Contents

1. Terms and Conditions
2. RESPONSIBLE GAMING
3. Accounts, Deposits & Withdrawal
4. PRIVACY & MANAGEMENT OF PERSONAL DATA
5. ANTI-MONEY LAUNDERING
6. Risk warning
7. LIABILITY
8. Communications and Notices
9. Gambling By Those Under Age
10. Fraud
11. Intellectual Property & License
12. Your Conduct and Safety
13. DISPUTE RESOLUTION
14. General Provisions
15. GENERAL BETTING RULES
16. TOTO Free

1. Terms and Conditions

1. Introduction

These terms and conditions and the documents referred to below (the "Terms") apply to the use of the current website (the "Website") and its related or connected services (collectively, the "Service"). You should carefully review these Terms as they contain important information concerning your rights and obligations concerning the use of the Website and form a binding legal agreement between you - our customer (the "Customer"), and us. By using this Website and/or accessing the Service, you, whether you are a guest or a registered user with an account (“Account”), agree to be bound by these Terms, together with any amendments, which may be published from time to time. If you do not accept these Terms, you should refrain from accessing the Service and using the Website.
The Service is owned by GAMEWAY GLOBAL LLC, a limited liability company registered in Saint Vincent & Grenadines with company registration number 4279 LLC 2025, with registered address at Richmond Hill Road, Euro House, Kingstown, Saint Vincent & Grenadines (“Company”), licensed in the State of Anjouan under the Computer Gaming Licensing Act 007 of 2005.

2. General Terms

We reserve the right to revise and amend the Terms (including any documents referred to and linked to below) at any time. You should visit this page periodically to review the Terms and Conditions. Amendments will be binding and effective immediately upon publication on this Website. If you object to any such changes, you must immediately stop using the Service. Your continued use of the Website following such publication will indicate your agreement to be bound by the Terms as amended. Any bets not settled prior to the changed Terms taking effect will be subject to the pre-existing Terms.

2.1 Your Obligations

2.1.1. You acknowledge that at all times when accessing the Website and using the Service:

1. You are over 18, or the legal age at which gambling, or gaming activities are allowed under the law or jurisdiction that applies to you. We reserve the right to request proof of age documents from you at any time.
2. You are of legal capacity and can enter into a binding legal agreement with us. You must not access the Website or utilize the Service if you are not of legal capacity.
3. You are a resident in a jurisdiction that allows gambling. You are not a resident of any country in which access to online gambling to its residents or to any person within such country is prohibited. It is your sole responsibility to ensure that your use of the service is legal.
4. You may not use a VPN, proxy or similar services or devices that mask or manipulate the identification of your real location.
5. You acknowledge and confirm that you do not suffer from any gambling addiction or related disorder, and that you are using the Website and Service for lawful and recreational purposes only.

2.1.2. You are the authorized user of the payment method you use.

1. You must make all payments to us in good faith and not attempt to reverse a payment made or take any action which will cause such payment to be reversed by a third party.
2. When placing bets you may lose some or all of your money deposited to the Service in

accordance with these Terms and you will be fully responsible for that loss.
3. When placing bets you must not use any information obtained in breach of any legislation in force in the country in which you were when the bet was placed.
4. You are not acting on behalf of another party or for any commercial purposes, but solely on your own behalf as a private individual in a personal capacity.
5. You must not either attempt to manipulate any market or element within the Service in bad faith nor in a manner that adversely affects the integrity of the Service or us.
6. You must generally act in good faith in relation to us of the Service at all times and for all bets made using the Service.
7. You, or, if applicable, your employees, employers, agents, or family members, are not registered as an Affiliate in our Affiliate program.

2.2. Restricted use

2.2.1. You must not use the Service:

1. If you are under the age of 18 years (or below the age of majority as stipulated in the laws of the jurisdiction applicable to you) or if you are not legally able to enter into a binding legal agreement with us or you acting as an agent for, or otherwise on behalf, of a person under 18 years (or below the age of majority as stipulated in the laws of the jurisdiction applicable to you);
2. If you reside in a country in which access to online gambling to its residents or to any person within such country is prohibited.
3. If you are a resident of one of the following countries, or accessing the Website from one of the following countries:

- Austria;
- France and it’s territories;
- Germany;
- Netherlands and it’s territories;
- Spain;
- Union of Comoros;
- United Kingdom;
- USA and it’s territories;
- All FATF Blacklisted countries;
- any other jurisdictions deemed prohibited by Anjouan Offshore Financial Authority.

4. To collect nicknames, e-mail addresses and/or other information of other Customers by any means (for example, by sending spam, other types of unsolicited emails or the unauthorised framing of, or linking to, the Service);
5. to disrupt or unduly affect or influence the activities of other Customers or the operation of the Service generally;
6. to promote unsolicited commercial advertisements, affiliate links, and other forms of solicitation which may be removed from the Service without notice;
7. in any way which, in our reasonable opinion, could be considered as an attempt to: (i) cheat the Service or another Customer using the Service; or (ii) collude with any other Customer using the Service in order to obtain a dishonest advantage;
8. to scrape our odds or violate any of our Intellectual Property Rights; or

for any unlawful activity whatsoever.

2.2.2. You cannot sell or transfer your account to third parties, nor can you acquire a player account

from a third party.

1. You may not, in any manner, transfer funds between player accounts.
2. We may immediately terminate your Account upon written notice to you if you use the Service for unauthorised purposes. We may also take legal action against you for doing so in certain circumstances.

2.2.3. Employees of Company, its licensees, distributors, wholesalers, subsidiaries, advertising, promotional or other agencies, media partners, contractors, retailers and members of the immediate families of each are NOT allowed to use the Service for real money without prior consent from the Company Director or CEO. Should such activity be discovered, the account(s) will be immediately terminated and all bonuses/winnings will be forfeited.

2.3. Registration

You agree that at all times when using the Service:

2.3.1. We reserve the right to refuse to accept a registration application from any applicant at our sole discretion and without any obligation to communicate a specific reason.

2.3.2. Before using the Service, you must personally complete the registration form and read and accept these Terms. In order to start betting on the Service or withdraw your winnings, we may require you to become a verified Customer which includes passing certain checks. You may be required to provide a valid proof of identification and any other document as it may be deemed necessary. This includes but is not limited to, a picture ID (copy of passport, driver's licence or national ID card) and a recent utility bill listing your name and address as proof of residence. We reserve the right to suspend wagering or restrict Account options on any Account until the required information is received. This procedure is done in accordance with the applicable gaming regulation and the anti-money laundering legal requirements. Additionally, you will need to fund your Service Account using the payment methods set out on the payment section of our Website.

2.3.3. You have to provide accurate contact information, inclusive of a valid email address (“Registered Email Address”), and update such information in the future to keep it accurate. It is your responsibility to keep your contact details up to date on your Account. Failure to do so may result in you failing to receive important Account related notifications and information from us, including changes we make to these Terms. We identify and communicate with our Customers via their Registered Email Address. It is the responsibility of the Customer to maintain an active and unique email account, to provide us with the correct email address and to advise Company of any changes in their email address. Each Customer is wholly responsible for maintaining the security of his Registered Email Address to prevent the use of his Registered Email Address by any third party. Company shall not be responsible for any damages or losses deemed or alleged to have resulted from communications between Company and the Customer using the Registered Email Address. Any Customer not having an email address reachable by Company will have his Account suspended until such an address is provided to us. We will immediately suspend your Account upon written notice to you to this effect if you intentionally provide false or inaccurate personal information. We may also take legal action against you for doing so in certain circumstances and/or contact the relevant authorities who may also take action against you.

2.3.4. You are only allowed to register one Account with the Service. Accounts are subject to immediate closure if it is found that you have multiple Accounts registered with us. This includes the use of representatives, relatives, associates, affiliates, related parties, connected persons and/or third parties operating on your behalf.

2.3.5. In order to ensure your financial worthiness and to confirm your identity, we may ask you to provide us with additional personal information, such as your name and surname, or use any third-party information providers we consider necessary. Should any additional personal information be obtained via third-party sources, we will inform you about the data obtained.

2.3.6. You must keep your password for the Service confidential. Provided that the Account information requested has been correctly supplied, we are entitled to assume that bets, deposits and withdrawals have been made by you. We advise you to change your password on a regular basis and never disclose it to any third party. It is your responsibility to protect your password and any failure to do so shall be at your sole risk and expense. You may log out of the Service at the end of each session. If you believe any of your Account information is being misused by a third party, or your Account has been hacked into, or your password has been discovered by a third party, you must notify us immediately. You must notify us if your Registered Email Address has been hacked into, we may, however, require you to provide additional information/ documentation so that we can verify your identity. We will immediately suspend your Account once we are aware of such an incident. In the meantime you are responsible for all activity on your Account including third party access, regardless of whether or not their access was authorised by you.

2.3.7. You must not at any time transmit any content or other information on the Service to another Customer or any other party by way of a screen capture (or other similar method), nor display any such information or content in a frame or in any other manner that is different from how it would appear if such Customer or third party had typed the URL for the Service into the browser line.

2.3.8. When registering, you will receive possibility to use all currencies available on the website. Those will be the currencies of your deposits, withdrawals and bets placed and matched into the Service as set out in these Terms. Some payment methods do not process in all currencies. In such cases a processing currency will be displayed, along with a conversion calculator available on the page.

2.3.9. We are under no obligation to open an Account for you and our website sign-up page is merely an invitation to treat. It is entirely within our sole discretion whether or not to proceed with the opening of an Account for you and, should we refuse to open an Account for you, we are under no obligation to provide you with a reason for the refusal.

2.3.10. Upon receipt of your application, we may be in touch to request further information and/ or documentation from you in order for us to comply with our regulatory and legal obligations.

3. Responsible Gaming

3.1 General Information

We value the health and well-being of our players and are committed to promoting responsible gambling practices. Gambling should always be a form of entertainment, and we encourage you to play responsibly. If you ever feel that your gambling habits are becoming problematic, it’s important to seek help. Your mental and physical health is our priority, and we are here to support you in making informed and responsible decisions.

If you feel that you may have a gambling addiction, you can seek support from various organizations that offer assistance to individuals struggling with gambling-related issues. We recommend the following resources:

- Gamblers Anonymous: https://gamblersanonymous.org
- GamblingTherapy: https://www.gamblingtherapy.org

- GambleAware: https://www.begambleaware.org
- GamCare: https://www.gamcare.org.uk

Additionally, you can take a self-test to assess if you might have a gambling problem by visiting the following links:

- BeGambleAware Self-Assessment: https://www.begambleaware.org/gambling-problems/do-i-have-a-gambling-problem/
- Gamblers Anonymous 20 Questions: https://gamblersanonymous.org/20-questions/
- National Council on Problem Gambling Self-Assessment: https://www.ncpgambling.org/help-treatment/problem-gambling-self-assessment/

We encourage you to regularly evaluate your gaming habits to ensure that your gambling remains within healthy limits. If, after completing the self-assessment, you believe you are showing signs of problematic gambling behavior, we strongly recommend reaching out to relevant support organizations or contacting our support team for assistance.

Additional information on gambling addiction and support resources can be found at:

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

3.2 Self-Exclusion

Self-exclusion is available for clients who acknowledge they may be experiencing gambling-related harm. You can formally choose to exclude yourself from gambling and take the necessary steps to stop. Once you make this decision, it is your responsibility to uphold it.

To self-exclude, please contact customer support via the Contacts section on the website: mn-bizbet.io/information/contacts. We will review your request and, subject to our internal procedures, restrict access to your account for the duration of the self-exclusion period.

Please note that self-exclusion is an irreversible decision, and once the period begins, your account will remain inaccessible for the agreed-upon duration.

3.3 Time Limits

Time limits can be set to restrict the amount of time you spend gambling. This can be adjusted to daily, weekly, or monthly intervals. If you feel you need to manage your gambling behavior by limiting your time, you may set or modify these limits as part of responsible gaming.

To set or modify your time limits, please reach out to our customer support at mn-bizbet.io/information/contacts.

3.4 Reality Check

We provide a Reality Check feature that reminds you periodically of the time spent on your gambling activity. These reminders are designed to help you stay aware of the time you’re dedicating to gambling, enabling you to make informed and responsible decisions.

You can activate and track your gambling time using the timer available directly on the website. This feature allows you to monitor your gameplay and manage the time you spend on the Website.

2. RESPONSIBLE GAMING

1. HOW WE COMMIT TO RESPONSIBLE GAMING?

Gambling at an online casino should always be aimed at entertainment. However, there is a certain percentage of people who lose control over themselves while gambling. Before starting to play, it is important to realize that gambling shall never be viewed as a source of income or means of recovery from debts. It is useful to keep track of the time and the amount of money spent at an online casino daily.

If you think that you start spending more money than you can afford, or in case gaming starts interfering with your normal daily routines, we strongly advise to consider several measures that can help, such as setting Personal Limits on your gaming activities, opting for Self-Exclusion, and seeking help and support from trusted independent bodies.

You can take the gambling addiction **quiz** to determine whether you are exhibiting the signs of an addiction to gambling.

2. HOW CAN I LIMIT MY SPEND OR LOSSES?

To assist you in gambling responsibly we offer the Personal Limits feature. You can set limits on the amount you deposit, lose, wager, spend in one game, or on your account activity overall. This functionality can be accessed within your account in the “Personal Limits” section here.

Limits can be amended at any time. A decrease in the limit will take effect immediately, however an increase may only occur after email confirmation and only after the previous limit of the same type expires, to avoid rash decisions. If you require further information or assistance regarding Personal Limits, please contact our support team

Deposit Limit. A limit on your deposits for a day, a week, or a month.

Loss Limit. A limit on your losses in the casino for a day, a week, or a month. Please note the loss is based on the initial deposit and not winnings attributed to the deposited amount. If for example you deposit €50, put a Loss Limit of €10 and then go on to win €1,000, you can still lose more than €10 of the €1,000 balance as it is based on the initial deposit instead of the winnings or if you deposit 5 BTC, put a Loss Limit of 1 BTC and then go on to win 100 BTC, you can still lose more than 1 BTC of the 100 BTC balance as it is based on the initial deposit instead of the winnings.

Wager Limit. A limit on the wagered amount for a day, a week, or a month.

Session Limit. A limit on the amount of time in minutes spent playing a game.

NEED A BREATHER?

Cooling-Off Limit. You can set a Cooling-Off Period for 1 week, 1 month, 3 months, or 6 months. While the limit is active you cannot deposit to the Casino and you will be excluded from all promotional offers, although you may withdraw the remaining funds during this period. Cooling-Off period is applied to your account immediately. Upon its expiring your account will automatically be re-activated.

