowlers keep taking turns until one bowler gains a two-point lead.
8. If a frame reaches a tie with a score of 9:10 or 10:9 and the score then becomes 10:11 or 11:10, the game will continue until a gap of 2 points is reached in the score (as one of the bowlers already has a 1-point lead).

8.203. Cuphead

1. A live stream of the run-and-gun platformer video game.
2. All bets are settled after the end of the event.
3. Bets are accepted on the battle between the player and the boss. Each match is played until 1 side has achieved 3 victories, with a maximum of 5 rounds played in total. During the round, the player can change their weapons, skills (number of lives), and avatar.
4. The minimum and maximum stakes are determined by the betting company for each event individually.
5. The bookmaker may change the stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Both pre-match and live bets are accepted on matches.
8. The following markets are available:
    - on the whole match:
        - Player/Boss To Win
        - Total
        - Individual Player/Boss Total
        - Overall Duration of a Player’s Winning Rounds*
    - on the next round:

- Player/Boss To Win in Round
- Player's Total Lives Left (if the player is defeated in the round, all bets are settled as a loss)
- Stage Reached by Boss in Round (if the boss is defeated in the round, all bets are settled as a loss)
- Round Duration (if the player is defeated in the round, all bets are settled as a loss)

*Only time during which the player was able to defeat the boss is taken into account.

8.204. Esports Quidditch

1. Esports Quidditch The Golden Snitch Cup tournament is a live-streamed multiplayer game.
2. Match duration: 7 minutes. The winner of the match is determined based on the number of points the teams have, or once one of the teams earns 100 points. If there is a tie after 7 minutes have passed, the game will continue until a winner is determined.
3. Bets are accepted on teams' head-to-head performances and in-game situations. Catching the snitch. If neither of the teams catch it, bets relating to the catching of the snitch will be deemed to have lost.
    - Scoring a goal with the quaffle - 10 points
    - Catching the snitch - 30 points
4. The team that scores the most points wins.
5. A maximum stake is determined separately for each event by the betting company.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only live bets are accepted. All games are streamed online.
9. Available markets:
    - Winner
    - Handicap
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Match Duration (Over/Under)
    - Which Team Will Catch The Snitch?
    - First To Score Points

8.205. Hellish Quart

1. Hellish Quart is a streamed multiplayer game.
2. The Crown Tournament is a streamed battle between two fighters.
3. All bets are settled after the end of the event.
4. The maximum stake is determined by the bookmaker for each market individually.
5. The bookmaker may change the stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are only accepted live. All games are streamed online.

8. Rules of the game:
    - A fighter is awarded one point for each win in a round.
    - If a round ends in a draw, neither fighter is awarded any points.
    - The first fighter to win 2 or 3 rounds is the winner of the match.
9. The following markets on the entire match are available (settled once the final score of the match is determined):
    - Win
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Total Rounds (Over/Under)
    - Draw In One Of The Rounds (Yes/No)
    - Number of rounds to win (2 or 3, depending on whether the type of fight requires two rounds to be won or three)
10. The following markets on rounds are available (settled once the score of the relevant round is determined):
    - Win In Round

8.206. Fatal Fury

1. Fatal Fury is a live streamed multiplayer game.
2. Bets are accepted on fights between two opponents. Each match is played up to 5 wins, with a maximum of 9 rounds played in total.
3. All bets are settled after the end of the event.
4. The winner is the fighter who kills their opponent.
5. A maximum stake is determined separately for each event by the betting company.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
9. Available markets:

- On a round:
    - Win In Round
    - Perfect Victory* In Round
    - Win On Time** In Round
    - Round Duration***
- On a fight:
    - Win In Match
    - Total Rounds
    - Individual Total Rounds
    - Correct Score In Match
    - * A Perfect Victory in a round is when the winning player’s fighter received no damage or was able to fully restore their health.
    - ** A Win On Time in a round is when a player is declared the winner after the 60 seconds allotted for the round have elapsed. In this case, it is the fighter with the most hit points that wins.
    - *** Round Duration is the number of seconds that have elapsed since the start of the round, and is obtained by subtracting the final number of seconds left on the timer from

60 seconds (the standard timer setting at the start of a round). For example, if the round ends with 14 seconds on the timer, the duration of the round is 60 – 14 = 46 seconds.

8.207. Looney Tunes

1. Looney Tunes: Wacky World of Sports is a collection of sports mini-games featuring characters from the animated series Looney Tunes. It includes basketball, golf, football, and tennis.
2. Basketball matches are divided into 4 quarters of 3 minutes each. If, in the allotted time, a winner is unable to be determined, a series of 1-minute overtime periods will be played until a winner is determined (there is no limit to the number of overtime periods).
3. Football matches are divided into 2 halves of 5 minutes each. If, in the allotted time, a winner is unable to be determined, the match will go into extra time, which will last for an unlimited period of time until a goal is scored.
4. All bets are settled after the end of the event.
5. The minimum and maximum stake are determined for each event individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff commit errors, or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the list of markets and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, such bets may be declared void.
8. Available bet types:
   W1
   W2
   Total Even - Yes
   Total Even - No
   Individual Total 1 Over ()
   Individual Total 1 Under ()
   Individual Total 2 Over ()
   Individual Total 2 Under ()
   Total Over ()
   Total Under ()
   Handicap 1 ()
   Handicap 2 ()
   Correct Score ()-()

8.208. Rematch. Cyber League

1. Rematch. Cyber League involves the streaming of a video game. 2 teams of 2 players each take part in a match and battle for victory.
2. Regular time lasts for 6 minutes. If, at the end of regular time, the scores are even, the game will go into overtime, which will end once one team achieves a higher score than the other.
3. The minimum and maximum stake are determined for each event individually.
4. The bookmaker may change the stake limits without prior notice.
5. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted on matches. All Rematch games. All Cyber League matches are streamed online.

7. Available bet types
    - Total Goals
    - Individual Total Goals
    - Regular Time Win Including OT
    - Handicap Match Bets

8.209. Mega Baseball

1. Mega Baseball is a live-streamed multiplayer game (baseball simulator).
2. Super Mega Baseball 4 is a tournament involving traditional baseball matches, where each team has 9 players.
3. All bets are settled after the end of the event.
4. The maximum stake is determined for each event individually.
5. The bookmaker may change the stake limits without prior notice to customers.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Only live bets are accepted. All matches are streamed online.
8. Rules of the game:
   If a match ends in a draw in regular time (5 innings), an extra inning takes place. In this case all bets will be settled including extra innings.
9. The following markets are available and are settled based on the final score in the match:
    - Winner
    - Team Handicap
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Total Even (Yes/No)
    - First Run (1/2)
    - Last Run (1/2)
    - Extra Inning (Yes/No)
    - First Inning/Match
    - Both Teams To Score Runs (Yes/No)
    - Most Runs In Inning
10. The following markets are available for individual innings and are settled based on the score in that inning:
    - Winner
    - Team Handicap
    - Total (Over/Under)
    - Ind. Total (Over/Under)
11. The following markets are available for the 1st-3rd inning and are settled based on the score after 3 innings:
    - Winner

8.210. Tekken 8

1. Tekken 8 is a streamed multiplayer game.
2. Bets are accepted on fights between two opponents. Each match is played up to 5 wins, with a

maximum of 9 rounds played in total.
3. All bets are settled after the end of the event.
4. The winner is the fighter who kills their opponent.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
9. Available markets:
    - On a round:
        - Win In Round
        - Perfect Victory* In Round
        - Win On Time** In Round
        - Round Duration***
    - On a fight:
        - Win In Match
        - Total Rounds
        - Individual Total Rounds
        - Correct Score In Match

* A Perfect Victory in a round is when the winning player's fighter received no damage or was able to fully restore their health.

** A Win On Time in a round is when a player is declared the winner after the 30 seconds allotted for the round have elapsed. In this case, it is the fighter with the most hit points that wins.

*** Round Duration is the number of seconds that have elapsed since the start of the round, and is obtained by subtracting the final number of seconds left on the timer from 30 seconds (the standard timer setting at the start of a round).

For example, if the round ends with 14 seconds on the timer, the duration of the round is 30 – 14 = 16 seconds.

8.211. Virtual ski jumping

Virtual ski jumping consists of streams of a multiplayer game (a ski jumping simulator).

1. The "World Cup" tournament features ski jumping competition matches. Ten participants compete in the qualifying round, seven go through to the first round, and four go through to the second round.
2. All bets are settled after the end of the event.
3. The maximum stake is determined by the bookmaker for each market individually.
4. The bookmaker may change the stake limits without prior notice.
5. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are only accepted live. All games are streamed online.

7. Rules of the game: The participant is awarded points for a jump based on scores for the jump technique and its distance. Positions are determined by the number of points scored.
8. The following markets are available and are settled based on the final result of the match:
    - Match-Ups - To Be Higher
    - Place In The Final Table
    - Place Within A Range Of Places
    - Fall In Round By Participant
    - Jump Of x Meters By Participant
    - Total Falls In Round
    - Total Jumps Of x Meters In Round

8.212. Dead By Daylight

1. Dead By Daylight is an asymmetrical multiplayer survival horror game, in which four survivors try to escape a location, while the fifth player assumes the role of a ruthless killer.
2. In cases where a player leaves the game during the match, or where their actions indicate that they have given up, the match will be deemed to have taken place if at least one of the following conditions is met:
    - Over 1 minute of the match has passed
    - At least one generator has been repaired
    - At least one of the players has been hooked or killed
3. All bets are settled after the end of the event.
4. The minimum and maximum stakes are determined by the bookmaker for each market individually.
5. The stake limits may be changed without prior notice to customers.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. The following markets are available:
    - Kills
    - Will The Hatch Be Closed
    - Total Generators Repaired
    - Total Players Hooked
    - Total Kills
    - Total Sacrifices
    - Total Escapes

9. Examples

9.1. Single bet example

event	bet	odds
AC Milan - Bayern Munich	1	2.0
AC Milan - Bayern Munich	X	3.0
AC Milan - Bayern Munich	2	3.3

You place a bet on Milan’s victory with a stake of €100.
The odds on Milan’s victory are 2.0.
If Milan wins, the payout will be 100 x 2.0 = €200.
The net gain is: €200 (the payout) - €100 (the stake) = €100.

9.2. Accumulator bet example

event	bet	odds
Dynamo K - Feyenoord	1	2.1
Lyonnais - Inter Milan	X	2.9
Olympiakos - Manchester United	2	2.0

The odds of the selections included in the accumulator bet are multiplied: 2.0 × 2.1 × 2.9 = 12.18.
With a stake of €100 on this accumulator bet, you receive €100 × 12.18 = €1218.
The net gain (excluding the stake) is €1118.

9.3. System bet example

SYSTEM 3/6 (3 WINNING SELECTIONS)

System 3/6 is a bet on all possible 3-event accumulator combinations from the 6 selections. You must correctly predict the outcomes of a minimum of 3 events, otherwise the system bet will lose. Let’s say you placed a 3/6 system bet with a stake of €60.
The outcomes are as follows:

	Event	Odds	Result
1	event 1	1.6	win
2	event 2	1.9	loss
3	event 3	1.9	loss
4	event 4	1.3	win
5	event 5	1.45	win
6	event 6	1.85	win

20 different combinations of 3 outcomes can be formed from a total of 6 selections (i.e. Event 1 + Event 2 + Event 3; Event 1 + Event 2 + Event 4; etc.). Each combination forms an accumulator bet

within the system.
To calculate the stake for each combination, the total stake (€60) is divided by the number of combinations in your 3/6 system (20 combinations). 60/20=€3. Therefore the stake for each accumulator bet within your system is €3.
You needed to correctly predict at least 3 outcomes from the possible 6. you correctly predicted 4 outcomes: for Event 1, Event 4, Event 5 and Event 6. As 4 outcomes were predicted correctly, any 3 of those 4 events will form a winning combination. There are 4 winning accumulators:

Combinations	Accumulator	Odds
	event 1	1.6
I	event 4	1.3
	event 5	1.45
	event 1	1.6
II	event 4	1.3
	event 6	1.85
	event 4	1.3
III	event 5	1.45
	event 6	1.85
	event 1	1.6
IV	event 5	1.45
	event 6	1.85

To calculate the winnings for each combination, multiply the odds by the stake:
Accumulator I: 1.6 x 1.3 x 1.45 x €3 = €9.05.
Accumulator II: 1.6 x 1.3 x 1.85 x €3 = €11.54.
Accumulator III: 1.85 x 1.3 x 1.45 x €3 = €10.46.
Accumulator IV: 1.6 x 1.85 x 1.45 x €3 = €12.88.
To calculate the total payout on your system bet, total the winnings for all winning combinations in the system:
I + II + III + IV = 9.05 + 11.54 + 10.46 + 12.88 = €43.93.
The total payout is €43.93.

9.4. Asian handicap single bet

When you place an Asian Handicap bet, we essentially take two bets. For example, the bet HANDICAP (+1.25) corresponds to a combination of two bets: HANDICAP (+1) and HANDICAP (+1.5). The odds are the same for both bets. The stake on each of these bets is equal to half of the total stake. The winnings will be equal to the sum of the winnings of both bets. Depending on the outcome, you may: win both bets; win one bet whilst the other one is refunded; or lose both bets.

Asian handicap SINGLE BET example

event	handicap
Villarreal CF	+0.75
Real Madrid	-0.75

In this example, the total stake will be €100.
If you place the bet ***VILLARREAL CF handicap (+0.75)***, effectively the bets HANDICAP (+1) and HANDICAP (+0.5) are placed, each with a €50 stake.
Some possible outcomes are:

1. match score (0:1) – HANDICAP (+0.5) - loss, HANDICAP (+1) – refund.
2. match score (1:1) – HANDICAP (+0.5) - win, HANDICAP (+1) - win.
3. match score (0:2) – the bet loses.

If you place the bet ***REAL MADRID HANDICAP (–0.75)***, effectively the bets HANDICAP (–0.5) and HANDICAP (–1) are placed, each with a €50 stake.
Some possible outcomes are:

1. match score (0:1) – HANDICAP (-0.5) – win, HANDICAP (-1) – refund.
2. match score (1:1) – the bet loses.
3. match score (0:2) – the bet wins.

9.5. Asian handicap bet as part of accumulator bet

If an Asian Handicap bet is a part of an accumulator or system bet, the overall number of combinations is doubled.
ASIAN HANDICAP ACCUMULATOR BET example
You place €100 on an accumulator bet consisting of two events, each event with the total of 3.25. Both events result in the score 3-0.
Essentially there are four accumulator bets here, each with a €25 stake: >3,>3; >3,>3.5; >3.5,>3; >3.5,>3.5. This means that the €25 stake is refunded for one accumulator bet (>3,>3) and all other bets are lost.

9.6. Asian total bet

This is a bet on the total score, where the predicted total must be a multiple of 0.25 (but not 0.5). This bet is calculated as two bets with stakes equal to half of the total stake and equal odds. The totals for the bets are the values which are the closest multiples of 0.5 to your prediction, i.e. the total for one bet will be your prediction + 0.25 and the other will be your prediction -0.25.

ASIAN TOTAL BET EXAMPLE

Example 1: you place the bet TOTAL (1.75) UNDER with a €100 stake and odds of 1.4. To settle this bet, it is split into the following two bets: TOTAL (1.5) UNDER and TOTAL (2) UNDER. The stake is divided equally between the two bets (€50 each).
Some possible outcomes are:

1. match score (0:0) or (0:1) – both bets are won (100 x 1.4 = €140).
2. match score (1:1), (0:2) – TOTAL (1.5) UNDER – loss; TOTAL (2) UNDER – refund of stake (€50).
3. match score (1:2) – both bets are lost.

Example 2: you place the bet TOTAL (1.75) OVER with a €100 stake and odds of 1.4. To settle this bet, it is split into the following two bets: TOTAL (1.5) OVER and TOTAL (2) OVER. The stake is divided equally between the two bets (€50 each).

Some possible outcomes are:

1. match score (0:0) or (0:1) – the bet loses.
2. match score (1:1), (0:2) – TOTAL (1.5) OVER – win; TOTAL (2) OVER – refund of stake (50x1.4 +50=70+50=€120).
3. match score (1:2) – the bet wins (100x1.4=€140).

9.7. Chain bet example

The bet slip includes four events. The stake is €10.

Volleyball. South Korea (women) - Myanmar (women) (13.09 | 10:45)	1 to win point 15 in 1st Game	1.45
Volleyball. Air Force (women) - Navy (women) 3rd set (13.09 | 09:45)	After 30 points W1	1.62
Tennis. ITF. K.Onishi/Yonemura - Kato/Hiroko Kuwata (Japan) (13.09 | 09:45)	Game 18: 40:40 No	1.36
Ice hockey. HC CSKA (Moscow) - HC Vityaz (Chekhov) (incl OT) (10.10 | 19:00)	Total from 2 to 4	1.45

Bets are settled in the order in which they are listed on the bet slip.

EXAMPLE 1. ALL BETS IN THE CHAIN HAVE WON.
The 1st bet wins. It is settled as: 10 x 1.45 = €14.50;
the 2nd bet wins. It is settled as: (14.5 – 10) + 10 x 1.62 = 4.5 + 16.2 = €20.70;
the 3rd bet wins. It is settled as: (20.7 – 10) + 10 x 1.36 = 10.7 + 13.6 = €24.30;
the 4th bet wins. It is settled as: (24.3 – 10) + 10 x 1.45 = 14.3 + 14.5 = €28.80.
The total payout is €28.80.

EXAMPLE 2. THE 1ST, 3RD AND 4TH bets have WON.
The 1st bet wins. It is settled as: 10 x 1.45 = €14.50;
the 2nd bet loses. It is settled as: (14.5 – 10) = €4.50 (= remaining balance);
the 3rd bet wins. It is settled as: 4.5 x 1.36 = €6.12 (= remaining balance);
the 4th bet wins. It is settled as: 6.12 x 1.45 = €8.87.
The total payout is €8.87.

EXAMPLE 3. THE 1ST, 2ND AND 4TH BETS HAVE WON.
The 1st bet wins. It is settled as: 10 x 1.45 = €14.50;
the 2nd bet wins. It is settled as: (14.5 – 10) + 10 x 1.62 = 4.5 + 16.2 = €20.70;
the 3rd bet loses. It is settled as: 20.7 – 10 = €10.70;
the 4th bet wins. It is settled as: (10.7 – 10) + 10 x 1.45 = 0.7 + 14.5 = €15.20.
The total payout is €15.20.

10. Match Results, Dates and Starting Times

Bet settlement may be revised when the bookmaker presents incorrect results.

1. Bets are settled based on the actual starting time of the event, which is determined roughly in accordance with the official documents of the bodies who organize said event. Failing such effective documents, information shall be taken from the official websites of sports federations, the websites of sports clubs, and other sources of sports information.
2. The bookmaker bears no responsibility for a discrepancy between the stated date and time and the actual date and time of an event. The date and starting time of the event as shown in the “Sports” section are indicative. Bets are settled subject to the actual starting time of an event as specified in the official documents of the organizer of such event.
3. The bookmaker bears no responsibility for inaccurate references to the name of a championship or duration of a match (sports event). Details shown in the “Sports” or “Live” sections are indicative. Customers should use other independent sources of information to find out details of the relevant sports event.
4. The weather information in the SPORT and LIVE sections is indicative. Inconsistencies of the weather conditions in the SPORT and LIVE sections cannot be the cause for cancellation of the placed bets.
5. Complaints about results should be submitted within 10 calendar days from the end of the event if there are official documents pertaining to the results of the event issued by the organizer of that event.
6. Bets placed after the starting time of the event shall be settled at odds of 1 (except for live bets); in an accumulator, the odds of such legs shall be taken as 1.
7. If the Customer places a bet on an event of which the result is known to them, such bet shall be canceled. In this event, the bookmaker shall make a decision only after a special private investigation. Any activities related to such a bet shall be temporarily suspended.
8. PRE-MATCH betting. If a match or competition is postponed (rescheduled) for more than 48 hours for whatever reason all bets on this event shall be declared void (this is an approximate time, the bookmaker shall be entitled to keep such bets standing at its absolute discretion for the avoidance of disputes which may arise if the match is postponed for more than 48 hours from the official scheduled starting time). The event shall be deemed postponed or rescheduled if the official scheduled starting time of the event is altered.
9. LIVE betting. If a match or competition is interrupted for whatever reason and continues within 5 hours from its start, all bets shall stand. Unless the interrupted match or competition continues within 5 hours from its start, all bets shall be settled at odds of 1, except when the result of the bet has already been determined. This rule does not apply to events which may end within a period exceeding 5 hours subject to their rules (see “Sports Rules”).
10. If a match does not end and is abandoned (see “Sports Rules”), the outcomes determined before such abandonment (for example, first half markets, first goal and its time market, etc.) shall be accounted for at the bet settlement. All remaining bets shall be settled at odds of 1.
11. If a participant withdraws before the start of an event, then all bets on such participant shall be declared void.
12. If a participant drops out during the contest for any reason (injury, withdrawal, etc.), all bets placed before the start of the last round of the contest in which he/she took part shall stand. All other bets shall be declared void. If a player withdraws from a tennis match, bets shall be settled under the rules.
13. If a member of a team (football, hockey, basketball player, etc.) has not participated in the game, the winning odds in their respect shall be deemed equal to 1 unless otherwise stipulated.
14. If withdrawal or disqualification takes place before the start of a tennis match, the winning odds shall amount to 1, except for bets on the win of the participant in question (such bets will be

deemed lost). If a tennis match is interrupted, does not end on the same day and is postponed, all bets shall stand until the end of the tournament within which the match was scheduled, until the match is played or any participant withdraws. If a player withdraws from a tennis match, bets shall be settled under the rules.

