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1. Terms and Conditions

Last Updated: 19.03.2026

These Terms and Conditions are developed by SpinBetter, the legal entity indicated in the footer of the website, referred hereto as “Administration”, “SpinBetter”, “Operator”, “Bookmaker”, “we”, “us”, “Management”, “Site” or “Company”, and “you” or “your” means you as a user of our website. These Terms and Conditions apply to, and are binding upon you if you participate at the Casino.

This page defines the Terms and Conditions that apply to all funds and wagers accepted by us and all Services offered by spinbetter.com

These Rules, Terms and Conditions replace any pre-existing Rules, Terms and Conditions that appeared on this Casino Website.

1. INTRODUCTION: KEY DEFINITIONS AND WHAT MAKES UP YOUR TERMS OF USE
    1. The following definitions are used in these terms and conditions:
        1. "Access Device" means any electronic means of accessing the Services, including, but not limited to, computers, smartphone devices, feature phones, tablet devices, touch devices or any home entertainment system such as video games consoles and smart TVs (or by any other remote means);
        2. "Bonus Terms" means any terms and conditions and/or rules with regard to promotions, bonuses and special offers which may apply to any part of the Services from time to time;
        3. "Supervision institution" means the supervision institution of commercial gambling in Anjouan, namely Anjouan Computer Gaming Licensing Board established under the Computer Gaming Licensing Act 007 of 2005 and/or Anjouan Licensing Services Inc. ("ALSI").
        4. "General Terms" means the terms and conditions set out in this document;
        5. "Privacy Policy" means the Operator's privacy policy accessed via the Privacy Policy link, which is an inseparable part of these Terms and Conditions;
        6. "Rules" means the Betting Rules and the Game Rules specifically applicable to the relevant type of betting and/or gaming;
        7. "Refund" means a reversal of a means as per request of a Player deposited in the Player Account not used for the Services.
        8. "Services" means, as appropriate, the services offered for the time being by the Operator through the Website and/or via any Access Device application;
        9. "Terms of Use" means (a) the General Terms; (b) the Privacy Policy; (c) where appropriate under, the relevant Rules, Bonus Terms and Additional Terms applicable to the Services that are being used by You; and
        10. "Website" means the website or any respective page, subpage, subdomain or section thereof from time to time, located at or accessible via the domain name: spinbetter.com.
        11. “Payment Processor” means S.G. Global Work Limited, a company incorporated under the laws of the Republic of Cyprus with registration number HE 419838, acting exclusively as the payment processor and Merchant of Record for all financial transactions conducted on behalf of the Administration.
    2. By using and/or visiting any section of the Website, or by opening an account with the Operator through the Website, You agree to be bound by the Terms of Use and You accordingly: (a) agree to the use of electronic communications in order to enter into

contracts; and (b) waive any applicable rights or requirements which require a signature by hand, to the extent permitted by any applicable law; (c) agree, that in order to use our service you are requested to provide us with certain personal information which shall be processed on the basis of our Privacy Policy. The Terms of Use do not affect your statutory rights.

3. In addition, where You play any game, or place a bet using the Services, or otherwise use the Services, You agree to be bound by the Rules of any game You play ("Game Rules"), as set out under the relevant general Help section and any Rules tabs, in respect of any new games, the rules applicable to such game; any Bonus Terms; any terms and conditions relating to withdrawals and any other terms applicable to the Services and/or which You are required to confirm Your agreement to as part of the Services.
4. The original text of the Terms of Use is in English and any interpretation of them will be based on the original English text. If the Terms of Use or any documents or notices related to them are translated into any other language, the original English version will prevail.
5. Please read the Terms of Use carefully before accepting them. Once You have accepted the Terms of Use, please print the Terms of Use and store them, along with all confirmation emails, additional terms, transaction data, game rules, fair deal rules and payment methods relevant to Your use of the Website. Please note that the Terms of Use are subject to change.
6. If You do not agree to accept and be bound by the Terms of Use please do not open an account, and/or continue to use Your Account. Your continued use of any of the Services will constitute acceptance of the Terms of Use which we have presented to You and are in force from time to time.
7. For the avoidance of doubt, each and all sections of the Website are governed by the Terms of Use, and You should ensure at all times that Your use of the Services is in accordance with the Terms of Use.

2. CONTRACTING PARTIES
    1. The Terms of Use shall be agreed between You and the Operator.
    All information on the Website is provided by SpinBetter, operating spinbetter.com and regulated by the Anjouan Gaming Authority.
    2. In the case of terms and conditions relating to money held in Your Account from time to time, to any Operator Group company which holds such money and shall (where appropriate) be deemed to include our agents, partners, and suppliers.
3. CHANGES TO THE TERMS OF USE
    1. We may need to change the Terms of Use from time to time for a number of reasons, including (without limitation) for commercial reasons, to comply with law or regulations, to comply with instructions, guidance or recommendations from a regulatory body, or for customer service reasons. The most up-to-date Terms of Use can be accessed from the Terms and Conditions link in the footer section of the Website.
    2. Where we wish to make substantial changes to the Terms of Use, we will give You as much prior notice of such changes as is reasonably practicable. For minor or insubstantial changes, we may not give You any notice of such changes. We reserve the right to determine, at Our sole discretion, whether a change is substantial.
    3. Where we make changes to the Terms of Use which we wish to notify You of, we will do so by such a method of notification as we may, in our discretion, deem appropriate.
    4. By continuing to use the Services after we have posted revised Terms and Conditions, you acknowledge and accept the updated Terms and Conditions.
4. OPENING YOUR ACCOUNT
    1. In order to place a bet or play a game using the Services, You will need to open an account with the Operator ("Your Account" or "Account").

2. In order to open Your Account for use with the Services, You can:
    1. Click on Join Now on the Website and follow the on-screen instructions; or
    2. Open by such other Account opening method as shall, from time to time be offered by the Operator;
3. When You open Your Account You will be asked to provide us with personal information, including Your name and date of birth and appropriate contact details, including an address, telephone number and e-mail address ("Your Contact Details"). You may update Your Contact Details from time to time by contacting Customer Services; or through the My Account management page on the Website: or by such other method as shall, from time to time, be offered by the Operator.
4. In opening Your Account You warrant that:
    1. You understand and accept the risk that, by using the Services, You can win money, but You can also lose money.
    2. You are: (a) over 18 years of age, and (b) above the age at which gambling or gaming activities are legal under the law or jurisdiction that applies to You (the "Relevant Age");
    3. gambling is not illegal in the territory where You reside;
    4. You are legally able to enter into contracts;
    5. You have not been excluded from gambling; and
    6. You do not have an Account opened with us already; or
    7. You have not already had an Account closed by us for any reason.
5. Your Account must be registered in Your own, correct, real, name and personal details and it shall only be issued once for You and not duplicated through any other person, family, household, address (postal or IP), email address, Access Device or any environment where Access Devices are shared (e.g. schools, workplaces, public libraries etc) and/or account in respect of the Services. Any other accounts which You open with us, or which are beneficially owned by You in relation to the Services shall be "Duplicate Accounts". We may close any Duplicate Account (but shall not be obliged to do so). If we close a Duplicate Account:
    1. all bonuses, free bets, and any winnings derived from bonuses and free bets obtained using a Duplicate Account shall be void and forfeited.
    2. the Operator may, at its sole discretion, void all winnings across all Duplicate Accounts. Deposits shall be refunded unless the Player has independently breached a provision that separately prohibits refund (including confirmed fraud, use of stolen payment methods, or an AML-related fund freeze).
    3. alternatively, the Operator may, at its sole discretion, permit usage of the Duplicate Account to stand, in which case all losses and stakes placed through that Duplicate Account shall be retained by the Operator.
    4. the Operator reserves the right to set off any amounts owed by the Player across all accounts held by the Player.
6. You are not allowed to register on the Website and use our services if you are a resident of the Comoros, the Netherlands, the United Kingdom, the United States, and all countries on the FATF blacklist. We reserve the right to refuse customers from any other countries over and above the aforementioned jurisdictions at our own discretion.