Self-Exclusion Limit. You can set a Self-Exclusion Limit for 1 month, 3 months, 6 months, 1 year, 2

years, 3 years, 4 years, 5 years. Upon doing so your Player Account will immediately be disabled and you will be excluded from all promotional offers for the set period. You will not be able to deposit or withdraw funds when the limit is active. Upon its expiring your account will not be automatically re-activated.

LET'S SEE SOME ID?

The Casino only accepts players who are at least 18 years old and uses all available methods to stop any attempts of minors to register and play at our Website. The Casino reserves the right to ask for proof of identity and in case the player has not reached the legal age to play, access to the Website will be denied immediately.

However, we realise that due to a wide availability and nature of the Internet people under the legal age still have a chance to register and play at an online casino. We therefore strongly encourage parents to cooperate in protecting their children from free access to gaming websites. There is special software that can help in this matter. Please visit the following websites for more information:

- **CyberPatrol**
- **GamBlock®**
- **Solid Oak Software**
- **Net Nanny**

WHAT IS REALITY CHECK?

Getting caught up is easy when you are having fun, therefore we will send you an hourly notification in-game to remind you of how much you have spent at the Casino. Regardless of how many games you are playing at the same time, the message will let you know where you are at. This is meant to provide some time to reflect on your bets and perhaps consider pausing play for a while.

PLAY RESPONSIBLY: KNOW YOUR LIMITS & STAY IN CONTROL

Whilst most people do gamble responsibly, for some people gambling can become a problem. Please read the information below. It is very important especially if you are recovering from any kind of dependency.

- Always establish limits for depositing, wagering, and losses before you start playing.
- Decide beforehand on a time limit for your playing session and stick to it. Within that period ensure that you also take regular breaks from playing.
- Think about how much money you spend gambling. You can track your activity in your Online Account History.
- Gambling is not advised if it interferes with your daily responsibilities. Make sure that the decision to gamble is yours.
- Gambling is not advised if you are in recovery for any dependency or are under the influence of alcohol or any other substance.
- Gambling is a form of entertainment. It is not a way to pay off your debts.
- Never try to chase your losses.
- Make sure you know the rules of the games you play.
- If you need to talk to someone about problem gambling, then contact our Customer Support team or a problem gambling support service.

PLAY RESPONSIBLY: RECOGNISE A PROBLEM

Answering the self-assessment below will help you consider whether you have a problem:

- Do you gamble to escape from a boring or unhappy life?
- When gambling and you run out of money, do you feel lost, in despair, and the need to gamble again as soon as possible?
- Do you gamble until your last penny is gone, even fare home or the cost of a cup of tea?
- Have you ever lied to cover up the amount of money or time you have spent gambling?
- Have you ever lost interest in your family, friends, or hobbies because of your gambling?
- After losing, do you feel you must try and win back your losses as soon as possible?
- Do arguments, frustrations or disappointments make you want to gamble?
- Do you feel depressed or even suicidal because of your gambling?

SEEKING OUTSIDE HELP?

You may contact any of the following organizations for consultation and support:

- **Gamblers Anonymous**
- **GamCare**
- **Gambling Therapy**

3. Accounts, Deposits & Withdrawal

1. Accounts

1.1. Accounts could use several currencies, in this case all Account balances and transactions appear in the currency used for the transaction.

1.2. We do not give credit for the use of the Service.

1.3. We may close or suspend an Account if you are not or we reasonably believe that you are not complying with these Terms, or to ensure the integrity or fairness of the Service or if we have other reasonable grounds to do so. We may not always be able to give you prior notice. If we close or suspend your Account due to you not complying with these Terms, we may cancel and/or void any of your bets and withhold any money in your account (including the deposit).

1.4. We reserve the right to close or suspend any Account without prior notice and return all funds. Contractual obligations already matured will however be honoured.

1.5. We reserve the right to refuse, restrict, cancel or limit any wager at any time for whatever reason, including any bet perceived to be placed in a fraudulent manner in order to circumvent our betting limits and/ or our system regulations.

1.6. If any amount is mistakenly credited to your Account it remains our property and when we become aware of any such mistake, we shall notify you and the amount will be withdrawn from your Account.

1.7. If, for any reason, your Account goes overdrawn, you shall be in debt to us for the amount overdrawn.

1.8. You must inform us as soon as you become aware of any errors with respect to your Account.

1.9. You cannot transfer, sell, or pledge Your Account to another person. This prohibition includes the transfer of any assets of value of any kind, including but not limited to ownership of accounts, winnings, deposits, bets, rights and/or claims in connection with these assets, legal, commercial or otherwise. The prohibition on said transfers also includes however is not limited to the encumbrance, pledging, assigning, usufruct, trading, brokering, hypothecation and/or gifting in cooperation with a fiduciary or any other third party, company, natural or legal individual, foundation and/or association in any way shape or form

1.10. Should you wish to close your account with us, please send an email from your Registered Email Address to our Customer Support Department via the links on the Website.

2. Deposit of Funds

2.1. All deposits should be made from an account or payment system or credit card that is registered in your own name, and any deposits made in any other currency will be converted using the daily exchange rate obtained from oanda.com, or at our own bank's or our payment processor’s prevailing rate of exchange following which your Account will be deposited accordingly. Note that some payment systems may apply additional currency exchange fees which will be deducted from the sum of your deposit.

2.2. Fees and charges may apply to customer deposits and withdrawals, which can be found on the

Website. In most cases we absorb transaction fees for deposits to your mn-bizbet.io Account. You are responsible for your own bank charges that you may incur due to depositing funds with us.

2.3. Company is not a financial institution and uses a third party electronic payment processors to process credit and debit card deposits; they are not processed directly by us. If you deposit funds by either a credit card or a debit card, your Account will only be credited if we receive an approval and authorisation code from the payment issuing institution. If your card issuer gives no such authorisation, your Account will not be credited with those funds.

2.4. You agree to fully pay any and all payments and charges due to us or to payment providers in connection with your use of the Service. You further agree not to make any charge-backs or renounce or cancel or otherwise reverse any of your deposits, and in any such event you will refund and compensate us for such unpaid deposits including any expenses incurred by us in the process of collecting your deposit, and you agree that any winnings from wagers utilising those charged back funds will be forfeited. You acknowledge and agree that your player account is not a bank account and is therefore not guaranteed, insured or otherwise protected by any deposit or banking insurance system or by any other similar insurance system of any other jurisdiction, including but not limited to your local jurisdiction. Furthermore, the player account does not bear interest on any of the funds held in it.

2.5. If you decide to accept any of our promotional or bonus offer by entering a bonus code during deposit, you agree to the Terms of Bonuses and terms of each specific bonus.

2.6. Funds originating from criminal and/or illegal and/or unauthorized activities must not be deposited with us.

2.7. If you deposit using your credit card, it is recommended that you retain a copy of Transaction Records and a copy of these Terms.

2.8. Internet Gambling may be illegal in the jurisdiction in which you are located; if so, you are not authorized to use your payment card to deposit on this site. It is your responsibility to know the laws concerning online gambling in your country of domicile.

3. Withdrawal of Funds

3.1. You may withdraw any unutilized and cleared funds held in your player account by submitting a withdrawal request in accordance with our withdrawal conditions. We reserve the right to set a minimum withdrawal amount per transaction, which may vary depending on the currency and circumstances. In the case of account closure, you may withdraw the full remaining balance.

3.2. We reserve the right to apply a withdrawal fee if the deposited amount has not been wagered at least once. This measure is in place to support compliance with anti-money laundering obligations.

3.3. We reserve the right to request photo ID, address confirmation or perform additional verification procedures (request your selfie, arrange a verification call etc.) for the purpose of identity verification prior to granting any withdrawals from your Account. We also reserve our rights to perform identity verification at any time during the lifetime of your relationship with us.

3.4. All withdrawals must be made to the original debit, credit card, bank account, method of payment used to make the payment to your Account. We may, and always at our own discretion, allow you to withdraw to a payment method from which your original deposit did not originate. This will always be subject to additional security checks.

3.5. Should you wish to withdraw funds but your account is either inaccessible, dormant, locked or closed, please contact our Customer Service Department.

3.6. If your balance is at least 10 times greater than your total deposits, your right to withdraw funds per month might be subject to additional limitations. In all other cases, standard monthly withdrawal rights will apply.

3.7. Please note that we cannot guarantee successful processing of withdrawals or refunds in the event if you breach the Restricted use policy stated in these Terms.

4. Payment Transactions and Processors

4.1. You are fully responsible for paying all monies owed to us. You must make all payments to us in good faith and not attempt to reverse a payment made or take any action which will cause such payment to be reversed by a third party in order to avoid a liability legitimately incurred. You will reimburse us for any charge-backs, denial or reversal of payment you make and any loss suffered by us as a consequence thereof. We reserve the right to also impose an administration fee in case of charge-back, denial or reversal of payment you make.

4.2. We reserve the right to use third party electronic payment processors and or merchant banks to process payments made by you and you agree to be bound by their terms and conditions providing they are made aware to you and those terms do not conflict with these Terms.

4.3. All transactions made on our site might be checked to prevent money laundering or terrorism financing activity. Suspicious transactions will be reported to the relevant authority.

4. 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.

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, we may ask 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

The 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.

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.

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/gambling 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.

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.

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.

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.

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.

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.

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 Service and of any applicable law.
By using our services and thereby agreeing to our Terms and Service, 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.

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.

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.

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.

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.

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.

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.

5. 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. 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 to ensure compliance with applicable regulations and prevent fraudulent activity. This monitoring includes:

- Reviewing transactions for signs of structuring, layering, or unusual behavior;
- Blocking deposits or withdrawals in cases of suspicious activity;
- Applying thresholds to trigger mandatory verification.
  Additionally, the Company also screens Customers against sanctions and watchlists. We retain the right to suspend, freeze, or close any account if it is found to be associated with illegal conduct or non-compliant activities.

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.

6. Risk warning

You are aware that there is a chance you could lose the money you put into your mn-bizbet.io account by playing the games. There are certain jurisdictions where internet gambling is prohibited. You acknowledge and accept that the Company is unable to give you legal advice or assurances about the propriety of your use of the website's services. The Website's services may not meet all legal requirements in your country, according to the Company's statement. You choose and decide how to use the services offered by the Company, accepting full responsibility for your actions and determining whether or not using the Website's services is permitted by the laws in effect in your area. Entering the website and engaging in the games is done at your own risk. We make no guarantees regarding the forfeiture or potential non-retrieval of any returns, deposits, winnings, or bonuses that the player, as a resident of the countries restricted by the master holder of the license, software, and payment providers, may have gained or accrued using any means of encrypted connections over the Internet from their devices to a network in order to falsify their geolocation. Players who engage in such behavior will be in breach of our Terms of Service. We reserve the right to refuse to open, suspend, or close your account, withhold winnings, and apply any proceeds to compensate you for any harm you may have caused.

7. LIABILITY

1. 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.

2. 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 €500 IN AGGREGATE, WHICHEVER IS LOWER.

3. 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.

8. Communications and Notices

1. All communications and notices to be given under these Terms by you to us shall be sent using a Customer Support form on the Website.

2. All communications and notices to be given under these Terms by us to you shall, unless otherwise specified in these Terms, be either posted on the Website and/or sent to the Registered Email Address we hold on our system for the relevant Customer. The method of such communication shall be in our sole and exclusive discretion.

3. All communications and notices to be given under these Terms by either you or us shall be in writing in the English language and must be given to and from the Registered Email Address in your Account.

4. From time to time, we may contact you by email for the purpose of offering you information about betting, unique promotional offerings, and other information from mn-bizbet.io. You agree to receive such emails when you agree to these Terms when registering at the Website. You can choose to opt out of receiving such promotional offerings from us at any time by submitting a request to the Customer Support.

9. Gambling By Those Under Age

1. If we suspect that you are or receive notification that you are currently under 18 years or were under 18 years (or below the age of majority as stipulated in the laws of the jurisdiction applicable to you) when you placed any bets through the Service your Account will be suspended (locked) to prevent you placing any further bets or making any withdrawals from your Account. We will then investigate the matter, including whether you have been betting as an agent for, or otherwise on behalf, of a person under 18 years (or below the age of majority as stipulated in the laws of the jurisdiction applicable to you). If having found that you: (a) are currently; (b) were under 18 years or below the majority age which applies to you at the relevant time; or (c) have been betting as an agent for or at the behest of a person under 18 years or below the majority age which applies:

- all winnings currently or due to be credited to your Account will be retained;
- all winnings gained from betting through the Service whilst under age must be paid to us on demand (if you fail to comply with this provision we will seek to recover all costs associated with recovery of such sums); and/or
- any monies deposited in your Account which are not winnings will be returned to you OR retained until you turn 18 years old at our sole discretion. We reserve the right to deduct payment transaction fees from the amount to return, including transaction fees for deposits to your mn-bizbet.io account which we covered.

2. This condition also applies to you if you are over the age of 18 years but you are placing your bets within a jurisdiction which specifies a higher age than 18 years for legal betting and you are below that legal minimum age in that jurisdiction.

3. In the event we suspect you are in breach of the provisions of this Clause or are attempting to rely on them for a fraudulent purpose, we reserve the right to take any action necessary in order to investigate the matter, including informing the relevant law enforcement agencies.

10. Fraud

We will seek criminal and contractual sanctions against any Customer involved in fraud, dishonesty or criminal acts. We will withhold payment to any Customer where any of these are suspected. The Customer shall indemnify and shall be liable to pay to us on demand all costs, charges or losses sustained or incurred by us (including any direct, indirect or consequential losses, loss of profit, loss of business and loss of reputation) arising directly or indirectly from the Customer’s fraud, dishonesty or criminal act.

11. Intellectual Property & License

1. Any unauthorised use of our name and logo may result in legal action being taken against you.

2. 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.

3. 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.

4. Except as expressly provided in these Terms, 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.

5. Subject to these Terms and your compliance with them, we grant to you a non-exclusive, limited, non transferable and non sub-licensable license to access and use the Service for your personal non-commercial purposes only. Our license to you terminates if our agreement with you under these Terms ends.

6. Save in respect of your own content, you may not under any circumstances modify, publish, transmit, transfer, sell, reproduce, upload, post, distribute, perform, display, create derivative works from, or in any other manner exploit, the Service and/or any of the content thereon or the software contained therein, except as we expressly permit in these Terms or otherwise on the Website. No information or content on the Service or made available to you in connection with the Service may be modified or altered, merged with other data or published in any form including for example screen or database scraping and any other activity intended to collect, store, reorganise or manipulate such information or content.