15. When two particular named opponents (teams, sportspeople) are expected to participate in an event (match, competition or fight), but later one or both of these opponents change, all bets on the event shall be canceled.
16. In team competitions when one or several players are substituted in any team for whatever reason, all bets on the result of the match shall stand.
17. In doubles matches when the names of the pairs are specified and at least one participant is substituted, the winning odds shall be 1. When the names of the pairs are not specified, all bets shall stand.
18. In competitions where the terms “home” and “away” are used, should the event take place in a different venue, the following applies:
    - if a neutral venue, bets shall stand;
    - if the opposing team’s venue, bets shall stand.
19. When the terms “home” and “away” do not apply to an event (for example in dual or individual sports), should an event take place at a venue different to that originally specified, all bets shall stand. NBA, NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home - away) and in a reversed order. If the latter is the case, no stakes are refunded.
20. In friendlies, including club friendlies, when the event takes place in a different venue, all bets shall stand.
21. If there is no description of bet settlement for a particular sport or situation, the same shall be governed by the General Terms.
22. When a dispute of a particular type takes place for the first time, the bookmaker shall make the final decision.
23. In cases when statistics from official and independent sources differ, the company reserves the right to settle bets based on stats acquired from a video recording or an independent source.
24. In the event of discrepancies in data from different sources of information (date, time, result, team title), the bookmaker shall suspend payouts until the authenticity of such data is established through investigation. Should the result of a finished event published on an official website differ from that shown in a TV broadcast, the bookmaker reserves the right to settle bets based on the TV broadcast.
25. If there is an error in the odds output application and the bookmaker admits such error, all bets on such selections shall be deemed won and payouts shall be made at odds of 1.
26. The Betting Company may publish these Terms in different languages, expressing the same principles in each.
    This is done in order to provide information and support to customers.
    At the same time, it is the English version that serves as the legal basis for the relationship between the customer and the Betting Company.
    In the event of any discrepancy between the English text of the Terms and the text in other languages, the English text shall prevail.
27. If the initial result of a finished event is revised later for any reason and one party forfeits the game (abandonment shall be disregarded), all bets shall be paid subject to the initial (actual) result. The actual result is the result declared based on the official minutes and other official sources of information immediately after the end of the event.

11. Available Markets (Outcomes)

1. The bet “Team 1 To Win” is indicated as “1”.
2. The bet “Draw” is indicated as “X”.
3. The bet “Team 2 To Win” is indicated as “2”.
4. The bet “Team 1 To Win or Draw” is indicated as “1X”. Team 1 must win or there must be a draw for the bet to win.
5. The bet “Team 1 To Win or Team 2 To Win” is indicated as “12”. Either team must win (a match must not end in a draw) for the bet to win.
6. The bet “Team 2 To Win or Draw” is indicated as “X2”. Team 2 must win or there must be a draw for the bet to win.
7. The bet “Team (player, driver etc.) To Win With A Handicap” is indicated as “Handicap” (each handicap has its own odds). A handicap is an advantage or a disadvantage of a team (player, driver etc.) which is expressed in goals, points, sets, seconds etc. and is determined by the bookmaker in respect to a particular bet. The outcome of an event with a handicap is determined by adding the handicap to the actual result. If the result is in favor of the selected team (player, driver etc.), the bet is settled as won. In the opposite case, the bet is settled as lost. If the result is a draw after the handicap has been applied, the bet is settled at odds of 1.
8. The bookmaker offers two types of Total bets: on two outcomes (Over/Under) or three outcomes (Over/Exactly/Under).
   The bet “(Total) Over/Under” is indicated as “Total”.
   This is a bet on the total number of goals, points, games (etc.) that have been scored, earned, played (etc.) by teams (players etc.). The Customer must predict how many goals, points, games (etc.) will be scored, earned, played etc. (more or fewer than the total number quoted). At the bet settlement playing time stipulated hereby for each sport is taken into account, unless the market states otherwise. At the settlement of individual total (also called “player total” or “team total”), no own goal shall count.
   At the settlement of bets on individual total (also called “player total” or “team total”) the number of goals, points, games (etc.), scored, earned, played (etc.) by either team (player etc.) is taken into account.
   If the result is the same as the total quoted by the bookmaker, “over” and “under” bets will be settled at odds of 1.
9. Over/Exactly/Under bets are referred to as a 3-way total. Such bets are labeled “3way” and shall be settled exactly as follows:
   - “Total Under 123 (3way)” – the total number is less than 123.
   - “Total Exactly 123 (3way)” – the total number is equal to 123.
   - "Total 123 over (3way) - total strictly over"
     If the final score is 123, only one bet “Total Exactly 123 (3way)” wins, while bets on total over or under 123 labeled as “3way” are not refunded, as would be the case for ordinary Over/Under bets. Bets on individual 3way totals shall be settled accordingly.
10. The bet “Total Interval”
    The Customer should predict the total in a particular interval. For example, if the bet “Total From 0 to 1” is placed and the score is 0:0, the total number is 0; if the score is either 1:0 or 0:1, the total number is 1. In both cases, the bet wins. Any other bets lose. “No Goals” – the bet wins if the final score is 0:0. The bet «Correct score» — it is necessary to predict a score of a match on regular time (not including OT, penalty shootouts).
11. The bet “Correct Score”. The Customer should predict the exact score in regular time (excluding overtime, penalty shootouts etc.).
12. The bet “HT-FT” is expressed with “W” (for win), and “X” (for draw). The result of the first half (period) is followed by the result of the match. For example, W1W2 means that Team 1 will win

(W1) the first half, and Team 2 will win (W2) the match. In sports where a match lasts for four quarters (basketball, water polo etc.) “HT-FT” bets are settled based on the result of the first half (first two quarters) and the result of the match (in regular time).

13. The bet “Result + Total Goals”
    The Customer should predict which team will win, and the total number of goals.
14. The bet “Goal () Up To 78 Min. – Yes”. The Customer should predict whether a team will score the goal before or in the 78th minute.
15. The bet “Scoring Periods (Halves/Quarters/Games/Innings)”; “Sets Scoring”; “Scores In Each Half”.
    The Customer should predict which half, period, quarter etc. in a match will end with the highest score or whether halves, periods, quarters etc. will end with the same score (number of goals/points).
16. “Player Match-Ups in the Final Tournament Table”.
    The Customer must predict which player will perform better in a tournament. When comparing player stats, statistical information from the official website of the tournament is used. Penalty shootouts do not count and the number of matches each player participates is not taken into consideration. If a player fails to participate in even a single match, bets are settled at odds of 1.00.
17. The bet “To Be Higher At The End Of The Championship” The Customer should predict which of the two named teams will be higher in the tournament tableat the end of a tournament. If the scores are equal, bets are settled at odds of 1. Should a team fail to participate in the tournament matches, bets will be settled at odds of 1.
18. Bets on “Home - Away ”/”Team 1-Team 2”/”Player 1-Player 2” markets are only valid on the tournaments and dates specified in the bet slip.
    Victory by the home or away team is determined based on the difference in goals (points) scored by the home team and the away team, respectively, including any handicap applied.
    “Home-Away” bets placed on a particular round are settled at the end of that round.
    If a match on a matchday (in a round) is canceled, postponed, not completed, or deemed void, bets on “Home-Away” markets are settled at odds of 1.00, with the exception of markets whose outcome had already been determined.
    Examples:
    The bet “Home - Away, Draw 2:2 - Yes” will be settled as a win if at least one match ends with a score of 2:2.
    The bet “Home - Away, First Match Goal From 1 To 5 Minute - Yes” will be settled as a win if the first goal is scored from between the 1st and 5th minutes in at least one match.
    The bet “Home - Away, Half Time-Full Time W2W1 Or W1W2 - Yes” will be settled as a win if the team in the lead changes in at least one match.
    For the bet “Home - Away, Team Will Score First Goal The Earliest”, the bettor must predict which team will score the first goal on a particular matchday (round) before any other teams. If more than one team scores their first goal at the same time, bets on those teams are settled as wins.
19. The bet “Total Goal Minutes”
    Bets are settled based on the sum total of minutes in which goals were scored in regular time. For example, if goals were scored in the 13th, 25th and 47th minutes, the total number for bet settling purposes is 13 + 25 + 47 = 85.
20. The bet “Points” (volleyball, table tennis, squash, badminton). A point is a result of a serve in the specified game or set.
    For example, “Volleyball. 1 To Win Point 19 (1 set)”. The score of the first set was (8:9) at the time of placement, then the score changed to (8:10), meaning the serve was won by Team 2. Afterwards the score became (9:10), which means that the 19th point was won by Team 1. The bet wins.

21. First Match Goal From () To () Minute. The Customer should predict whether the first goal will be scored in the quoted timeframe.
22. Last Goal From () To () Minute. The Customer should predict whether the last goal will be scored in the quoted timeframe.
23. No Last Goal. The bet wins if a match ends with the score 0:0.
24. First Goalscorer. For betting purposes, own goals do not count. If the first goal in a match is an own goal, first goalscorer bets will be settled based on who scores the second goal. If all the goals in a match are own goals, bets on a “No Goals” outcome win.
25. Last Goalscorer. For betting purposes, own goals do not count. If the last goal in match is an own goal, last goalscorer bets will be settled based on who scores the penultimate goal. If all the goals in a match are own goals, bets on a “No Goals” outcome win.
26. Highest Scoring Quarter – Total Under (). The highest scoring quarter is the quarter in which the most goals (points) were scored in comparison to other quarters. The bet wins if the total number of goals (points) scored in the highest scoring quarter is fewer than the quoted number. Bets are not refunded when two or more quarters end with the same highest score; bets are settled based on the total number of goals (points).
27. Lowest Scoring Quarter – Total Under (). The lowest scoring quarter is the quarter in which the fewest goals (points) were scored in comparison to other quarters. The bet wins if the total number of goals (points) scored in the lowest scoring quarter is fewer that the quoted number. Bets are not refunded when two or more quarters end with the same lowest score; bets are settled based on the total number of goals (points).
28. The bet “Highest Scoring Period”. If the highest scoring quarter is impossible to determine (two or more quarters ended with the same score), bets on such quarters are settled at odds of 1. Bets on other quarters are settled as lost.
    For example: the score is (19:20, 22:17, 21:18, 12:20).
    Highest Scoring Period (1) – refund;
    Highest Scoring Period (2) – refund;
    Highest Scoring Period (3) – refund.
29. The bet “Race To… Points”. The Customer should predict which participant of a match will be the first to earn the quoted number of points. For example:
    “Team 1 To Win Race To 15 Points”. If the score is 15-13, the bet wins; if the score is 12-16, the bet loses; if the score is 10-12, the bet loses.
    “Neither Team To Win Race To 15 Points”. If the score is 15-13, the bet loses; if the score is 12-16, the bet loses; if the score is 10-12, the bet wins. Should any participant refuse to continue for any reason before they or their opponent receive the quoted number of points, bets are settled at odds of 1.
30. The bets “Next Corner () Team ()” and “Next () Y/C Team ()”. If the outcome specified on a bet slip does not take place, bets will be refunded.
31. The bet “Players, Match-Ups, Handicaps” will be settled based on the match-up of players’ individual totals (the number of scored goals) with a handicap. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
32. The bet “Players, Special, Total”. The bet is placed on the total number of goals scored by the named players. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
33. The bet “1st and 2nd Place In The Group” wins if the teams named finish in 1st and 2nd places at the group stage in the specified order.
34. The market “First Goal To Be An Own Goal”. If the score is 0-0, the bet “No First Goal” will win.
35. The market “Remaining Time Outcome” (“After Score ()-()”). The Customer should predict how a match will continue after the quoted score. For example, the bet “1X After Score 3-2” will win if the score does not change until the end of the match. The final score is deducted from the specified score: in this example, the score of 3-2 is followed by the score of 0-0 (draw). If the

score becomes 3- 3, the bet will lose, because the score in the remaining time after 3-2 will be 0-1 (Team 2 scored).

36. Bets on total playing time are made in minutes. If the total playing time is predicted exactly, bets will be settled at odds of 1. For example, the bet “Total Kyrie Irving Over (39.5)” will be settled at odds of 1 if the player’s total playing time amounts to 39 minutes 30 seconds.
37. Correct Score. Group Bet. The bet “Any Other Score” is settled based on the outcomes specified in the group. There are three groups of outcomes, and score numbers depend on the current score in a match. For example, if the current match score is 0-1, the following selections are offered:
    Correct Score 2-1, or 3-1, or 3-2.
    Correct Score: 1-2, or 1-3, or 2-3.
    Any other score.
    If the match ends with a score of 0-1, the bet “Any Other Score” will win.
38. The market “Win Or Draw”. The market includes only two outcomes. For example, the bet “X Or 2 (Home Win - Refund) – 2” means that the bet is made on a draw or win of Team 2 and the selected outcome is the win of Team 2. The bet will win if Team 2 wins, and lose if the match ends in a draw. If Team 1 wins, the bet will be refunded (according to the condition specified in the market). Bets are accepted on regular time.
39. **Post-Match vs Live**. This bet is formed from two matches, one of which has already taken place on the current match day and the other will be broadcast LIVE. In other words, customers need to predict the outcome of a bet where they already know one of the results.
    If a team forfeits in one of these matches or a match is either abandoned or postponed, “Post-Match vs Live” bets will be void (refunded).
40. **Winner with Handicap bets** cover the entire competition season. The team that is the favorite will win the season with a handicap of 0. At the end of the season, all the teams' handicap points are added to their current score. The team with the most points will be determined the winner.
41. **Accumulator Outcomes. Special Bets.**
    These are markets which include two or more outcomes. For example:
    “Fewer Than 2.5 Goals And Fewer Than 4 Cards”
    "Juventus, Borussia Dortmund & Manchester United all to score in the first 20 mins"
    For these types of bets to win, all the outcomes in the market must be predicted correctly. Unless otherwise stated, bets are accepted on regular time, including additional/stoppage time. Should some but not all of the outcomes be predicted correctly, no refund will be made. For example: “Fewer Than 10 Corners And Fewer Than 4 Cards” – if there are 9 corners and 4 cards, the bet loses.
    If one or more of the outcomes is not determined (the match has been interrupted, canceled, the athlete did not take part in the competition), then bets will be settled according to the outcomes which have been determined.
    For example: "Juventus, Borussia Dortmund & Manchester United all to score in the first 20 mins". The Borussia match was canceled, and Juventus did not score in the first 20 minutes. The accumulator is deemed to be lost because one of the outcomes was predicted incorrectly.
42. "Prospective Fights" / "Celebrity Fights". The proposed date of the fight must be before the end of the current year (unless otherwise specified). Only bets on fights from the list offered that have been taken place will be settled. Bets on fights that do not take place will be settled at odds of 1.00.
43. The bookmaker may offer other types of bets.

12. Extra bets

1. 1st Half-Match. The Customer should predict the result of the first half and the result of a match.
2. Correct Score. The Customer should predict the score of a match (regular time) correctly.
3. To Score First Goal. The Customer should predict which team will be the first to score a goal. If there are no goals in regular time, bets are settled as lost. An own goal shall be treated as a goal of the team whose score it was added to.
4. Goal Time. The Customer should predict the timeframe in which a goal will be scored by either team (from X to Y minute, inclusive). If there are no goals, bets will lose.
5. The bet “Both Teams To Score – Yes” will be settled as won if each team scores at least one goal. The bet “Both Teams To Score – No” will be settled as won if at least one team fails to score.
6. Score Match-ups by halves, periods, quarters, innings. The Customer should predict whether the halves (or periods, quarters, innings) will end with the same score (number of goals/points/runs) or which half (period, quarter, inning) will end with the highest score.
7. Team Wins. The Customer should predict which team (player) will score more goals (earn more points, win more sets, etc.) according to the final result of the match, including extra time (overtime) and penalty shootouts, if any.
8. “Draw In At Least One Half” The bet “Draw In At Least One Period – No” will win if no period ends in a draw. For example, if the score is (1-0; 0-0), the bet will lose. If the score is (1-0; 0-1), the bet will win.
9. **Who Will Kick Off The Match?** The Customer should predict which team will kick off from the center mark to start the match.
10. **First Substitution - Team.** The Customer should predict which team will be the first to make a substitution. Should both teams make substitutions at the same time (according to the match records), bets will be settled at odds of 1.
11. **First Substitution.** The Customer should predict when the first substitution will be made: 1st half, half-time, or 2nd half. If there are no substitutions in a match, bets will be settled at odds of 1.
12. **Penalty Awarded – Yes/No.** The Customer should predict whether a penalty kick will be awarded in a match.
13. **Sending Off – Yes/No**. The Customer should predict whether any player will be sent off during the match. Only dismissals of outfield players and goalkeepers will count.
14. **First Booking.** The Customer should predict which team will be the first to receive a booking (yellow card). Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
15. **Last Booking.** The Customer should predict which team will be the last to receive a booking (yellow card). A second booking resulting in a player being dismissed will not count. Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
16. **Handicap**. As well as handicaps in the main markets, the bookmaker offers bets on which team will win with a different handicap. For example, if the final score is 2:1 (regular time): The bet “Handicap [0:1] W2” loses, because after the handicap has been applied, the score becomes 2:2. The bet “Handicap [0:1] X” wins, because after the handicap has been applied, the score becomes 2:2. The bet “Handicap [1:0] W1” wins, because after the handicap has been applied, the score becomes 3:1.
17. **Teams, Match-Ups.** The Customer should predict which of the named teams will score more goals or earn more points.
18. **Player Total (Individual Total) (basketball, volleyball).** The Customer should predict a

player's individual total according to certain statistics, such as points, rebounds, assists etc. All bets on player totals include overtime or golden set. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.

19. Player Total (Individual Total) (handball, futsal, field hockey). The Customer should predict a player's individual total by the number of goals scored. All bets on player totals are accepted on regular time. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.
20. First To Happen. Example: "First To Happen - Yellow Card Or Goal". The Customer should predict what will happen first in the match: a yellow card will be shown or a goal will be scored. If there are no yellow cards and no goals in a match, bets are settled at odds of 1.
21. A Player Scores Two Goals (Brace)/A Player Scores A Hat-Trick/A Player Scores Four Goals (Poker). The Customer should predict whether one football player will score exactly two goals (brace), exactly three goals (hat-trick), or exactly four goals (poker). No own goal will count.
22. **Player To Get Yellow/Red Card**. The Customer should predict whether the referee will show a yellow or red card to a particular player. No yellow or red card will count unless it is shown to an outfield player or a goalkeeper. If a player is not included in the starting 11, bets on this player will be settled at odds of 1.
23. **Official Added Time Total.** The Customer should predict whether the number of minutes added as stoppage time to each half will be higher or lower than the quoted number.
24. **Come From Behind And Win (regular time including added time).** A team is deemed to have come from behind if they had been trailing during the match, but then win. Should a match end in a draw, the bet "Come From Behind And Win – Yes" loses.
25. **Either Team Not To Take The Lead and Avoid Defeat.** Bets on such a market win if a team avoids defeat (i.e. they win or draw) without taking the lead in a match.
    Either Team Not To Take The Lead and Win The Match. Bets on such a market win if a team wins without taking the lead in a match.
26. **Goal 1 Scored With A Header.** The Customer should predict whether the first goal in the match will be scored with a header. If there are no goals in a match, or if the first goal is an own goal (even if it is scored with a header), the bet "Goal 1 Scored With A Header – No" wins.
27. **To Score First And Win The Match.** The Customer should predict which team will be the first to score a goal and win the match. Bets on NHL, KHL, and all international tournaments are accepted on regular time. If there are no goals, bets on the selection "To Score First And Win The Match – Yes" will lose.
28. **Clean Sheet (Shutout)** – a match in which at least one team does not concede a single goal.
29. **"Team 2 To Win To Nil – Yes"**. The bet wins if the score is 0:1, 0:2, etc. The bet "Team 2 To Win To Nil – No" wins if a match ends with any score other than 0:1, 0:2, etc.
30. **To Score Penalty – Yes/No**. The Customer should predict whether a team will score a penalty kick. If no penalty kick is awarded during a match, bets on "To Score Penalty – Yes" and "To Score Penalty – No" will lose. Example: "Team 2 To Score Penalty – No" The bet will win if a penalty kick is awarded to Team 2 but they do not score the penalty. The bet will lose if no penalty kick is awarded, or Team 2 scores the penalty (scores a goal from a penalty).
31. **Team 2 To Score Their 1 Penalty – Yes**. The Customer should predict whether the team will score the first penalty kick awarded to them. If no penalty kick is awarded during a match, the bets "Team To Score Their 1 Penalty – Yes" and "Team To Score Their 1 Penalty – No" will be settled as lost.
32. **Run Of Play (Lead – Win, Lead – Draw, Lead – Lose)**. Bets are accepted on regular time including added time. This bet will be settled on the first team to take the lead in combination with the final result, regardless of how often the lead may change in between.
33. **"First/Last Match Goal From () To () Minute".** Added time is taken into account for bet settlement purposes. The bet "First Match Goal From 10:00 To 14:59" will be settled as won if the first goal is scored in this timeframe.

34. **Bets on one team’s time in the lead or the duration of a tied score.** Bets are accepted on regular time (not including added time). Only completed minutes are taken into account when settling bets.
    Example. During an ice hockey game, Team 1 scores in the 16th minute, Team 2 scores in the 21st minute, and Team 1 scores again in the 36th minute.
    The total amount of time during which the score was tied is calculated: the first 15 mins + 14 minutes (36 - 21) = 29 mins.
    The total time Team 1 spent in the lead is calculated in the following way: (21 - 16) + (60 - 36) = 4 + 24 = 28 mins.
    A bet on “Draw For Under 19.5 Mins.” will be settled a s a loss.
    A bet on "Team 1 To Lead Over 13.5 Minutes" will be settled as a win.
35. **The bet “Correct Score. Any Other Score”**. The bet will win if the score of a match differs from the list of correct scores offered. The bookmaker shall make a list of correct scores at its own discretion.
36. **“Either Goalkeeper To Touch The Ball In The First N Minutes of A Match”** and **“Both Goalkeepers to Touch The Ball In The First N Minutes of A Match”** include any touches of the ball made by either goalkeeper, even if the ball was out of play at that time etc. For betting purposes, any touches of the ball made by either goalkeeper count, regardless of whether they were shown in the live stream or not. If the moment when a goalkeeper touched the ball was not shown in the stream (for example, if a goal kick was not shown due to a replay), the ball is deemed to have been touched when the live stream resumed.
37. "Leader After Total Points Scored". The Customer should predict the situation between the teams after the specified number of points has been scored.
    Example. Bet “*Team 1 To Win After 10 Points*”.
    Let’s consider several options:
    The score of the match is (6:4), 10 points have been scored, Team 1 leads, the bet wins.
    The score of the match is (3:7), 10 points have been scored, Team 2 leads, the bet loses.
    The score of the match is (5:5), 10 points have been scored, there is a tie, the bet loses.
38. For 'Special' and 'Special bets' types of bets, if the outcome of an event was not included in the list of available bets, all bets placed on outcomes that were available for betting will stand and will be settled according to the results.
39. A bet on “Team to score a penalty Yes/No” market will be deemed lost if no penalty is awarded during regular time.
40. Bets on “How the goal will be scored” and “Next goal” markets will be deemed lost if the goal number specified in the bet is not scored.

13. CALCULATION OF «ACCUMULATOR» AND «SYSTEM» BETS

If you would like to get more details about principles of «Accumulator» and «System» bets calculation, you can use a special calculator which allows to set any number of events, bet amount and odds. The calculator gives explanation of all combinations participating in the final calculation of winnings for your bet.

Go to the page of «Accumulator» and «System» calculation.