5. VERIFICATION OF YOUR IDENTITY; ANTI-MONEY LAUNDERING REQUIREMENTS
    1. You warrant that:
        1. the name and address You supply when opening Your Account are correct; and
        2. You are the rightful owner of the money which You at any time deposit in Your Account.
    2. By agreeing to the Terms of Use You authorise us to undertake any such verification checks from time to time as we may require ourselves or may be required by third parties

(including, but not limited to, regulatory bodies) to confirm these facts (the "Checks"). You agree that from time to time, upon our request (including requests from Payment processor), You may be required to provide additional details in respect of any of such information You have provided us, including in relation to any deposits which You have made into Your Account.

3. Whilst we are undertaking any Checks from time to time, we may restrict You from withdrawing funds from Your Account and/or prevent access to all or certain parts of the Website. Please note that we may from time to time re-perform the Checks for regulatory, security or other business reasons. If any such restrictions cause You a problem, please contact us at support@spinbetter.com.
4. In certain circumstances we may have to contact You and ask You to provide further information to us directly in order to complete the Checks. For this purpose, we will be entitled, at our sole discretion, to require that You provide us with a notarised ID or any equivalent certified ID according to the applicable law of Your jurisdiction or otherwise, proof of address, utility bills, bank details, bank statements and bank references and any documentation that validates your source of funds. Until such information has been supplied to our satisfaction we may prevent any activity to be undertaken by You in relation to the Account, or we may where we reasonably believe that deliberately incorrect information has been provided by You, keep any amount deposited on the Account following the closure of the Account by us.
5. It may be an offence for persons under the Relevant Age to make use of the Website. If we are unable to confirm that You are the Relevant Age then we may suspend Your Account until such time that we are able to confirm that You are the Relevant Age. If You are subsequently proven to have been under the Relevant Age at the time You made any gambling or gaming transactions with us, then:
    1. Your Account will be closed;
    2. all transactions made whilst You were underage will be made void, and all related funds deposited by You will be returned by the payment method used for the deposit of such funds, wherever practicable;
    3. any deposits made whilst You were under the Relevant Age will be returned to You; and
    4. any winnings which You have accrued during such time when You were under the Relevant Age will be forfeited by You (and shall be deducted from the amount of any deposit returned) and You will return to us on demand any such funds which have been withdrawn from Your Account.
6. Customer Due Diligence shall be conducted:
    - (a) upon the Player's first withdrawal request, regardless of amount;
    - (b) when cumulative deposits reach USD 10,000 or equivalent; or
    - (c) at any time the Operator detects suspicious activity, regardless of transaction amount.

    The Operator may, in its sole discretion, conduct verification at any earlier stage.
7. The Operator shall retain Player identification and verification documents, transaction logs, and compliance records for a minimum of five (5) years from the date of account closure or the date of the last transaction, whichever is later. usiness transaction records, including deposit, wager, and withdrawal logs, or any other information related to suspicious activity reports shall be retained for six (6) years.

6. KNOW YOUR CLIENT POLICY
    1. To make the Age Verification process as easy as possible, here are a few hints for when you send in your documents:
        1. Each document must be sent as a separate image;
        2. Photo Captured images are preferred, but if you'd rather scan your documents,

send them as a .jpeg.

2. When you take your picture:
    1. Be sure that the first 6 and the last 4 digits of your credit card number should be visible, and CVV should be hidden;
    2. Your picture must be in focus and all the text easy to read;
    3. Your full passport photo page or ID must be in shot, don't leave any bits out or cover with your hand or fingers;
    4. Your lighting must be good; to stop any glare don't use flash.
    We need all of this because it's part and parcel of gambling responsibly - and the applicable law requires it.
3. Why do I need to verify my account? – When you sign up for a new account we check that you are over 18 and we verify that you are who you say you are, (a process called Know Your Customer 'KYC'). It's part and parcel of gambling responsibly, and something that the law requires us to do.
4. What do I need to provide? – To verify your age we will accept one of the following documents:
    1. Passport (recommended);
    2. Driving license;
    3. National ID Card;
    4. Payment card (note that first 6 and last 4 digits should be visible and CVV should be hidden).
    Security note: We do not store complete payment card data (such as full PAN or CVV). All payment transactions are processed exclusively through secure, third-party payment gateways that are fully PCI DSS compliant.
5. To verify your identity (KYC) we may need additional documents which could also include:
    1. Signed Credit Agreement;
    2. Utility Bill (less than 6 months old);
    3. Bank Statement (less than 6 months old);
    Make sure your documents are in acceptable condition.
6. How can I send you my documents? – The quickest and easiest way to verify your account is online, you can also send the documents via email. Here are a few tips on how to get it right first time:
    1. Log in to your account;
    2. Navigate to 'My Profile' and select the 'Verification' or 'KYC' tab;
    3. Follow the on-screen instructions to upload clear photos or scans of your documents. Our secure portal uses advanced encryption to keep your data safe in accordance with our Privacy Notice.
7. When you register for an account, on the account registration page, we'll need you to provide certain information for security reasons:
    1. Your name and contact details, including a valid email address, which needs to be unique to your account;
    2. Your date of birth - you must be at least 18 years old;
    3. A unique username (your username may contain only letters, numbers, underscore and hyphen symbols) and a password which means only you can access your account;
    4. Your betting currency and a deposit limit;
    5. A security question and the answer;
    6. Our registration page checks your details as you enter them and will let you know if there's a problem, so you can make any changes you need to before you click on the 'Create My Account' button.
8. For legal reasons when travelling abroad you may not be able to access your account.

9. The list of game providers and territories, from where the Customers are not accepted may be amended from time to time.