7. Any non-compliance by you with this Clause may also be a violation of our or third parties' intellectual property and other proprietary rights which may subject you to civil liability and/or criminal prosecution.

12. Your Conduct and Safety

1. For your protection and protection of all our Customers, the posting of any content on the Service, as well as conduct in connection therewith and/or the Service, which is in any way unlawful, inappropriate or undesirable is strictly prohibited (“Prohibited Behaviour”).

2. If you engage in Prohibited Behaviour, or we determine in our sole discretion that you are engaging in Prohibited Behaviour, your Account and/or your access to or use of the Service may be terminated immediately without notice to you. Legal action may be taken against you by another Customer, other third party, enforcement authorities and/or us with respect to you having engaged in Prohibited Behaviour.

3. Prohibited Behaviour includes, but is not limited to, accessing or using the Service to:

promote or share information that you know is false, misleading or unlawful;
conduct any unlawful or illegal activity, such as, but not limited to, any activity that furthers or promotes any criminal activity or enterprise, violates another Customer's or any other third party’s privacy or other rights or that creates or spreads computer viruses;

- harm minors in any way;
- transmit or make available any content that is unlawful, harmful, threatening, abusive, tortuous, defamatory, vulgar, obscene, lewd, violent, hateful, or racially or ethnically or otherwise objectionable;
- transmit or make available any content that the user does not have a right to make available under any law or contractual or fiduciary relationship, including without limitation, any content that infringes a third party’s copyright, trademark or other intellectual property and proprietary rights;
- transmit or make available any content or material that contains any software virus or other computer or programming code (including HTML) designed to interrupt, destroy or alter the functionality of the Service, its presentation or any other website, computer software or hardware;
  interfere with, disrupt or reverse engineer the Service in any manner, including, without limitation, intercepting, emulating or redirecting the communication protocols used by us, creating or using cheats, mods or hacks or any other software designed to modify the Service, or using any software that intercepts or collects information from or through the Service;
- retrieve or index any information from the Service using any robot, spider or other automated mechanism;
- participate in any activity or action that, in the sole and entire unfettered discretion of us results or may result in another Customer being defrauded or scammed;
- transmit or make available any unsolicited or unauthorised advertising or mass mailing such as, but not limited to, junk mail, instant messaging, "spim", "spam", chain letters, pyramid schemes or other forms of solicitations;
  create Accounts on the Website by automated means or under false or fraudulent pretences;
  impersonate another Customer or any other third party, or
  any other act or thing done that we reasonably consider to be contrary to our business principles.

The above list of Prohibited Behaviour is not exhaustive and may be modified by us at any time or from time to time. We reserve the right to investigate and to take all such actions as we in our sole discretion deem appropriate or necessary under the circumstances, including without limitation deleting the Customer’s posting(s) from the Service and/or terminating their Account, and take any

action against any Customer or third party who directly or indirectly in, or knowingly permits any third party to directly or indirectly engage in Prohibited Behaviour, with or without notice to such Customer or third party.

13. DISPUTE RESOLUTION

1. If you have any concerns or questions regarding these Terms you should contact our Customer Service Department via the links on the Website and use your Registered Email Address in all communication with us.

2. NOTWITHSTANDING THE FOREGOING, WE TAKE NO LIABILITY WHATSOEVER TO YOU OR TO ANY THIRD PARTY WHEN RESPONDING TO ANY COMPLAINT THAT WE RECEIVED OR TOOK ACTION IN CONNECTION THEREWITH.

3. If a Customer is not satisfied with how a bet has been settled then the Customer should provide details of their grievance to our Customer Service Department. We shall use our reasonable endeavours to respond to queries of this nature within a reasonable time.

4. Disputes must be lodged within a reasonable time from the date the wager in question has been decided. No claims will be honoured after this period. The Customer is solely responsible for their Account transactions.

5. In the event of a dispute arising between you and us our Customer Service Department will attempt to reach an agreed solution. Should our Customer Service Department be unable to reach an agreed solution with you, the matter will be escalated to our management.

6. Should all efforts to resolve a dispute to the Customer’s satisfaction have failed, the Customer has the right to refer the dispute to the independent alternative dispute resolution (“ADR”) provider EGIS – FZCO (“EGIS ADR”), an ADR provider approved by the Anjouan Offshore Finance Authority. The Customer may contact EGIS ADR at info@egis-adr.com

14. General 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. Severability

In the event that any provision of these Terms 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 shall not be affected.

4. Breach of These Terms

Without limiting our other remedies, we may suspend or terminate your Account and refuse to continue to provide you with the Service, in either case without giving you prior notice, if, in our reasonable opinion, you breach any material term of these Terms. Notice of any such action taken will, however, be promptly provided to you.

5. Other Provisions

5.1. Term of agreement. These Terms shall remain in full force and effect while you access or use the Service or are a Customer or visitor of the Website. These Terms will survive the termination of your Account for any reason.

5.2. Gender. Words importing the singular number shall include the plural and vice versa, words importing the masculine gender shall include the feminine and neuter genders and vice versa and words importing persons shall include individuals, partnerships, associations, trusts, unincorporated organisations and corporations.

5.3. 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 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 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.

5.4. Acknowledgement. By hereafter accessing or using the Service, you acknowledge having read, understood and agreed to each and every paragraph of these Terms. As a result, you hereby irrevocably waive any future argument, claim, demand or proceeding to the contrary of anything contained in these Terms.

5.5. Language. In the event of there being a discrepancy between the English language version of these rules and any other language version, the English language version will be deemed to be correct.

5.6. Governing Law. These Terms shall be governed by and construed in accordance with the laws of the Union of the Comoros.

5.7. Entire agreement. These Terms constitute the entire agreement between you and us with respect to your access to and use of the Service, and supersedes all other prior agreements and communications, whether oral or written with respect to the subject matter hereof.

15. 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 stake amount depends on your account currency. The exact minimum stake amount can be found on the bet slip.
2. The maximum stake is 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.
3. The bookmaker reserves the right to limit the maximum stake or odds on certain selections as well as to limit or raise the maximum stake or odds for certain customers without any notification or giving reasons.
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 10-17.
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".
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

1.1. 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 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.

1.2. BET SLIP EDITING

Bet slip editing function is available for single and accumulator bets in pre-match and live in the period while bet slip sale is available.

Bet slip editing option enables the Customer to replace, add or delete bets from an accumulator. One or more bets can be replaced, added or deleted. The stake, however, cannot be changed.

REPLACING A BET:

- If one or more bets are replaced in an accumulator, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale.
- A bet can only be replaced with another bet that relates to the same market. For example, if W1 was chosen initially, it can only be changed to X (Draw) or W2. The Customer should check that

the bet they want to include is still available when they are trying to make a change.

DELETING A BET:

- One or more bets can be deleted.
- If one or more bets are deleted from an accumulator, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale.

ADDING A BET:

- One or more bets can be added.
- A commission will not be charged if one or more bets are added to a bet slip.
- When adding bets to a bet slip the odds of the bets selected initially will not change.

If a bet slip type is changed, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale. In that case the odds of the bets selected initially will change (except when the bet slip type is changed from a single to an accumulator).

Any changes in a bet slip must be confirmed by pressing “Save changes”.

Bet slip editing is not permitted if a bet has been partially sold. Bet slip editing is also not permitted if a bet slip is entered into bonus offers or promotions.

2. TYPES OF BETS

The bookmaker offers the following types of bets:

2.1. 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.

2.2. ACCUMULATOR BET

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.

2.3. 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

2.4. 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.

2.5. ADVANCEBET

1. Advancebets are offered to the Customer based on the potential returns from unsettled bets.
2. The Website 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. Click on the "Find out" button opposite "Available Advancebet" and you will see the amount available.
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 26m฿. You have made the following bets:

10m฿ at odds of 1.5 — potential returns are 15m฿. 15m฿ at odds of 2 — potential returns are 30m฿. Now your available balance is 1m฿.

The Website offers you an Advancebet of 10m฿. Now you are able to place bets to a total stake value of 11m฿. You then place a bet of 3m฿ (1m฿ off your available balance and 2m฿ of the Advancebet amount) at odds of 1.5. Potential returns are 4.5m฿.

You also place a bet of 5m฿ (from your Advancebet balance) at odds of 2. Potential returns are 10m฿.

Let's consider the potential outcomes

1. Bets made using Advancebets have won. Expected payouts are 4.5m฿ and 10m฿. Bets made with your own funds have lost. Bets made with Advancebets will therefore be deemed void. Your own 1m฿ 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 (15+30) = 45m฿. 5m฿ and 2m฿ were used as Advancebets (plus 1m฿ of your own funds). The amount of the Advancebets will be deducted from the payout (15+30)-5- 2 = 38m฿. Therefore, 38m฿ 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 1m฿ that formed part of your Advancebet stake will be lost.

2.6. 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 will be sent in "My Messages".
4. Each promo code has its own terms and conditions of use. To check the terms of your promo code, go to Bonuses > Promo code store > Promo Code Check or head to My Account > Account settings > 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, 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.
10. How to bet using a promo code:
    - To familiarize yourselves with the terms of promo code use, go to Bonuses > Promo code store > Promo Code Check or head to My Account > Account settings > Promo Code Check, enter your promo code's symbol combination and press "Check".
    - 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.

2.7. 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 – 30mB

The stake on one leg in the system bet amounts to 30/3 = 10mB

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 10mɃ. (1.39 x 2.44) x 1.8 = 6.1 x 10 = 61mɃ.

4TH OPTION

The Lobby wins.

All legs in the system win. The stake on one leg in the system amounts to 10mɃ. (1.39 x 2.44 + 1.39 x 1.78 + 1.78 x 2.44) x 1.8 = 18.36 x 10 = 183.6mɃ.

2.8. 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 10mɃ (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 10mɃ

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 11.5mɃ.

Block 2 (a double), the stake is set as the maximum (11.5mɃ). This wins and so the return is (1.39 x 1.13) x 115 = 1.57 x 11.5 = 18.063mɃ. The stake for Block 3 is deducted from the return. The stake for Block 3 amounts to 10mɃ. 18.063 – 10 = 8.063mɃ. The sum of 8.063mɃ is credited to the conditional bet account.

Block 3 loses.

The balance on the conditional bet account amounts to 8.063. The return is 8.063mɃ. 3RD OPTION

Block 1 wins. The return amounts to 11.5mɃ.

Block 2 (a double), the stake is set as the maximum (11.5mɃ). The return is (1.39 x 1.13) x 11.5 = 1.57 x 11.5 = 18.063mɃ. The stake for Block 3 is deducted from the return. The stake for Block 3 is 10mɃ. 18.063 – 10 = 8.063mɃ. The sum of 8.063mɃ is credited to the conditional bet account.

Block 3 wins - 10 x 1.13 = 11.3mɃ

The return amounts to 8.063 + 11.3 = 19.363mɃ 4TH OPTION

Block 1 wins. The return amounts to 11.5mɃ.

Block 2 (a double) loses. The stake of Block 2 is set as the maximum, therefore the sum of 11.5mɃ is lost. Block 3 wins. The stake is 10mɃ. As Block 2 lost, there is no stake.

The bet slip loses.

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 10 x 1.17 =11.7mɃ. 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 10 x 1.58 = 15.8mɃ.

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 10 x 3.16 = 31.6mɃ.

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.

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 15 mBTC.

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: 15 mBTC/15 bets = 1 mBTC per bet. 4 SINGLE BETS OF 1 MBTC EACH

Event 4	1.50	1.5

6 PERMED DOUBLES OF 1 MBTC EACH

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	7
Event 1 + Event 3	2.00 x 4.00	8
Event 1+ Event 4	2.00 x 1.50	3
Event 2 + Event 3	3.50 x 4.00	14
Event 2 + Event 4	3.50 x 1.50	5.25
Event 3+ Event 4	4.00 x 1.50	6

4 PERMED TREBLES OF 1 MBTC EACH

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	28
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	10.5
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	12

Event 2+ Event 3 + Event 4	3.50 x 4.00 x 1.50	21

1 FOURFOLD ACCUMULATOR OF 1 MBTC

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	42

Should all single bets win, all other options on the bet slip shall be deemed won. All returns will add up to 167.75 mBTC.

Should only one selection win, for example Selection 4, the return will be 1,5x1 mBTC=1.5 mBTC. All the remaining 14 options will lose.

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 11 mBTC.

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: 11 mBTC/11 combinations = 1 mBTC per combination. 6 PERMED DOUBLES OF 1 MBTC EACH

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	7
Event 1 + Event 3	2.00 x 4.00	8
Event 1 + Event 4	2.00 x 1.50	3
Event 2 + Event 3	3.50 x 4.00	14
Event 2 + Event 4	3.50 x 1.50	5.25
Event 3 + Event 4	4.00 x 1.50	6

4 TREBLES OF 1 MBTC EACH

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	28
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	10.5
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	12
Event 2 + Event 3 + Event 4	3.50 x 4.00 x 1.50	21

1 FOURFOLD ACCUMULATOR OF 1 MBTC

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 156.75 mBTC. Should only one of the four selections play out as predicted, all the options in this bet slip shall be deemed lost.

RESTRICTIONS ON INCLUSION OF CERTAIN OUTCOMES

1. 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). Related outcomes (related events) are those when one part of the bet affects another part of the bet.
2. A bet on “Team to score a penalty Yes/No” market will be deemed lost if no penalty is awarded during regular time.
3. 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.

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.

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 p. “Sports Rules”).
10. If a match does not end and is abandoned (see p. “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 of p. 9.23.
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 of p. 9.23.
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 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.
17. 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.
18. 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.
19. In friendlies, including club friendlies, when the event takes place in a different venue, all bets shall stand.
20. If there is no description of bet settlement for a particular sport or situation, the same shall be governed by the General Terms.
21. When a dispute of a particular type takes place for the first time, the bookmaker shall make the final decision.
22. 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.
23. 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.
24. 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.
25. 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.

RULES ON SPORTS

1. AUSTRALIAN RULES FOOTBALL
2. The bookmaker accepts bets:
3. on regular time of 80 minutes (four quarters of 20 minutes each or two halves of 40 minutes each)
4. on regular time including overtime (labeled "Including Overtime").
5. 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.
6. 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.
7. If a match venue is changed then bets already placed will stand providing the home team is still designated as such.
8. 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.
9. 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.

10. 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.
11. Bets on “HT-FT” markets are accepted on the half-time and the entire match.