Go to the page of «Lucky» and «Patent» calculation.

14. Casino promotional offers

14.1. General provisions

1. Any bonus offers are only available to the customer if they have filled in all the fields in their profile, activated their phone number and email address, and agreed to receive bonuses in My Account.
2. Bonuses may have special terms and conditions, so before activating them, the Company strongly recommends that you carefully read the rules of the relevant promotions. Please note that any specific terms and conditions relating to a particular bonus and/or reward will prevail over the general terms and conditions in the event of any discrepancies or inconsistencies.
3. The bonus and its winnings will be forfeited after the bonus expires. The duration of the bonus depends on the terms of the specific promotion.
4. The validity period of bonus free spins depends on the provider and is not regulated by the Company.
5. In accordance with the rules of software providers, bonus rounds and free spins do not qualify for jackpot bonuses.
6. If, when playing, the customer wins an amount which is deemed to be worthy of publicity by the Company’s management, the customer agrees to take part in any such event organized by the Company dedicated to this. The Company reserves the right to use the customer’s first name and the first letter of the customer’s surname in any announcements of the results of the promotion in the lobby or on the promotion page of the website.
7. Bonuses can only be used by one customer, on one device and in one browser, and from one IP address.
8. All bonus winnings that are requested for withdrawal must be verified before the payment is processed. Depending on the result of this check, the Company reserves the right to request verification documents from the customer. The following documents must be uploaded: a form of ID which is accepted by the state and includes a photo of you (ID card, passport, or driver's license), as well as proof of residence (for example, a utility bill dated within the last 6 months). If a deposit is made using a credit card, the Company may request that the customer provide a photo of the front and back of the credit card with the confidential data (CVV/CVC2 code) hidden.
9. The Company may terminate participation in bonus promotions without prior notice or explanation.
10. The Company has the right to change the terms of the bonus policy, or suspend or cancel it at any time. In the event of mass errors affecting bonuses, the Company reserves the right to compensate the user at its discretion.
11. If the user switches bonus offers in their account settings from Casino to Sports before making a deposit, the bonus will not be credited
12. All of the Company’s Terms and Conditions remain in force.

14.2. Bonuses

1. A bonus is a deal between the Company and the customer. The company provides the client with funds, and they undertake to satisfy the wagering requirements in games before requesting to withdraw the funds.
2. Only one bonus per account can be active at any one time. Thus, if a customer fulfills the requirements to receive a new bonus while they already have an active bonus, the new bonus

will not be credited. Bonuses related to deposits are not cumulative. Bonuses are applied in order of receipt, i.e. the next bonus becomes available once the wagering requirements for the previous bonus have been completed or it was canceled.
3. The bonus amount will be credited to the bonus balance and kept separate from the main balance.
4. To redeem a bonus, a certain amount in bets must be placed. Unless otherwise specified in the bonus conditions, the wagering requirement will be calculated using the following formula: Bonus amount x required number of times.
5. Both winning and losing bets of up to 5 euros count towards wagering requirements. If the customer exceeds this stake or buys a bonus game, only the specified amount will be taken into account.
6. Wagering is not available in the Live Casino, as well as in all games and varieties of roulette, baccarat, blackjack, poker, and games from the "Other" category in the Slots section. For further information about wagering in a specific slot, please contact the Customer Support team.
7. The customer has the right to place bets using funds from both their bonus balance and main balance, but only bets using bonus funds count towards bonus wagering requirements.
8. If the wagering requirement is successfully completed, the winnings are credited to the main balance within 24 hours. Once the bonus has been wagered, any remaining bonus funds, up to the maximum bonus amount, will be transferred to the customer’s main balance. Any amount that exceeds the bonus amount will be canceled. If, after the wager, the bonus balance is below the minimum stake amount, the bonus will be deemed forfeited.
9. If the user has an active deposit bonus, their withdrawal requests will not be approved. To withdraw funds, the customer must meet all the wagering requirements or delete the bonus. Moreover, note that the bonus balance is created only for wagering deposit bonuses, and funds cannot be withdrawn from it.

14.3. Gifts

1. A gift is a special type of bonus. This term includes free spins, cash or promo codes for cash and free spins. These may need to be wagered using real money if a wagering requirement applies.
2. Gifts may include special conditions (bonus amount, wagering requirements, etc.), so before activating this type of bonus, the Company strongly recommends that you carefully read the terms and conditions of that specific bonus, and read the promotion rules on the website or in the Support Service to avoid any misunderstanding.
3. Promo codes and gifts received using promo codes can only be activated on the main account.
4. The availability of a gift does not affect the ability of the customer to withdraw funds from their balance.
5. A maximum of three gifts with free spins and three cash gifts can be available on an account at a time.
6. Only one gift may be active at a time. Any others must be inactive, suspended or canceled.
7. Customers are entitled to switch between gifts in their account no more than once every 15 (fifteen) minutes.
8. Gifts cannot be wagered in slot games which are included in currently available promotions and tournaments (with the exception of tournaments that include all slots), games in the JamGames section, and in all games from KA Gaming and Kalamba Games, and in the sections and categories specified in clause 14.2.6 of the Service’s Terms and Conditions. Additional restrictions may be specified on the gift tile. To get exact information about the wagering options in a particular slot, please contact the Customer Support team.
9. Funds from gifts whose wagering requirements have been met will be credited to the

customer's account balance within 24 (twenty-four) hours of the moment the wagering requirement is met, unless otherwise specified.

10. A gift, as well as any winnings made using it, will be lost after it expires. A gift is active from the moment it is awarded. The validity period of an available gift specified in the "Bonuses and Gifts" section in My Account cannot be prolonged by suspending bonus wagering.
11. The Company also reserves the right to withhold and delete any gifts provided if they have not been used within 6 (six) months from the date they were received.

14.4. Canceling bonuses and gifts

1. The customer can cancel an existing bonus by deleting it themselves in the Bonuses and Gifts section, or by contacting the Support Service for help (via live chat or email at support@betjam.com).
2. When a bonus is canceled, the bonus balance will be reset to zero and the wagering requirement will no longer need to be met. Any winnings obtained whilst redeeming that bonus will be canceled.
3. The customer can decline to participate in bonus promotions in their account settings.

14.5. Abuse of bonus offers

1. If an abuse of bonuses or gifts is detected, the Company has the right to take the following measures against the customer: exclude them from all subsequent promotions, cancel all available bonuses and gifts, and cancel any winnings received using the bonus both at the time of wagering and afterwards.
2. The following ratio of bonuses received in relation to deposits made is deemed abuse: 70% bonus funds received on between 5 and 9 deposits; 50% bonus funds received on 10 or more deposits. Customers who only make deposits in order to receive bonuses risk losing any winnings earned from using this bonus and only getting the amount they deposited to receive the bonus. Decisions about the confiscation of funds are made by the Company's management and are final and binding.
3. The Company has the right to review customers transaction history and customer logs for any reason and at any time. If, during such a review, misuse of bonuses by a customer is revealed, the Company has the right to cancel the bonuses for that customer.
4. If the Service administrators determine that the customer is using gaming strategies that are not approved by the Company when redeeming the bonus, the Company is entitled to apply the penalties specified in clause 14.5.1 against the user, ban them from placing bets on their website, and block their account.
5. Here are several known examples of strategies for clearing a bonus wagering requirement which we consider unacceptable:
    - placing a high volume of bets which has a minimal impact on the customer's balance. One example of such a strategy would be betting on all numbers in roulette or betting on red and black at the same time.
    - placing big bets (over €5) with the aim of increasing the bonus balance rapidly and then dramatically reducing the stakes (more than twofold) for no apparent reason and with a sufficient account balance. Each of these cases will be considered separately by the Service administrators
    - placing big bets in games with a low contribution (stake percentage that counts towards the wagering requirement) and then placing smaller bets in games with a larger contribution

    - delaying any round of any game, including free spins and bonuses, to a later time when there are no wagering requirements and/or restrictions on making new deposits, and while free spins and bonuses are still available in the game
    - any combination of the above gaming tactics
6. If a group of customers is found to be associated with the same type of payment system, geolocation, or IP address, and uses the same gaming strategies, the Company, at its discretion, has the right to confiscate bonus funds and/or deposits.
7. Customers with one-time email addresses do not qualify for bonuses. If, despite this, a bonus is still received, any winnings received when playing with it may be confiscated.
8. When registering, the customer is strongly advised to provide their real phone number, since it may be used by the Company to verify the customer's identity. If we are unable to contact a customer, we are entitled to apply restrictions on their use of bonuses and block their account.
9. In the event of a dispute, the Company’s decision is deemed to be final.

14.6. Tournaments

1. To take part in a tournament, the customer must press the "Take part" button on the page of the offer. If a tournament includes several stages, the customer must confirm participation in each of them individually.
2. All prizes, except cash prizes, are credited to customers' accounts within 72 hours after the end of the tournament.
3. Physical prizes may be replaced with cash awards if the items cannot be sent or if the customer so chooses. In this case, the funds must be wagered using real money. The wagering requirement and wagering period depend on the rules of that particular tournament.
4. In the event that two customers have the same number of points and are both eligible for a prize, the customer who earned these points first is deemed to be the winner.
5. The results are calculated based only on bets placed using real money.
6. If, when playing, the customer wins an amount which is deemed to be worthy of publicity by the Company’s management, the customer agrees to take part in any such event organized by the Company dedicated to this. The Company reserves the right to use the customer’s first name and first letter of their last name in any of its announcements about tournament results.

14.7. Casino cashback

1. Cashback is a partial cash refund, the amount of which depends on the customer’s gaming activity over a certain period. When calculating cashback, only bets placed before the day cashback is calculated are included.
2. Cashback does not need to be wagered.
3. Each new level provides an opportunity to increase the percentage and frequency of cashback. When the customer accumulates the required number of experience points, they will automatically be moved to a new level. When the customer moves to a new level, previously earned points will be reset to zero, and the accumulation process will start anew. If the customer moves to a new level during the day, their experience points and cashback for that day will be calculated according to the level the customer had at the start of the day, based on the time as determined by the operator's server.
4. Points are awarded as follows:
    - Copper level - €1 bet = 100 experience points
    - Bronze level - €1 bet = 150 experience points
    - Silver level - €1 bet = 200 experience points

    - Gold level - €1 bet = 250 experience points
    - Ruby level - €1 bet = 300 experience points
    - Sapphire level - €1 bet = 350 experience points
    - Diamond level - €1 bet = 400 experience points
5. Experience points are not awarded for playing in the Games section.
6. From level 1 to 7, cashback is calculated according to the following formula: (total stake - total winnings) * cashback percentage. The cashback amount cannot be negative, i.e. cashback is not available to customers whose total winnings are greater than their total stakes placed over the calculation period.
7. At level 8, the cashback calculation includes every bet, regardless of whether it wins or loses. Cashback is accrued as follows:
    - Slots - 0.25%
    - Lotteries, keno, bingo - 0.20%
    - Live Casino - 0.10%
    - Table games (roulette, poker, baccarat, blackjack, and games in the “Other” category) - 0.05%
8. Cashback is calculated up to two decimal places. If the calculated cashback from a bet is less than €0.01, then no cashback is credited for that bet.
9. How often a customer receives cashback depends on their level:
    - Copper level - once every 7 days
    - Bronze level - once every 6 days
    - Silver level - once every 5 days
    - Gold level - once every 4 days
    - Ruby level - once every 3 days
    - Sapphire level - once every 2 days
    - Diamond level - every day
    - VIP status - every day
10. The cashback amount is calculated immediately, but it can only be received on the last day of the calculation period, which can range from 1 to 7 days, provided that all requirements are met.
11. A number of games are not taken into account at all when calculating cashback. These games are listed below:
    1H All American (NC), 1H Deuces Wild (NC), 1H Jacks or Better, 1H Jacks or Better (NC), 1H Joker Wild (NC), 1xFootball, 300 Carat European Roulette, 4 Dragon Kings, Aces and Eights, Acey Deucey, Air Combat 1942, Alien Hunter, All American Double Up, Alter World, American Roulette, American Roulette High Stakes, Animal Fishing, Apollo, Argo, Atlantis Bingo, Aviator, Aviatrix, Aztec, Aztec Gold Mines™, Baccarat, Baccarat A, Baccarat Pro, Baccarat Pro - High Limit, Balloon, Balloon Run, Banana Bingo, Bank, Bank Job, Bear Run, Bingo Bruxaria, Bingo Cientista Doidão, Bingo Gênio, Bingo Hortinha, Bingo Iglu, Bingo Pirata, Bingo Royale, Bingo Saga Loca, Bingo Samba Rio, Bingo Señor Taco, Bingo Señorita Calavera, Bingo Trevo da Sorte, Bingolaço, Bingolícia, Birds of Paradise, Birds Slot, Blackjack - Single Deck™, Blackjack (5 box), BlackJack Classic™, Blackjack Mini (1 box) - Low Limit, Blackjack Pro (3 box), Blackjack Pro (3 box) - High Limit, Blackjack Pro (3 box) - Low Limit, Blackjack Pro (3 box) - VIP Limit, Blackjack™, Blue Ocean, Bombing Fruit, Bonus Poker, Bonus Roulette, Book of Win, Boto Bingo, Boxes, Burning Ice, Burning Ice 10, Burning Ice 40, Caishen Dao, Calorie Killer, Cappadocia, Capsa Susun, Captain Money, Cash Galaxy, Cash or Crash, Casino Hold'em, Casino Slot, Chicago Nights, Chinese Roulette, Christmas Slot, Circus Bingo, City Slot, Coin Field, Coin Vault, Cowboy, Crash Out Fireworks, Crazy Ape, Crazy HuntX, Cricket X, Dark, Dark 100, Deuces Wild Double Up, Devil Buster, Dice, Dice Game, Donut City, Dota Slot, Double Exposure Blackjack Pro, Double Exposure Blackjack Pro High Limit, Double Exposure Blackjack Pro Low Limit, Dragon Tiger, European Roulette, Evolution, Fafafa 2, Fishing Expedition, Fishing God, Fishing Kingdom,

Fishing War, Fishing Yilufa, Fly Jet, Food Coma, Football Slot, Football X, Force Of Dragon, Fortune Deck, French Keno, French Roulette, Fruitverse, Fun Fruit, Galaxy, Galaxy Blackjack, Galaxy Roulette, Genie's Bonanza, Giant Fishhunter, Go Go Magic Cat, Go Go Magic Dog, Go Gold Fishing 360, Goal, Gods Slash Fish, Godzfishing, Gold Cai-Shen Fishing, Gold Cai-Shen Fishing 2, Gold Dragon 360, Golden Dragon, Golden Dragon Club, Golden Fish Hunter, Happy Animal Farm, Happy Food Hunter, Hero Fishing, High low, Hilo, Hook Up! Fishing Wars, Hotline, Hungry Shark, Hungry Shark Cthulhu 2, HyperXplorer, Impossible X, Inferno Sea, Iron Chicken Hunter, Jacks or Better Double Up, JetX, JetX 3, Joker Wild Double Up, KA Fish Hunter, KA Fish Party, Keno, Keno Deluxe, KickboxMania, King Octopus, Legend of Erlang, Live Slots, Loot or Boot, Lucky Video Poker Double Up, Magic Garden, Magic Garden 10, Magic Garden 40, Magic Witches, Magnify Man, Mermaid Hunter, Mermaid Legend, Mermaid World, Meteoroid, Mines, Minesweeper XY, Mini Roulette, Monster Collector, Monster Island, Moon Stone, Multi Hot 5, Muscle Tussle, Mythical Beast, Narcos, Nascar Streak, Naughty Witches, Neon Roulette, No Commission Baccarat, No Fly Zone, Oasis Poker Pro, Oasis Poker Pro - High Limit, Oasis Poker Pro - Low Limit, Ocean Princess, Ocean Ruler, Ocean Star Hunting, Onmyoji, Paradise Trippies Bingo, Penalty Kick, Personal Roulette, Pharaon, Plinko, Plinko MegaWin, Plinko X, Pontoon Pro, Pontoon Pro High Limit, Pontoon Pro Low Limit, Poseidon Battle, Poseidon's Secret, Power Balls Light, Pumpkin Win, Punto Banco Pro, Punto Banco Pro High Limit, Punto Banco Pro Low Limit, Punto Banco Pro Vip Limit, Rabbit Party, Racing Dogs, Racing Dogs +, Racing Dogs Pro, Racing Horses, Racing Karts, Rainforest Magic Bingo, Red Baron, Red Dog, RNG-WAR, Robot Wars, Rocket Bang, Rocket Dice XY, Romance of the Three Kingdoms, Romeo, Roulette, Roulette (rev.3.0) Advanced - Low Limit, Roulette (rev.3.0) French, Roulette (rev.3.0) French - Low Limit, Roulette Advanced, Roulette Advanced - High Limit, Roulette Advanced - VIP Limit, Roulette French - High Limit, Roulette French - VIP Limit, Roulette™, Russian Keno, Safari Hunter, Samurai, Shark Fight, Shenron Hunter, Single Deck Blackjack Pro, Single Deck Blackjack Pro High Limit, Single Deck Blackjack Pro Low Limit, Sky Lantern, Space Cat, Space Cowboy, Space XY, Spaceman, Special OPS, Spin 2 Win, Spin 2 Win American, Spin 2 Win Royale, Spin 2 Win Royale American, Spin X, Sport Slot, Summer Cocktail, Super Keno, Super Video Poker, Sweet Alchemy Bingo, Sweet Candy Slot, Sweet Cocktail, Teen Patti Face Off, The Deep Monster, The French Roulette, The Kingdom Of The Elves, Three Headed Dragon, Thunder Land, Triple 7, Tropical Fruitsie, Turkish Roulette, Two-Eight Bar, Txs Holdem Pro, Txs Holdem Pro - High Limit, Txs Holdem Pro - Low Limit, Undersea Battle, Undersea Treasure, VA BANK, Vampires, Viking, VIP Keno, Virtual Burning Roulette, Virtual Classic Roulette, Virtual Roulette, Whale Bingo, Wild Jungle, Wizard of Wild, Won Won Catching, World of Lord Elf King, World Of Lord Witch King, World War, Zeppelin, Zodiac Hunting, Zombie Chicken, Zombie Party, Zombies.

12. The cashback amount across all the customer's active wallets will be added up and credited to their main account.
13. Customers cannot take part in the loyalty program using multiple accounts. All experience points accumulated in multiple accounts will be removed.

15. GLOBAL BET

Camels

1. **Winner or Single Bet**. Player A bets on a participant to win the race. Player A wins if the chosen participant he picked is first across the finish line. **Example**: If the player bets on participant #5, it must arrive on the 1st place so he can win the bet.
2. **Place Bet.** For a Place Bet it means that a player wins if its chosen participant finishes 1st or 2nd in the race. **Example**: If the player chooses racer #4 and its chosen racer finishes 1st or 2nd at the end of the race the bet is won.
3. **Show.** The player is betting on a participant to finish 1st, 2nd or 3rd. **Example**: The player bets on participant #4. If the racer finishes in one of these three positions, then the player wins the bet.
4. **Over/Under 3.5.**Player bets on the winner´s start position to be over/under 3.5.
    - **NOTE** - For virtual races with 8 participants we have available the **Over/Under 4.5** betting option.
    - **Example over 3.5**: Participant #4 wins the race. The number 4 is Over 3.5, so the bet is won.
    - **Example under 3.5**: Participant #2 wins the race. The number 2 is Under 3.5, so the bet is won.
5. **Even/Odd.** The player bets on whether the winner´s start position number will be Even/Odd.
    - **Example Even:** Participant #4 wins the race. Number 4 is even, so the player wins the bet.
    - **Example Odd:** Participant #5 wins the race. Number 5 is odd, so the player wins the bet.
6. **Forecast or Exacta.** The player picks 2 participants to finish 1st and 2nd in a specific order. **Example**: The player chooses participant #2 to arrive 1st and participant #1 to finish 2nd. To win, both racers must finish in the exact order, the player specified in his bet.
7. **Quinella.** The player bets on two participants to finish the race 1st and 2nd place in any order. **Example**: If the player selects the participants #4 and #5 and they finish the race 1st and 2nd in any order, then he wins.
8. **Tricast or Trifecta.** The player picks 3 runners to finish 1st, 2nd and 3rd in a specific order. **Example:** 2-3-5. The bet is won if the racers finish the race in the exact order specified by the player.
9. **Forecast Combinations.** The player can select two or more participants and bet on their every possible combination that two of its selections will finish 1st and 2nd in any order. The system will automatically calculate all the possible bets from the chosen numbers. **Example**: There are 2 bets placed on the ticket (2-4, 4-2);
10. **Tricast Combinations.** The player can select three or more participants and bet on their every possible combination to be finishing 1st, 2nd and 3rd in an exact order. The ticketing component will work out automatically all the possible combinations. **Example:** on 3 selections, there are 6 bets: (3-4-5, 3-5-4, 4-3-5, 4-5-3, 5-3-4, 5-4-3)

15.1. VIRTUAL FOOTBALL

1. **Football main screen:**
    - Besides general information about the match, the main screen shows the standard betting options. To place a bet the player simply selects the selection they want by pressing on the desired odds.

- Accept or change the stake on the virtual betting slip and press to submit and print the ticket.

2. **Betting types:**
   - **1X2**
     - **1** bet on the home team.
     - **X** bet on a draw.
     - **2** bet on the away team.
     - **1X** bet on a home win or a draw (Double Chance).
     - **X2** bet on an away win or a draw (Double Chance).
     - **12** bet on either a home win or an away win (Double Chance).
   - **Over/ Under 2.5 (0-U)**
     - **Over 2.5.** Player bets on 3 or more goals in a selected game. England – Nigeria 3:2 ; final score = Over 2.5
     - **Under 2.5.** Player bets on less than 3 goals in a selected game. England - Nigeria 0:1 final score = Under 2.5
   - **Goal/ No Goal (G-NG)**
     - **Goal** A player bets on both teams to score a goal.
     - **No Goal** A player bets that only one or neither team scores a goal.
   - **CORRECT SCORE**. A player bets on the final score in a selected game **Example:** 2-1.
   - **TOTAL GOALS**. A player bets on the total number of goals in a selected game.