7. USERNAME, PASSWORD, PIN and CUSTOMER INFORMATION
    1. After opening Your Account, You must take all reasonable steps to avoid disclosing (whether deliberately or accidentally) Your username, password and/or account number to anyone else, including (where practicable) ensuring that up-to-date security software is downloaded onto Your Access Device.
    2. All transactions made where Your username and password and/or account number have been entered correctly will be regarded as valid, whether or not authorised by You, and we shall not be liable for any claims in the event that You disclose Your username, password or account number to anyone else (whether deliberately or accidentally).
    3. You explicitly confirm and declare that you are not a Politically Exposed Person (PEP), nor a close family member or known associate of a PEP. If your status changes at any time during your relationship with us, you are strictly obliged to notify our Customer Support immediately.
    4. If You have lost or forgotten Your Account details, or have a reason to believe that such details are known to an unauthorised third party, please contact us immediately for a replacement through support@spinbetter.com, details of which can be found on the Contact Us page.
8. DEPOSITS, WITHDRAWALS AND REFUNDS FROM YOUR ACCOUNT
    1. For the purposes of Section 8:
        1. A 'refund' refers specifically to the return of a deposited amount where absolutely no gaming activity has occurred. Refunds must be requested via Support within 7 (seven) days of the deposit. We reserve the right to deduct an administrative fee to cover payment processing costs for any Refund.
        2. A 'withdrawal' refers to the payout of funds from your real money balance. To comply with Anti-Money Laundering (AML) regulations, all real money deposits must be wagered at least three times (3x) in full before a Withdrawal can be processed. Withdrawals are not restricted by the 7-day timeframe but are strictly subject to KYC and turnover requirements.
    2. If You wish to participate in the Services, You must deposit funds into Your Account from an account or source of which You are the account holder. Such funds may then be used by You to place bets or play games. If You use a payment method in respect of which You are not the account holder, we reserve the right to treat any deposit into the Account as being invalid (and any winnings arising from such deposit as void) pending the satisfactory completion of all relevant Checks.
       Please note, that Refunds are performed only if there was no game activity on Your account after deposit of respective amount of funds that are reclaimed by you as Refund. All other withdrawals from Your Account will be considered as pay-out of your winnings generated as a result of use of the Services.
       In order to request a Refund or any other withdrawal, please contact our support by email to support@spinbetter.com and provide all documents as requested by the support in order to complete Your KYC. Should You require Our contact details, please open the “Contact Us” section. List of the documents required to complete Your KYC procedure shall be denoted in the email sent to You by our support.
       Please note, that Refunds may be requested no later than 7 (seven) days after deposit of respective means to Your Account. After this term all withdrawals shall be considered as pay-out of your winnings generated a result of use of the Services.
    3. For the avoidance of doubt Your Account shall not be used by You as a bank account and, should we become aware of deposits into and withdrawals (including charge-back) from Your Account without commensurate betting or gaming activity, we reserve the right to

deduct an administration charge of 10% (minimum 10 EUR or currency equivalent) from the withdrawal amount to cover processing fees (whether or not we close or suspend the account). To comply with applicable Anti-Money Laundering requirements, all deposited funds must be wagered at least one time (1x) before a withdrawal can be processed. The Operator reserves the right, in its sole discretion, to increase this requirement where it deems appropriate based on risk assessment, payment method, or other relevant factors. If this turnover requirement is not met, we reserve the right to decline the withdrawal request or apply an administrative fee to cover processing costs.

4. To the extent required by Your local law or tax or other authorities You are responsible for reporting Your winnings and losses arising from the Services.
5. You can set a deposit limit on Your Account in any one day. For details of how to set up a deposit limit please contact support@spinbetter.com. Any confirmed reductions to your deposit limit will take effect immediately.
6. Subject to terms of Closure of Your Account or any other terms set out in these Terms and Conditions or any amendments thereof, You may request withdrawal of funds from Your Account at any time provided that:
    1. all payments made into Your Account have been confirmed as cleared and none have been charged-back, reversed or otherwise cancelled;
    2. any Checks referred to Verification of Your Identity; Money Laundering Requirements have been completed by us to our satisfaction; and
    3. You have complied with any other relevant withdrawal conditions affecting Your Account (e.g. any applicable Bonus Terms).
    4. no more than €1,500 can be withdrawn within 24 hours. If you reach this daily limit, please try again 24 hours after your last withdrawal.
7. On any withdrawal approved by us, provided that You give us sufficient information as to how the funds should be transferred to You, we will return the relevant funds to You (less charges incurred or any other amount required to be deducted from Your withdrawal in order to comply with any applicable law).
8. We will attempt to accommodate Your request regarding the payment method and currency of payment of Your withdrawal. This, however, cannot be guaranteed. Therefore, we may process and pay withdrawals to a different payment method than the one requested by You, such as through different payment providers, a bank draft or wire transfer (any charges associated with relevant payment methods are set out in the Website). Similarly, in certain cases, the currency of Your withdrawal may not be the currency in which Your deposit was made or that was otherwise requested by You and, in circumstances where we are required to convert Your deposits between different currencies, the conversion rate used by us will set upon our discretion.
9. If you choose to deposit or withdraw funds using cryptocurrency, you are solely responsible for ensuring that all transaction details are correct. You must send funds to the exact designated wallet address and use the correct blockchain network (e.g., ERC-20, TRC-20, etc.) supported by our platform. We shall not be held liable for any funds lost due to being sent to an incorrect address, via an unsupported network, or involving an unsupported cryptocurrency. The Company will not attempt to recover such lost funds. The exchange rate for cryptocurrency transactions is determined by our payment processor at the exact moment the transaction is processed on the blockchain, not at the time the transaction request is initiated.
10. LIMITATIONS:
    1. The min. amount of deposit is 10 EUR.
    2. The min. amount of withdrawal is 10 EUR.
    3. The max. amount of withdrawal is 1500 EUR.
    4. Withdrawals are processed without commission. Commission for the deposit

depends only on the user’s payment system.

5. All payout requests are strictly processed only after the successful completion of the KYC verification and final approval of Your Account. Once Your Account is approved, withdrawals are processed in the order of the queue:
    1. within 72 hours if the requested amount does not exceed 1,000 EUR (or the equivalent in another currency);
    2. up to 7 (seven) days if the requested amount exceeds 1,000 EUR (or the equivalent in another currency).
    3. Please note that the time it takes for the funds to reach your personal bank account or e-wallet after our processing depends entirely on the operation of the respective payment service provider or bank.

11. PAYMENT SYSTEM RESTRICTED COUNTRIES
    1. Visa / Mastercard – We support gaming/gambling payouts via OCT (Original Credit Transfer) from Visa or also via Payment Transfer (Mastercard). Prerequisites for paying out are that an initial pay-in was done and for Mastercard this pay-in needs to have been made via a 3-D Secure MID. Additional requirements are that the respective credit card is not a corporate credit card and the respective card is issued in a country that is supported by the respective card scheme (see below). The per transaction limits are 60,000.00 EUR for Visa and 5,000.00 EUR for Mastercard.
    2. Visa – For Visa (OCT) there is a list of countries not supported. List of non-participating countries for OCT: American Samoa, Anguilla, Bahamas, Fiji, Guam, Palau, Panama, Russia, Samoa, Seychelles, Trinidad and Tobago, and Vanuatu.