2. AMERICAN FOOTBALL
3. The bookmaker accepts bets:
4. on regular time (60 minutes of play consisting of four quarters of 15 minutes each);
5. on regular time including overtime (labeled “Including Overtime”).
6. 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 interrupted.
7. At least 55 minutes of play must elapse for bets to stand. In this event, all bets will be settled based on the results at the time the match was stopped.
8. For bets on “Higher At The End Of The Tournament” markets, if the teams fail to qualify from the group, bets will be settled based on their respective places within the group. If teams take equal places, bets will be settled based on their score.
9. Highest (Lowest) Scoring Quarter - Total. Should there be two or more highest (lowest) scoring quarters with the same total, no stakes shall be refunded. In this event, bets will be settled based on the total.
10. Highest Scoring Quarter. If it is impossible to determine the highest scoring quarter unconditionally (i.e. if two or more quarters end with the same score), bets on such quarters will be settled at odds of 1. Bets on other quarters will be deemed lost.
11. Highest Scoring Half. Should both halves end with the same score, bets will be settled at odds of 1.
12. If a match including overtime ends in a draw, W1 and W2 bets will be settled at odds of 1 (stakes will be refunded), while bets on total and handicap markets will be settled based on the match result.

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.

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", "Total Fouls". When settling bets, only personal fouls committed by players on the court are taken into account. Technical fouls committed by a coach, team officials, or bench players are not counted.
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, French league (men) matches 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.

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.

"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.

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.

4. 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.
5. 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.
6. 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 (NBA). The teams will be ranked based on the following successive criteria: elimination stage; place taken in the conference; percentage of matches won in the regular season; points margin in the regular season; points scored in the regular season.
31. Basketball. Results. Team To Be Higher At The End Of The Tournament (Euroleague). The teams will be ranked based on the following successive criteria: elimination stage; place taken at the Top-16 stage; number of matches won at the Top-16 stage; points margin at the Top-16 stage; points scored at the Top-16 stage.
32. "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.
33. "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.
34. Bets on the average player statistics during the regular NBA season (points, rebounds, assists, block shots). For bet settlement purposes players must have taken part in 58 games, in accordance with the NBA rules.
35. 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.
36. 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.
37. Basketball 3x3. Games consist of one period lasting 10 minutes. Teams play until the end of regulation time, or until one of them wins 21 points. If a game ends in a tie, overtime will be played until one team is leading by a margin of 2 points.

Key differences in the game:

- A standard goal is worth 1 point.
- A field goal (from the 3-point line) scores 2 points.
- Teams have 12 seconds to shoot during an offensive.

38. 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 standard goal is worth 2 points.
    - A field goal (from the 3-point line) scores 3 points.
    - A slam dunk scores 3 points.
    - Teams have 24 seconds to shoot during an offensive.

5. 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 72 hours, all bets will stand until the conclusion of the match. If the match is not concluded within 72 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. Should at least one game be canceled, postponed, interrupted and abandoned on the day of the match (fewer than five full innings have been played), bets on the event “Home-Away” will be settled at odds of 1, except for those markets which had already been determined.
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.

6. BIATHLON
7. "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.

8. "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.
9. "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.
10. "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.
11. "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.
12. "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.
13. “Biathlon. Winner. Men. Pursuit. 12.5 km. Hochfilzen. Top 1-10 (08.12.2013 | 16:30) – “Will Daniel Mesotitsch Win - Yes”. The bet will win if Daniel Mesotitsch ranks among the top 10 biathletes in the race.
14. "Extra Cartridges. Sweden (13.12.2013 | 17:25) Total Under 7.5". The bet will win if the Swedish biathletes use 7 or fewer extra cartridges.
15. "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.
16. "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.
17. "Shooting Time". Predict what the shooting time will be (in seconds).
18. "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.
19. "IBU Cup markets". Overall standings will be determined based on the results across the season.

7. BOXING, MARTIAL ARTS
8. The start of a bout is signified by the sounding of a bell before the first round.
9. 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.
10. 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.
11. “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.
12. 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.
13. "1 (2) Will Win". In the “Sports” section, bets on this market are labeled “1” and “2” respectively and include the following:
14. "Points Victory";
15. "Win By Knockout";

16. "Win By Technical Knockout";
17. "Win By Technical Decision";
18. "Win By Disqualification or Refusal".
19. "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.
20. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
21. "Win Inside The Distance". This includes a win through knockout, technical knockout, disqualification of the opponent, or the opponent withdrawing during the bout.
22.
23. “Win (2way)”. Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
24. "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.
25. "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.
26. "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.

"Prospective Fights". Only one bout from the list of prospective fights that actually takes place will count for betting purposes. Bets on the bouts which have not taken place will be settled at odds of 1. Bets will be settled based on the date of the match according to the results from the official source.

8. 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”. Customers need to predict the number of rounds in a bout. For bet settlement purposes, only rounds in which more than half the allocated time has elapsed count.

2 minutes 30 seconds is deemed to be half of a 5-minute round. Therefore, a total of 2.5 rounds refers to 2 minutes 30 seconds of the 3rd round. If a bout ends exactly 2 minutes 30 seconds into a round, “Over/Under” bets on the total number of rounds will be void. If the first round ends in the first two minutes, “Total Rounds Under 0.5” bets win.

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. "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".

7. "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.
8. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
9. "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.
10. “Win (2way)”. Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
11. "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.
12. "Prospective Fights". Only one bout from the list of prospective fights that actually takes place will count for betting purposes. Bets on the bouts which have not taken place will be settled at odds of 1. Bets will be settled based on the date of the match according to the results from the official source.

9. BICYCLE RACING
    1. The start of the first qualifying round will be regarded as the start of the tournament.
    2. "Match-Up" markets (sportsmen or teams). Both opponents must cross the official starting line for bets to stand.
        - Should any contender drop out of a competition for any reason, their opponent will be declared the winner.
        - Should one or both riders fail to cross the official starting line, bets will be settled at odds of 1.
        - Should both riders retire from a race, the rider who has completed the most laps will be deemed the winner.
        - Should both riders drop out on the same lap, the winning odds will amount to 1.
    3. "To Be Higher". The Customer should predict which of the two riders (or teams) will finish higher in the final ranking.
    4. If several riders have an equal time in the final ranking, the one who takes the higher position will be declared the winner.
    5. Group bets. Bets can only be placed on the riders who are named in the Sports section.
        - If one or more of the specified riders does not take part in the race, the bet will be refunded at odds of 1.00.
        - If none of the specified riders scores any points in the race, all bets will be refunded at odds of 1.00.

10. 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.

11. 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).

12. 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.

13. 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.

14. 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.
4. "To Be Higher At The End Of The Tournament". The winner is determined subject to the following successive criteria: elimination stage, number of sets won, number of legs won, number of 180s, highest checkout.

15. 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).

16. 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 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).
    5. Should a Test Match be shortened by 1 to 20 overs, all bets on the match will stand and be settled based on the result of the match. Should a Test Match be shortened by 21 overs and more, bets will be refunded, except for those markets which have already been determined.
    6. Should a Twenty20 International be shortened by 1 to 5 overs, all bets on the match will

stand and will be settled based on the result of the match. Should a match be shortened by 6 overs and more, bets will be refunded, except for those markets which have already been determined.

7. Top Batsman/Best Bowler Team 1/2. Bets on Test Matches and County Championships will stand regardless of the number of overs played. In one-day matches at least 20 overs must be played for bets to stand. In Twenty20 matches at least 10 overs must be played for bets to stand.
8. Top Bowler In Match. Bets on players who were selected but didn't bowl or enter the field of play will be deemed void. If two or more players finish the game with the same number of wickets, the bowler who conceded the fewest number of extras will be deemed the winner. Simultaneous finish rules apply. If none of the batsmen takes a wicket, all bets will be settled at odds of 1.00.
9. 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.
10. "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.
11. 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.

12. Runs in first () overs. Team 1/2 Total Runs In First () Overs Over/Under ().

If the selected number of overs is not completed due to external factors or bad weather, bets will be void unless the outcome has already been determined.

If the duration of the innings is less than the selected number of overs (for example, a whole team is dismissed before the selected number of overs has been played, or a team has already scored the number of runs they need to win), bets will stand. For bet settlement purposes, additional and penalty runs will be taken into account, regardless of how they have been scored.

13. 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.
14. 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.
15. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.
16. "Top Batsman". Should two or more batsmen score an equal number of runs, bets on such players will be settled at odds of 1. If the player has been listed in the starting 11, but has not entered the field of play, the “Top Batsman” bet will lose.
17. These markets use a points based scoring system to determine their outcome. The point schedule is as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

- Stakes refunded on non-selected players.
- In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined.
- In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined.

GOLD LEAGUE 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.

17. 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.

18. 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.

19. RUGBY
    1. All bets will be settled on the result at the end of regular time (an 80-minute match consisting of two halves of 40 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. Overtimes and penalty shootouts will only count for bets on the “To Qualify For The Next Round” and “Win In The Tournament” markets.
3. A match must be played completely for bets to stand, unless the market had already been determined at the time the match was stopped.

20. 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;
        - the track surface is changed (for example, turf is replaced by dirt or a synthetic surface, or vice versa).
    2. If a race is canceled, all bets on this race will be deemed void. If a race is postponed to a later time on the same day, all bets will stand.
    3. "Participant Will Be In Top 3". Bets on this market will win if the horse finishes among the first three place-getters.

    4. "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).
    5. "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.
    6. Ante-Post Betting. The updated list of runners is declared one or two days prior to the race depending on its class. Once day-of-race markets become available, ante-post markets are closed. Horses which have been withdrawn from the race and non-runners will be treated as losers in ante-post markets. If a race is postponed until the next day due to adverse weather conditions, ante-post bets will stand until the start of the race. If the race has been canceled, stakes on ante-post markets will be refunded. First, bets on the racing day will be settled and then ante-post bets on this competition will be settled.
    7. 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".

21. 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. 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.
    3. 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.

22. 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).
7. "Shoot-Out". "Higher At The End Of The Tournament". Bets are settled based on the following successive criteria: elimination stage; number of frames won; total score.

23. TENNIS
    1. If a player withdraws (or has been disqualified) before the match starts, stakes will be refunded.
    2. 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.
    3. 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.
    4. 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.
    5. 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 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.

6. 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.

7. Handicaps and totals in a tennis match are specified in games.
8. 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.
9. 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.

10. 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.

11. "Correct Score" (score based on sets). The respective bets in the “Sports” section are 2:0, 2:1, etc.
12. "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.

13. "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.
14. "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.
15. A tie-break will be regarded as a single separate game.
16. "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.

17. "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.
18. "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.
19. "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.
20. 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.
21. “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.).

22. “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).

23. “Match Tie-Break Score”. The Customer should predict the correct score of the tie-break.
24. A match super tie-break is played up to 10 points (the score may be 10:8, 10:6 etc.).

25. “Tie-Break Score. Any Other W1/W2”. Which player will win the tie-break with a score different to those offered?
26. 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.
27. “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).
28. “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.
29. “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.
30. Bets on a game which was played as a tie-break in the set will be settled at odds of 1 (stakes will be refunded). Games within each set are numbered consecutively for betting purposes.
31. 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.
32. 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.
33. A match point is a point which if won by one of the players will also win them the match.
34. “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.).
35. “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.
36. 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.
37. “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).
38. “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.
39. “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.

40. "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.
41. “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.
42. 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.

24. 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.

25. 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.

FIFA rules in respect to the duration of friendly youth matches:

- for U18, U17, U16, U15 teams – 80 minutes (two halves of 40 minutes each);
- U14 teams – 70 minutes (two halves of 35 minutes each), all 70 minutes of play must elapse for bets to stand;
- U13 and U12 teams – 60 minutes (two halves of 30 minutes each), all 60 minutes of play must elapse for bets to stand. 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. Bets on the “To Be Higher At The End Of The Tournament” market in respect to the World Cup and UEFA European Championship will be settled subject to the stages to which the teams progressed.
6. Bets on the team to score more goals and the team to score (concede) most (fewest) goals in respect to the World Cup and UEFA European Championship will be settled including extra time, but excluding penalty shootouts. If the teams have scored (or conceded) an equal number of goals, bets will be settled at odds of 1.
7. Bets on football matches labeled “extra time” will be settled excluding penalty shootouts. Bets on penalty shootouts are accepted separately.
8. Bets on the “Home (Goals) – Away (Goals)” market will be valid only for the dates and tournaments specified on the corresponding bet slip (see the example of a bet slip). For example, bets on the “Home (Goals) – Away (Goals) (09.02.2014 | 04:30)” market would be valid only for those matches which are to start on 09 February 2014 at 04:30.
9. “First Corner – Team”. Which team will be the first to take a corner kick?
10. “More Corners – Team”. Which team will take the most corner kicks in the match?
11. “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.
12. 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.
13. 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.
14. 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.
15. 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.
16. 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.
17. 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.
18. Shots On Target. Shots which hit the crossbar/post or which are blocked are not counted when

this bet is settled.

19. Shots on goal. For bet settlement purposes, all shots on and off target, as well as blocked shots count.
20. Bets on the statistics markets may be settled within one hour of the end of the match.
21. 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.
22. 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.
23. 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.

24. 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.

25. “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.
26. “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).

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. Bets on the market “Home – Away” will be settled at the end of each round.

The bet Home (goals) – Away (goals). Draw 2:2 - Yes” will win if at least one match in the round ends 2:2.

The bet Home (goals) – Away (goals). First Goal From 1 To 5 Minute - Yes” will win if the first goal is scored in the interval from the 1st to the 5th minute in at least one match of the round.

The bet. Home (goals) – Away (goals), HT-FT W2W1 or W1W2 - Yes” will win if one of the teams wins at HT and the opposite team wins at FT in at least one match of the round.

37. “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.

38. 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).

39. 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.
40. 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.

41. 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.
42. 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”.

43. “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.

44. 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.

45. 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.

46. 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.

47. 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.

48. 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.

49. 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.
50. 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).

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.

51. FIFA. Next President. The acting president of FIFA will not count for betting purposes.
52. 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.

53. 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.
54. Number of titles in the 2015/16 season. The number of titles won by a team during the season will be taken into account towards the settlement of bets. The following trophies count: champion of the country, country's cup, UEFA Champions League and UEFA Europa League.
55. 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.
56. "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.
57. 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".
58. Statistics of national teams in the group stage. These markets will be settled on the results of official matches held in the group stage.

59. 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.
60. 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://ru.whoscored.com.