15.2. DOGS AND HORSES BETS

1. **Winner or Single Bet.** The player bets on a chosen dog/horse to win the race. **Example:** The player bets on dog/horse number 5 to win the race. If the dog/horse 5 crosses 1st the finish line, the bet is won.
2. **Place Bet.** The player bets on a dog/horse to finish the race either on 1st or 2nd place. **Example:** The player bets on dog/horse number 4 to finish the race either on 1st or 2nd place. If the dog/horse 4 finishes in one of those positions, the bet is won.
3. **Show.** The player bets on a dog/horse to finish the race in either 1st, 2nd or 3rd place. The player wins if its chosen dog/horse finishes either on 1st, 2nd or 3rd place. **Example:** The player bets on dog/horse number 4 to finish the race in either 1st, 2nd or 3rd place. If the dog/horse 4 finishes in one of these three positions, the bet is won.
4. **Over/Under 3.5. NOTE** - For virtual races with 8 participants we have available the **Over/Under 4.5** betting option. The player can bet whether the winning dog/horse number is over or under 3.5. **Example:** The player bets on the number of the dog/horse to be over 3.5 and dog/horse number 4 wins the race. In this case the customer wins the bet. **Example:** The player bets on the number of the dog/horse to be under 3.5 and dog/horse number 2 wins the race. In this case the customer wins the bet.
5. **Even/Odd.** Each dog/horse has a number. The player can bet whether the winning dog/horse number is Even or Odd. **Example:** The player bets on the number of the winning dog/horse to be Even. If the dog/horse number 4 wins the race, then the customer wins the bet. **Example:** The player bets on the number of the winning dog/horse to be Odd. If the dog/horse number 3 wins the race, then the customer wins the bet.
6. **Forecast or Exacta.** The player bets on two dogs/horses to finish 1st and 2nd in the exact order he specified on his ticket. **Example:** If the player bets on the dog/horse number 2 to finish the race 1st and on dog/horse number 1 to finish 2nd, they must finish in these exact positions, so the bet is won.
7. **Quinella**. The player bets on two dogs/horses to finish the race on 1st and 2nd position in any order. **Example:** The player wins if dog/horse 4 finishes 1st and Dog/Horse 5 finishes 2nd or the

player wins if dog/horse 5 finishes 1st and Dog/Horse 4 finishes 2nd.

8. **Tricast or Trifecta.** The player bets on three dogs/horses to finish the race on 1st, 2nd and 3rd position in the exact order he specified on his ticket. **Example:** 2-3-5. If the player bets on dog/horse number 2 to finish the race on 1st position, dog/horse number 3 to finish on 2nd position and dog/horse number 5 to finish on 3rd position then they must finish in these exact positions, so the bet is won.
9. **Forecast Combinations.** The player selects two or more dogs/horses and bets on every possible combination that two of its selections will finish 1st and 2nd in any order. The system will calculate automatically all the possible bets based on the numbers that were chosen. **Example:** The player selects dog/horse number 2 and 4 to finish on 1st and 2nd position.
    - He wins the bet if:
        - Dog/Horse 2 finishes 1st and Dog/Horse 4 finishes 2nd.
        - Dog/Horse 4 finishes 1st and Dog/Horse 2 finishes 2nd.
10. **Tricast Combinations.** The player selects three or more dogs/horses and bets on every possible combination that its selections will finish 1st, 2nd and 3rd in that exact order. **Example:** If a player selects dog/horse number 3, 4 and 5, then they will have the following six betting combinations available. The player must hit one of these combinations exactly to win the bet. The system will calculate automatically all the possible bets based on the numbers that were chosen. **(3-45, 3-5-4, 4-3-5, 4-5-3, 5-3-4, 5-4-3).**

15.3. FOOTBALL LEAGUE

The Football League is a Championship where all teams play each other twice (home and away). The number of teams in a Championship can vary depending on the League. One game is played on the main screen whilst all the others are running in parallel at the same time. The player can bet on every game allowing for combination bets to be placed.

BETTING OPTIONS:

1. 1 X 2
    - **1** A player bets on the home team to win.
    - **X** A player bets on the match to finish in a draw.
    - **2** A player bets on the away team to win.
    - **1X** A player bets on either the home team to win or a draw. (Double Chance)
    - **X2** A player bets on either the away team to win or a draw. (Double Chance)
    - **12** A player bets on either the home team to win or the away team to win. (Double Chance)
2. **GG** A player bets on both teams to score at least one goal.
3. **NG** A player bets that only one or neither team scores a goal.
4. **Over 1.5** A player bets that there will be over 1.5 goals in a game (2 or more goals scored). **Example:** England – Nigeria 3:2, the player wins the bet.
5. **Under 1.5** A player bets that there will be under 1.5 goals in a game (less than 2 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
6. **Over 2.5:** A player bets that there will be over 2.5 goals in a game (3 or more goals scored). **Example:** England – Nigeria 3:2, the player wins the bet.
7. **Under 2.5** A player bets that there will be under 2.5 goals in a game (less than 3 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
8. **Correct Score** A player bets on the final score in a game. **Example:** 2-1.
9. **Total Goals** A player bets on how many goals will be scored in a game.
10. The betting options **Correct Score** and **Total Goals** can be located as shown in the following

image:

- **Home Team Over/Under**
  - **Over 0.5**: A player bets that the home team will score over 0.5 goals in a game (1 or more goals scored). **Example:** England - Nigeria: 2:0, the player wins the bet.
  - **Under 0.5**: A player bets that the home team will score under 0.5 goals in a game (no goals scored). **Example:** England – Nigeria 0:2, the player wins the bet.
  - **Over 1.5**: A player bets that the home team will score over 1.5 goals in a game (2 or more goals scored). **Example:** England – Nigeria 3:4, the player wins.
  - **Under 1.5**: A player bets that the home team will score under 1.5 goals in a game (less than 2 goals scored). **Example:** England – Nigeria 1:0, the player wins.
  - **Over 2.5**: A player bets that the home team will score over 2.5 goals in a game (3 or more goals scored). **Example:** England – Nigeria 3:0, the player wins the bet.
  - **Under 2.5**: A player bets that the home team will score under 2.5 goals in a game (less than 3 goals scored). **Example:** England – Nigeria 1:0, the player wins the bet.
  - **Over 3.5**: A player bets that the home team will score over 3.5 goals in a game (4 or more goals scored). **Example:** England – Nigeria 5:0, the player wins the bet.
  - **Under 3.5**: A player bets that the home team will score under 3.5 goals in a game (less than 4 goals scored). **Example:** England – Nigeria 1:0, the player wins the bet.
- **Away Team Over/Under**
  - **Over 0.5**: A player bets that the away team will score over 0.5 goals in a game (1 or more goals scored). **Example:** England – Nigeria 0:2, the player wins the bet.
  - **Under 0.5**: A player bets that the away team will score under 0.5 goals in a game (no goals scored). **Example:** England – Nigeria 0:0, the player wins.
  - **Over 1.5**: A player bets that the away team will score over 1.5 goals in a game (2 or more goals scored). **Example:** England – Nigeria 0:3, the player wins the bet.
  - **Under 1.5**: A player bets that the away team will score under 1.5 goals in a game (less than 2 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
  - **Over 2.5**: A player bets that the away team will score over 2.5 goals in a game (3 or more goals scored). **Example:** England – Nigeria 3:3, the player wins the bet.
  - **Under 2.5**: A player bets that the away team will score under 2.5 goals in a game (less than 3 goals scored). **Example:** England – Nigeria 1:2, the player wins the bet.
  - **Over 3.5**: A player bets that the away team will score over 3.5 goals in a game (4 or more goals scored). **Example:** England – Nigeria 1:4, the player wins the bet.
  - **Under 3.5**: A player bets that the away team will score under 3.5 goals in a game (less than 4 goals scored). **Example:** England – Nigeria 0:3, the player wins the bet.
- **1X2 Over/Under 1.5:**
  - **1X2 Over 1.5**: A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be over 1.5 goals in the game (2 or more goals scored). **Example:** If the player bets on England to win the match and the score is:

England – Nigeria 2:0, the player wins the bet.
        - **1X2 Under 1.5**: A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be under 1.5 goals in the game (less than 2 goals scored). **Example:** If the player bets on Nigeria to win the match and the score is: England – Nigeria 0:1, the player wins the bet.
    - **1X2 Over/Under 2.5:**
        - **1X2 Over 2.5**: A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be over 2.5 goals in the game (3 or more goals scored). **Example:** If the player bets on England to win the match and the score is: England – Nigeria 3:1, the player wins the bet.
        - **1X2 Under 2.5**: A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be under 2.5 goals in the game (less than 3 goals scored). **Example:** If the player bets on the match finishing in a draw and the score is: England – Nigeria 1:1, the player wins the bet.

15.4. Motorcycle speedway races (4 participants only)

1. **Winner or Single Bet.** Player bets on a racer to win at given odds. Player wins if their chosen racer is the first across the finish line. **Example:** If the player bets on racer #3, it must arrive in 1st place to win the bet!
2. **Over/Under 2.5.** Player bets on the winner´s start position that must be over/under 2.5
    - **Example Over 2.5:** Participant #4 wins the race. The number 4 is Over 2.5, so the bet is won.
    - **Example Under 2.5:** Participant #2 wins the race. The number 2 is Under 2.5, so the bet is won.
3. **Even/Odd.** The player bets on whether the winner´s start position will be Odd/Even.
    - **Example Odd:** participant #3 wins the race. Number 3 is odd, so the player wins the bet.
    - **Example Even:** participant #4 wins the race. Number 4 is even, so the player wins the bet.
4. **Forecast or Exacta.** The player picks 2 runners to finish 1st and 2nd place in the ORDER specified. **Example:** The player chooses racer #2 to arrive in 1st place and the racer #1 to arrive in 2nd place. To win the bet both racers must finish in the exact order the player placed the bet.
5. **Quinella.** A player can bet on two racers to finish 1st and 2nd in any order. **Example:** if the player selects racers #3 and #4 and they finish the race in 1st and 2nd place in either order, the player wins.
6. **Tricast or Trifecta.** The player can pick 3 runners to finish 1st, 2nd and 3rd in a specified order. **Example:** 2-1-3. Bet is only won if the racers finish the race in the exact order that the player has chosen.
7. **Forecast Combinations.** Players can select two or more participants and bet on every possible combination that two of the selections will finish 1st and 2nd in any order. The system will automatically calculate all possible bets from the numbers chosen. **Example:** 2 bets placed on ticket (2-4, 4-2);
8. **Tricast Combinations.** Players can select three or more numbers and bet on every possible combination of their selections finishing 1st, 2nd and 3rd in order.The ticketing component will work out all the different combinations automatically. **Example:** on 3 selections, there are 6 bets (1-2-3, 1-3-2, 2-1-3, 2-3-1, 3-1-2, 3-2-1.

16. GOLDEN RACE

GoldenGames – present multimedia events with deliberately unknown results, which are stream via Internet to a chain of betting shops.

Any player can learn the results of the events filtered by date, time, type, and number in online mode.

16.1. VIRTUAL FOOTBALL

There is a new virtual 3-D football match held every five minutes. A match lasts 90 seconds.

Types of bets:

1. *Home (1)*- win of the first (home) team in match;
2. *Draw (X)*- a result in competitions that reveals no winner;
3. *Away (2)*- win of the second (away) team;
4. *Double Chance*
    - 1X - the first team wins the match or draw;
    - 12 - the first team wins or the second team wins;
    - X2 - draw or the second team wins;
5. *Half-time/ Full-time*- how the first half ends and how the whole match ends:
    - 1/1- the first team wins the first half and the first team wins the match;
    - 1/X- the first team wins the first half, the match ends in a draw;
    - 1/2- the first team wins the first half; the second team wins the match;
    - X/1- the first half ends in a draw; the first team wins the match;
    - X/X- the first half and the match end in a draw;
    - X/2- the first half ends in a draw, the second team wins the match;
    - 2/1- the second team wins the first half, the first team wins the match;
    - 2/X- the second team wins the first half, the match ends in a draw;
    - 2/2- the second team wins the first half and the match;
6. *Match score* - you need to predict the correct score in the match, list of suggested score bets is displayed on the screen before the beginning of the match;
7. *Number of goals* - you need to predict the number of scored goals in the match, suggested numbers of possible scored goals is displayed on the screen before the beginning of the match;
    - Over 2,5/Under 2,5 - you need to predict whether the number of scored goals will be over 2.5 or under 2.5;
    - No goals/One team to score - you need to predict whether there will be no goals or only one team will score;
8. *Both teams to score* - you need to predict whether both teams will score at least one goal;

Betting options:

- **SINGLE BET** – one or several bets in one bet slip. Events are independent from each other. Winning on a single bet is equal to the product of the amount of bet on the outcome for your present odds.
- **THE MAXIMUM TOTAL FOR A TICKET** – indicates the bid amount of each single bet multiplied by an odds.

For a single bet it is possible to set individual bet amounts for each outcome as well as entering total amount, which is automatically divided into the number of bets in the ticket.

16.2. VIRTUAL 3D-LEAGUE

Virtual 3D-league is a fast and exciting game designed especially for football fans to follow and root for their favourite team during the whole season.

This option offers the best markets (compared to other 3D football games) to place bets while you can analyze teams' statictics of recent games, tournament brackets, etc.

Twenty teams participate in the league with both home and away matches and subsequently move towards the top of the standings as points are earned.

The game consists of leagues that go one by one day by day. Results of all games can be found in the global statistics tab. Each league consists of 38 game weeks - a period of time during which the teams are to play home and away matches. During the first 19 game weeks half of the teams play home matches, during game weeks 20-38 away matches are played. 10 matches are simultaneously played each game week (total 38 matches in a league). One game week lasts for five minutes (190 minutes for a league).

Before the start of an event an acton line for major outcomes to bet on as well as current week number will appear on the screen.

Teams in the list on the right play home matches, teams in the list on the left play away matches. Logos and teams' short names are given there as well. During the demonstration of odds names of teams are changed periodically to a number of their position in the tournament table, where arrows indicate the value of the progress. Example, the 10 number and the green arrow with a value of "3" indicate that the team according to the result of the previous match has lost three points and rank to the tenth in the tournament table. In case of a dash, the team retained the position.

The first five matches in the list out of ten are streamed - **MAIN MATCH OF A WEEK.** In the process of streaming, liveresults of 9 other matches are showing from the bottom line.

Stream of the main match of a week (as all weeks with simultaneous matches) lasts 5 minutes, after which the successive game week starts, or if it was a 38 week, the first week of a new League begins.

Main match is divided on 6 game points, where can be scored a goal. The maximum number of goals in game is 6! There is video replay for scoring chances in a game, shortly after the goal. The score to the left on the screen changes in favour of a team to score a goal. In the same part of the screen there is the information with logos of the teams of the main match of the week, their names,the current time (45 minutes) and a minute of the game.

Having completed a week, the results of the main outcomes and the tournament bracket including the latest games of the week and summary results of previous periods are available for a time. 20 participating teams of a League are in the following order: from the first to the lowest rank depending on number of points. Also there are a history of the last five matches, statistics of victories, losses and draws. A sequential number of the 38th week is changed with the transition to 1 League week. The tournament bracket is zeroed and summarizes the information on the results of new League matches.

AVAILABLE BETS AND COMBINATIONS:

1. *Result of a match* - Identify, In your opinion, how the regular time of a football match ends, a

victory of a Home Team(1), Draw(X) or a victory of an Away Team(2);

2. *Result in the first time* - Identify, In your opinion, how the first time of a football match ends, a victory of a Home Team(1), Draw(X) or a victory of an Away Team(2);
3. *Double chance* - Identify two most likely, from your point of view, alternative outcomes. A bet will play if one or another event took place in the current match. The following outcomes are available:
    - **1/X** – a victory of a Home Team **OR** draw in a match;
    - **1/2** – a victory of a Home Team **OR** Away Team;
    - **X/2** – a draw **OR** victory of an Away Team.
4. *Half time - Full time ("HT - FT")* - Identify, In your opinion, how the first time and then a full time will end. A bet will play if both events take place! It is important to note that in notation of the outcome below the first part indicates the result of the first half in the current match, and the second one indicates the result of the full time (1 - a victory of a Home Team, 2 - a victory of an Away Team, X – draw). The following outcomes are available:
    - **1/1** – Half time **AND** Full time will end in a victory of a Home Team;
    - **1/X** – Half time will end in a victory of a Home Team **AND** Full time will end in a draw;
    - **1/2** – Half time will end in a victory of a Home Team **AND** Full time - Away Team;
    - **X/1** – Half time will end in a draw **AND** Full time will end in a victory of a Home Team;
    - **X/X** – Half time **AND** Full time will end in a draw;
    - **X/2** – Half time - draw, Full time will end in a victory of an Away Team;
    - **2/1** – Half time will end in a victory of an Away Team **AND** Full time will end in a victory of a Home Team;
    - **2/X** – Half time will end in a victory of an Away Team **AND** Full time - draw;
    - **2/2** – Half time **AND** Full time will end in a victory of an Away Team.
5. *Score in a match* - Identify a score, In your opinion, the current match will end. A list of all the possible outcomes with the odds is reflected on the screen before the match. It is important to remember that the bet with the score 4-2 is placed on 4 goals, which will be scored by a Home Team and 2 - Away Team;
6. *A number of goals* - identify, in your opinion, how many goals , from both teams, will be scored in the match (0, 1, 2, 3, 4, 5 or 6). The proposed odds for each option are reflected on a screen before a match;
7. Multigoal - identify, in your opinion, how many goals will be scored in the current match in an interval from the minimum and maximum possible numbers. Example, if you place "Multigoal 1-4 ", it means, that your bet will play, if there are 1 or 2 or 3 or 4 goals in Full time. The bet "Multigoal" intersects with the bet " Number of goals", if the minimum and maximum values are equal.
8. *Total* - identify, in your opinion, more or less goals will be scored in a match:
    - **0,5 OVER/UNDE**r – you place a bet on Full time, 0,5 Over or Under goals will be scored.
    - **1,5 OVER/UNDER** – you place a bet on Full time, 1,5 Over or Under goals will be scored.
    - **2,5 OVER/UNDER** – you place a bet on Full time, 2,5 Over or Under goals will be scored.
    - **3,5 OVER/UNDER** – you place a bet on Full time, 3,5 Over or Under goals will be scored.
9. *Goals* - identify, in your opinion, there will not be goals or only one team will score in the regular time of a match(NG/OS) or two teams will score at least one goal (TWO will score):
    - **NO GOALS/ONE WILL SCORE** - you place a bet on Full time, there will be no goals or one team will score. The bet will play, if the score is the following: 0-0, 0-1, 0-2, 0-3, 0-4, 0-5, 0-6, 1-0, 2-0, 3-0, 4-0, 5-0, 6-0;
    - **TWO WILL SCORE** - you place a bet on Full time, two teams will score. The bet will play, if the score is the following: 1-1, 1-2, 1-3, 1-4, 1-5, 2-1, 2-2, 2-3, 2-4, 3-1, 3-2, 3-3, 4-1, 4-2 or 5-1..
10. Result of a match +Total - identify, in your opinion, how full time will end (Away/Draw/Home) and Under/Over condition will take place in one bet. It will play, if the both conditions take

place:

- **1X2 + 1,5 OVER / UNDER** - the bet is on full time and 1,5 over / under goals.
- **1X2 + 2,5 UNDER / OVER** - the bet is on full time and 2,5 over / under goals.
- **1X2 + 3,5 OVER / UNDER** - the bet is on full time and 3,5 over / under goals.

16.3. GREYHOUND AND HORSE RACING

6 hounds or horses take part in each race. There is a new race held every 2-5 minutes.

Betting options:

- ***WINNER*** - you pick the first place in the race – the starting number will finish in the first place.
- ***DOUBLE OR EXACTA*** - the picked numbers will finish in the first and the second places correspondingly.
- ***QUINELLA*** – you pick the numbers that will finish in the first or in second the place in any order.
- ***TRIPLE*** - you pick the first, second and third places in the correct order – the numbers will finish in the first, second and third places correcpondingly.
- ***PLACE1-2*** - you pick the number that you think will finish in the first or second place.
- ***PLACE1-3*** - you pick that number that you think will finish in the first, second or third place.
- ***SYSTEM DOUBLE AND TRIPLE*** - You can bet on all combinations of numbers at the racing event. With Double you have to bet on minimum 2 start numbers. With Triple you have to bet on minimum 3 start numbers.

EXTRABETS*:*

- ***ODD/EVEN*** *– bet on a participant with an even number (2, 4, 6) or odds (1, 3, 5);*
- ***OVER/UNDER*** – bet on a participant with the number larger than 3 (over – 4, 5, 6) or smaller (under – 1, 2, 3);

Example: Double system

- *First 2 numbers – 2 combinations (1-2/2-1)*
- *First 3 numbers – 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)*
- *First 4 numbers – 12 combinations*
- *First 5 numbers – 20 combinations*
- *First 6 numbers – 30 combinations*

Example: Triple System

- *First 3 numbers – 6 combinations (1-2-3/1-3-2/2-1-3/2-3-1/3-1-2/3-2-1)*
- *First 4 numbers – 24 combinations*
- *First 5 numbers – 60 combinations*
- *First 6 numbers – 120 combinations*

16.4. MOTORCYCLE RACES

This dynamic game gives you the possibility to bet on circle moto races. Races start every 2-9 minutes(5 minutes by default). It is a fast race of sports bikes on paved surface in one circle. 6 riders are involved in each race, there are 3 prizes. Each game has its own event number for which the

results are listed on the scoreboard (the last six results) and open database (see Motorcycle Results).

TYPES OF BETS:

- *Winner* - bet on a number of a participant, who the player believes should come first;
- *Double* - a player choose two numbers of participants, who should come first and second in chosen order;
- *Trifecta* - three races, which will finish, in your opinion, in the 1st, the 2nd and the 3rd places in the specified order;
- *Quinella* – enter two numbers of bikes which, in your opinion, will finish in in the 1st and the 2nd place in any order;
- *Place 1-2*– choose one bib number which, in your opinion, will place the 1st or at least the 2nd place in the race;
- *Place 1-3* – choose one bib number which, in your opinion, will place the 1st or at least the 3rd place in the race.

DOUBLE AND TRIPLE SYSTEM – place a bet on all combinations of offered outcomes of Double and Trifecta involving only the participants of the race. Double – the bet on two bib numbers.Triple – the bet on at least three bib numbers;

EXAMPLE: DOUBLE SYSTEM

- *First 2 numbers – 2 combinations (1-2/2-1);*
- *First 3 numbers – 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2);*
- *First 4 numbers – 12 combinations;*
- *First 5 numbers – 20 combinations;*
- *First 6 numbers – 30 combinations.*

SPECIAL CASES: in order to avoid any misunderstanding with technical difficulties of programmes (computer hangs, screen is off and etc.) and/or the Internet failure (lost of the network connection, signal loss and etc.), placing a bet you need to make sure coincidence of the event number in the bet slip and the number of the current event on the screen (or scrolling text at the bottom on the TV).

If, for technical issues, the event has not been shown, and its number did not appear in the history of recent events on the TV, in this case, the player should check the bet receiving the result of the event from the cashier, or via the link above.