9. BONUSES
    1. spinbetter.com reserves the right to remove, add or change any bonus that is available in the account of any Customer and that has not been claimed. Any claimed and active bonus will not be removed by spinbetter.com under regular circumstances.
    2. Bonuses might have wagering requirements attached to them. These requirements will be appropriately displayed before the Customer decides to use a bonus when wagering requirements are applicable. Unless stated otherwise in the specific promotional terms, the standard wagering requirement is twenty-five times (25x) the sum of the deposit amount and the received bonus amount. For example, if you deposit 100 EUR and receive a 100 EUR bonus, you must wager 25 x (100 + 100) = 5,000 EUR before any winnings can be withdrawn.
    On satisfaction of the wagering requirement, bonus funds convert to cash in accordance with the "Crediting Bonus Winnings" provision of the Account, Payments, and Bonus Policy, and any residual bonus balance above the original bonus amount is deducted. Where a Player requests a withdrawal before the wagering requirement is met, the bonus and any bonus-derived winnings are forfeited; the Player's own deposited funds and own-funds winnings are not affected. The Operator determines the weighting at which each eligible game contributes to the wagering requirement, as published in the applicable bonus terms.
    3. Bonuses may be received once per Player and once per Access Device. The Operator may employ any detection methods it deems applicable in its sole discretion to identify multiple bonus claims. Risk-free bets on any games or services do not count toward the wagering requirements. Winnings from free spins are added to the real money balance.
    4. Where a no-deposit bonus (including a no-deposit free spin bonus) is claimed, the crediting of any bonus funds or bonus-derived winnings to Your Cash Balance is governed by the "Crediting Bonus Winnings" provision of the Account, Payments, and Bonus Policy, under which the amount converted to withdrawable Cash Balance may not exceed the original bonus amount. Any funds so converted to Your Cash Balance, together with any

winnings subsequently derived from play with such funds, constitute a bonus-derived Cash Balance for the purposes of this clause.
The maximum aggregate amount that may be won from, and withdrawn in respect of, a no-deposit bonus and any bonus-derived Cash Balance arising from it is 50 EUR (or the equivalent in any other currency).
Any amount exceeding 50 EUR that is attributable to a no-deposit bonus or to play with a bonus-derived Cash Balance, where no qualifying real-money deposit has been made, will be void and retained by spinbetter.com. This cap applies to the entire lineage of the no-deposit bonus and is not reset, extinguished, or increased by the conversion of bonus funds to Cash Balance under the Account, Payments, and Bonus Policy, nor by continued play with such Cash Balance.
Example: a Customer receives a 5 EUR no-deposit free spin bonus and completes the applicable wagering requirement. In accordance with the "Crediting Bonus Winnings" provision of the Account, Payments, and Bonus Policy, 5 EUR (the original bonus amount) is credited to the Customer's Cash Balance as a bonus-derived Cash Balance. The Customer plays with that balance and it grows to 100 EUR. As the 50 EUR cap in this clause applies to the bonus-derived Cash Balance and all winnings derived from it, and no qualifying real-money deposit has been made, 50 EUR is available for withdrawal and the remaining 50 EUR is void and retained by spinbetter.com.

5. A maximum bet of EUR 5 per spin (or EUR 0.50 per bet line) applies while an active bonus is being wagered (Bonus Balance). Where a Player places bets exceeding this maximum, the Operator may void the affected bets and associated wager turnover. The Operator shall not confiscate winnings generated from the Player's own funds (Cash Balance) on the basis of bet size or bet-size variation alone.
6. spinbetter.com reserves the right to impose various restrictions to different countries where Customers may reside regarding bonuses for reasons undisclosed. We further reserve the right to offer specific bonuses to individual customers or customer groups and their termination, change or other alteration without explanation and/or compensations in any form.
7. SpinBetter distinguishes between (a) fraudulent or advantage-seeking bonus abuse, and (b) non-fraudulent optimisation of a bonus, and applies different consequences to each.
    1. Fraudulent or advantage-seeking bonus abuse. The following conduct, whether by a single Player or a group of Players acting in concert, constitutes fraudulent bonus abuse:
        1. using multiple accounts, or colluding with other Players, to claim, wager, or benefit from bonuses;
        2. arbitrage or hedging between bonus accounts, between accounts, or across related operator platforms;
        3. exploiting any error, bug, loophole, mispricing, or unintended functionality of the Website, a game, or a promotion;
        4. exchange-rate manipulation, or the use of deposits and withdrawals in a manner indicative of structuring or the layering of funds;
        5. any other conduct that provides the Player with an unfair advantage contrary to the intended operation of a promotion, or that involves fraud, collusion, or manipulation.
        6. postponing or holding game rounds, free spins, or bonus rounds once no wagering requirement remains.

        Where the Operator establishes, on the basis of the Player's account records and gameplay, that fraudulent bonus abuse under paragraph A) has occurred, SpinBetter may confiscate all bonus funds, all winnings derived from the abuse (including winnings derived from the Player's own deposited funds),

close the Player's account(s), and exclude the Player from current and future promotions.

2. Non-fraudulent bonus optimization. The following conduct does not confer an unfair advantage but is inconsistent with the intended use of promotional funds:
    1. depositing amounts calculated to maximise bonus matching without corresponding genuine play;
    2. wagering patterns adopted solely to satisfy turnover requirements, including varying stake size or game volatility over the course of bonus play, provided all such bets are placed within the maximum permitted stake under clause 9.5;

    Where the Operator identifies conduct under paragraph B), SpinBetter may remove the Player's eligibility for current and future promotions while no already received bonus winnings will be affected.

8. After the account has been flagged as bonus abusing it is forbidden to use any other bonuses and/or participate in promotions at spinbetter.com.
9. In our casino any player is eligible to receive any amount of Free Spins. Free Spins amount and availability are determined by casino administrator. Free Spins - is a slot spin in which the player's balance is not charged for any money.
10. Winnings received as a result of Free Spins are credited to the player's bonus balance. Free Spins winnings have to be wagered. Wager requirements varies from x5 to x35, applied to the whole sum. Wagering must be done using only Real money balance. You can wager a bonus in every slot eligible for this. Where a Player requests a withdrawal while a bonus remains incompletely wagered, the bonus and any bonus-derived winnings are forfeited; the Player's own deposited funds and own-funds winnings are not affected.
11. If you activate any Responsible Gaming limits, including a Cooling-off period or Self-Exclusion, all active bonuses, unclaimed bonuses, and unplayed free spins on your Account will be immediately voided and permanently forfeited. We will not reinstate these bonuses once your Account is reopened.

10. LEGAL USE OF THE WEBSITE
    1. Access to or use of the Website or any of the Services via the Website may not be legal for some or all residents of or persons in certain countries. We do not intend that the Website should be used for betting, gaming or any other purposes by persons in countries in which such activities are illegal, which includes the United States of America and those territories listed in the Website. The fact that the Website is accessible in any such country, or appears in the official language of any such country shall not be construed as a representation or warranty with respect to the legality or otherwise of the access to and use of the Website, and the making of deposits or receipt of any winnings from Your Account. The availability of the Website does not constitute an offer, solicitation or invitation by us for the use of or subscription to betting, gaming or other services in any jurisdiction in which such activities are prohibited by law.
    2. It is Your responsibility to determine the law that applies in the location in which You are present. You should ensure that You will be acting legally in Your jurisdiction in opening Your Account and/or using the Website and You represent, warrant and agree that You will do so.
    3. If it becomes apparent to us that You are a resident in a country in which the use of the Website is not legal or You are using the Website from a country in which the use of the Website is not legal, we shall be entitled to immediately close Your Account, in which case any balance on the Account on the date of such closure will be refunded to You as soon as it is practicable for us to do so.
11. PLACING YOUR BET AND/OR GAMING USING THE SERVICES
    1. In order to place a bet or access a Service you should follow the instructions provided at

the respective section of the Website.