61. 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.
62. "VAR To Be Used By A Referee – 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;

63. 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).
64. Number of goals scored by a player (during the season, series). When a player is transferred to a different championship, the bets which have already been made will be settled at odds of 1.
65. Result. Higher At The End Of The Tournament (Teams). The following successive criteria will apply: elimination stage; place within the group; points obtained within the group; goal difference throughout the tournament; goals scored throughout the tournament (including extra time, but excluding penalty shootouts).
66. The “Player to score more goals” market (for a tournament or a championship) will be settled including extra time, but excluding penalty shootouts.
67. “Player To Win The Golden Boot (Golden Shoe) Award”. This market will be settled including extra time, but excluding penalty shootouts and own goals. The following successive criteria will apply: goals scored in the tournament, the most assists in the tournament, the fewest minutes played in the tournament.
68. “Team To Score Earliest First Goal”. The Customer should predict which team will score their first goal the earliest of all teams playing on the specified day. Should the time of the first goal be the same for several teams, all bets on such teams will win.
69. “To Be Sent To The Stands”. The Customer should predict whether the referee will send the specified manager to the stands.
70. “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.

71. Alternative victories. This market will be settled on the results of official matches. If there is a forfeit in any match or if a match was not held, bets on alternative victories will be refunded.
72. 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.
73. “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.
74. "Goal From Outside The Penalty Area". Only goals from open play will count.
75. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will

count.

76. For the “Free Kick” markets both direct and indirect free kicks are valid (including free kicks after an offside).
77. 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.
78. 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.
79. 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.
80. 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.
81. 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.
82. Time Periods With No Goals (not counting stoppage time). The duration of the time periods with no goals is calculated as the difference between the beginning of the match and the minute of the first goal, the difference between the minutes of any subsequent goals scored, and the difference between the minute of the final goal and the end of the match. If the match ends with no goals, the period with no goals is considered to be 90 minutes. 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). For the "Team 1/2 Time In The Lead" and "Draw Duration (min)" markets, only full minutes are taken into account.
83. Tackles. To settle this type of bets, stats published on https://whoscored.com are taken into account.

84. “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.
85. 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.

26. 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.

27. FIELD HOCKEY
    1. All bets are settled on the result at the end of regular time (70 minutes of play consisting of two periods of 35 minutes each or four periods of 17 minutes 30 seconds 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 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.

28. 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.

29. ICE HOCKEY
    1. Bets on markets in the “Sports” section are accepted on regular time (60 minutes of play consisting of 3 periods of 20 minutes each) unless otherwise stated (including overtime if labeled “With OT”, or including overtime and penalty shootouts if labeled “Including Overtime And Penalty Shootouts”).
    2. Bets on markets in the “LIVE” section are only accepted on regular time. LIVE bets on KHL and NHL matches are accepted:
        - on regular time;
        - on regular time including overtime (labeled “With OT”);
        - on regular time including overtime and penalty shootouts (labeled “Including Overtime And Penalty Shootouts”).

Example 1. Buffalo Sabres – Toronto Maple Leafs (Including Overtime And Penalty Shootouts). In this case bets are accepted on regular time including overtime and penalty shootouts. The score of the match is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1). All bets will be settled based on the final score of 2:3. The total number of goals for betting purposes is 5.

Example 2. Buffalo Sabres – Toronto Maple Leafs (With OT). In this case bets are accepted on regular time including overtime. The final score for betting purposes will be 2:2 (1:0, 1:1, 0:1; 0:0). The total number of goals for betting purposes is 4. W1 and W2 bets will lose.

Example 3.Buffalo Sabres – Toronto Maple Leafs. In this case bets are only accepted on regular time. The final score for betting purposes is 2:2 (1:0, 1:1, 0:1). The total number of goals for betting purposes is 4. W1 and W2 bets will lose.

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. 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.
5. 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.
6. “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.
7. “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.
8. 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”.
9. The bet “Period () > Period ()” will lose if an equal number of goals has been scored in both specified periods.
10. Bets on the “Top (Country) Goalscorer In The Tournament” market are settled based on the official final rankings, where the total number of goals plus assists is taken into account. All bets

are made including overtime, but excluding penalty shootouts. Should a player fail to take to the ice, bets on them will be settled at odds of 1. If two or more players have an equal score, bets will be settled at odds of 1.

11. “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.
12. “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.
13. “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.

14. “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.

15. 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.

16. Bets on markets labeled “Shots On Goal”. The number of shots on goal will be determined only on the basis of the official record.
17. 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.
18. “Team To Score First And Win The Match”. This bet is only accepted on regular time.
19. “Team 1 To Score First And Win The Match – No”. This bet will win if Team 1 does not score the first goal or if they do not win the match.
20. “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.

21. 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.

22. “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).
23. “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).
24. “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.

25. 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).
26. Bets on matches in the Russian Hockey League East may be settled within 72 hours of the conclusion of the match.
27. Result. Who performs better in the tournament (competition)? The winner will be determined subject to the following successive criteria: elimination stage, place within the group (conference), points obtained within the group (regular season), goal difference throughout the tournament (regular season); goals scored throughout the tournament (regular season) excluding overtimes and penalty shootouts.
28. “Winner Of The Match”. Bets are settled according to the rules of the tournament within which the match is held. For example, bets on the “Winner Of The Match” market in respect to the NHL regular season are settled including overtime and penalty shootouts. Bets on the “Winner Of The Match” market in respect to the playoffs are settled including overtime.
29. “Winner Of The Group”, “Stats”. Statistics are determined based on the results of the teams including overtime, but excluding penalty shootouts.
30. 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.

31. Top Goalscorer. The following successive criteria shall apply: points obtained throughout the tournament; goals scored throughout the tournament; fewest number of matches played. Bets are settled excluding overtime and penalty shootouts.
32. “Total Minor Penalties”. The Customer should predict the total number of minor penalties in the match.
33. “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.

34. “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.
35. 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.
36. The "VAR To Be Used" market includes any use of VAR to replay a disputed incident.

30. 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.

31. 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.

32. WHAT? WHERE? WHEN?

1. If a “deciding round” is held, the score reverts to 0:0. Victory in the “deciding round” is worth 6 points.
2. Bets on the handicap and total markets are settled on the result of the “deciding round”. Example:

The score is 5:4. The experts declare a “deciding round” and lose. The final score in this case will be 0:6. The bet “W1” loses, the bet “W2” wins.

The bet “Total Over (9.5)” loses, the bet “Total Under (9.5)” wins. The bet “Handicap 1 (-1.5)” loses, the bet “Handicap 2 (+1.5)” wins.

3. “Player’s individual total”. The Customer should predict the total number of points obtained by an individual player. One point is awarded to the player who answers a question and gives the correct answer (whose answer has been accepted by the host). The host determines whether the answer is correct.
4. The number of all correct answers (including the Blitz and Superblitz rounds) will be taken into account towards the settlement of the 'Total Correct Expert Answers' market.
5. When the Blitz or Superblitz sectors are played, one point is awarded to the player who answers the last (third) question correctly.
6. When a “deciding round” is held, the number of points obtained by each player remains unchanged, and the player who answers the question in the “deciding round” correctly receives one point.
7. Should a member of the team fail to participate in a game, bets on this player will be settled at odds of 1.
8. “Total Rounds (Actual Number Of Rounds)”. The total number of rounds is determined subject to the actual number of rounds in a game. For example, the score is 5:5. The experts declare a “deciding round” and win. The score becomes 6:0. However, the number of rounds equals 5+5+1=11.
9. Bets are settled in accordance with information on http://chgk.tvigra.ru.

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. “The Place Of The Driver In The Final Rankings”.
7. “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.

8. “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.
9. “Fastest Lap”. The Customer should predict which driver will set the fastest lap time.
10. A warm-up lap counts in the race.
11. 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.
12. SPEEDWAY. Description of the available markets:

- Individual Heat Scores. Bets will be settled on the score of the heat before any points are added through the doubling-up of points.
- Individual Heat Winner. All four riders must start a heat, otherwise all bets will be canceled.
- Next Heat Winner/Heat 13 Winner. Prices are offered for the win of Team A, win of Team B, and the draw for the specified heats. The quoted heat must be completed in full for bets to stand.
- Rider Match-Ups/Handicap Match-Ups (League Fixtures). Results of all riders count and tactical points will be counted as normal score,

i.e. 3-2-1-0. Bonus points do not count for settlement purposes. Bets will stand in a match-up if the two riders finish the race (exclusions

do count). Additionally, if an event is interrupted before its completion, all bets will be canceled unless the outcomes have already been determined.

- Rider Total Points. All rides count and tactical points will be counted as normal score, i.e. 3-2-1-0. Bonus points do not count for settlement purposes. Bets will stand if the rider finishes. If an event is interrupted before its completion, all bets will be canceled unless the outcomes have already been determined. In Knockout Cup fixtures 'Man on Man' tactical rides do not count towards settlement. When Rider Total Points are offered for Grand Prix or European Championship events, bets will be settled on the number of points scored in the main round (20 heats) only, and excluding the semi-final and final ride-offs.

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".

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).

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.

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.

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.

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. Tank biathlon rules can be found on http://mil.ru.1st Stage. Individual Race (races of third crews of 12 teams). (06.08.2014 | 10:00). The bet “Kuwait Wins - Yes” will win if, in the race of third crews, the Kuwaiti crew takes first place.
5. 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.

40. POLITICS
    1. “Winner”. If a candidate has withdrawn before the polls close or is not allowed to take part in the election, bets on them will be settled at odds of 1.

41. KVN
    1. Bets are settled subject to information on www.amik.ru.

42. ESPORTS
    1. Total and handicap bets on the rounds in respect to Counter-Strike are accepted including all possible overtimes.
    2. Should any player (or team) drop out of a match (for any reason), they are deemed to be defeated in all remaining rounds/maps. Bets on Live markets will be settled at odds of "1", 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 has the right to settle bets at odds of "1".
    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. In this event, bets will stand. No substitution of a team member, even if the same occurs during the match, will affect bets.
    5. If the administrator stops a match and sets a replay, the result of the match so interrupted will not count.

6. Handicaps and totals are counted in maps, except when totals or handicaps are given in respect to a specific map or a match is held on a best-of-one basis.
7. “Map Ends In Daytime”. This market is based on the game’s day and night cycle. The first day starts at minute 0 and alternates with night every five minutes. Instant nighttime as summoned by the character Night Stalker due to his special ability is still regarded as day.
8. 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.
9. 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.
10. Dota 2 ‘Double Kill’, ‘Triple Kill’, ‘Ultra Kill’ and ‘Rampage’ bets will be settled according to the

highest number of consecutive frags per map. Example: if an Ultra Kill occurs and it's the highest number of consecutive frags, 'Ultra Kill – Yes' bets win and all other bets lose. 'Who Will Score The Next Frag' bets (20th, 30th, 40th etc.) in Dota 2 are bets on the next frag. The winner is the team that will perform the 10th (20th, 30th, 40th, etc.) frag on the map. Example: after the score 5:4, the score is 5:5, Team 2 wins.

11. Bets on the duration of a map in minutes will be settled with regard to the seconds that have passed in each minute of the game. So if the outcome "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 game ends at 27:30, the bet will be settled at odds of 1.
12. Bets on individual totals in Rainbow Six are accepted without the inclusion of overtime. If overtime is played, all bets are settled based on a score of 6-6.

43. OLYMPIC GAMES
    1. The start of the first qualifying round shall be regarded as the start of the competition during the Olympic Games.
    2. Bets on the number of medals will be settled based on the official medal count at the time the closing ceremony starts.
    3. If an event is postponed, or its date or venue is changed, all bets will stand until the completion of the competition.
    4. 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.

44. WINTER SPORTS
    1. The start of the first qualifying round shall be regarded as the start of a competition.
    2. 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.

45. 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.

46. 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.

47. 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.

48. 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.

49. 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 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. Bets are accepted before the start of a match and during a match (Live bets). All Street Power Football matches are streamed online.
6. The following betting markets are available:

- Win
- Double Chance
- Handicap
- Total Over/Under
- Individual Total (Over/Under)
- Total (Even/Odd)
- Next Goal

50. 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.

51. 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.

52. 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.

53. 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.

54. 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.

55. 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.

56. 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.

57. KABADDI

Kabaddi – an Asian game, which includes elements of wrestling and tag (game).

1. Matches consist of two 20-minute halves. If a match is tied, it continues until one of the teams gets 1 point in order to determine the winner.
2. The game is played by two teams of 7 players.
3. Teams attack their opponents in turn. Teams have 20 seconds to make each attack.
4. Teams occupy two opposite halves of a court, divided by a line in the middle. In turn, the teams send one of their players (a “raider”) to the opposing team's half of the court. The raider needs to tag as many of their opponents as they can (using their hand or foot) and then return to their own half of the court. If the raider fails to tag any opponents within the 20 seconds but manages to return to their own half (i.e. they are not tackled), their attempt is considered unsuccessful and no points will be awarded for it. Points will also not be awarded to the attacking team if the raider is tackled. In this case, the raider is sent off the court until one of their team’s attack attempts is successful. Players who are out come back onto the court in the same order as they were sent out.
5. Players can only grab hold of the raider by their torso and limbs. They must not grab hold of other parts of the body, hair or clothing.
6. If an attack is successful – the raider tags at least one defending player and returns to their own half of the court – the team is awarded 1 point for each player that was tagged, and all the players they tagged are out.
7. If the raider steps outside the court, no points will be awarded for that attack. If a defender goes outside the court, then one point is awarded to the attacking team.
8. If one of the teams gets the whole opposing team out, all the players who are out return to the court.

58. 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.

59. 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.

60. 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)

61. 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.

62. 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.

63. 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)

64. 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.

65. 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.

66. 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).

67. 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)

68. 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.

69. 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. The following markets are available. Handicap and total bets are settled on games.

- Win;
- Handicap;
- Total (Over/Under);
- Individual Totals (Over/Under);
- Correct Score;
- Total Even/Odd;
- Win In The Game.

70. 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.

71. 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.

72. 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. 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.

73. 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.

74. 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.

75. 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).

76. 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.

77. 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.

78. 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.

79. 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.

80. 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.

81. 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).

82. 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.

83. 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.

84. 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 minimum stake on any event is €0.20.
3. The maximum stake is 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 eRugby matches are streamed online.
7. 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)

85. 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).

86. 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.

87. 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.

88. 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.

89. 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.

90. 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. The following markets are available:

- Regular Time Winner;
- Winner Of The Match;
- Will There Be Overtime?
- Individual Total Frags.

91. 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.

92. 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.

93. 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.

94. 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.

95. 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).

96. 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.

97. 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.

98. 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.

99. 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.

100. 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.