The lack of an event's stream in a betting shop, for technical issues, shall not be the reason of bet cancellation.

16.5. SPEEDWAY

Four motorcycles participate in each race. Races start every 2-5 minutes.

Types of bets:

- *Winner* - bet on a number of a participant, who the player believes should come first;
- *Double* - the player choose two numbers of participants, who should come first and second in chosen order.
- *Double System* - the player can place bet on all suggested outcomes in Double System for certain numbers of the participants. The player should choose minimum two participants.

EXTRA BETS:

- **Even** – win of the biker under an even identification number (2 or 4);
- **Odd** – win of the biker under an odd identification number (1 or 3);
- **Under** – win of the biker under the odd identification number from the first of 2 (1, 2);
- **Over** – win of the biker under the odd identification number from the second of 2 (3, 4).

17. Main sources of information

1. Basketball:
www.euroleague.net - ULEB Euroleague
www.ulebcup.com - ULEB Cup
www.fiba.com - FIBA Tournaments
www.aba-liga.com - Adriatic League
www.bbl.net - Baltic League
www.russiabasket.ru - Russia
www.nba.com - NBA
www.wnba.com - WNBA
www.ncaa.com - NCAA
www.nbl.com.au - Australia
https://basketballaustria.at - Austria
www.easycredit-bbl.de - Germany
www.esake.gr - Greece
www.acb.com - Spain
www.legabasket.it - Italy
www.lkl.lt - Lithuania
www.plk.pl - Poland
https://www.kls.rs- Serbia
www.tbl.org.tr - Turkey
www.basket.com.ua - Ukraine
www.lnb.fr - France
www.cbf.cz - Czech Republic
https://www.kbl.or.kr- South Korea

2. Volleyball:
www.cev.lu - European Cups
www.flvb.com - International
www.volleyball-bundesliga.de - Germany
www.volleyball.gr - Greece
www.rfevb.com - Spain
www.legavolley.it - Italy (Men)
www.legavolleyfemminile.it - Italy (Women)
www.pls.pl - Poland (Men)
https://www.pzps.pl- Poland (Women)
www.volley.ru - Russia
www.voleybol.org.tr - Turkey
http://www.lnv.fr/ - France
www.cvf.cz - Czech Republic
3. Handball:
www.ihf.info - IHF Tournaments
www.eurohandball.com - EHF Tournaments
championsleague.eurohandball.com - European Champions League
www.handball-bundesliga.de - Germany
https://www.dhf.dk/ - Denmark
www.asobal.es - Spain
www.rushandball.ru - Russia
www.ff-handball.org - France
www.svenskhandboll.se - Sweden
4. Other types of sports:
www.nfl.com - American Football NFL
www.mlb.com - Baseball MLB
www.koreabaseball.com
http://biathlonresults.com, www.ibu.at - Biathlon
www.globalsnookercentre.co.uk - Billiards. Snooker
www.boxrec.com - Boxing
www.iaaf.org - Athletics
www.fis-ski.com - Ski
www.atptour.com - Tennis. ATP. Challengers.
www.wtatennis.com - Tennis WTA
www.ti.fft.fr
www.itftennis.com/en/itf-tours/mens-world-tennis-tour/- Tennis ITF
www.espn.com/f1, www.formula1.com - Formula-1
www.rusbandy.ru - Bandy
www.fide.com - Chess
5. Ice hockey:
www.khl.ru - KHL
www.nhl.com - NHL
www.theahl.com - AHL
https://ice.hockey- Austria
www.hockey.by - Belarus
www.penny-del.org - Germany
www.ishockey.dk - Denmark
www.hockey.no - Norway
www.fhr.ru - Russia
www.szlh.sk - Slovakia
https://www.finhockey.fi/ - Finland
www.hockeyfrance.com - France
www.hokej.cz - Czech Republic
www.sihf.ch - Switzerland
www.swehockey.se - Sweden

6. Soccer:
http://www.fifa.com - International Matches
http://www.uefa.com - International Matches. Europe
http://www.uefa.com - UEFA Champions League, UEFA Europa League
http://www.concacaf.com - CONCACAF Champions League
http://www.cafonline.com - CAF Champions League
http://www.the-afc.com - AFC Champions League
https://www.premierleague.com - Premier League
http://www.a-league.com.au - A-League
https://www.nationalpremierleagues.com.au - National Premier Leagues
http://www.bundesliga.at - Austrian Football Bundesliga
http://www.afa.org.ar - Superliga Argentina
http://www.fshf.org/index.php/sq/ - Albanian Superliga
http://www.ffa.am - Armenian Premier League
http://abff.by - Belarusian Premier League
https://www.proleague.be/ - Belgian First Division A
http://fpleague.bg/bg - First Professional Football League (Bulgaria)
http://www.nfsbih.ba - Premier League of Bosnia and Herzegovina
https://www.cbf.com.br - Campeonato Brasileiro Série A
http://www.mlsz.hu - Nemzeti Bajnokság
http://www.federacionvenezolanadefutbol.org - Venezuelan Primera División
https://www.guatefutbol.com - Liga Nacional de Fútbol de Guatemala
http://www.kicker.de – Bundesliga
http://www.hkfa.com - Hong Kong Premier League
http://www.superleaguegreece.net - Super League Greece
http://www.footballleague.gr – Super League Greece 2
http://www.lnphn.com - Liga Nacional de Fútbol Profesional de Honduras
http://erovnuliliga.ge – Erovnuli Liga
http://www.knvb.nl - Eredivisie
http://www.dbu.dk - Danish Superliga
http://www.efa.com.eg - Egyptian Premier League
http://football.org.il - Israeli Premier League
http://www.the-aiff.com – I-League
http://www.persianleague.com - Persian Gulf Pro League
http://www.ksi.is - Urvalsdeild karla
https://www.laliga.es/en/ - La Liga
https://kffleague.kz - Kazakhstan Premier League
http://www.canadiansoccerleague.ca - Canadian Soccer League
http://www.qfa.com.qa - QNB Stars League
http://sports.sina.com.cn/csl - Chinese Super League
http://www.cfa.com.cy - Cypriot First Division
http://www.unafut.com - Liga FPD
http://dimayor.com.co – Categoría Primera A
http://www.kfa.org.kw - Kuwait Premier League
http://www.lff.lv - Latvian Higher League
http://www.lff.lt - A Lyga
http://ffm.mk - Macedonian First Football League
https://www.malaysianfootballleague.com - Malaysia Super League
http://www.mfa.com.mt - Maltese Premier League
http://www.frmf.ma - Botola
http://www.femexfut.org.mx - Liga MX
http://www.nzfootball.co.nz - New Zealand Football Championship
http://www.fotball.no - Eliteserien
http://www.proleague.ae - UAE Pro-League
http://www.fepafut.com - Liga Panameña de Fútbol
http://www.apf.org.py - Paraguayan Primera División
http://adfp.org.pe - Peruvian Primera División
http://www.ekstraklasa.org - Ekstraklasa
https://premierliga.ru - Russian Premier League
https://fnl.pro - Russian Football National League
http://www.lpf.ro – Liga I
http://www.spl.com.sa - Saudi Professional League
http://nifootballleague.com - NIFL Premiership
http://www.superliga.rs - Serbian SuperLiga
http://www.futbalsfz.sk - Slovak Super Liga
http://www.nzs.si - Slovenian PrvaLiga
https://www.mlssoccer.com - MLS
http://www.thaileague.co.th - Thai League 1
http://www.ftf.org.tn - Tunisian Ligue Professionnelle 1
http://www.ttf.org.tr - Süper Lig
http://www.fpl.ua - Ukrainian Premier League
http://www.welshpremier.com - Wales Premier League
http://www.auf.org.uy - Uruguayan Primera División
http://www.veikkausliiga.com - Veikkausliiga
http://www.lfp.fr - Ligue 1
https://hnl.hr, https://hns.family - Croatian First Football League
http://fscg.me - Montenegrin First League
http://fotbal.cz - Czech First League
http://www.anfp.cl - Chilean Primera División
http://www.football.ch - Swiss Super League
www.allsvenskan.se - Allsvenskan
https://spfl.co.uk - SPL
http://www.ecuafutbol.org - Ecuadorian Serie A
http://www.jalgpall.ee - Meistriliiga
http://www.psl.co.za - South African Premier Division
http://www.kleague.com - K League 1
https://www.jleague.jp - J1 League
www.boff32.ru - Football championship of Bryansk region

18. Fairness & RNG Testing Methods

Online gambling should be fair. And while this requires players to behave honestly and without malicious intent, it is the responsibility of casinos to take all necessary measures to ensure that players can enjoy the game in fair and safe conditions.

19. Privacy & Management of Personal Data

This Privacy Policy has been developed and updated in accordance with the requirements of the General Data Protection Regulation (GDPR) and other applicable data protection laws. It outlines the Company's approach to data processing, including the types of personal information collected, the purposes for which such data is used, the legal grounds for processing, and the rights available to data subjects.

The provisions of this Policy apply to all Customers who interact with the Company's platforms, products, and services. It is the responsibility of each Customer to carefully review this Policy to understand how their personal data may be processed.

The Company also recognizes its obligation to provide clear information regarding the use of cookies and other tracking technologies on its websites. Accordingly, this Policy includes a description of the technologies used, the purposes of their deployment, and the choices available to Customers with respect to data collection through such technologies.

19.1. DATA WE COLLECT UPON REGISTRATION

To create an account and access our Services, each Customer is required to submit a minimum set of personal data. This information is essential for establishing your identity, verifying your eligibility to use the platform, and ensuring secure and lawful access to our services.

We collect only such data as is necessary for clearly defined purposes. The registration process is designed to ensure that Customers understand what information is being collected and why, and that they provide it voluntarily and consciously.

Personal Data Required at Registration

When registering an account, you will be asked to provide the following mandatory information:

- Full name. Your legal first and last name, as stated in your identity document.
- Permanent residential address. Including country, city, street address, and postal code. This must reflect your actual place of residence.
- Date of birth. Required to confirm your legal capacity to use the services offered on our platform.

This core information is necessary to proceed with account creation and service activation. Your account cannot be established without the submission of this data.

Additional Information

Depending on your use of the Website and the nature of your activity, we may request further information, including but not limited to:

- Place of birth;
- Nationality;
- Contact details (email, telephone);
- Identity document number and scan/photo of the document;
- Proof of address (e.g., utility bill, bank statement);
- Facial verification (e.g., photo of the Customers holding their ID);

- Preferred language or communication channel;
- IP address, date of access, visited web pages, language used, software crash reports, type of browser used and device information (collected automatically for security purposes). When you interact with services, our Servers store your unique activity log, which collects certain administrative and traffic information. This information is needed to ensure we provide services of the highest quality.

The collection of additional information is limited to what is necessary to verify your identity, protect your account, fulfill legal requirements, and ensure the safe and responsible use of the Services.

Responsibility and Accuracy

Customers are responsible for ensuring that the personal data they provide during registration is accurate and up to date. If we identify inconsistencies or incomplete records, we may request confirmation or supporting documentation, or temporarily restrict account functionality until the matter is resolved.

19.2. CONSENT TO THE PROCESSING OF PERSONAL DATA

Before completing the registration process, you will be clearly informed about the scope and purpose of the data being collected and how it will be used. You will then be required to provide your consent to the processing of your personal data by:

- Explicitly confirming your agreement by checking a consent box displayed during registration, alongside the link to the full version of our Privacy Policy;
- Affirming that you have read and understood the Privacy Policy and agree to the processing of your data in accordance with its terms.

Consent is granted freely, specifically, and unambiguously, and it is recorded in our systems along with a timestamp and the version of the policy accepted at the time.

Without this consent, you will not be able to complete the registration process or use any of the services provided on the platform.

You may withdraw your consent at any time by contacting us using the details provided in this Policy. Please note that withdrawal of consent may result in the restriction or termination of your access to certain services if the processing of personal data is necessary for their provision.

When Consent Is Not Required

The Company does not rely on consent as a legal basis where personal data is processed under any of the following lawful grounds:

- Where processing is required by applicable law, regulation, or an order of a public authority;
- Where processing is necessary to fulfill the Company’s obligations under contractual or pre-contractual arrangements with the Customer;
- Where processing is necessary to protect the vital interests of the data subject or another natural person;
- Where processing is necessary for the pursuit of the Company’s legitimate interests, such as fraud prevention, ensuring the integrity of services, or enforcing platform rules, provided such interests are not overridden by the Customer’s rights;

- Where processing is carried out for statistical or analytical purposes in anonymized form;
- Where the Customer has made the data publicly accessible;
- Where data is subject to disclosure in accordance with legal or regulatory requirements.

19.3. HOW WE USE YOUR INFORMATION

We process the Personal Information we collect from you in order to deliver the Services. In particular, we will use your data for the following purposes:

- To process your bets, deposits, withdrawals, and other financial transactions, including verifying payment instruments, ensuring account funding, and administering winnings or refunds;
- To provide access to gaming and related services, including enabling participation in games of chance, interactive betting services, and other features available on our platform;
- To deliver customer support and operational communications, including assistance with registration, verification, account settings, technical troubleshooting, and general enquiries;
- To verify your identity and perform checks required by law, including age verification and validation of personal documents submitted for account opening or ongoing use;
- To detect, investigate and prevent fraud, system abuse, or any prohibited or unlawful activity, including duplicate accounts, misuse of bonuses, or breaches of our Terms of Service;
- To ensure compliance with applicable legal and regulatory obligations, including those related to anti-fraud and integrity monitoring, security, risk management, and financial reporting;
- To send service-related notifications or updates, such as changes to our terms, policies, or system availability;
- To provide promotional and marketing communications, where you have actively opted in to receive such materials. This may include updates about our services, special offers, or communications from selected business partners. You may withdraw your consent at any time;
- To perform internal data analysis and aggregated research, including compiling anonymised usage statistics, assessing service trends, and optimizing our platform;
- To conduct customer satisfaction surveys and gather feedback, participation in which is always voluntary;
- To communicate with you through messaging platforms, such as Telegram, WhatsApp, Facebook Messenger, or other integrated channels, where permitted;
- To support Responsible Gaming measures, including monitoring gameplay patterns and the Customer behaviour to help identify signs of problematic or harmful gambling. This may involve the analysis of activity such as deposit frequency, session length, withdrawal reversal, or changes to self-imposed limits;
- To offer protective tools and interventions, such as self-assessment options, deposit or time limits, cooling-off periods, temporary suspension of activity, or permanent self-exclusion mechanisms. Your data may be used to enforce such protections where you have activated them, or where the Company has reasonable grounds to act in your interest;
- To assess your ability to participate safely and responsibly, including — where necessary — evaluating behavioral or demographic indicators suggesting potential vulnerability, and initiating appropriate interventions, such as communication, account restrictions, or escalation to our Responsible Gaming team;
- To ensure that marketing and promotional communications are withheld from Customers who have self-excluded, activated a cooling-off period, or otherwise limited their participation;
- To maintain a register of excluded or restricted players, and to implement technical safeguards to prevent circumvention of restrictions (e.g., via duplicate account creation or payment method reuse).

Your personal information may also be used by us to provide you with:

- promotional offers and information about our products and services
- promotional offers and information about our partners' products and services, in order to enlarge the range of products provided to you and improve our customer service

From time to time, we may request information from you via surveys or competitions. Participation in these surveys or competitions is completely voluntary and you have the choice of whether or not to disclose your personal information.
Information requested may include contact details (such as name, correspondence address, telephone number), and geographic information (such as postal code or postal address), age.
By taking part in any competition or accepting winnings (prizes) from us, you consent to the use of your name for promotional purposes without additional remuneration, except where prohibited by law.
If you have not unequivocally decided whether to receive promotional information from us, we may use your personal information (including your e-mail address and phone number) to provide you with information regarding our products, services, and promotions, including other gaming products (including online poker, casino, betting, backgammon etc.) and third-party products and services carefully selected by us.

19.4. MEANS OF GATHERING AND PROCESSING DATA

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the Company Website.
This includes information that we may collect via integration with messaging platforms such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., including, but not limited to, by sending messages related to your account, and via other communication methods.
We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.
In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.
We will have access to any information you provide to such suppliers, service providers, and third-party e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.
This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state.

19.5. INFORMATION DISCLOSURE

We do not disclose your Personal Information to companies, organizations or individuals not associated with the Company.
We may disclose your Personal Information to companies, organizations or individuals not associated with the Company if you have given us consent to these actions.
You agree that Personal Information will only be disclosed to third parties when we are required to use messaging platforms API like Telegram, Facebook Messenger, WhatsApp, Viber or other ones in accordance with their privacy policies.
We may disclose your Personal Information if required to do so by applicable law, or if we believe in good faith that such actions are necessary to:

- Comply with any legal issue or process that concerns us, any of our Websites or Services or in circumstances where we are essentially bound by legal obligation;
- Protect our rights or property;
- Protect the personal safety of our service users or the public.

If, in our opinion and sole determination, you are found to have deceived us or attempted to deceive us, or any other service user in any way including but not limited to:

- Game tampering;
- Payment fraud.

If we have grounds to suspect you of payment fraud, including the use of stolen credit cards, or any other fraudulent activity, including any payment reversal or other, payment cancellation, or prohibited transactions, including money laundering, we reserve the right to share this information together with your identity information with other online gaming sites, banks, credit card companies, appropriate regulatory agencies, and relevant law enforcement authorities.
For the purpose of public research on the prevention of addiction, your data can be passed on to the relevant institutions.

19.6. ACCESS

Access to and Management of Your Personal Data

You may contact us at any time if you wish to:

- Obtain information about the personal data we collect, process, or store, and the sources from which such data was obtained;
- Confirm the accuracy of the personal data held about you;
- Request that we update or correct inaccurate or outdated data, subject to proper verification of your identity;
- Raise a concern or lodge a complaint regarding our use or processing of your personal data.

Where legally required, and upon verification of your identity, we will respond to your request within a reasonable time frame and in accordance with applicable law.

Please note that nothing in this Privacy Policy limits or overrides your rights under applicable data protection legislation, including your right to access, rectify, or restrict the processing of your personal data, or to lodge a complaint with a supervisory authority.

For the avoidance of doubt, this Privacy Policy shall not entitle the Company to retain your personal data where such retention would be contrary to the law of your country or jurisdiction.

Responsible Gaming–Related Restrictions on Marketing

In addition to your rights, the Company reserves the right to unilaterally restrict or suspend the delivery of marketing and promotional communications to individual users in circumstances where we identify:

- Signs of problematic or harmful gambling behavior;
- The activation of self-imposed limits such as deposit caps, loss limits, or session controls;
- Entry into a cooling-off period or self-exclusion status;

- Patterns of behavior that suggest heightened risk or vulnerability.

This restriction is applied as a protective and preventative measure, even in cases where the Customer has not manually opted out, and forms part of our Responsible Gaming obligations and risk mitigation procedures.

Where such restrictions are applied, the Customer will not receive direct marketing, bonus offers, or promotional incentives for the duration of the risk period or as long as the relevant account status remains in effect.

19.7. COOKIES

INFORMATION STORED ON YOUR DEVICE
When accessing our services, with your consent we may store information on your device. This information is referred to as 'cookies', which are small text files containing letters and numbers for recording your preferences. Cookies are stored on your device when you use our services while visiting our Website and online pages.
We also use local shared objects or 'flash cookies'. 'Flash cookies' are similar to browser cookies. They allow us to remember your visits across our sites.
Neither cookies nor flash cookies can be used to access your device or use information on your computer.
We only use cookies and 'flash cookies' for monitoring.
We only use these methods to track your use of our services to record your preferences.
Cookies help us monitor traffic to our site, improve our services, make it easier for you to access them and increase your interest in our services.
We use flash cookies and other cookies to help us show you more relevant and targeted advertisements.

STRICTLY NECESSARY COOKIES
Strictly necessary cookies are used to allow Customers to navigate the Website and use its features, such as accessing secure areas of the Website or making financial transactions. Without these cookies, you would not be able to use our Website efficiently.

THE REGISTRATION PROCESS
These cookies will hold information collected during your registration and will allow us to recognize you as a customer and provide you with the services you require. We may also use this data to better understand your online interests and preferences and to constantly enhance your visits to our platforms and use of our services.

OUR WEBSITE
We use cookies to collect information for visitors to the Website.
Our servers use three different types of cookies:

- 'Session-based' cookies: This type of cookie is only allocated to your computer for the duration of your visit to the Website. A session-based cookie helps you navigate the Website faster and, if you are a registered customer, allows us to give you information that is more relevant to you. This cookie automatically expires when you close your browser.
- 'Persistent' cookies: This type of cookie will remain on your computer for a set period of time for each cookie. Flash cookies are also persistent.
- 'Analytical' cookies: This type of cookie allows us to recognize and count the number of visitors to our site and see how visitors use our services. This helps us improve the way our sites work,

for example, by ensuring you can log in and find what you are looking for easily.

You make a decision and you always have a choice of whether to accept or decline cookies.
Most web browsers automatically accept cookies, but, if you prefer, you can modify your browser settings to keep control over your cookies.
You can use your web browser to:

- delete all cookies;
- block all cookies;
- allow all cookies;
- block third-party cookies;
- clear all cookies when the browser is closed;
- open a "private browsing"/"incognito" session that allows you to browse the Internet without storing data locally;
- install add-ons and plug-ins to extend browser options.

Where can I find information about managing cookies?

- Information about cookies in Internet Explorer.
- Information about cookies in Chrome.
- Information about cookies in Firefox.
- Information about cookies in Safari.
- Information about cookies in Opera.

For more information on how to manage cookies through your web browser, please visit www.aboutcookies.org.
You will get access to instructions for deleting and controlling cookies.
We warn you that we are not responsible for the content of external websites, and by disabling cookies you will not be able to use all the features of the Company Website.

FLASH COOKIES
You can modify your Flash Player settings to prevent the use of flash cookies. The settings manager of your Flash Player allows you to manage your preferences.
If you choose to decline all cookies in the browser, unfortunately you will not be able to use some of the features and services on our Website, and some services will not work correctly, for example, we will not be able to save your chosen interface language.

19.8. CONSENT TO USE OF ELECTRONIC SERVICE PROVIDERS

In order to play real money games on our services, you will be required to transfer money to and receive money from us. To facilitate such services we may use third-party electronic payment system to process the required financial transactions.
By agreeing to and accepting this Privacy Policy, you expressly and voluntarily consent to the transfer to third parties of your personal information which is necessary for the processing and completion of monetary transactions including, when necessary, to the transfer of your personal information outside of your country.
We take steps to ensure that your privacy is protected when using third party payment systems.