2. It is Your responsibility to ensure that the details of any bet, stake or similar transaction that you place using the Services (a "Transaction") are correct when using the Website (either directly, through an application or otherwise) in accordance with the relevant Game Rules, as appropriate.
3. Your Transaction history can be accessed by you, by clicking My Account on the Website, or through our Customer Services team (including by opting to receive a written statement).
4. We reserve the right to refuse the whole or part of any Transaction requested by You at any time in our sole discretion, or where You have breached the Terms of Use. No Transaction is accepted by us until You have given the appropriate confirmation (or it has otherwise been accepted by us). If You are in any doubt as to whether a Transaction has been accepted successfully, You should contact support@spinbetter.com.
5. Once a Transaction has been accepted by us, You cannot cancel the transaction unless we agree otherwise.
6. In respect of gaming, the relevant Game Rules shall set out the point at which no further stakes or bets will be accepted by us.
7. We may cancel or amend a Transaction due to Collusion, Cheating, Fraud and Criminal Activity, Errors or Omissions, as well as because of the terms set out for Verification of Your Identity.

12. REMOTE GAMING OR BETTING
    1. Where You are accessing the Services via an electronic form of communication You should be aware that:
        1. in relation to Your use of the Website for the placing of bets or playing of games:
            1. You may be using a connection or equipment which is slower than such equipment used by others and this may affect Your performance in time critical events offered via the Website;
            2. You may encounter system flaws, faults, errors or service interruption which will be dealt with in accordance with IT Failure as below;
            3. the Game Rules for each event or game offered via the Website are available and should be considered by You prior to Your use of the Services offered via the Website.
13. COLLUSION, CHEATING, FRAUD AND CRIMINAL ACTIVITY
    1. The following constitute "Prohibited Practices" and are not permitted and will constitute a material breach of the Terms of Use:
        1. abuse of bonuses or other promotions;
        2. using unfair external factors or influences (commonly known as cheating), including the use of bots, scripts, artificial intelligence tools, or automated systems;
        3. taking unfair advantage (as defined below);
        4. opening any Duplicate Accounts;
        5. acting as an agent for, or on behalf of, any third party in connection with the Services;
        6. match-fixing, race-fixing, or providing or receiving inside information in relation to any event offered on the Website;
        7. arbitrage betting, value betting, or systematic exploitation of pricing errors;
        8. providing false, misleading, or fraudulent identification or verification documents;

        We will take all reasonable measures to prevent and detect such practices and to identify the relevant players concerned if they do occur. Subject to the above, however, we will not be liable for any loss or damage which You may incur as a result of any Prohibited Practices, and any action we take in respect of the same will be at our sole discretion.

2. If You suspect a person is engaged in any Prohibited Practice, You shall as soon as reasonably practicable report it to us by e-mailing us or calling Customer Services.
3. You agree that You shall not participate in or be connected with any form of Prohibited Practice in connection with Your access to or use of the Services.
4. If:
    1. we have reasonable grounds to believe that You have participated in or have been connected with any form of Prohibited Practice (and the basis of our belief shall include the use by us (and by our gaming partners and our other suppliers) of any fraud, cheating and collusion detection practices which are used in the gambling and gaming industry at the relevant time); or
    2. You have placed bets and/or played online games with any other online provider of gambling services and are suspected (as a result of such play) of any Prohibited Practice or otherwise improper activity; or
    3. we become aware that You have "charged back" or denied any of the purchases or deposits that You made to Your Account; or
    4. in our reasonable opinion your continued use of the Services may be detrimental to our regulated status, including our continued ability to be licensed by the Licensing Authority; or
    5. You become bankrupt or suffer analogous proceedings anywhere in the world, then, (including in connection with any suspension and/or termination of Your Account) we shall have the right, in respect of Your Account (and/or any other account held by You with an Operator Group company) to withhold the whole or part of the balance and/or recover from the account the amount of any deposits, pay-outs, bonuses or winnings which have been affected by or are in any way attributable to any of the event(s) contemplated in this clause.
5. For the purposes of the section 13:
    1. "fraudulent practice" means any fraudulent activity engaged in by You or by any person acting on Your behalf or in collusion with You, and shall include, without limitation: (a) fraudulent charge-backs and rake-back activity; (b) the use by You or any other person who was participating in the same game as You at any time, of a stolen, cloned or otherwise unauthorised credit or debit card, as a source of funds; (c) the collusion by You with others in order to gain an unfair advantage (including through bonus schemes or similar incentives offered by us); (d) any attempt to register false or misleading account information; and (e) any actual or attempted act by You which is reasonably deemed by us to be illegal in any applicable jurisdiction, made in bad faith, or intended to defraud us and/or circumvent any contractual or legal restrictions, regardless of whether such act or attempted act actually causes us any damage or harm;
    2. "criminal activity" shall include, without limitation, money laundering and any offence under any law or regulation in Your country, where you are playing from or where your IP has been registered; and
    3. "unfair advantage" shall include, without limitation:
        1. the exploitation of a fault, loophole or error in our or any third party's software used by You in connection with the Services (including in respect of any game);
        2. the use of third-party software, analysis systems, bots, scripts, artificial intelligence tools, or automated decision-making systems;
        3. arbitrage betting or value betting, including placing bets based on odds that the Player knows or ought to know do not reflect the true probability of the event;
        4. any other conduct which, in the Operator's sole discretion, constitutes the

obtaining of an unfair advantage over the Operator or other players.

6. In exercising any of our rights in relation to a Prohibited Practice, we shall use all reasonable endeavours to ensure that, while complying with our regulatory and other legal obligations, we exercise such rights in a manner which is fair to You and to our other customers.
7. We reserve the right to inform relevant authorities, other online gaming or gambling operators, other online service providers and banks, credit card companies, electronic payment providers or other financial institutions of Your identity and of any suspected Prohibited Practice by You, and You shall cooperate fully with us to investigate any such activity.
8. If you initiate a chargeback, reversal, or cancellation of any deposit made into Your Account, you agree to fully compensate us for the unpaid deposit amount, as well as any administrative fees, costs, or expenses incurred by us in the process of recovering the funds. We reserve the right to automatically deduct any outstanding chargeback debts from your future deposits, current balance, or any other Accounts (including Duplicate Accounts) associated with you.
9. The Operator reserves the right, in its sole discretion and without prior notice, to void any bet, restrict any Account, limit stakes, or close any Account where it determines that the Player's betting patterns indicate arbitrage betting, value betting, or systematic exploitation of pricing errors or market inefficiencies. The Operator shall not be obligated to disclose its detection methods or the basis for any such determination.
10. The Player shall not use the Services on behalf of any third party, nor permit any third party to use the Player's Account. The Player shall not act as an agent, intermediary, or nominee for any other person in connection with any Transaction. Breach of this clause shall entitle the Operator to close the Account, forfeit all winnings, and report the matter to the relevant authorities.