101. 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. The minimum stake on any event is 0,2€.
    6. A maximum stake is determined for each event by the betting company.
    7. A stake can be limited without any notification and giving reasons.
    8. 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.
    9. Bets are accepted only in Live. All the matches are streamed Online.
    10. Available bets:

1. On Round:
    - Win in round;
    - Round Duration (Over; Under);
2. 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.

102. 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.

103. 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.

104. 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.

105. CARD GAME

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)

106. 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.
        - Three cards are dealt to each player. The winner is the player who scores the most points and, if there is a tie – draw.
        - Value: ace - 11 points, cards from six to ten have a face value, jack, queen and king - 10 points

- 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.
- 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.

- 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

107. 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.

108. 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)

109. 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)

110. 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.

111. 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.

112. 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 11 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 becomes inactive in the first 11 minutes of the game or goes offline before 11 minutes have elapsed.
    7. A match shall be deemed abandoned if it lasts less than 11 minutes.
    8. A random match is streamed online. Real random players participate.
    9. THE FOLLOWING MARKETS ARE AVAILABLE:
        - W1 and W2;
        - Total Frags;
        - Team To Be The First To Destroy Inhibitor:
        - Total Even/Odd.

113. LEAGUE OF LEGENDS (CLASSIC MODE)
    1. League of Legends (Classic mode) 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. A match shall be deemed abandoned if it lasts less than 16 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 16 minutes have elapsed.
7. 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.
8. 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.
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.

114. 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).

115. 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.

116. 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.

117. 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).

118. 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)

119. 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.

120. 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).

121. 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.

122. 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.

123. 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)

124. 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)

125. 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.

126. 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)

127. 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.

128. 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

129. 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.

130. 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).

131. 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).

132. 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.

133. 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.

134. 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).

135. 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

136. 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.

137. 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.

138. 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

139. 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

140. 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

141. 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

142. 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

143. 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

144. 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)

145. 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

146. 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

147. 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

148. 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

149. 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

150. 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

151. 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

152. 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

153. 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

154. 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

155. 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

156. 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

157. ASSAULT SQUAD
    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).

158. 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)

159. 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).

160. 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)

161. 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).

162. 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.

163. 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)

164. 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)

165. 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)

166. 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.

167. 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.

168. 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.

169. 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

170. 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

171. 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

172. 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

173. 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).

174. 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 tournament:
    - 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).

175. 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.

176. 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.

177. 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.

178. 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.

179. 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).

180. 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.

181. 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

182. 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

183. 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.

184. 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.

185. 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

186. 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.

187. 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.

188. 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.

189. 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.

190. 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

191. 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

192. 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.

7. FINANCIAL BETS

1. Bets are accepted on the opening prices for major currency pairs in the forex market. The Customer should predict whether the opening price in the forex market on a specified date will be more or less than the price quoted by the bookmaker. Should the opening price be equal to that quoted by the bookmaker, bets are settled as lost. Bets are settled based on the average data from the web-agency RBC: www.rbc.ru and Yahoo Finance.
2. Should there be any discrepancies, quotations of instruments set on the Company's Server shall prevail.
3. Five-minute bets are settled at the end of each five-minute period. For example, bets made between 11:00:00 and 11:05:00 will be settled based on the data received at 11:05:00. Hourly bets are settled at the end of each 60-minute period. For example, bets made between 11:00:00 and 12:00:00 will be settled based on data received at 12:00:00.
4. The Company accepts bets on their own Random indices based on random numbers available 24/7. Higher/Lower quotations are used for Random indices.
5. The Company also offers:
    - The random index "bulls", which simulates a random rising market.
    - The random index "bears", which simulates a random falling market.

8. 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. The bet “Player Match-Ups in the Final Tournament Table”.

The Customer should predict which player will perform better in a tournament. If, after comparison, the stats of the players (number of goals scored, points earned etc.) are equal, bets will be settled at odds of 1. Penalty shootouts will not count. The number of matches in which the named player participated will not count either. If a player fails to participate in any match, bets are settled at odds of 1.

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. The bet “Home-Away”. The winner is determined based on a difference in goals (points) scored by the home team and the away team, respectively, including any handicap.
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 are scored, compared to other quarters. The bettor must predict that fewer goals than the specified total will be scored in that quarter. Two or more quarters having the same highest scoring total does not constitute grounds for bets to be refunded. In this case, bets are settled based on the total.
27. "Lowest Scoring Quarter - Total Under ()". The lowest scoring quarter is the quarter in which the least goals are scored, compared to other quarters. The bettor must predict that fewer goals than the specified total will be scored in that quarter. Two or more quarters having the same lowest scoring total does not constitute grounds for bets to be refunded. In this case, bets are settled based on the total.

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.

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. The bookmaker may offer other types of bets.

9. # 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. Home-Away. The Customer should predict whether the home or away teams will score more goals in a round of a tournament, taking into account handicaps and totals. Should at least one match in the round be canceled, rescheduled, abandoned, or declared void, bets on the “Home-Away” market will be settled at odds of 1 (except for the outcomes which have already been determined).
17. 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.
18. Teams, Match-Ups. The Customer should predict which of the named teams will score more goals or earn more points.
19. 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.

20. 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.
21. 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.
22. 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.
23. 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.
24. 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.
25. 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.
26. 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.

27. 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.
28. 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.
29. Clean Sheet (Shutout) – a match in which at least one team does not concede a single goal.
30. "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.
31. 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).
32. 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.
33. 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.

34. “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.
35. “The Duration Of The Draw” and “Time In The Lead” markets. Bets are accepted on regular time. Example. During the match (hockey) Team 1 scored a goal in the 16th minute, Team 2 scored a goal in the 21st minute, and Team 1 scored a goal in the 36th minute. The total number of minutes during which there was a draw shall be calculated as follows: first 15 minutes + 15 minutes (36-21) = 30 minutes. The total number of minutes during which Team 1 led shall be calculated as follows: (21-16) + (60- 36) = 5 + 24 = 29 minutes. The bet “Draw For Under 19.5 Minutes” loses. The bet “Team 1 To Lead Over 13.5 Min” wins.
36. 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.
37. “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.

38. "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.

39. 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.

10. # EXAMPLES

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 1 mɃ. The odds on Milan’s victory are 2.0.

If Milan wins, the payout will be 1 x 2.0 = 2.

The net gain is: 2 mɃ (the payout) - 1 mɃ (the stake) =1 mɃ.

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 1mɃ on this accumulator bet, you receive 1mɃ x 12.18 = 12.18mɃ.

The net gain (excluding the stake) is 11.18mɃ.

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 1.2 mBTC.

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 (1.2 mBTC) is divided by the number of combinations in your 3/6 system (20 combinations). 1.2:20=0.06 mBTC. Therefore the stake for each accumulator bet within your system is 0.06 mBTC.

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
I	event 1	1.6
	event 4	1.3
	event 5	1.45
II	event 1	1.6
	event 4	1.3
	event 6	1.85
III	event 4	1.3
	event 5	1.45
	event 6	1.85
IV	event 1	1.6
	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 1.45x 0.06 mBTC = 0.18 mBTC.

Accumulator II: 1.6 x 1.3 x 1.85 x 0.06 mBTC = 0.23 mBTC.

Accumulator III: 1.85 x 1.3 x 1.45 x 0.06 mBTC = 0.21 mBTC.

Accumulator IV: 1.6 x 1.85 x 1.45 x 0.06 mBTC = 0.26 mBTC.

To calculate the total payout on your system bet, total the winnings for all winning combinations in the system: I + II + III + IV = 0.18+0.23+0.21+0.26 = 0.88 mBTC.

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 1 mBTC.

If you place the bet VILLARREAL CF HANDICAP (+0.75), effectively the bets HANDICAP (+1) and HANDICAP (+0.5) are placed, each with a

0.50 mBTC 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

0.50 mBTC 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.

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 1 mBTC 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 0.25 mBTC stake: >3,>3; >3,>3.5; >3.5,>3; >3.5,>3.5. This means that the 0.25 mBTC stake is refunded for one accumulator bet (>3,>3) and all other bets are lost.

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 1 mBTC 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.

Some possible outcomes are:

1. match score (0:0) or (0:1) – both bets are won (1x1.4=1.4 mBTC)
2. match score (1:1), (0:2) – TOTAL (1.5) UNDER – loss; TOTAL (2) UNDER – refund of stake 0.5 mBTC.

3. match score (1:2) – both bets are lost.

Example 2: you place the bet TOTAL (1.75) OVER with a 1 mBTC 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 (0.5 mBTC 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 (0.5x1.4+0.5=0.7+0.5=1.2 mBTC).
3. match score (1:2) – the bet wins (1x1.4=1.4 mBTC).

7. CHAIN BET EXAMPLE

The bet slip includes four events. The stake is 1mB.

Volleyball. South Korea (women) - Myanmar (women) 1 to win point 15 in 1st Game 1.45

Volleyball. Air Force (women) - Navy (women) 3rd set After 30 points W1 1.62

Tennis. ITF. K.Onishi/Yonemura - Kato/Hiroko Kuwata (Japan) Game 18: 40:40 No 1.36

Ice hockey. HC CSKA (Moscow) - HC Vityaz (Chekhov) (incl OT) 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: 1x1.45=1.45 mBTC

the 2nd bet wins. It is settled as: (1.45–1)+1x1.62 = 0.45+1.62 = 2.07 mBTC the 3rd bet wins. It is settled as: (2.07–1)+1x1.36 = 1.07+1.36 =2.43 mBTC the 4th bet wins. It is settled as: (2.43–1)+1x1.45 = 1.43+1.45 = 2.88 mBTC EXAMPLE 2. THE 1ST, 3RD AND 4TH BETS HAVE WON.

The 1st bet wins. It is settled as: 1x1.45=1.45 mBTC

the 2nd bet loses. It is settled as: (1.45–1) = 0.45 mBTC (= remaining balance); the 3rd bet wins. It is settled as: 0.45 x 1.36 = 0.61 mBTC (= remaining balance); the 4th bet wins. It is settled as: 0.61 x 1.45 = 0.88 mBTC

EXAMPLE 3. THE 1ST, 2ND AND 4TH BETS HAVE WON.

The 1st bet wins. It is settled as: 1x1,45=1.45 mBTC

the 2nd bet wins. It is settled as: (1.45–1)+1x1.62 = 0.45+1.62 = 2.07 mBTC the 3rd bet loses. It is settled as: 2.07 – 1 = 1.07 mBTC

the 4th bet wins. It is settled as: (1.07–1)+1x1.45 = 0.07+1.45 =1.52 mBTC

11. TOTALIZATOR 15-TOTO

1. GENERAL TERMS

Toto is a game in which players bet on the Home win, Draw, Away win, or the final correct score of a number of predefined matches. The Website collects all bets into a Toto Pool (monetary sum); to which players contribute prior to the start of the matches. After all the matches have finished the Website distributes the Toto Prize Pool between all winning players according to these rules.

A Toto player is a person who has placed a bet in the Toto Pool under the terms and conditions of the Toto rules. The player must be over 18 years of age.

Event is a sportive event, a match.

Outcome is a possible result of a sport event, offered by organizers of the toto for bet placement.

TOTO bet slip - a list of 15 events with outcome options. A customer chooses outcomes for all the events and places a bet. The bet “Home wins” is designated as “1”; the bet “Away wins” is designated as “2”; the bet “Draw” is designated as “X”. A bettor can select accumulator outcomes on every event. In this case the amount of bet versions increases (and the minimal stake correspondingly).

Toto bet is a combination of event outcomes (one for each match of the coming Toto) on which a contestant bets; and also the amount of this sum of money.

A player wins a bet if he correctly predicts the results of 9 events or more, and loses if he/she guesses less than 9 events.

Should a player lose, then his bet is lost. Should a player win, then his bet is included in the bets payout from the prize money as its component.

Betting pool - a monetary sum, received in the form of bets for the incoming drawing of Toto. Prize money - a part of the pool, used for winnings payout.

2. THE DISTRIBUTION OF THE PRIZE FUND BY CATEGORIES

15 correctly predicted - 10% of the prize fund. 14 correctly predicted - 10% of the prize fund. 13 correctly predicted - 10% of the prize fund. 12 correctly predicted - 10% of the prize fund. 11 correctly

predicted - 10% of the prize fund. 10 correctly predicted - 18% of the prize fund.

9 correctly predicted - 32% of the prize fund.

Prize Money is distributed to winning bets rateably the sum of each bet according to the place of its distribution. Jackpot - an extra winning distributed among bets rateably the sum of these bets.

It is based on previous drawings of Toto in which one or several winning purses were not raffled off, i.e. when the best bet correctly predicted less than 14 (13, 12, 11, 10, 9) events.

Jackpot prize is not raffled off and increases for every next drawing until one of the bettors guesses the results of all events. The betting company has the right to enlarge a jackpot by means of its own monetary funds.

3. GENERAL PROVISIONS

1. Bets on all events of parimutuel betting are accepted for the regular playing time unless otherwise specified.
2. Bets are accepted up until the earliest match starts but does not include void matches. Start of the issue is the actual beginning of the match, which was the first to start in the issue; at this the matches, acknowledged to be void, are not taken into account. The date and time of the event starting, given in the Sports, are of informative character. An incorrect event time is not a basis for bet canceling.
3. A match is considered incomplete in toto betting in case of it is invalidated according to the Rules of the Service.
4. If any event from the Match List is considered to be cancelled, all the outcomes for such event are considered as won.
5. The distribution of a jackpot in case the events are incomplete:
    - 1 event considered to be cancelled – 35% of Jackpot is paid out;
    - 2 events considered to be cancelled – 25% of Jackpot is paid out;
    - 3 events considered to be cancelled – 10% of Jackpot is paid out;
    - 4 events considered to be cancelled – 5% of Jackpot is paid out.
6. If 5 or more events are considered to be cancelled, this Match List is considered cancelled and all bets are refunded. Administration of Toto reserves the right to use a part of the Jackpot in order to make the odds for winning bets not lower than 1,05 per 0.01 mBTC.
7. If 3 events from the Match List are considered cancelled, the category of "9 correct outcomes" is not paid.
8. In this case the category of "10 correct outcomes" will have 40% of the prize fund, the category of "11 correct outcomes" - 20%, the category of "12 correct outcomes" - 15%, categories 13 and 14 correct outcomes - 10% each, the category of "15 correct outcomes" - 5%.
9. If 4 events from the Match List are considered cancelled, the categories from 9 and 10 correct outcomes are not paid. In this case the category of "11 correct outcomes" will have 45% of the prize fund, the category of "12 correct outcomes" - 25%, the category of "13 correct outcomes" - 15%, the category of "14 correct outcomes" - 10%, the category

"15 correct outcomes" - 5%.