19.9. CONSENT TO SECURITY REVIEWS

We reserve the right to conduct a security review at any time to validate the registration details provided by you and to verify your financial transactions and the correct use of our services by you, in order to prevent potential breaches of our Terms and Conditions and of any applicable law.
By using our services and thereby agreeing to our Terms and Conditions, you authorize us to use your Personal Information and to disclose your Personal Information to third parties for the purposes of validating the information you provide during registration and use of our Services, including, where necessary, the transfer of your personal information outside your country.
Security reviews may include but are not limited to ordering a credit report and otherwise verifying the information you provide against third-party databases.

19.10. SECURITY

We understand the importance of providing security and the methods needed to secure the confidentiality, integrity, and accessibility of information. We store all personal information we receive directly from you in an encrypted and password-protected database stored within our secure network behind active up-to-date firewall software.
Our Services support SSL Version 3 with 128-bit encryption.
We also take measures to ensure our subsidiaries, agents, partners, affiliates, and suppliers employ adequate security measures.
However, sending information via the internet is usually not completely secure, and we cannot guarantee the security of your data while it is being sent.
ANY DATA, WHICH YOU SEND, IS SENT AT YOUR OWN RISK.
The Company has all security procedures and features in place to protect your data after it is received.

19.11. PROTECTION OF MINORS

Our Services are not intended for persons under the age of eighteen (18) or the lawful age in their respective jurisdiction.
Any person who provides their information to us through any part of the Services confirms to us that they are eighteen (18) years of age (or the lawful age in their respective jurisdiction) or older.
It is our policy to uncover attempts by minors to access our Services which may require an additional security review.
If we become aware that a minor has attempted to or has submitted personal information via our Services, we will not accept their information and will take all steps to purge the information from our records.

19.12. INTERNATIONAL TRANSFERS

Personal Information collected by us may be stored and processed in any country in which we or our affiliates, suppliers, partners or agents provide gaming services and services of our gaming platform. This may include the transfer of data to messengers such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., in accordance with their privacy policies.
By using our services, you expressly consent to any transfer of information outside your country (including to countries that may not be considered as having adequate privacy laws).
Nevertheless, we take steps to ensure that our agents, partners, affiliates, and suppliers comply with

our standards of privacy and this Privacy Policy regardless of their location.

19.13. THIRD-PARTY RELATIONSHIPS

We cannot ensure the protection of any information that you provide to a third-party website that links to our Services or of any other information collected by any third party managing it in compliance with our affiliate program (if applicable) or otherwise, since these third-party online services and websites are not owned by us and are operated independently from us.
Be careful.
Any information collected by these third parties is governed by the privacy policy, if any, of such third parties.

19.14. LEGAL DISCLAIMER

We are not responsible for events beyond our direct control.
Due to the complex and ever-changing nature of our technologies and business, we provide comprehensive, but we do not guarantee an error-free, operation regarding the confidentiality of your personal information when you visit other websites using links located on our Website. Websites that are beyond our control, and especially not covered by this Privacy Policy, should provide you with an opportunity to familiarize yourself with their security policies. If you visit other websites, you should be aware that the operators of these websites can collect your personal information, which they will use in accordance with their privacy policy, which will differ from ours.
Be careful.
We do not guarantee the security of your data, while it is being transmitted through channels of communication.
ANY DATA, WHICH YOU SEND, IS SENT A YOUR OWN RISK.
We are also not responsible for any direct or indirect damage arising from the unlawful use or theft of your Personal Information.

19.15. APPLICABILITY AND UPDATES TO THIS POLICY

This Privacy Policy forms an integral part of your relationship with the Company and applies to your access to and use of our Services and the Website. It should be read together with our Terms of Service and any specific service terms applicable to particular features or products we provide.

We may periodically update or amend this Privacy Policy to reflect changes in applicable law, operational practices, or regulatory guidance. All updates will be published on our Website.

Any changes to this Privacy Policy will become effective upon publication, unless otherwise specified. Your continued use of our Services after the publication of any changes shall constitute your acknowledgment and understanding of the updated Policy.

We recommend reviewing this Privacy Policy regularly to remain informed about how we protect and process your personal data.

20. Risk Warning

You understand that by participating in the games, you risk losing the money deposited to your account on Betjam.com. In some jurisdictions, online gambling may be illegal. You understand and agree that Betjam.com is not able to provide you legal advice or guarantees regarding the legality of your use of the services of the Website. The Company does not affirm that the services of the Website comply with legal requirements in your jurisdiction. You use the services provided by Betjam.com by your own choice and at your sole discretion, as well, assuming the risk of liability, making a decision as to whether the use of the services of the Website is legal in accordance with the current legislation of your jurisdiction. You log in the Website and participate in the games at your own risk. We can not guarantee that any returns, deposits, winnings, or bonuses which the player as the resident of the restricted by the master holder of the license, software, and payments providers countries have gained or accrued using any means of encrypted connections over the Internet from their devices to a network with the purpose to falsify their geolocation would not be forfeited and may not be reclaimed by us on demand. Such actions on the part of the players will be regarded as a violation of these Terms and Conditions and we reserve the right not to open, suspend, close your account, withhold payment of your winnings and apply such funds on account of any damages caused by you.

21. Anti-Money Laundering

1. General Statement

The Company is firmly committed to maintaining the integrity, security, and transparency of its operations by actively preventing the misuse of its platform for unlawful purposes. This includes the prevention of money laundering, terrorist financing, and any other activity involving criminally derived or suspicious funds. To uphold these standards, the Company has adopted and enforces a comprehensive Anti-Money Laundering and Counter-Terrorism Financing (AML/CTF) compliance framework, which is integrated across all business operations.

2. Identity Verification and Due Diligence

All Customers are subject to mandatory identity verification procedures. As part of the account registration process, the Customer is required to provide the following basic identifying information:

- Full legal name;
- Date of birth;
- Country and full address of permanent residence.

This information is necessary to establish a lawful business relationship and to determine the Customer’s eligibility to access and use the Services.

All Customers are subject to mandatory identity verification procedures. The Company may request, at its sole discretion and depending on the Customer’s risk profile, the following documentation:

- A valid government-issued photo identification document (such as a passport, national ID card, or driver’s license);
- Proof of residential address (e.g., a utility bill, bank statement, or government-issued correspondence, dated within the last 90 days);
- A recent selfie or live video to confirm that the submitted ID belongs to the registered individual;
- Documentation or declarations confirming the source of funds or source of wealth, particularly in cases involving high-value transactions or increased risk indicators.

The Company applies both initial and ongoing Customer Due Diligence (CDD) procedures. For Customers identified as presenting higher risk, Enhanced Due Diligence (EDD) measures will be applied. This may include transaction monitoring, additional verification steps, and restrictions on account activity.

3. Transaction Monitoring and Risk Controls

The Company actively monitors all financial and gaming activity on the Website using automated and manual methods. This includes:

- Screening transactions for signs of structuring, layering, or unusual behavior;
- Blocking deposits or withdrawals in cases of suspicious activity;
- Applying thresholds to trigger mandatory verification.

The Company also screens Customers against sanctions and watchlists and retains the right to suspend, freeze, or close any account associated with illegal conduct.

4. Suspicious Activity and Regulatory Reporting

In cases of suspected unusual, inconsistent, or potentially prohibited activity, the Company may take appropriate measures to ensure compliance with its internal policies, applicable local laws, and anti-money laundering and counter-terrorism financing (AML/CFT) requirements. Such measures may include temporary restrictions on account access, extended transaction processing times, or requests for additional information or documentation to verify the Customer's identity, the source of funds, or the nature of the activity. These actions are aimed at protecting both the Customer and the integrity of the platform, and are carried out with due regard to regulatory standards and legal obligations.

5. Customer Obligations

By using the Services of the Company, the Customer confirms that:

- They will not use the platform to engage in or facilitate any activity involving illegal funds;
- All funds deposited originate from legitimate sources under their control;
- They agree to promptly provide any documents or information requested in the context of AML/CTF compliance;
- They understand that failure to cooperate or providing misleading information may result in account restrictions, suspension, or termination.

6. Record Keeping

All identity verification data, transaction records, and internal compliance actions are securely stored for a minimum of five (5) years, or longer where required by law. Access to such records is strictly controlled and disclosed only to authorized regulatory or law enforcement authorities.

22. KNOW YOUR CUSTOMER (KYC) POLICY

The Company applies a comprehensive Know Your Customer (KYC) policy as part of its broader compliance obligations. This policy is aimed at ensuring the lawful use of our platform, the prevention of fraud, identity misuse, money laundering, and the financing of terrorism, in accordance with applicable legal and regulatory standards.

1. Purpose of KYC Measures

KYC procedures are implemented to:

- Verify the identity of each Customer;
- Ensure that all funds used within the platform originate from lawful sources;
- Prevent the platform from being used for criminal or fraudulent purposes;
- Comply with relevant anti-money laundering (AML), counter-terrorism financing (CTF), and regulatory obligations.

2. Initial Identity Verification

The Company conducts identity verification during the registration process and prior to permitting certain account activities. At minimum, each Customer is required to provide:

- Full legal name;
- Date of birth;
- Permanent residential address.

Depending on the nature, frequency, or size of transactions, the Company reserves the right to request additional information and supporting documentation in Company's sole discretion.

Furthermore, certain transactions may be subject to enhanced due diligence procedures to ensure compliance with applicable regulations.

All documents submitted must be clear, valid, unaltered, and verifiable. In case of doubt, the Company may request notarised documents or conduct further checks, including biometric verification or database screening.

3. Triggers for Additional Verification

Enhanced verification measures may be applied in the following cases:

- Cumulative deposits, withdrawals or transactions reaching or exceeding the applicable threshold;
- Detection of unusual or inconsistent account activity;
- Residence in or transactions involving high-risk jurisdictions;
- Indications of identity fraud, impersonation, or use of third-party payment methods;
- Classification as a Politically Exposed Person (PEP) or connection to a sanctioned entity.

In such cases, the Company may request documentation confirming the source of funds or wealth, additional identity documents, transaction history, or banking information. All data may be subjected to real-time screening tools and risk profiling.

4. Ongoing Due Diligence and Monitoring

KYC is not a one-time requirement. The Company implements continuous monitoring of Customer activity, including:

- Regular updates to Customer information;
- Transactional behavior analysis;
- Re-verification upon significant changes (e.g., change of address, payment method, or jurisdiction);
- Application of enhanced due diligence for high-risk accounts or behaviors.

Where necessary, the Company reserves the right to suspend or restrict account functions pending completion of additional due diligence procedures.

5. Refusal to Comply

If the Customer fails or refuses to provide requested information or documentation, the Company may take the following measures:

- Suspend or restrict account access;
- Freeze deposits, withdrawals, or gameplay;
- Terminate the account relationship;
- Report the case to the appropriate regulatory or investigative authorities.

The Company shall not be liable for any losses or delays resulting from such action where it is necessary for compliance with its regulatory obligations or the protection of the platform.

6. Fraud and Internal Review

Where fraudulent activity, misrepresentation, or the use of falsified documents is suspected, the Company may:

- Block or permanently close the Customer’s account;
- Cancel pending payments and transactions;
- Launch an internal investigation and involve competent external authorities;
- Retain or forfeit funds where permitted under applicable law or regulation.

Any such actions will be proportionate, documented, and based on objective findings. The Company will take all reasonable steps to ensure confidentiality and legal compliance during such processes.

7. Document Validity and Security

All documents submitted to the Company are handled in accordance with applicable data protection laws. The Company applies appropriate security measures to store and process KYC data and retains such records for the legally required period following account closure or final transaction.

23. Responsible Gaming

Responsible Gaming
Gambling with responsibility
Last updated: 11.08.2025
Please read this information carefully for your own benefit.

1. Responsible Gambling and Self Exclusion

Responsible Gambling

Gambling, for the majority of our Customers, means entertainment, fun and excitement. But we also know that for some of our Customers gambling has negative side effects. Pathological gambling has long been recognized by medical science as a serious illness.
Since our first day we have thought about this problem and try our best to help. Under “Responsible Gambling” we understand multiple steps of measures, with which a gambling provider can help to lower the possibility of negative side effects appearing. -In case they already appear we also try to take active steps against them.
The most important instrument against negative side effects from gambling is knowledge and education about the risks of gambling to support our Customers self-control in order to make sure they do not suffer from negative side effects.

Information and contact

Our support team will help You via email at all time without any additional costs for You
Our Support will not disclose any information without Your consent to anyone else.
You may also visit Gamblers Anonymous, GamblingTherapy, GambleAware, GamCare or other organizations providing gambling support if you believe you may have a gambling addiction.

In addition, You can also take a self-test, if You are already addicted to gambling at:

- https://www.begambleaware.org/gambling-problems/do-i-have-a-gambling-problem/;
- https://gamblersanonymous.org/20-questions/; or
- https://www.ncpgambling.org/help-treatment/problem-gambling-self-assessment/.

We encourage You to regularly evaluate Your gaming habits to ensure Your gambling remains within healthy limits. If, after self-assessment, You recognize signs of problematic gambling behavior, we strongly recommend seeking support from relevant organizations or reaching out to our support team for assistance.

You can also find additional information about gambling addictions at:

https://www.begambleaware.org/safer-gambling/;

https://www.gamcare.org.uk/self-help/self-help-resources/.

Helpful hints for Responsible Gambling
We recommend You think about the following hints, before gambling in order to ensure gambling stays fun for You and does not cause any negative side effects:

- Set Yourself a Deposit Limit.
- Play within your means – Set a budget and only gamble with amounts you can afford to lose.
- Avoid chasing losses – Trying to recover lost money by taking bigger risks can lead to further

losses. Play responsibly, not out of desperation.
- Set time limits – Determine how long you will play and stick to it - our Website offers a real-time session timer that remains visible at all times while You are logged in. Gambling should never take priority over other hobbies or responsibilities.
- Play with a clear mind – Avoid gambling when you are stressed, depressed, or under the influence of medication, drugs, or alcohol.
- Take breaks – If you feel tired or find it hard to concentrate, step away and take a break.
- Use a single account – To keep track of your gambling activity and spending, it is strongly recommended that you only create and use one account.

2. Minor Protection

To use our Service, you have to be 18 years or older. To avoid abuse, keep your login data save from any minors near You.
Principally we recommend a filter program to avoid minors, especially children, to access any context on the internet, which is not healthy for them.
For parents we can recommend a list of internet filters to support them from keeping their children from any context, which was not made for them:
https://famisafe.wondershare.com/internet-filter/best-internet-filters.html

3. Player Protection Measures

If we detect signs of problematic gambling behavior, we may take the following actions:

- Deposit Limits – we may apply restrictions on the amount You can deposit within a specified period to encourage responsible spending.
- Temporary Account Suspension – in cases where further review is needed, we may temporarily restrict access to Your account.
- Self-Exclusion – if a player is identified as being at extreme risk, we may impose self-exclusion measures, which could involve restricting access to our Services for a defined period or permanently.

4. Cooling-Off Period

As a protective measure, we offer You the option to activate a Cooling-Off Period, allowing You to take a temporary break from gambling without the need for permanent restrictions.

Activation of Cooling-Off Period
The Cooling-Off Period can be activated immediately through the "Activate Cooling-Off Period" button below. Once You select the cooling-off period option, You can choose from the following durations:

- 24 hours
- 7 days
- 1 month
- 3 months

You may choose to apply the cooling-off period to specific product categories, such as Slots, Table Games, Fixed Odds Betting, Poker, or all available gambling activities.
You can exclude yourself from any marketing communications during the cooling-off period.

Immediate Activation and Restrictions
Once You activate the Cooling-Off Period:

- The restriction will take effect immediately, preventing Your participation in gambling activities for the selected duration.
- Your account will be locked for gambling activities selected by You.
- You will have the option to opt-out of marketing communications for the duration of Your Cooling-Off Period.

Reactivation and Additional Time-Out Options
At the end of the Cooling-Off Period, Your account will be automatically reactivated, allowing them to resume gameplay without any further action. If further restrictions are needed, you can extend Your cooling-off period or opt for Self-Exclusion for a longer-term break.

5. Self-Exclusion:

In case you are diagnosed with a gambling addiction or try to stay away from gambling for a different reason, we want to assist you to stay away from anything that does nothing good for you. “Self-Exclusion” means that You exclude yourself, out of Your own choice, from selected gambling services (or all of them).

How to Self-Exclude
You can initiate and complete the Self-Exclusion process entirely online, without requiring email communication or our approval. The process takes no more than 15 minutes to complete.

Steps to Self-Exclude:

1. Click the "Activate Self-Exclusion" button.
2. Select the desired self-exclusion period and gambling product categories You would like to be excluded from (if not all).
3. Confirm your decision by acknowledging the terms of self-exclusion.
4. Submit the request for immediate activation.

Self-Exclusion Periods
You may choose from the following self-exclusion durations:

- 1 year
- 3 years
- 5 years
- 10 years
- Lifetime Exclusion

Once a self-exclusion request is submitted, it takes effect immediately and cannot be revoked before the selected period expires.
You must complete any tournaments (for example poker tournament) that are in-running at the time of self-exclusion.
Contributions to progressive jackpots that you made through gameplay prior to the self-exclusion request remain in place, but you will not be eligible to participate in the jackpot after the self-exclusion comes into effect

What Happens During Self-Exclusion?

- Your account will be locked, restricting access to your selected gambling activities or all gambling services.
- You will be automatically excluded from all our platforms and domains.
- We will take measures to identify and prevent duplicate accounts to uphold the self-exclusion.

- You will be removed from all marketing communications and will no longer receive promotional offers.
- We encourage you to self-exclude from other gambling platforms and seek support from the sources listed above if needed.

Important Notes: The self-exclusion period cannot be shortened or reversed once it is activated. The Company shall have no financial liability and shall not be held otherwise accountable if you continue gambling or using a new Account with the Service under a different name or address.

Our Right to Enforce Exclusion
In certain cases, we may initiate an exclusion as a high-risk intervention measure. This may occur, but is not limited to, situations where you exhibit clear signs of problematic gambling behavior.

Reactivation and Post-Exclusion Protocol
After the self-exclusion period ends, your account will not be automatically reactivated. Instead, you must submit a written request to confirm your desire to resume gambling.

As you return to gambling after your self-exclusion period, we strongly recommend:

- Reviewing responsible gaming practices – You will receive a message from us outlining available safeguards to help you maintain control over your gambling habits.
- Completing a Gamblers Anonymous self-assessment questionnaire – This can help you evaluate your gambling behavior and determine if additional protective measures are needed.

Your gaming history will be preserved, and your account will only be restored under your original credentials. No new accounts may be created to bypass the exclusion.

6. Limits

To help you maintain control over your gambling habits, we also offer Deposit Limits, allowing you to set restrictions on the amount you deposit within a specific timeframe.

Deposit Limits

- You can set deposit limits on a daily, weekly, or monthly basis.
- Once your deposit limit is reached, you will not be able to deposit additional funds until the selected period resets.
- Reducing your deposit limit takes effect immediately, while any request to increase your limit is subject to a seven-day waiting period before being applied.

To increase or decrease your deposit limits, you may find the relevant request option in your personal account, which will become available after you have set a deposit limit.

Exceptions to Limits and Exclusions
While deposit limits and self-exclusion measures take effect immediately, there are certain situations where an active wager or gameplay may be impacted. These include, but are not limited to:

- A time limit being reached while you are actively participating in a poker tournament.
- A limit or exclusion being applied while you have an unresolved ante-post bet on a future event.

In these cases, the restrictions outlined above will still be honored immediately, with the exception of the active gameplay or wager(s). Once the relevant tournament, wager, or event has concluded, the full restrictions will apply without further delay.

24. LIABILITY

TO THE EXTENT PERMITTED BY APPLICABLE LAW, WE WILL NOT COMPENSATE YOU FOR ANY REASONABLY FORESEEABLE LOSS OR DAMAGE (EITHER DIRECT OR INDIRECT) YOU MAY SUFFER IF WE FAIL TO CARRY OUT OUR OBLIGATIONS UNDER THESE TERMS UNLESS WE BREACH ANY DUTIES IMPOSED ON US BY LAW (INCLUDING IF WE CAUSE DEATH OR PERSONAL INJURY BY OUR NEGLIGENCE) IN WHICH CASE WE SHALL NOT BE LIABLE TO YOU IF THAT FAILURE IS ATTRIBUTED TO: (I) YOUR OWN FAULT; (II) A THIRD PARTY UNCONNECTED WITH OUR PERFORMANCE OF THESE TERMS (FOR INSTANCE PROBLEMS DUE TO COMMUNICATIONS NETWORK PERFORMANCE, CONGESTION, AND CONNECTIVITY OR THE PERFORMANCE OF YOUR COMPUTER EQUIPMENT); OR (III) ANY OTHER EVENTS WHICH NEITHER WE NOR OUR SUPPLIERS COULD HAVE FORESEEN OR FORESTALLED EVEN IF WE OR THEY HAD TAKEN REASONABLE CARE. AS THIS SERVICE IS FOR CONSUMER USE ONLY WE WILL NOT BE LIABLE FOR ANY BUSINESS LOSSES OF ANY KIND.

IN THE EVENT THAT WE ARE HELD LIABLE FOR ANY EVENT UNDER THESE TERMS, OUR TOTAL AGGREGATE LIABILITY TO YOU UNDER OR IN CONNECTION WITH THESE TERMS SHALL NOT EXCEED: (A) THE VALUE OF THE BETS AND OR WAGERS YOU PLACED VIA YOUR ACCOUNT IN RESPECT OF THE RELEVANT BET/WAGER OR PRODUCT THAT GAVE RISE TO THE RELEVANT LIABILITY, OR (B) EUR 10,000 IN AGGREGATE, WHICHEVER IS LOWER.

WE STRONGLY RECOMMEND THAT YOU (I) TAKE CARE TO VERIFY THE SUITABILITY AND COMPATIBILITY OF THE SERVICE WITH YOUR OWN COMPUTER EQUIPMENT PRIOR TO USE; AND (II) TAKE REASONABLE PRECAUTIONS TO PROTECT YOURSELF AGAINST HARMFUL PROGRAMS OR DEVICES INCLUDING THROUGH INSTALLATION OF ANTI-VIRUS SOFTWARE.

25. INTELLECTUAL PROPERTY

Any unauthorized use of our name and logo may result in legal action being taken against you.
As between us and you, we are the sole owners of the rights in and to the Service, our technology, software and business systems (the “Systems”) as well as our odds.
You must not use your personal profile for your own commercial gain (such as selling your status update to an advertiser); and
when selecting a nickname for your Account we reserve the right to remove or reclaim it if we believe it appropriate.
You may not use our URL, trademarks, trade names and/or trade dress, logos (“Marks”) and/or our odds in connection with any product or service that is not ours, that in any manner is likely to cause confusion among Customers or in the public or that in any manner disparages us.
Except as expressly provided in these Terms of Service, we and our licensors do not grant you any express or implied rights, license, title or interest in or to the Systems or the Marks and all such rights, license, title and interest specifically retained by us and our licensors. You agree not to use any automatic or manual device to monitor or copy web pages or content within the Service. Any unauthorized use or reproduction may result in legal action being taken against you.