14. CLOSURE OF YOUR ACCOUNT; TERMINATION OF THE TERMS OF USE
    1. Provided that Your Account does not show that a balance is due to us, You are entitled to close Your Account and terminate the Terms of Use on not less than twenty four hours' notice to us at any time, by contacting us through support@spinbetter.com:
        1. indicating Your wish to close Your Account; and
        2. stating the reasons why You wish to close Your Account, in particular if You are doing so because of concerns over the level of Your use of the same.
        We will respond to Your request, confirming closure of Your Account and the date on which such closure will be effective, within a reasonable time, provided that You continue to assume responsibility for all activity on Your Account until such closure has been carried out by us (at which point the Terms of Use shall terminate).
    2. When You request closure of Your Account under clause 14.1 we will return any outstanding balance in Your Account to You.
    3. Upon any termination of Your Account under this section 14 we shall be entitled to withhold, from the repayment of the outstanding balance on Your Account, any funds: (a) pursuant to Collusion, Cheating, Fraud and Criminal Activity); (b) pursuant to Breach of the Terms of Use; (c) as otherwise provided by the Terms of Use; or (d) as required by law or regulation.
    4. When repaying the outstanding balance on Your Account, we shall use the same method of payment which You provided upon registration of Your Account, or another payment method, that we may reasonably select.
    5. Where You have closed Your Account, we may in certain circumstances be able to re-open Your Account with the same account details as before, if You request us to do so. In such circumstances, while Your Account will have the same account details as before, it will be subject to the Terms of Use which are in force at the date of any such re-opening and any

prior entitlements (including, but without limitation, to bonuses or contingent winnings) will no longer be valid.

6. We are, at any time (and notwithstanding any other provisions contained in the Terms of Use), entitled to close Your Account and terminate the Terms of Use on written notice (or attempted notice) to You using Your Contact Details. In the event of any such termination by us we shall, subject to clause 14.7, as soon as reasonably practicable following a request by You, refund the balance of Your Account.
7. Where we close Your Account and terminate the Terms of Use pursuant to Collusion, Cheating, Fraud and Criminal Activity or Breach of the Terms of Use, the balance of Your Account will be non-refundable and deemed to be forfeited by You to the extent of any claim that we may have against You as at the date of such closure (whether under Your Account, a Duplicate Account or otherwise). Closure of Your Account and Termination of the Terms of Use, other than pursuant to of these General Terms, will not affect any outstanding bets, provided that such outstanding bets are valid and You are not in breach of the Terms of Use in any way. For the avoidance of doubt, we will not credit any bonuses into Your Account, nor will You be entitled to any contingent winnings, at any time after the date on which it has been closed (whether by us pursuant to the Terms of Use, or in response to Your request).
8. The following sections shall survive any termination of the Terms of Use: "Collusion, Cheating, Fraud and Criminal Activity", "Errors or Omissions", "Exclusion of Our Liability", "Breach of the Terms of Use", "Intellectual Property Rights", "Your Personal Information", "Complaints and Notices", "Law and Jurisdiction", and any other sections which by their nature are required for the purposes of interpretation; together with any relevant sections of the Game Rules, the Sports Betting Rules, the Privacy Policy and the Additional Terms.
9. We shall be entitled to suspend Your Account in the circumstances expressly set out in the Terms of Use. Upon the suspension of Your Account: (a) no activity shall be permitted (including deposits, withdrawals, betting or gaming) until the date upon which it is re-activated by us; (b) no bonuses or contingent winnings will be credited to the Account; and (c) we shall address the issue that has given rise to the Account suspension with a view to resolving it as soon as reasonably practicable so that the Account can, as appropriate, either be re-activated or closed.

15. ACCESS TO, AND USE OF, THE SERVICES
    1. You are solely responsible for the supply and maintenance of all of Your Access Devices and related equipment, networks and internet access services that You need to use in order to access the Services. We will not be liable in any way whatsoever for any losses caused to You (whether resulting from loss of service, poor internet connectivity, insufficient bandwidth or otherwise) by the internet or any telecommunications service provider that You have engaged in order to access the Services. For the avoidance of doubt, the Operator does not make any representation or give any warranty as to the compatibility of the Services with any particular third party software or hardware, including (for the avoidance of doubt) third party analysis which promise certain results from any of the Services.
    2. Under no circumstances should You use the Services for any purpose which is or is likely to be considered to be defamatory, abusive, obscene, unlawful, of a racist, sexist or of another discriminatory nature, or which could cause offence. You must not use any abusive or aggressive language or images, swear, threaten, harass or abuse any other person, including other users, via the Website, or attempt to pass Yourself off as being any other person, or behave in such a manner towards any Operator staff used to provide the Services, Customer Services, or any helpdesk or support function which we make available to You.
    3. You shall use the Website for personal entertainment only and shall not be allowed to

provide access or reproduce the Website or any part of it in any form whatsoever without our express consent, including creating links to it.

4. Any material downloaded by You from the Website shall be downloaded entirely at Your own risk and the Operator shall not be liable in respect of any loss of data or other damage caused by any such download.
5. Where we have reason to believe that Your use of the Services is in breach of any of paragraphs 15.1, 15.2, 15.3, 15.4 we shall, without prejudice to any of our other rights, be entitled forthwith to remove from the Website any offending content.

16. BETTING AND GAMING TERMS
    1. Expressions used in the betting and gaming industry are numerous. Should You have any doubt as to the meaning of any expression, You should:
        1. look up its meaning in relating to the event or game You are betting or gaming on;
        2. if You are still in any doubt, contact support@spinbetter.com for clarification; and
        3. not place any bet or game on any event until its meaning is understood to Your satisfaction, because we cannot accept any responsibility if You place a bet or game via the products offered via the Services in circumstances where You do not understand any of the terms involved in or relating to the bet or game.
        4.
    2. Betting terms applicable to a Transaction — including, without limitation, odds, handicaps, totals, and maximum stake limits — may be subject to variation by the Operator after a bet has been accepted. Any such variation shall have no effect on the terms that applied at the moment of acceptance of the relevant Transaction. The terms in force at the time a Transaction is confirmed by the Operator shall govern the settlement of that Transaction in all respects.

       Before entering into any Transaction, You are responsible for reviewing all applicable betting terms in the relevant market, including any changes to pre-match markets. The Operator accepts no responsibility for any failure on Your part to check the terms applicable to a market prior to placing a bet.
    3. No complaint or claim arising from or in connection with the transliteration or translation of a team name, athlete or player name, or the name of a sports venue into any language shall be accepted or considered by the Operator. All such names are provided on the Website as a convenience to You and the Operator accepts no liability in respect of any inaccuracy or inconsistency arising from transliteration or translation.