10. If before the start of events the Company has information about the cancellation of any event from the List, or if any of the events were scheduled incorrectly in the List (wrong names of opponents, wrong home/away team), as well as in the case of force majeure, including technical failures that may prevent all interested persons to make bets on the draw in full, the Company has an option (but not an obligation) to consider the List as void, cancel all bets and rebuild the List on the basis of it being cancelled.

4. HOW TO PLACE TOTO BET

To place a bet it is necessary to select one or several outcomes for each of 15 matches represented in the bet slip. The minimum and maximum stake may vary depending on currency exchange rate.

1. If you intend to make several bets you can select them in one ticket and mark 2 or 3 outcomes at the same time in one or several matches of 15 events; thereby the total number of bets and the minimal stake regarding this bet slip is correspondingly doubled, trebled and so on. Total stake within a bet slip is distributed evenly to the best in this ticket.
2. If one ticket contains several bets, then winning bets are calculated rateably the stake which is the share of each bet.
3. Bets are accepted until the first match of totalizator starts. Any bets placed after the first match in toto has started, will be cancelled.
4. Batch bet. This function allows you to place several random bets on TOTO. To do this you should specify the amount per one bet slip and press button "To place batch bet". It will be made as many bets as you have indicated, automatically. You can check bets in the section "Bets history" - TOTO.

When bets are not accepted any more all the information on the bets that have been made and all statistics are taken to "Results" and available for reviewing.

5. DISPUTABLE CASES

While solving general and disputable cases the betting company applies to the items of the Rules of the Service which are appropriate and do not contravene the Rules of Toto.

6. BATCH BET

Batch bet is a collection of bet slips. In other words, batch bet - is when several bet slips are accepted in the pot edition at a time.

Batch betting closes 10 minutes prior to draw ended. HOW TO PLACE BATCH BET

To properly place a batch bet, all the bet slips should be made in the required format:

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X);15-(1)

This line marked with the following parameters:

0.02 - amount of bet slip

1, 2, 3, ... 15 - number of games in drawing (1,2,X) - outcome option, which you bet on.

Each bet slip should start on a new line. It should be presented in the following way:

EXAMPLE:

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X);15-(1),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(1);14-(X);15-(1),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(2);12-(1);13-(2);14-(X);15-(1),

You can prepare the bet slips in advance, and then copy and paste into the text box on the page: "TOTO 15": batch bet. You can also fill in the field.

To place your bets press the 'Process batch bets' button. The entered information will then be validated. If you confirm - your batch bet adopted in drawing!

You can find your bets in My account - Betting history - TOTO EXAMPLE.

You bet on the next drawing. Thus, you are sure of the results only in 10 games of 15 (1st win). In the three games you allow for 2 possible outcomes (1X), as for two last - you are not sure of the outcome (your choice - 1X2).

If you make one bet slip in all possible combinations of the options of your predictions, all in the bet slip get 72 options for the total amount claimed 1.44 mBTC. (minimum bet = 0.02 mBTC).

HOWEVER, YOU CAN GREATLY REDUCE THE TOTAL STAKE AMOUNT IF YOU SPREAD THE PREDICTED OUTCOMES BETWEEN A BIGGER NUMBER OF BET SLIPS (BATCH BET). YOU WILL STILL HAVE THE CHANCE TO WIN BIG.

You just need to pick your bets in such a way, so that with any combination of predicted outcomes at least one of the bets would win, say, for at least 14 matches. In this case only 12 bet slips will be enough and you will only spend 0.24 mBTC. Based on your predictions, the following batch bet was formed:

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X);15-(1),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(1);14-(X);15-(1),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(X);14-(X);15-(1),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(X);14-(X);15-(1),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(1);14-(1);15-(2),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(1);14-(1);15-(2),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(X);14-(1);15-(X),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(X);14-(1);15-(X),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(X);14-(2);15-(2),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(X);14-(2);15-(2),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(1);14-(2);15-(X),

0.02;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(1);14-(2);15-(X),

Service "Batch bet" - easy to use and tote those participants who shape their coupons on unique systems. EXAMPLE OF TOTO CORRECT SCORE BATCH BET

0.02;1-(1:2);2-(1:1);3-(1:0);4-(1:3);5-(2:2);6-(1:3);7-(2:1);8-(0:1), EXAMPLE OF TOTO BASKETBALL BATCH BET

0.02;1-(1o);2-(1o);3-(1o);4-(x);5-(x);6-(2o);7-(2o);8-(1o);9-(1u),

0.02;1-(1u);2-(1o);3-(1o);4-(x);5-(x);6-(2o);7-(2o);8-(1o);9-(1u). ENHANCED BATCH BET FEATURE

When you create a batch bet for TOTO "15", "Football" or "Esports FIFA", you can now choose two or more outcomes for a single match. Examples:

0.04;1-(1X);2-(2);3-(X);4-(1);5-(1);6-(1);7-(2);8-(X);9-(1);10-(1);11-(2);12-(1);13-(1);14-(2);15-(1),

0.08;1-(1X);2-(12);3-(X);4-(1);5-(1);6-(1);7-(2);8-(X);9-(1);10-(1);11-(2);12-(1);13-(1);14-(2);15-(1).

12. TOTO «CORRECT SCORE»

The Toto «Correct score» - requires a player to place bets on results of matches.

The Toto ticket consists of 8 matches with each match score of them. The player will need to predict the results correctly in 2 or more matches in order to win bet.

To place a bet, you need to choose one score for each match on the bet slip. For accumulator bets, you may select 2 or more scores in each of the matches. Thereby the total number of bets and the bet stake are correspondingly doubled, trebled etc.

In order to receive a prize the player will need to predict the results correctly in 2 or more matches. 95% of the Toto Pool is distributed between the successful players.

If all the matches are played (no void matches) the Toto Prize Pool is distributed into 7* winning categories for the Jackpot of the next Toto Game**:

1st winning category – 5% from Toto Prize Pool, (8 scores predicted);

2nd winning category – 5% from Toto Prize Pool, (more than 7 scores predicted); 3rd winning category – 7.5% from Toto Prize Pool, (more than 6 scores predicted); 4th winning category – 10% from Toto Prize Pool, (more than 5 scores predicted); 5th winning category – 12.5% from Toto Prize Pool, (more than 4 scores predicted); 6th winning category – 20% from Toto Prize Pool, (more than 3 scores predicted); 7th winning category – 35% from Toto Prize Pool, (more than 2 scores predicted);

- – If there are 1 or 2 void matches, the Toto Prize Pool is distributed according to rule «The Jackpot distribution where 1 or more matches are void».

** – If there are no winning bets in the 1st winning category.

Distribution of the Toto Prize Pool from winning categories which don’t have any winning bets.

If any event from the Match List is considered to be cancelled, all the outcomes for such event are considered to be lost. Minimum number of correctly predicted variants is not changed, 2 events should be guessed.

(Match is considered failed, if the start time of the match postponed later than the date of the last match in the Toto correct score bet slip.)

The Jackpot is distributed amongst bets successfully predicting 8 or 7 correct scores, according to their size. The larger the stake, the larger the prize.

The Jackpot remains not won if no-one successfully predicts 8 or 7 correct scores.

All bets, successfully predicting scores in all 8 matches share 95% of the Jackpot. The remaining 5% of the Jackpot is distributed among bets successfully predicting 7 scores.

The Jackpot distribution where 1 or more matches are void:

1. void match – 25% of the Jackpot is distributed (7 successfully predicted correct scores);

2. void matches – The Jackpot is not paid and the fund is carried over to the next Toto Game. Toto Prize Pool distribution in case of 1 void match:

7 scores – 5%, 6 scores – 5%, 5 scores – 7.5%,

4 scores – 10%, 3 scores – 12.5%, 2 scores – 55%. Toto Prize Pool distribution in case of 2 void matches:

6 scores – 5%, 5 scores – 5%, 4 scores – 7.5%,

3 scores – 10%, 2 scores – 67.5%.

If there are 3 or more void matches, then all bets will be void and stakes returned to the players.

1. ## HOW TO PLACE BET TOTO «CORRECT SCORE»

    - Go to the page «TOTO». Click on «Toto Correct score».
    - The bet slip of 8 events will open.
    - Near the event click on «Select». Put check marks near the match score you want to select. To remove all check marks click on

«Remove all».

- You can select several options for the outcome:

1. 1 – 1st team win
2. 2 – 2nd team win
3. X – Draw
4. >2,5 – Total over 2,5
5. f. X and >2,5 – the score will be selected where the draw and total over 2,5 are indicated.

- The selected match score will appear in the column "Select"
- In the line «Sum» enter the sum you want to wager.
- Click on «Place the bet».
- The toto ticket will be displayed in the Bet history, tab «TOTO Correct score».

13. ## TOTALIZATOR FOOTBALL-TOTO

1. GENERAL PROVISIONS

1. The Website accepts bet on TOTO-football in accordance with Rules.
2. TOTO totalizator - is the special pool game where you need to place bets on 14 events in the Match List.
3. Bets are accepted from individuals over 18 years old. A client is responsible for breach of this paragraph.
4. Bets are accepted from individuals who agree with the Rules proposed by the betting company. Bet placed by the bettor serves as the unconditional acceptance of the present Rules.

2. TOTO-FOOTBALL BET

1. Each match can have 3 outcomes: The bet “Home wins” is designated as “1”; the bet “Away wins” is designated as “2”; the bet “Draw” is designated as “X”.
2. TOTO-football bet is a combination of event outcomes (one for each match of the coming Toto) on which a contestant bets; and also the amount of this sum of money.
3. A bettor can choose from one to three possible outcomes in each match, besides each bet is paid out and settled separately. By placing a bet total number of bets (variants) and total amount is shown. Bet amount on each of variants is settled by dividing the total amount bet on the number of variants.
4. All toto bets can be checked in the section Totalizator - TOTO-Football - Bet slip list.

3. CALCULATION OF TOTO-FOOTBALL

1. You can see the result on each event in toto bet slip after all matches will be completed. Bets on football matches are accepted on regular time (including additional time) except such bets as "To qualify" or "Winner", where bets are accepted on outcome of two teams showdown. The additional time of the first half-time is the 45th minute. The additional time of the second half-time is the 90th minute. If a match is abandoned before 90 mins are played or postponed all bets on that match are void, except for those markets which have been unconditionally determined.

2. A match is considered void if it was interrupted/postponed/delayed or if it started earlier than the closing time for bets of the current Toto Game. All outcomes of a match incomplete are considered successful.
3. If there are 4 or more matches incomplete, then this drawing betting is considered invalid and all bets are returnable with the odds are equal to be "1".

4. THE DISTRIBUTION OF THE PRIZE FUND

1. Betting pool - a monetary sum, received in the form of bets for the incoming drawing of Toto-Football.
2. Prize money - a part of the pool (90%), used for winnings payout. The distribution of the prize fund by categories:

1. 1st winning category – 10% from Toto Prize Pool, (14 scores predicted);
2. 2nd winning category – 10% from Toto Prize Pool, (14 and 13 scores predicted);
3. 3rd winning category – 10% from Toto Prize Pool, (14, 13 and 12 scores predicted);
4. 4th winning category – 15% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);
5. 5th winning category – 20% from Toto Prize Pool, (14, 13, 12, 11 and 10 scores predicted);
6. 6th winning category – 35% from Toto Prize Pool, (14, 13, 12, 11, 10 and 9 scores predicted);

3. The category with all 14 correct outcomes is also funded by a Jackpot which was formed from the previous drawings.
4. Jackpot - an extra winning distributed among bets where all 14 matches are predicted, rateably the sum of these bets (if you bet more, you win more). It is based on previous drawings of Toto in which one or several winning purses were not raffled off, i.e. when the best bet correctly predicted less than 14 (13, 12, 11, 10, 9) events. Jackpot prize is not raffled off and increases for every next drawing until one of the bettors guesses the results of all events. A wagering company has a right to enlarge a jackpot by means of its own monetary funds.
5. Jackpot distribution in the case of void matches ‘not played’:

1. void match – 35% of the Jackpot is distributed;
2. void matches – 20% of the Jackpot is distributed;
3. or more void matches, then all bets will be void and stakes returned to the players.

6. The distribution of the prize fund in case of 1 event considered to be cancelled will be made in accordance with p.4.2
7. The distribution of the prize fund in case of 2 events considered to be cancelled:

1. 1st winning category – 5% from Toto Prize Pool, (14 scores predicted);
2. 2nd winning category – 10% from Toto Prize Pool, (14 and 13 scores predicted);
3. 3rd winning category – 15% from Toto Prize Pool, (14, 13 and 12 scores predicted);

4. 4th winning category – 25% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);
5. 5th winning category – 45% from Toto Prize Pool, (14, 13, 12, 11 and 10 scores predicted);

8. The distribution of the prize fund in case of 3 events considered to be cancelled:

1. 1st winning category – 10% from Toto Prize Pool, (14 scores predicted);
2. 2nd winning category – 15% from Toto Prize Pool, (14 and 13 scores predicted);
3. 3rd winning category – 25% from Toto Prize Pool, (14, 13 and 12 scores predicted);
4. 4th winning category – 50% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);

5. CALCULATION OF WINNINGS

1. The win for each variant is settled by multiplying the winning coefficient for a particular category by the bet amount 1 mBTC for this variant. The winning coefficient for a particular category is settled by dividing the overall prize fund of this category by the sum of all bets with correct variants (i.e. if you bet more, you win more).
2. Winnings are credited within 1 hour after the last match of TOTO-Football drawing but not later than 12 hours after the last match of TOTO drawing in case of force majeure.

14. TOTO «ICE HOCKEY»

Totalizator «Ice Hockey» - requires a player to place bets on results of ice hockey matches. Bets are accepted only on regular time (OT and shootouts are not included).

The Toto ticket consists of 5 matches with each match score of them. The player will need to predict the results correctly in 2 or more matches in order to win bet.

To place a single bet, you need to choose one score for each match on the bet slip. For accumulator bets, you may select 2 or more scores in each of the matches. Thereby the total number of bets and the bet stake is correspondingly doubled, trebled etc.

In order to receive a prize the player will need to predict the results correctly in 2 or more matches. 95% of the Toto Pool is distributed between the successful players

If all the matches are played (no void matches) the Toto Prize Pool is distributed into 4* winning categories and also for the Jackpot of the next Toto Game**.

1st winning category – 5% from Toto Prize Pool, (5 scores predicted);

2nd winning category – 10% from Toto Prize Pool, (no less than 4 scores predicted); 3rd winning category – 25% from Toto Prize Pool, (no less than 3 scores predicted); 4th winning category – 55% from Toto Prize Pool, (no less than 2 scores predicted);

- – If there are 1 or 2 void matches, the Toto Prize Pool is distributed according to rule «The Jackpot distribution where 1 or more matches are void».