26. MISCELLANEOUS PROVISIONS

1. Links to Other Websites

The Service may contain links to third party websites that are not maintained by, or related to, us, and over which we have no control. Links to such websites are provided solely as a convenience to Customers, and are in no way investigated, monitored or checked for accuracy or completeness by us. Links to such websites do not imply any endorsement by us of, and/or any affiliation with, the linked websites or their content or their owner(s). We have no control over or responsibility for the availability nor their accuracy, completeness, accessibility and usefulness. Accordingly when accessing such websites we recommend that you should take the usual precautions when visiting a new website including reviewing their privacy policy and terms of use.

2. Assignment

Neither these Terms nor any of the rights or obligations hereunder may be assigned by you without the prior written consent of us, which consent will not be unreasonably withheld. We may, without your consent, assign all or any portion of our rights and obligations hereunder to any third party provided such third party is able to provide a service of substantially similar quality to the Service by posting written notice to this effect on the Service.

3. Governing Law

These Terms of Service are governed by the law in force in Curaçao.

Any dispute, controversy, or claim arising out of or in connection with these Terms of Service, including their validity, interpretation, performance, or termination, shall be subject to the exclusive jurisdiction of the competent courts of Curaçao. The Customer expressly agrees that such courts shall have authority to hear and determine any proceedings arising out of these Terms of Service or the use of the services provided by the Company.

4. Severability

In the event that any provision of these Terms of Service is deemed by any competent authority to be unenforceable or invalid, the relevant provision shall be modified to allow it to be enforced in line with the intention of the original text to the fullest extent permitted by applicable law. The validity and enforceability of the remaining provisions of these Terms of Service shall not be affected.

5. Breach of These Terms of Service

Without limiting our other remedies, we may suspend or terminate your Account and refuse to continue to provide you with the Services, in either case without giving you prior notice, if, in our reasonable opinion, you breach any material term of these Terms of Service. Notice of any such action taken will, however, be promptly provided to you.

6. Waiver

No waiver by us, whether by conduct or otherwise, of a breach or threatened breach by you of any term or condition of these Terms of Service shall be effective against, or binding upon, us unless made in writing and duly signed by us, and, unless otherwise provided in the written waiver, shall be limited to the specific breach waived. The failure of us to enforce at any time any term or condition of these Terms of Service shall not be construed to be a waiver of such provision or of the right of us to

enforce such provision at any other time.

7. Acknowledgement

By hereafter accessing or using the Service, you acknowledge having read, understood and agreed to each and every paragraph of these Terms of Service. As a result, you hereby irrevocably waive any future argument, claim, demand or proceeding to the contrary of anything contained in these Terms of Service.

8. Language

In the event of there being a discrepancy between the English language version of these Terms of Service and any other language version, the English language version will be deemed to be correct.

9. Entire agreement.

These Terms of Service constitute the entire agreement between you and us with respect to your access to and use of the Services, and supersedes all other prior agreements and communications, whether oral or written with respect to the subject matter hereof.

27. LIVE-games PLAY

27.1. Card Game “Durak”

1. Durak – is a popular card game between 2 players. Cards ranking in a deck of 36 cards: 6, 7, 8, 9, 10, J, Q, K, A.
2. Glossary of Terms:
    - Trump: the trump suit is the most powerful, and beats other suits on the table.
    - Cards discarded is a situation when the player has beaten the attacking cards lying on the table.
    - Cards taken is a situation when the player is not able to beat the attacking cards lying on the table and he takes all the cards on the table.
    - A draw is declared if there are no more cards in the deck and all the cards are beaten. In this case, there are no winners or losers in the game.
3. The following markets are available:
    - Player 1 To Win / Player 2 To Win / Draw (The player wins if he has not cards in his hand and his opponent is left with cards at the end of the game; a draw is declared if both players have not cards in their hands at the end of the game).
    - Total Rounds (The round begins when one of the players starts to attack, and ends with cards discarded or cards taken if the other player cannot beat the attacking cards).
    - Total Rounds Ending With Cards Taken (The rounds during which the player could not beat the cards lying on the table).
    - Total Rounds Ending With Cards Discarded (The rounds ending with cards discarded).
    - First Turn (The player with the lowest trump card is the first attacker; if neither player has a trump card yet then the Player 1 starts to attack).
    - Suit Of Trump.
    - Round (Cards Discarded / Cards Taken) – with what result the selected round will end.
    - Player To Hold 4 Cards Of The Same Rank (at any time during of the game).
    - Player’s Total Cards At The End Of The Game (the number of cards left in loser's hand; if the game is over in a draw total equals to 0).
    - Who Will Take Last Card From Deck (the last card is a trump card laid face up on the table under the deck).
    - Last Card in Deck To Be Face Card Or Ace.
    - Who Will Draw Trump Ace from the Deck.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

27.2. Card game «21»

Card game «21»

1. Card game «21» is an option of the classic game. At the start of a game, the player and the dealer receive two cards each by the following turn: player-dealer-player-dealer. If someone of them score 21 points with the first two cards, then the game is over and the points are compared. In other case the player has the right to take one card until they decide to stop, or they get 5 cards in the hand, or the total value of the hand is equal to 21, or they score more

than 21 points (bust). If the player goes bust, they automatically lose. In all other cases, the dealer takes their turn. If the dealer scores less than 17 points and they get less than 5 cards, they must take additional cards. The dealer can stand if they score more points than the player. If the dealer goes over 21 points, then they lose. In all other cases the points scored by the player and the dealer are compared. The winner is the one who scored more points than their opponent, if the points of the rivals are equal, there is a draw. "21" is played with a standard 36-card deck. Cards ranking: 6, 7, 8, 9, 10, J, Q, K, A. Value of cards according to their rank: 6, 7, 8, 9, 10, 2, 3, 4, 11. "Golden Point" is a winning combination when the player / the dealer holds in his hand two Aces (that are counted as 21).

2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
3. The following markets are available:
    - Win
    - Total (Over; Under)
    - Individual Total (Over; Under)
    - 21 Points Will Be Scored (Yes/No)
    - Dealer/Player To Score 21 Points (Yes/No)
    - Will There Be "Golden Point"
    - Player/Dealer To Receive "Golden Point"
    - Bust (Yes/No)
    - Dealer/Player To Bust (Yes/No)
    - Game To Be Finished On Deal (Yes/No)
    - Dealer/Player To Get A Card (Suit)
    - Dealer/Player To Get A Card (Rank)
    - Dealer/Player To Get A Card

Classic card game «21»

1. At the start of a game, the player and the dealer receive one card. The dealer’s card is placed face down on the table, that is, the value of the card is not visible. Then the player takes one card until they decide to stop, or they get 5 cards in the hand, or the total value of the hand is equal to 21, or they score more than 21 points (bust). If the player scores 21 points, they automatically win. If the player goes bust, they lose. In all other cases, the dealer takes their turn. They turn over their first card and take the additional cards. If the dealer scores less than 17 points and they get less than 5 cards, they must take additional cards. If the dealer goes over 21 points, then they lose. In all other cases the points scored by the player and the dealer are compared. The winner is the one who scored more points than their opponent, if the points of the rivals are equal, there is a draw. Classic "21" is played with a standard 36-card deck. Cards ranking: 6, 7, 8, 9, 10, J, Q, K, A. Value of cards according to their rank: 6, 7, 8, 9, 10, 2, 3, 4, 11. There are two special combinations in the game that are counted as 21:
    - two Aces in the hand ("Golden Point")
    - five picture cards (J, Q, K) in the hand ("Five Pictures")
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
3. The following markets are available:

- Win
- Total (Over; Under)
- Individual Total (Over; Under)
- 21 Points Will Be Scored (Yes/No)
- Dealer/Player To Score 21 Points (Yes/No)
- Will There Be "Golden Point"
- Player/Dealer To Receive "Golden Point"
- "Five Pictures" (21 Points)
- Player/Dealer To Have "Five Pictures" (21 Points)
- Bust (Yes/No)
- Dealer/Player To Bust (Yes/No)
- Exact Number Of Cards
- Dealer/Player To Get A Card (Suit)
- Dealer/Player To Get A Card (Rank)

DOTA 21. UP TO 3 WINS

1. This game is played by Dota characters. Games consist of a number of rounds. If a player wins a round, they get 1 point. The game continues until one of the participants has scored 3 points. The rounds are played in accordance with the rules of the card game “21”.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
3. **The following markets are available:**
    - **on the whole game:**
        - Win
        - Total Draws
        - Correct Score
        - Wins In A Row
    - **on a round:**
        - Win
        - Total (Over; Under)
        - Individual Total (Over; Under)
        - 21 Points Will Be Scored (Yes/No)
        - Dealer/Player To Score 21 Points (Yes/No)
        - Will There Be "Golden Point"
        - Player/Dealer To Receive "Golden Point"
        - Bust (Yes/No)
        - Dealer/Player To Bust (Yes/No)
        - Game To Be Finished On Deal (Yes/No)
        - Dealer/Player To Get A Card (Suit)
        - Dealer/Player To Get A Card (Rank)

27.3. Seca

1. Seca is a card game, in which 2 opponents take part.
2. The goal of the game is to score more points than the opponent. A deck of 36 cards from sixes to aces is used for the game.

1. Three cards are dealt to each player. The winner is the player who scores the most points and, if there is a tie – draw.
2. Value: ace - 11 points, cards from six to ten have a face value, jack, queen and king - 10 points
3. If three cards of the same rank are drawn, the sum of points is equal to the sum of all cards. Example: a player has a jack of spades and eight spades - that's 18 points. The sum of the points of any card combination that includes two aces is always 22, three aces is always 33 regardless of the suit of the aces. But the combination of ace of spades, ace of clubs and king of spades is 22 points, not 32.
4. Six of clubs is considered a joker and plays with any card (combination) , the joker costs 11 points. Example: there are six clubs, ace of clubs and ace of spades cost 33 points.
5. The strongest combination in the game is three sixes, one of which is six clubs, this combination gives 36 points. The strongest combination in the game is three sixes, one of which is six clubs, this combination gives 36 points.

3. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
4. The following markets are available:
    - win
    - total
    - Individual Total
    - Total Odd, Even
    - Player1/Player2 To Score Total Points (Exact number of points)
    - Total Points Of Any Player(Exact number of points)
    - Each Player To Score (over/under/ yes/no)
    - Player1/Player2 To Get Card/Suit/Rank
    - One Of The Players To Get A Card

27.4. Poker

1. Poker is a card game in which the winner is a player who collected the highest combination. Two participants take part in the game. Poker is played with a deck of 52 cards. Cards ranking: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.
2. Poker hands:
    - A royal flush is not a separate combination, but a special case of a straight flush, the best possible hand and consists of 5 high (ace, king, queen, jack, ten) cards of the same suit, for example: A ♥ K ♥ Q ♥ J ♥ 10.
    - A straight flush is a poker hand containing any five cards of sequential rank, all of the same suit, such as 9♠ 8♠ 7♠ 6♠ 5♠. An ace can rank either high or low. 5♦ 4♦ 3♦ 2♦ A♦ is the lowest straight flush.
    - Four of a kind is a poker hand containing four cards of the same rank. For example, 3♥ 3♦ 3♣ 3♠.
    - A full house is a poker hand containing three cards of one rank and two cards of another rank. For example, 10♥ 10♦ 10♠ 8♣ 8♥.
    - A flush is a poker hand containing five cards all of the same suit. For example, K♠ J♠ 8♠ 4♠ 3♠.
    - A straight is a poker hand containing five cards of sequential rank, not all of the same suit, such as 5♦ 4♥ 3♠ 2♦ A♦. As part of a straight, an ace can rank either above a king or below a two. In this example, A ♦ starts the combination and its value is one, and 5 ♦

is considered the highest card. The lowest straight is from the five to the ace, the highest is from the ace to the ten.
    - Three of a kind is a poker hand containing three cards of the same rank. For example, 7♣ 7♥ 7♠.
    - Two pair is a poker hand containing two cards of the same rank. For example, 8♣ 8♠ 4♥ 4♣.
    - One pair is a poker hand containing two cards of the same rank. For example, 9♥ 9♠.
    - High card is a none of the above combinations, such as A♦ 10♦ 9♠ 5♣ 4♣ (ace-high).
3. A kicker is a card in a poker hand that does not itself take part in determining the rank of the hand, but that may be used to break ties between hands of the same rank. In the case of equal hands, the player who has the highest kicker takes the pot. It should be borne in mind the following:
    - The kicker in poker is counted only if the hands consist of four or less cards. In poker hands of 5 cards (all types of straights and flushes), it plays no role, and the pot is divided in half;
    - as a kicker, not only one, but more free cards can be used. Their number is determined by the difference between the community cards (there are 5 in poker) and the cards in hand. Thus, a pair can have 3 kickers, a set has 2, two pairs or four of a kind in a poker have 1 kicker.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

IndianPoker

1. IndianPoker is a card game played by two opponents.
2. The goal of the game is to form a stronger card combination than the opponent. The game uses a single deck of 52 cards. The card ranks are: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.
3. The game proceeds in four stages:
    - At the first stage, both players have no cards.
    - At the second stage, each player is dealt one card.
    - At the third stage, each player is dealt one more card.
    - At the fourth stage, each player is dealt the final third card, after which the winner is determined based on the three-card hand combination.
4. Poker combinations, ranked from highest to lowest:
    - Three of a kind (Trio): all three cards have the same rank, e.g., 3♥ 3♦ 3♣.
    - Straight flush: three cards of the same suit in sequence, e.g., 9♠ 8♠ 7♠. The Ace can act as either low or high (i.e., QKA and A23 are straights, but KA2 is not considered a straight flush). The highest straight flush is A23, then QKA, JQK, 10JQ, and so on down to the lowest 234.
    - Straight: three cards in sequence of any suits, e.g., 5♦ 4♥ 3♠. The Ace can serve as low or high (i.e., QKA and A23 are straights, but KA2 is not a straight). The highest straight is A23, then QKA, JQK, 10JQ, and so forth down to the lowest 234.
    - Flush: three cards of the same suit, e.g., K♠ J♠ 8♠.
    - Pair: two cards of the same rank, e.g., 9♥ 9♠.
    - High card: no other combination, e.g., (called “highest Ace”) T♦ 10♦ 9♠.
5. If both players have combinations of equal rank (except for the special straight cases described above), the winner is determined by the highest card inside the combination.
    - For flushes, if the highest cards are equal, the second highest card is compared, then the third if needed.

    - If both players have pairs of equal rank, the winner is determined by the rank of the card outside the pair.
    - If all cards of both players are pairwise equal in rank, the result is a draw.
6. Available betting options:
    - Victory of player 1 / player 2;
    - Winning trio combination;
    - Victory of player 1 / player 2 with a trio combination;
    - Winning straight flush combination (if both players have straight flush and the result is a draw, the bet is considered a loss);
    - Victory of player 1 / player 2 with straight flush combination (if both players have straight flush and the result is a draw, the bet is considered a loss);
    - Winning straight combination (if both players have straight and the result is a draw, the bet is considered a loss);
    - Victory of player 1 / player 2 with straight combination (if both players have straight and the result is a draw, the bet is considered a loss);
    - Winning flush combination (if both players have flush and the result is a draw, the bet is considered a loss);
    - Victory of player 1 / player 2 with flush combination (if both players have flush and the result is a draw, the bet is considered a loss);
    - Winning pair combination (if both players have pair and the result is a draw, the bet is considered a loss);
    - Victory of player 1 / player 2 with pair combination (if both players have pair and the result is a draw, the bet is considered a loss).
7. In case of staff errors or software malfunctions during bet acceptance (such as obvious typos in odds, discrepancies in odds between different positions, etc.) and other reasons confirming the incorrectness of a bet, the bookmaker has the right to declare such bets invalid.
   In the event of software failures, the game may be interrupted, and all unsettled bets will be settled with odds of 1.

27.5. Baccarat

1. Baccarat is a card game involving a player and a banker. Each aims to get more points than the other. Six decks of 52 cards are used (from 2 to ace). Card values: aces = 1 point, card numbers 2 to 9 = 2—9 points, according to the number, and face cards and 10s = 0 points. You can have a maximum of 9 points, so the total points are determined by the modulo 10 formula; for example, 7 + 6 = 13 = 3, or 7 + 6 + 8 = 21 = 1.

   At the start of the game, the banker and player receive two cards. If one of them gets 8 or 9 points, the game ends. Otherwise, a third card can be given to each of them in certain situations.

   Third-card rule for the player: the player takes a third card if he/she has 5 points or less.
   Third-card rules for the banker:

    - If the player did not take a third card and the banker has over 5 points, the banker does not take a third card.
    - If the player did not take a third card and the banker has 5 points or less, the banker takes a third card.
    - If the player took a third card and the banker has 0–2 points, the banker takes a third card.

    - If the player took a third card, the banker has 3 points, and the player's third card is not an 8, the banker takes a third card.
    - If the player took a third card, the banker has 4 points, and the player's third card is between 2 and 7, the banker takes a third card.
    - If the player took a third card, the banker has 5 points, and the player's third card is between 4 and 7, the banker takes a third card.
    - If the player took a third card, the banker has 6 points, and the player's third card is a 6 or 7, the banker takes a third card.
    - If the player took a third card and the banker has 7 points, the banker does not take a third card.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. The following markets are available:
    - Win
    - Total
    - Individual total
    - Handicap
    - Total Even/Odd
    - Individual total Even/Odd
    - Game to end straight after deal Yes/No
    - Exact number of points
    - Total Player/Banker card
    - Player/Banker to get third card Yes/No
    - Player/Banker to get a card (Suit/Rank)

27.6. Dice

1. 2 players take part in this game. They roll 2 dice in turn. The winner is the player who scores more points than their opponent. If both players score the same number of points, the game ends in a draw. Games consist of 2 rounds. In the first round, player 1 rolls 2 dice first, then player 2 does the same. The second round is played in the same way.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
3. **The following markets are available:**
    - **on the whole game:**
        - Win
        - Double Chance
        - Total (Over; Under)
        - Individual Total (Over; Under)
        - Handicap
        - Total (Even; Odd)
        - Individual Total (Even; Odd)
        - Exact Number Of Points
        - Round/Match (1st round result/game result)
        - Results In Rounds

        - Draws In Rounds
        - Who Will Win Both Rounds
        - Who Will Not Lose Both Rounds
        - Number To Be Rolled
        - Two Numbers To Be Rolled
    - **on a round:**
        - Win
        - Double Chance
        - Total (Over; Under)
        - Individual Total (Over; Under)
        - Handicap
        - Total (Even; Odd)
        - Individual Total (Even; Odd)

27.7. Card football

1. Card football is a card game which follows some of football's rules. This game features 2 teams (players): the red team, which only uses red cards (diamonds and hearts) and the black team, which only uses black cards (spades and clubs). Each team has three decks of cards:
    - Goalkeepers are chosen from cards with the following values: 4 to Queen. As both teams have two cards of each suit, this deck contains 18 cards in total.
    - Defenders are chosen from cards with the following values: 2 to 8. This deck contains 14 cards in total.
    - Attackers are chosen from cards with the following values: 2 to Ace. This deck contains 26 cards in total.
2. Each match consists of two halves in which each team makes three attacks. Thus, each team makes a total of six attacks in a match. The highest possible score in a match is 6-6 if each attack results in a goal. The lowest possible score is 0-0.
3. Goalkeepers and defenders for both teams are chosen at random at the start of the match from the relevant card decks mentioned above. After this, each team takes it in turn to attack, with the red team going first. Attackers are also chosen at random. The first attacking card goes up against the opposing team's first defending card. If the value of the attacking card is higher than that of the defending card, the attack continues and the attacking team plays their second card. The value of this card is then compared to that of the second defensive card. If the value of the attacking card is higher than that of the defending card, the attacking team takes a "shot on goal" i.e. they play their third attacking card. If the value of this card is higher than that of the goalkeeper card, the attacking team scores a goal. If not, the goalkeeper "makes a save". The defending team can stop an attack if the value of the defending card is not lower than that of the attacking card, which results in the end of the attack. After the red and black teams' first attacks, both teams' attackers are removed from the game and the next attack starts, using the remaining cards left in the decks of attacking cards. Goalkeepers and defenders are removed from the game at half-time. Each team selects a new goalkeeper and defenders at the start of the second half, just like at the start of the match, and makes three attacks.
4. The team which scores the most goals will be deemed to be the winner. If both teams score an equal amount of goals, a match will end in a draw.
5. As in football, matches nominally last for 90 minutes. Each attack is 15 minutes game time. The time at which the first (red) team score a goal is calculated using the following formula: (attack number – 1) x 15 + 5. The time at which the second (black) team score a goal is calculated using the following formula: (attack number – 1) *15 + 10. For instance, if the red team scores from their first attack, they are deemed to have scored in the 5th minute of the match ((1-1) x

15 +5), whereas if the black team scores from their fifth attack, they are deemed to have scored in the 70th minute of the match ((5-1) x 15 + 10).

6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. The following betting markets are available:
    - **Entire Match, first half and second half** — Winner, Double Chance, Total, Handicap etc.…
    - **Cards:**
    - Goal by an Ace (Yes / No)
    - Goal by a Non-Picture Card* (Yes / No)
    - Total Attacking Cards ** (Over / Under)
    - Individual Total Attacking Cards (Over / Under)
    - Attack With Three Non-Picture Cards (Yes / No)
    - Attack With Three Picture Cards (Yes / No)
    - Defenders Pair Of The Same Rank (Yes / No)
    - Total Attacks With Three Cards Of The Same Suit (Over / Under)
    - Goalkeeper to Be a Picture Card (Yes / No)

* The term “Non-Picture Cards” refers to cards with the following values: 2 to 10. “Picture Cards” refer to cards with the following values: Jack to Ace.

** This is calculated from the total of all attacking cards played.

27.8. Darts Live

1. The rules for Darts Live are the same as for darts.
2. Both players start a match with 301 points. The first player to reduce their score to 0 wins. Players take turns to throw 3 darts with Player 1 throwing first. The final dart of the game should land on either a double or a bullseye. The “Bust” rule also applies, meaning that if a player scores more points than they need to reduce their score to 0 (or if the score is reduced to exactly 1), their score will be reset to what it was before their last visit to the board. A player’s last turn will also be annulled if they reduce their score to 0 but the last dart did not land on a double or bullseye.
3. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
4. **The following markets are available:**
    - Win
    - Total Darts (Over/Under)
    - Individual Total Darts (Over/Under)
    - Total 180s (Over/Under)
    - Individual Total 180s (Over/Under)
    - Last Checkout (Color)
    - Match Winning Checkout* (Over/Under)
    - Match To Finish On Bulleye
    - First Player's Dart
    - Total Remaining Points (Over/Under)

- Six Dart Finish

* Checkout refers to the number of points a player scores in their final visit to the board.