       Tournament, competition, and league titles displayed on the Website are provided for identification and convenience purposes only. Any error, inaccuracy, or abbreviation in a tournament title shall not, of itself, constitute grounds for the refund of any stake or the voiding of any Transaction, provided that the relevant event can be identified with reasonable certainty by reference to its participants, format, and scheduled date.

       For the avoidance of doubt, it is Your sole responsibility to satisfy Yourself as to the identity and nature of any event before placing a Transaction. If You are in any doubt as to the identity of an event, You should contact support@spinbetter.com before placing any bet.

17. ALTERATION OF THE WEBSITE
    1. We may, at our absolute discretion, alter or amend any product or service (including any prices offered) available through the Website at any time for the purpose of ensuring the ongoing provision of the Website, but without prejudice to any games and/or bets already in progress at the time of such amendment. From time to time, we may restrict You from accessing some parts of the Website for the purpose of maintenance of the Website and/or alteration or amendment of any of the games and/or products available through the Website.

18. THIRD PARTY SOFTWARE

1. In order to use the products offered through the Services, You may be required to download and install software supplied by third parties on to Your Access Device ("Software"). Software may include, but is not limited to: Access Device applications, our downloaded Casino and Poker products and any promotional, marketing and/or facility applications, products and software.
2. In such circumstances, You may be required to enter into a separate agreement with the owner or licensor of such Software in respect of Your use of the same (a "Third Party Software Agreement"). In case of any inconsistency between the Terms of Use and any Third Party Software Agreement, the Terms of Use will prevail in so far as the inconsistency relates to the relationship between You and the Operator.
3. It is Your responsibility to ensure that any Software is downloaded onto Your Access Device in a manner compatible with Your own Access Device's specific set-up. For the avoidance of doubt, we shall not be liable to the extent that the incorrect downloading of any Software has an adverse effect on the operation of Your Access Device.
4. Notwithstanding that the Services provided via any Access Device application shall be subject to the Terms of Use, the terms under which any application ("App") is downloaded or installed onto Your Access Device shall be governed by the agreement entered into between You and the supplier of the relevant App, but in case of any inconsistency between the Terms of Use and any such agreement, the Terms of Use will prevail in so far as the inconsistency relates to the relationship between You and the Operator.

19. IT FAILURE
    1. Where problems occur in the software or hardware used by us to provide the Services we will take all reasonable steps to remedy the problem as soon as reasonably practicable. Where such problems cause a game to be interrupted in circumstances where it cannot be restarted from exactly the same position without any detriment to You or other players, we will take all reasonable steps to treat You in a fair manner (which may include reinstating the balance on Your Account to the position existing following completion of the last bet or game logged on the Operator's server immediately prior to the occurrence of the problem).
    2. In the event of a technical failure, connection interruption, or unfinished or aborted live stream affecting an Esports Live event on which a Transaction has been accepted, the following rules shall apply:
        - Where the relevant Esports event does not occur or is otherwise abandoned and no result is officially declared, all Transactions on that event shall be voided and stakes returned to Your Account.
        - Where the relevant Esports event is completed and an official result is declared notwithstanding the technical failure or stream interruption, all Transactions on that event shall be settled on the basis of that official result. The fact that You were unable to view a live stream of the event shall not entitle You to a refund or void of any accepted Transaction.
        - Where settlement of Transactions on an Esports Live event is delayed due to a technical failure, the Operator will endeavour to settle such Transactions as soon as reasonably practicable once an official result is available. No interest or compensation shall be payable in respect of any such delay.
          For the purposes of this clause, whether a result is 'officially declared' shall be determined by the Operator by reference to the relevant Esports tournament organiser's official records or such other authoritative source as the Operator, in its reasonable discretion, considers appropriate.
    3. A failure or interruption in Your internet connection or network service occurring after a Transaction has been confirmed by the Operator's systems shall not entail the cancellation or voiding of that Transaction. A Transaction is deemed confirmed at the

point it is recorded as accepted on the Operator's server, irrespective of whether confirmation has been successfully transmitted to and displayed on Your Access Device. In the event that You are uncertain whether a Transaction has been successfully accepted due to a connection failure, You may verify the status of the Transaction by consulting Your transaction history accessible via My Account, or by contacting support@spinbetter.com. If a Transaction does not appear in Your transaction history, it has not been accepted and no contract in respect of that Transaction has been formed.

20. ERRORS OR OMISSIONS
    1. A number of circumstances may arise where a bet or wager is accepted, or a payment is made, by us in error. A non-exhaustive list of such circumstances is as follows:
        1. where we mis-state any odds or terms of a bet or gaming wager to You as a result of obvious error or omission in inputting the information or setting up a market, or as a result of a computer malfunction;
        2. where we have made a 'palpable error'. A palpable error occurs where:
            1. in relation to bets placed prior to an event taking place, the prices/terms offered are materially different from those available in the general market; or
            2. in relation to any event, the price/terms offered at the time the bet is placed are clearly incorrect given the probability of the event occurring;
        3. where we have continued to accept bets on a market which should have been suspended, including where the relevant event is in progress (except where 'in-running' bets are accepted) or had already finished (sometimes referred to as 'late bets');
        4. where an error has been made as a result of a Prohibited Practice;
        5. where we should not have accepted, or have the right to cancel or re-settle, a bet pursuant to the Betting Rules (for example due to 'Related Contingencies');
        6. where an error is made by us as to the amount of winnings/returns that are paid to You, including as a result of a manual or computer input error; or
        7. where an error has been made by us as to the amount of free bets and/or bonuses that are credited to Your Account, such circumstances being referred to as an "Error".
    2. We reserve the right to:
        1. correct any Error made on a bet placed and re-settle the same at the correct price or terms which were available or should have been available through the Operator (absent the publishing error) at the time that the bet was placed and the bet will be deemed to have taken place on the terms which were usual for that bet; or
        2. where it is not reasonably practicable to correct and re-settle under 20.2.1 above, to declare the bet void and return Your stake into Your Account; or
        3. in circumstances where the Error has resulted from a Prohibited Practice, to take the steps set out in the Terms of Use.
    3. Any funds which are credited to Your Account, or paid to You as a result of an Error shall be deemed to be held by You on trust for us and shall be immediately repaid to us when a demand for payment is made by us to You. Where such circumstances exist, if You have funds in Your Account we may reclaim these funds from Your Account pursuant Terms of Use. We agree that we shall use all reasonable endeavours to detect any Errors and inform You of them as soon as reasonably practicable.
    4. Neither we (including our employees or agents) nor our partners or suppliers shall be liable for any loss, including loss of winnings, that results from any Error by us or an error by You.
    5. You shall inform us as soon as reasonably practicable should You become aware of any Error.
    6. Where You have used funds which have been credited to Your Account or awarded to You

as a result of an Error to place subsequent bets or play games, we may cancel such bets and/or withhold any winnings which You may have won with such funds, and if we have paid out on any such bets or gaming activities, such amounts shall be deemed to be held by You on trust for us and You shall immediately repay to us any such amounts when a demand for repayment is made by us to You.