** – If there are no winning bets in the 1st winning category.

Distribution of the Toto Prize Pool from winning categories which don’t have any winning bets.

If any event from the Match List is considered to be cancelled, all the outcomes for such event are considered to be lost. Minimum number of correctly predicted variants is not changed, it should be guessed 2 events.

(Match is considered failed, if the start time of the match postponed later than the date of the last match in the TOTO Ice Hockey ticket.)

The Jackpot is distributed amongst bets successfully predicting 5 or 4 correct scores, according to their size. The larger the stake, the larger the prize.

The Jackpot remains not won if no-one successfully predicts 5 or 4 correct scores.

All bets, successfully predicting scores in all 5 matches share 95% of the Jackpot. The remaining 5% of the Jackpot is distributed among bets at least successfully 4 scores predicted.

The Jackpot distribution where 1 or more matches are void:

1. void match – 25% of the Jackpot is distributed (4 successfully predicted correct scores);
2. void matches – The Jackpot is not paid and the fund is carried over to the next Toto Game.

Toto Prize Pool distribution in case of 1 void match:

4 scores – 10%, 3 scores – 12.5%, 2 scores – 70%.

If there are 2 or more void matches, then all bets will be void and stakes returned to the players.

15. TOTO «BASKETBALL»

Totalizator «Basketball» - requires a player to place bets on results of basketball matches. Bets are accepted only on regular time.

The Toto ticket consists of 9 matches with each match score of them. The player will need to predict the results correctly in 4 and more matches in order to win bet.

To place a single bet, you need to choose one score of 9 events on the bet slip. You have to predict not only the winner of the match but total of the match. There is a bet on draw. For accumulator bets, you may select 2 or more scores in each of the matches. Thereby the total number of bets and the bet stake is correspondingly doubled, trebled etc.

In order to receive a prize the player will need to predict the results correctly in 4 or more matches. 90% of the Toto Pool is distributed between the successful players

If all the matches are played (no void matches) the Toto Prize Pool is distributed into 4* winning categories and also for the Jackpot of the next Toto Game**.

- 1st winning category – 5% from Toto Prize Pool; (9 scores predicted);
- 2nd winning category – 5% from Toto Prize Pool; (not less than 8 scores predicted);
- 3rd winning category – 10% from Toto Prize Pool; (not less than 7 scores predicted);
- 4th winning category – 10% from Toto Prize Pool; (not less than 6 scores predicted);

- 5th winning category – 25% from Toto Prize Pool; (not less than 5 scores predicted);
- 6th winning category – 45% from Toto Prize Pool; (not less than 4 scores predicted);

- – If there are 1 or 2 void matches, the Toto Prize Pool is distributed according to rule «The Jackpot distribution where 1 or more matches are void».

** – If there are no winning bets in the 1st winning category.

Distribution of the Toto Prize Pool from winning categories which don’t have any winning bets.

If any event from the Match List is considered to be cancelled, all the outcomes for such event are considered to be lost. Minimum number of correctly predicted variants are not changed, it should be guessed 4 events.

(Match is considered failed, if the start time of the match postponed later than the date of the last match in the TOTO Basketball.)

The Jackpot is distributed amongst bets successfully predicting 9 correct scores, according to their size. The larger the stake, the larger the prize.

The Jackpot remains not won if no-one successfully predicts 9 correct scores. The Jackpot distribution where 1 or more matches are void:

- 1 void match – 25% of the Jackpot is distributed (4 successfully predicted correct scores); Toto Prize Pool distribution in case of 1 void match:

- 8 scores – 5%
- 7 scores – 10%
- 6 scores – 10%
- 5 scores — 25%
- 4 scores — 50%

Toto Prize Pool distribution in case of 2 void match:

- 7 scores – 5%
- 6 scores – 10%
- 5 scores – 30%
- 4 scores — 55%

If there are 3 or more void matches, then all bets will be void and stakes returned to the players.

16. TOTO «FIFA»

The Toto FIFA is a game in which players bet on the Home win, Draw, Away win, or the final correct score of a number of predefined matches. The Website collects all bets into a Toto Pool (monetary sum); to which players contribute prior to the start of the matches. After all the matches have finished the Website distributes the Toto Prize Pool between all winning players according to these rules.

Toto bet slip is a list of 15 events with its outcomes. It is filled in by a contestant to make bets. The bet “Home wins” is designated as “1”; the bet “Away wins” is designated as “2”; the bet “Draw” is designated as “X”. A bettor can select accumulator outcomes on every event. In this case the amount of bet versions increases (and the minimal stake correspondingly).

Toto bet is a combination of event outcomes (one for each match of the coming Toto) on which a contestant bets; and also the amount of this sum of money.

A player wins a bet if he correctly predicts the results of 9 events or more, and loses if he/she guesses less than 9 events.

Should a player lose, then his bet is lost. Should a player win, then bet is included in the bets payout from the prize money as its component. The distribution of the prize fund by categories

15 correctly predicted - 10% of the prize fund. 14 correctly predicted - 10% of the prize fund. 13 correctly predicted - 10% of the prize fund. 12 correctly predicted - 10% of the prize fund. 11 correctly predicted - 10% of the prize fund. 10 correctly predicted - 18% of the prize fund. 9 correctly predicted - 32% of the prize fund.

Prize Money is distributed to winning bets rateably the sum of each bet according to the place of its distribution. Jackpot - an extra winning distributed among bets rateably the sum of these bets.

It is based on previous drawings of Toto in which one or several winning purses were not raffled off, i.e. when the best bet correctly predicted less than 15 (14, 13, 12, 11, 10) events.

Jackpot prize is not raffled off and increases for every next drawing until one of the bettors guesses the results of all events. The betting company has the right to enlarge a jackpot by means of its own monetary funds.

Bets on all events of parimutuel betting are accepted for the regular playing time unless otherwise specified.Bets are accepted up until the earliest match starts but does not include void matches. Start of the issue is the actual beginning of the match, which was the first to start in the issue; at this the matches, acknowledged to be void, are not taken into account.

A match is considered incomplete in toto betting in case of it is invalidated according to the Rules of the Service.

If any event from the Match List is considered to be cancelled, all the outcomes for such event are considered as a win.

The distribution of a jackpot in case the events are incomplete:

1 event considered to be cancelled – 35% of Jackpot is paid out; 2 events considered to be cancelled – 25% of Jackpot is paid out; 3 events considered to be cancelled – 10% of Jackpot is paid out; 4 events considered to be cancelled – 5% of Jackpot is paid out.

If 3 events from the Match List are considered cancelled, the category of "9 correct outcomes" is not paid.

In this case the category of "10 correct outcomes" will have 40% of the prize fund, the category of "11 correct outcomes" - 20%, the category of "12 correct outcomes" - 15%, categories 13 and 14 correct

outcomes - 10% each, the category of "15 correct outcomes" - 5%.

If 4 events from the Match List are considered cancelled, the categories from 9 and 10 correct outcomes are not paid. In this case the category of "11 correct outcomes" will have 45% of the prize fund, the category of "12 correct outcomes" - 25%, the category of "13 correct outcomes" - 15%, the category of "14 correct outcomes" - 10%, the category "15 correct outcomes" - 5%.

If before the start of events the Company has information about the cancellation of any event from the List, or if any of the events were scheduled incorrectly in the List (wrong names of opponents, wrong home/away team), as well as in the case of force majeure, including technical failures that may prevent all interested persons to make bets on the draw in full, the Company has an option (but not an obligation) to consider the List as void, cancel all bets and rebuild the List on the basis of it being cancelled.

17. 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.

1. VIRTUAL FOOTBALL

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

- Home (1)- win of the first (home) team in match;
- Draw (X)- a result in competitions that reveals no winner;
- Away (2)- win of the second (away) team;
- 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;
- 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;
- 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;
- 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;
- 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.

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:

- 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);
- 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);
- 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.
- 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.

- 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;
- 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;
- 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.
- Total - identify, in your opinion, more or less goals will be scored in a match:
  - 0,5 OVER/UNDEr – 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.
- 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..
- 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.

RESULTS LEAGUE: http://www.go4games.eu/GoldenGamesResults/ – users can search the results of any event by its number. You need:

1. Choose the right game(LEAGUE);
2. Specify your time zone(example, select +4 for Moscow time);
3. Specify an approximate time range of the event;
4. Press "Show" and find your number of the event in the displayed results. For your convenience you can change the display of results from 10 up to 100 rows per page.

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

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. MOTORCYCLE RESULTS:

http://www.go4games.eu/GoldenGamesResults/ – on that address you can search the results of any event by its number. You should:

- Choose the right game(MOTOBIKES Speedway);
- Specify your time zone(example, select +4 for Moscow time);
- Specify the approximate time range of the event;

- Press "Show" and find your number of the event in the displayed results. For your convenience you can change the display of results from 10 up to 100 rows per page.

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.

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).

18. GLOBAL BET

1. 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)

2. 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.

3. # 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).

4. # 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.

5. 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.

19. 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, www.basketpro.com

- France

www.cbf.cz - Czech Republic

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

http://www.sport.be - Belgian First Division A

http://fpleague.bg/bg - First Professional Football League (Bulgaria)

2. Volleyball:

www.cev.lu - European Cups www.fivb.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

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.federacionvenezolanadefutbo l.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 – Úrvalsdeild karla https://www.laliga.es/en/ - La Liga https://pflk.kz - Kazakhstan Premier League http://www.canadiansoccerleague.ca - Canadian Soccer League

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. wwww.wtatennis.com - Tennis WTA

www.ti.fft.fr www.itftennis.com/en/itf-tours/m ens-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

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.footballmalaysia.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

www.erstebankliga.at - 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

https://premierliga.ru - Russian Premier League

http://www.1fnl.ru - 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.tff.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

http://www.prvahnl.hr - 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

1. 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). Related outcomes (related events) are those when one part of the bet affects another part of the bet.
2. A bet on “Team to score a penalty Yes/No” market will be deemed lost if no penalty is

awarded during regular time.
3. 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.

4. 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.

5. 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 p. “Sports Rules”).
10. If a match does not end and is abandoned (see p. “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 of p. 9.23.
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 of p. 9.23.
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 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.
17. 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.
18. 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.
19. In friendlies, including club friendlies, when the event takes place in a different venue, all bets shall stand.

20. If there is no description of bet settlement for a particular sport or situation, the same shall be governed by the General Terms.
21. When a dispute of a particular type takes place for the first time, the bookmaker shall make the final decision.
22. 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.
23. 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.
24. 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.
25. 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.

16. TOTO Free

1. TOTO bet slip – the customer must determine the results of the 12 events specified, submitting this as a free prediction once done. On the TOTO bet slip, results are represented as:
    - "1" for Home Win
    - "2" for Away Win
    - "X" for Draw
2. Only one outcome can be selected for each event.
3. Predictions are accepted until the first match included in the TOTO starts. Bet slips submitted after the first TOTO match has started will be deemed invalid.
4. A TOTO bet slip goes live when the first match included in the TOTO selection starts (actual time, not scheduled time). Matches deemed void are not taken into account. The start dates and times of the matches shown on the bet slip are for information purposes only. An incorrectly stated event time is not regarded as a reason for cancellation of the bet.
5. If an event is considered void, all the outcomes of this event in all bet slips are considered winning.
6. If one or more events are considered void:
    - If 4 or more events are considered void, a TOTO bet is regarded as canceled.
    - If 3 events are considered void, no points are awarded for 8 and 9 correctly predicted outcomes.
    - If 1 or 2 events are considered void, no points are awarded for 8 correctly predicted outcomes.
7. A match included in a TOTO bet slip is considered void if it is regarded as void according to the rules of Bizbet Betting Company.
8. Winnings distribution:
    - 100 bonus points are awarded for 8 correctly predicted outcomes
    - 250 bonus points are awarded for 9 correctly predicted outcomes
    - 1,000 bonus points are awarded for 10 correctly predicted outcomes
    - 3,000 bonus points are awarded for 11 correctly predicted outcomes
    - 7,000 bonus points are awarded for 12 correctly predicted outcomes
9. How does it work?
    - A new round of TOTO is held every day.
    - Make your prediction for free.
    - Before a TOTO draw starts, confirm your free TOTO prediction by placing a bet on a sporting event. The minimum stake to confirm your prediction is 2.3 EUR, and the odds must be 2 or higher.
    - Only the first bet placed after your TOTO prediction has been made will count as confirmation of that prediction. Please note that bets placed with the use of promo codes and bonus points, as well as Advancebets, sold bets, refunds at odds of 1.00 and System bets will not count as confirmation of your TOTO prediction.
    - You can make only one prediction per day.
    - Wait for the daily TOTO draw.
10. A list of previous rounds can be found on the TOTO "List of draws" page.
11. Receive your bonus points in your Promo Code Store account within an hour after the last TOTO match has ended.
12. TOTO Terms and Conditions
    - Bizbet reserves the right to refuse a free TOTO bet to a customer where the Betting Company reasonably believes that such customer has historically or is currently abusing or defrauding the betting system, for example by engaging in arbitrage.
    - You must be over 18 years of age to open an account with the Betting Company.

    - The Company has the right to cancel or withdraw this offer or change any of its terms at any time without notifying or giving a reason. The company also reserves the right not to allow certain account holders to take part in this promotion.
13. The company maintains a strict policy of only one account per customer and uses a number of internal security systems to identify this. In this regard, in order to avoid the potential for abuse, we reserve the right, in our sole discretion, to refuse to provide a free bet bonus in the following cases:
    - accounts sharing same IP addresses;
    - accounts belonging to the same family and/or household;
    - accounts sharing common contact details or an identifier (e.g. e-mail address, telephone number, credit/debit card number or other payment details);
    - multiple accounts belonging to the same person;
    - breach of any of our bonus terms and conditions;
    - evidence of collusion between customers in placing of bets.
14. The present offer is valid only for Bizbet customers.
15. Bizbet is the sole arbiter of this promotion and its decision is final and binding. Bizbet further reserves the right to request satisfactory ID documentation from any customer prior to them being credited with the free bet.
16. This offer only applies to a customer’s first account (their profile in My Account must be completed in full and their phone number must be activated) and will not apply to any subsequently opened accounts. This offer cannot be used in conjunction with any other offers. If you have any questions regarding Bizbet bonuses, please contact our customer support.
17. You must agree to participate in sports betting bonus offers on the ‘Account Settings’ page in the My Account section.