27.9. BATTLESHIP

BATTLESHIP 6X6

1. This is a two-player game in which opponents take turns to shoot at each other's warships. Before the game starts, players need to arrange their warships on the 6x6 grid. Each player's fleet is made up of the following ships:
   - one cruiser (each 3 cells long)
   - two destroyers (each 2 cells long)
   - three powerboats (each 1 cell long)
2. Player 1 takes the first shot. If they don't hit one of their opponent's ships, the next player takes a shot. The player who manages to sink all of their opponent's warships is deemed the winner.
3. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
4. **The following markets are available:**
   - Win
   - Total Shots Over/Under
   - Individual Total Shots Over/Under
   - Total Shots Even/Odd
   - Total Ships Sunk
   - Next Sunk Ship (Powerboat / Destroyer / Cruiser)
   - Who Will Sink Next Ship Player 1 / Player 2
   - At Least One Ship That's Been Hit* Will Be Left At The End Of The Game
   - All Ships Sunk (Powerboat Yes / No, Destroyer Yes / No, Cruiser Yes / No)
   - Max Exact Shots** Over / Under

* i.e. a ship that has been hit but not sunk.
** Exact Shots are a series of consecutive shots which hit the warships until one misses or the game ends.

27.10. Victory Formula

1. This game involves 2 players. Each player has their own formula for calculating their total points. The winner is the player who scores the most points. If both players score the same number of points, the game ends in a draw. There are 4 possible formulas:
   - x1 + x2 + x3
   - (x1 + x2) * x3
   - x1 * x2 + x3
   - x1 * x2 * x3

     For example, if player 1 has formula 3, their points are calculated according to the

formula x1 * x2 + x3. The symbols x1, x2, and x3 represent numbers from 0 to 9 (which are drawn randomly). Before the start of the game, only the formulas assigned to each player are known. Then, once the game has begun, x1 is drawn for each player individually. At the next stage of the game, x2 is drawn for each player individually. Finally, the third variable is shown and the game ends.

2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
3. The following markets are available:
    - Win
    - Total
    - Individual Total
    - Total (Even; Odd)
    - Handicap
    - Exact Number Of Points
    - Exact Points Difference
    - Player 1/Player 2, Score + Total

27.11. Russian Lotto

1. The game involves 2 players with one lottery ticket each. On each ticket are 3 rows of 5 numbers. During the game, barrels with a number between 1 and 90 are drawn at random one at a time until a winner is determined. The winner is the first player to cover a full row on their ticket. A draw is possible if both players complete a row at the same time.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software failures, the game may be interrupted, in which case all unsettled bets will be refunded.
3. The following markets are available:
    - Player To Win
    - Total Barrels
    - Exact Total Barrels
    - Total Barrels Even/Odd
    - Total Covered Numbers
    - Individual Total Covered Numbers
    - Total Covered Numbers Even/Odd
    - Row To Be Covere
    - Will There Be A Barrel With The Specified

27.12. Killer Joker

1. The deck contains 36 cards (from 6 to A) and 2 jokers (black and red).
    - Player 1 is assigned the black suit cards (clubs & spades)
    - Player 2 is assigned the red suit cards (hearts & diamonds)
    - Cards are drawn from the deck until one of the jokers appears. The player with the most

cards wins (the game can end in a draw).

2. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded (settled at odds of 1.00).
3. The following markets are available:
    - Win
    - Total
    - Total Cards
    - Equal Points

27.13. Sette e mezzo

1. The game uses a deck of 40 cards in four suits. At the start of the game, two cards are dealt: one to the player (face up) and one to the dealer (face down). The player must then decide whether or not to draw more cards. The dealer picks up cards after the player. The player must score more points than the dealer, without exceeding 7.5 points.
   If both player and dealer score the same number of points and the player does not pick up a winning card combination (see card combinations), the dealer wins.
   If both player and dealer score 7.5 points, whoever has the highest ranking combination wins.
   If the player scores 8 or more points with any number of cards, he/she is bust and therefore loses. If the dealer but not the player is bust, the player wins. The King of diamonds takes on the value of the most beneficial card in a hand.
    - Ranking in a 40-card deck: 2, 3, 4, 5, 6, 7, J, Q, K, A.
    - Value of cards according to their ranking: 2; 3; 4; 5; 6; 7; 0.5; 0.5; 0.5; 1.
    - Card combination ranking:
        - Sette e Mezzo Classic: 7.5 points with more than two cards.
        - Sette e Mezzo Reale: 7.5 points with two cards, one of which is a seven and the other a picture card (K, Q, J).
        - Sette et Mezzo Realissimo – 7.5 points with two cards, one of which is the king of diamonds.
        - Sette e Mezzo Doppio 7: two sevens (this card combination is worth 7.5 points).
2. In the event of staff or software error during acceptance of bets (obvious misprints in odds, mismatch of odds in different positions etc) or other arguments confirming incorrectness of bet, the betting company may declare these bets void. In the event of software failure, the game may be interrupted and all unsettled bets refunded.
3. The following markets are available::
    - Win;
    - Total;
    - Bust;
    - Total cards;
    - Card combination.

4. **Royal Sette e Mezzo**

5. This game uses a 40-card deck with four suits.
   At the start of a game, the player and dealer draw one card each. Next, the player draws cards until they decide to stay or go bust (exceed 7.5 points). If the player has a Royal Sette e Mezzo,

they win (the dealer won't draw any cards). Once the player has drawn their cards, the dealer begins to draw. They must draw cards if they have fewer than 5 points or if the player has 7.5 points, and they must draw another card if their first card is the King of Spades. The dealer stays if they go bust. The dealer will also stay if they have 5 or more points, and the player has fewer than 7.5. Whoever goes bust loses. If both the player and the dealer have the same number of points, the game will end in a draw, provided that neither of them have a Royal Sette e Mezzo (the strongest hand in the game, which wins even if both the dealer and the player have the same number of points), and the scores are not 5-5 (dealer wins). In all other cases, the winner is the one with the most points.
The King of Spades is the most valuable card (for example, a King of Spades and an Ace are 7 points, but a King of Spades plus an Ace and a Jack are 7.5 points).
    - Ranking in a deck of 40 cards: 2, 3, 4, 5, 6, 7, J, Q, K, A
    - Value of cards according to their rank: 2, 3, 4, 5, 6, 7, 0.5, 0.5, 0.5, 1
6. A Royal Sette e Mezzo – 7.5 points with two cards, one of which is the King of Spades (e.g., a King of Spades and a 7, or a King of Spades and a Jack).
7. Partita Perfetta – when both the player and the dealer draw their first card and have the same value. There are three possible variations of this combination:
    - two-of-a-kind - A to 6 (e.g., both player and dealer draw an Ace, or both draw a 6, etc.)
    - two-of-a-kind - picture card (e.g., both player and dealer draw a Jack. Aces do not count as picture cards)
    - two-of-a-kind - 7 (both player and dealer draw a seven)
8. Mano di Poker – a poker combination of the first two cards drawn by the player and the first card drawn by the dealer. There are five possible variations of this combination:
    - straight – all possible combinations: 234, 345, 456, 567, JQK, QKA
    - flush – all three cards are from the same suit
    - three-of-a-kind – all three cards are of the same value (e.g. 333, JJJ)
    - straight flush
    - royal flush – QKA from one suit
9. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
10. The following bet types are available:
    - Win
    - Total
    - Bust
    - Total Cards
    - Card Combination

27.14. Crystal

1. The game consists of two rounds. At the start of each round, the crystals fall down from the top of the 7x7 game screen.
If any winning combinations are formed, i.e. if 5 or more of the same color crystal land adjacent to one another horizontally and/or vertically, that drop is registered as a win and the round continues. The winning crystals are removed from the game screen and the empty spaces are filled by more crystals which fall from the top.
2. The round ends when no winning combinations of crystals are formed. There are 6 different

crystal colors. Player 1 earns points for combinations of red, orange, and yellow crystals. Player 2 earns points for combinations of light blue, dark blue, and purple crystals. As well as crystals, the game features a special element - the Wild symbol (appears as a coin) - which can serve as any color crystal to make up a winning combination. Points for winning combinations are credited based on the following formula: number of elements in the combination * odds. The winner is the player who earns the most points at the end of the two rounds. If both players have the same number of points, the result is a draw.

3. Odds:
    - red crystals: 5 - 1.00, 6 - 1.00, 7 - 1.00, 8 - 1.00, 9+ - 1.00
    - orange crystals: 5 - 1.00, 6 - 3.00, 7 - 3.00, 8 - 3.00, 9+ - 5.00
    - yellow crystals: 5 - 2.00, 6 - 3.00, 7 - 4.00, 8 - 5.00, 9+ - 6.00
    - light blue crystals: 5 - 1.00, 6 - 1.00, 7 - 1.00, 8 - 2.00, 9+ - 3.00
    - dark blue crystals: 5 - 1.00, 6 - 2.00, 7 - 3.00, 8 - 4.00, 9+ - 5.00
    - purple crystals: 5 - 2.00, 6 - 2.00, 7 - 3.00, 8 - 3.00, 9+ - 10.00
4. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
5. The following bet types are available:
    - Winner
    - Double chance
    - Total
    - Handicap
    - Exact number of points
    - Exact total number of elements in the combination with the most crystals (if there are no winning combinations, a bet on this market loses)
    - Exact total winning drops
    - Total winning drops
    - Exact total combinations
    - Total combinations

27.15. Higher vs Lower

1. Two players play against each other. A game consists of three rounds. At the start of the game (in the pre-match) three numbers of player 2 (between 1 and 99) will appear on the screen at random.
    - At the start of each round, a random number of player 1 (between 0 and 99 inclusive) will appear on the screen.
    - The winner of the round is the player whose number is higher. They are given 1 point (if a draw occurs, no point is awarded to anyone).
    - The winner of the game is the player who scored the most points (if the number of points is equal, a draw is declared).
2. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. **The following markets are available:**
    - **on the whole game:**

        - Win
        - Correct Score
        - Round Winner
    - **on a round:**
        - Win
        - Individual Total 1 Even/Odd

27.16. Roulette

American Roulette

1. Each game consists of five rounds. In a round, a roulette wheel with red and black numbers from 1 to 36, as well as 0 (Zero) and 00 (Double Zero) is spun.
   A single roulette wheel has a total of 38 numbers. If the wheel stops on a red number, the first player will get the point, and if it stops on a black number, the second player will get the point. If the number is neither red nor black, nobody will receive a point (draw in round).
   The winner is whoever gets the most points, and if both players have the same number of points, the round will end in a draw.
2. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
3. The following bet types are available:

- On the whole game:
    - Winner
    - Total Draws
    - Correct Score
- On a round:
    - Sector The Arrow Will Point To (number)
    - Sector The Arrow Will Point To (value)
    - Sector The Arrow Will Point To (even/odd)
    - Sector The Arrow Will Point To (color)
    - Sector The Arrow Will Point To (color + even/odd)
    - Interval Of Sectors The Arrow Will Point To
    - Row Of Sectors The Arrow Will Point To
- If the arrow points to Zero (0), all bets will be settled as losses, except those placed on Zero.

European Roulette

1. Each game consists of several rounds. In a round, a roulette wheel with red and black numbers from 1 to 36, as well as 0 (Zero), is spun.
   A single roulette wheel has a total of 37 numbers. If the wheel stops on a red number, the first player will get the point, and if it stops on a black number, the second player will get the point. If the number is neither red nor black, nobody will receive a point.
   The game continues until one of the players scores 3 points (at which point that player wins).
2. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other

indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.

3. The following bet types are available:

- On the whole game:
  - Winner
  - Total Draws
  - Correct Score
- On a round:
  - Sector The Arrow Will Point To (number)
  - Sector The Arrow Will Point To (value)
  - Sector The Arrow Will Point To (even/odd)
  - Sector The Arrow Will Point To (color)
  - Sector The Arrow Will Point To (color + even/odd)
  - Interval Of Sectors The Arrow Will Point To
  - Row Of Sectors The Arrow Will Point To
- If the arrow points to Zero (0), all bets will be settled as losses, except those placed on Zero.

27.17. Poker dice

1. Poker dice is a game for two players.
2. The aim of the game is to roll a higher ranking hand than your opponent. In this game, 10 six-sided dice are used with the numbers 1 to 6 on the faces of each one.
3. The game is played in three rounds. In the first round, the players throw three dice each. In the second round, they throw another dice each. In the third round, they each throw a final dice (each player will have thrown five dice). The winner is decided based on each hand thrown with the dice.
4. Poker hands listed in order from highest to lowest rank:
   - Five of a Kind: all five dice are of the same value, for example: 44444
   - Four of a Kind: four dice are of the same value, one dice is of another value, for example: 26222
   - Full House: three dice are of the same value, two are of another value, for example: 11313
   - Straight: five dice are of consecutive values (from 1 to 5 or from 2 to 6), for example: 36425
   - Three of a Kind: three dice are of one value, two dice are each of other different values, for example: 63266
   - Two Pair: two dice are of the same value, two dice are of another value, one dice is of another different value, for example: 52151
   - Pair: two dice are of the same value, the remaining three dice each are of other different values, for example: 15312
5. If the two players have hands of equal ranking, then the winner is the player with the higher value combination in their hand (in the case of a Full House, the value of the Three of a Kind in the hand will be considered first).
   - If these values are equal, then the next highest value in each player’s hand will be considered.
   - If both players have the same hand in which the values are all the same (or if neither of the players have a hand), then the player with the higher value not included in their hand is the winner.

- If all the players' dice have the exact same values when compared, then the result is a tie.

6. Available bet types:
    - Player 1 to Win / Player 2 to Win / Draw
    - Winning Hand - Pair (if both players have a Pair and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Pair (if both players have a Pair and the result is a tie, then the bet is settled as lost)
    - Winning Hand - Two Pair (if both players have a Two Pair and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Two Pair (if both players have a Two Pair and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Three of a Kind (if both players have a Three of a Kind and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Three of a Kind (if both players have a Three of a Kind and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Straight (if both players have a Straight and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Straight (if both players have a Straight and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Full House (if both players have a Full House and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Full House (if both players have a Full House and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Four of a Kind (if both players have a Four of a Kind and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Four of a Kind (if both players have a Four of a Kind and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Five of a Kind (if both players have Five of a Kind and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Five of a Kind (if both players have a Five of a Kind and the result is a tie, then the bet is settled as a loss)
7. In case of staff errors or software malfunctions during the acceptance of bets (obvious typos in odds, discrepancies in odds across different positions, etc.) and other reasons confirming the incorrectness of a bet, the bookmaker has the right to declare these bets invalid. In the event of software failures, the game may be interrupted, and all unsettled bets will be settled at odds of 1.

27.18. Gold Rush

1. This game involves two participants. The first player to reach the finish line (the gold) will win. Before the game begins, each player is given a randomly determined route (map). The route is shown as cells on the game screen, which represent steps, with some cells speeding players up, and others slowing them down. If a player lands on a speed-up cell, they'll take extra steps forward. If a player lands on a slow-down cell, they'll take extra steps backwards.
   The number of additional steps is shown on the cell itself. Cells that speed players up or slow them down only activate once per game, meaning that if a player lands on that cell again, then nothing will happen.
   The first player to move is given a handicap to negate their advantage from going first. A move involves throwing a 6-sided die, and then making a number of steps on their map equal to the

result of the throw of the die.

2. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
3. The following bet types are available:
    - Total moves by the winner
    - What step the losing player will end on
    - A player to land on a speed-up cell
    - A player to land on a slow-down cell.
        - Total moves by a player — how many times they threw the die
        - What step the losing player will end on — how many steps away from the start the losing player will finish the game on

27.19. CardsCricket

1. Two opponents take part in the game. Player 1 is the red-suited cards, Player 2 is the black-suited cards.
    - The cards are from 2 to Ace. Therefore, each player has 26 cards.
    - Each team completes 1 over each. An over consists of 6 balls.
    - The first to score points is the red team (i.e the red cards are the batsmen, and the black cards are the bowler). Then, conversely, black scores points. If a wicket is taken, then the inning ends.
    - The second team stops scoring points if they get more points than the first team. The team with the most points wins. It is a draw if the points are equal.
    - During a turn, a card is drawn from both the batsman’s and bowler’s card pool. If the cards have the same value, it means a wicket is taken. If a wicket is taken, the batsman scores points according to the value of their card.
    - Card values:
        - 2 to 4 - 0 points
        - 5 to 8 - 1 point
        - 9 to 10 - 2 points
        - Jack - 3 points
        - Queen or King - 4 points
        - Ace - 6 points
2. The drawn cards go into a discard pile (a card cannot be played twice). Bowling example (batsman’s card / bowler’s card): 4 / 5 - 0 points, Jack / Ace - 3 points, Ace / Ace - wicket.
3. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted.
4. Available bet types:
    - Win
    - Total
    - Individual Total
    - Handicap
    - Team, Will Take a Wicket

    - Exact Total Wickets
    - Team, Ball, Total Points
    - Team, Ball, Exact Total Points
5. If a team doesn’t complete a ball on which a bet has been placed, then that bet is refunded.

27.20. Card Basketball

1. Two opponents take part in the game. Player 1 is the red-suited cards, Player 2 is the black-suited cards. The cards are from 2 to Ace. Therefore, each player has 26 cards. Each game consists of 4 quarters, like in traditional basketball. No overtime is played. The winner is whoever gets the most points, and if both players have the same number of points, the round will end in a draw.
2. Opponent’s game logic in a quarter:
    - three cards are dealt from the player's card pool - the first card is a 1-pointer (penalty); the second card is a 2-pointer; and the third card is a 3-pointer
    - for the 1-pointer to be successful, the card’s value must be at least 6 (>= 6); for the 2-pointer to be successful, the card’s value must be at least 8; and for the 3-pointer to be successful, the card’s value must be at least 10
    - once a quarter has been played, the cards are removed from play, i.e. there are 3 fewer cards in the pool
        - example turn: A/5/10 - the 1-pointer is successful, the 2-pointer misses, and the 3-pointer is successful - total: 4 points
    - the maximum score in a quarter is 6 points, e.g.: 6/8/10, Q/K/A - the total here is 6 points.
3. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
4. Bets can be placed on the game not including overtime: on the whole game, on a specific quarter, or on a specific half.
   Some available bets are:
    - Win
    - Double chance
    - Handicap
    - Total
    - Individual Total
    - Total Even
    - Individual Total Even
    - Winner and Total
    - Correct Score
    - Team To Win All Quarters
    - Team To Win Both Halves
    - Team To Win The First Half And The Match
    - Team To Win The First Quarter And The Match
    - Each Team Will Score Under/Over
    - Exact Total

27.21. Tic-tac-toe

1. Two teams (opponents) take part in the game. One team is crosses, the other is noughts. The game is played over three rounds. In each round, the 3x3 grid has its squares randomly filled with Xs and Os or left empty. In the first and third rounds, the X team has an edge, as at least one X is guaranteed to appear in those rounds. The same applies to the O team in the second round. There are three possible types of winning lines: horizontal, vertical and diagonal. A winning line is one that consists of three identical symbols in a row. One point is awarded for horizontal and vertical lines, and two points for a diagonal line. Whoever scores the most points over three rounds is the winner (a draw is possible).
2. In the event that errors are made by staff or software failures occur at the time of bet acceptance (obvious typos in odds, discrepancies between odds displayed in different places, etc.), or if there are other indications that bets were incorrectly accepted, the betting company has the right to void those bets. In the event of software failures, a game may be interrupted, in which case any unsettled bets will be refunded.
3. The following bet types are available:
    - **on the base game:**
        - win
        - double chance
        - total over/under
        - individual total over/under
        - handicap
        - total odd/even
        - individual total odd/even
        - win to nil
        - draw in at least one round - yes/no
        - exact number of points
    - **on a round**:
        - win
        - double chance
        - total over/under
        - individual total over/under
        - handicap
        - total odd/even
        - individual total odd/even
        - win to nil
        - correct score
        - type of line

27.22. Lotto

1. This is a lottery-based game featuring numbers from 1 to 75. Games consist of three rounds. One number is drawn in each round. A given number can only be drawn once per game.
2. In the event that errors are made by staff or software failures occur at the time of bet acceptance (obvious typos in odds, discrepancies between odds displayed in different places, etc.), or if there are other indications that bets were incorrectly accepted, the betting company has the right to void those bets. In the event of software failures, a game may be interrupted, in which case any unsettled bets will be refunded.
3. The following bet types are available:
    - **on the base game**:
        - the sum of all drawn numbers over/under

        - the sum of all drawn numbers - even/odd
        - comparison of drawn numbers
    - **on a round**:
        - number to be drawn
        - number from a specified range to be drawn
        - drawn number over/under
        - drawn number odd/even
        - number from a list to be drawn
        - drawn number odd/even and over/under

27.23. Rock Paper Scissors

1. 3 opponents take part in the game. Games consist of 5 rounds. In each round, each opponent shows a shape (sign). The available shapes are rock, paper, and scissors. The winner is determined according to the familiar rules of the well-known game. There are 3 possible outcomes for each round: one winner, two winners, or a draw. The player earns 1 point for winning a round, while no points are awarded for a draw or loss. After all rounds have been played, the player with the most points wins. There are 3 possible game outcomes: one winner (when one player scores more points than the other two), two winners (when two players have the same score and the third has fewer), or a draw (when all players have the same score). Each player has a unique name (nickname) and their own strategy, which determines their preferred choice of shape. The Builder, Miner, and Jeweler favor rock; the Artist, Writer and Postman favor paper; and the Hairdresser, Tailor, and Gardener favor scissors.
2. In the event that errors are made by staff or software failures occur at the time of bet acceptance (obvious typos in odds, discrepancies between odds displayed in different places, etc.), or if there are other indications that bets were incorrectly accepted, the betting company has the right to void those bets. In the event of software failures, a game may be interrupted, in which case any unsettled bets will be refunded.
3. The following bet types are available:
    - on the base game:
        - Result
        - Total Points Over/Under
        - Player's Total Points Over/Under
        - Exact Number Of Points
        - Total Even/Odd
        - Player To Win Yes/No
        - Player To Lose Yes/No
    - on a round:
        - Result
        - Player To Win Yes/No
        - Player To Lose Yes/No
        - Shape To Be Drawn