21. EXCLUSION OF OUR LIABILITY
    1. Your access to and use of the Services is at Your sole option, discretion and risk. We shall not be liable for any attempts by You to use the Services by methods, means or ways not intended by us.
    2. We will provide the Services with reasonable skill and care and substantially as described in the Terms of Use. We do not make any other promises or warranties regarding the Services, or any products or services forming a part of the Services, and hereby exclude (to the extent permitted by law) all implied warranties in respect of the same (including implied warranties as to satisfactory quality and/or fitness for Your purpose). In particular, we do not warrant that the Website will have uninterrupted availability or that it will be free of bugs, viruses or other errors.
    3. WE (INCLUDING OUR GROUP COMPANIES, PAYMENT PROCESSOR, AFFILIATES, OFFICERS, DIRECTORS, AGENTS AND EMPLOYEES) SHALL NOT BE LIABLE TO YOU, WHETHER SUCH LIABILITY ARISES IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, IN RESPECT OF ANY:
        1. LOSS OF DATA;
        2. LOSS OF PROFITS;
        3. LOSS OF REVENUE;
        4. LOSS OF BUSINESS OPPORTUNITY;
        5. LOSS OF OR DAMAGE TO GOODWILL OR REPUTATION;
        6. BUSINESS INTERRUPTION; OR
        7. ANY INDIRECT, SPECIAL OR CONSEQUENTIAL LOSS OR DAMAGE, EVEN WHERE SUCH LOSS OR DAMAGE HAS BEEN NOTIFIED TO US AS BEING POSSIBLE, ARISING OUT OF THE TERMS OF USE OR ANY USE WHATSOEVER BY YOU OF THE SERVICES.
22. BREACH OF THE TERMS OF USE
    1. You will fully indemnify, defend and hold us and our officers, directors, employees, agents, contractors and suppliers harmless from and against any and all losses, costs, expenses, claims, demands, liabilities and damages (including legal fees), however caused, that may arise, whether or not reasonably foreseeable, as a result of or in connection with:
        1. the access to and use of the Services by You or by anyone else using Your username and password; and/or
        2. any breach by You of any of the terms and provisions of the Terms of Use.
    2. Where You are in breach of the Terms of Use, we may at our sole discretion, prior to any suspension or termination of Your Account, notify You (using Your Contact Details) that You are in breach, requiring You to stop the relevant act or failure to act, and/or requiring You to put right an act or fault on Your part and warning You of our intended action if You do not do so, provided always that such notification shall not be a pre-condition to any suspension or termination of Your Account.
    3. We have the right to disable any user identification code or password, whether chosen by You or allocated by us, at any time, if in our reasonable opinion You have failed to comply with any of the provisions of the Terms of Use.
    4. In addition to any other remedy available, if You breach any of the Terms of Use we shall be entitled to recover from Your Account any positive balance to the extent of any amount reasonably claimed against You.
23. INTELLECTUAL PROPERTY RIGHTS

1. All website design, text, graphics, music, sound, photographs, video, the selection and arrangement thereof, software compilations, underlying source code, software and all other material forming part of the Services are subject to copyright and other proprietary rights which are either owned by us or used under licence from third party rights owners. To the extent that any material contained within the Services may be downloaded or printed then such material may be downloaded to a single device only (and hard copies may be printed) solely for Your own personal, non-commercial use.
2. Under no circumstances shall the use of the Services grant to You any interest in any intellectual property rights (for example copyright, know-how or trademarks) owned by us or by any third party whatsoever, other than a personal, non-exclusive, non-sublicensable licence to use such intellectual property rights in connection with Your personal, non-commercial use of the Services pursuant to the Terms of Use.
3. No rights whatsoever are granted to use or reproduce any trademarks or logos which appear on the Website except as specifically permitted in accordance with the Terms of Use.
4. You must not, nor must You allow any other person to copy, store, publish, rent, licence, sell, distribute, alter, add to, delete, remove or tamper with the Website or any part of it in any way or directly or indirectly disrupt or interfere (or attempt to disrupt or interfere) with or alter the Website, other than in the course of viewing or using the Website in accordance with the Terms of Use.
5. All intellectual property rights in the name "spinbetter.com", the logos, designs, trademarks and other distinctive brand features of the Operator and any content provided by the Operator or any third party for inclusion on the Website vest in the Operator or the applicable third party. You agree not to display or use such logos, designs, trademarks and other distinctive brand features in any manner without our prior written consent.

24. VIRUSES, HACKING AND OTHER OFFENCES
    1. You shall not:
        1. corrupt the Website;
        2. attempt to gain unauthorised access to the Website, the servers on which the Website is stored or any server, computer or database connected to the Website;
        3. flood the Website with information, multiple submissions or "spam";
        4. knowingly or negligently use any features which may affect the function of the Website in any way for example (but not limited to) releasing or propagating viruses, worms, trojans, logic bombs or similar material that is malicious or harmful;
        5. interfere or tamper with, remove or otherwise alter in any way, any information in any form which is included on the Website;
        6. attack the Website via a denial-of-service attack or a distributed denial-of-service attack. We will report any suspected breach to the relevant law enforcement authorities and we will co-operate with those authorities by disclosing Your identity to them. In the event of such a breach, Your right to use the Website will cease immediately.
    2. We will not be liable for any loss or damage caused by a distributed denial-of-service attack, viruses or other technologically harmful material that may infect Your Access Device and related equipment, computer programs, data or other proprietary material due to Your use of the Website or to Your downloading of any material posted on such Website, or on any website linked to the Website.
    3. Website is free from malicious software.
25. YOUR PERSONAL INFORMATION
    1. All information on Your Account held by us is securely data warehoused and remains confidential except where otherwise stated in the Terms of Use (including, for the avoidance of doubt, the Privacy Policy).

2. We are required by law to comply with data protection requirements in the way in which we use any personal information collected from You in Your use of the Services. We therefore take our obligations in relation to the way in which we use Your personal information very seriously.
3. Prior to Your use of and when You use the Services it will be necessary for us to collect certain information about You, including Your name and date of birth, Your Contact Details, and may also include information about Your marketing preferences (all of which shall be known as "Your Personal Information").
4. By providing us with Your Personal Information, You consent to our processing Your Personal Information, including any of the same which is particularly sensitive:
    1. for the purposes set out in the Terms of Use (including the Privacy Policy); and
    2. for other purposes where we (including Payment Processor) need to process Your Personal Information for the purposes of operating the Services, including by sharing it with our service providers, employees and agents for these purposes, for example to our providers of postal services, marketing services and Customer Services agents. We may also disclose Your Personal Information in order to comply with a legal or regulatory obligation.
5. We may retain copies of any communications that You send to us (including copies of any emails) in order to maintain accurate records of the information that we have received from You.

26. USE OF 'COOKIES' ON THE WEBSITE
    1. The Website may use 'cookies' to track Your use of the internet and to assist the functionality of the Website. A cookie is a small file of text which is downloaded onto Your Access Device when You access the Website and it allows us to recognise when You come back to the Website. We use or shall use cookies for the operation of the Website, including (for example) to allow You to remain logged in as You browse between, and use Your Account to bet on or play games on, different parts of the Website. We also use cookies for our own analytical purposes so that we can identify where customers have encountered technical problems on the Website, and therefore help us improve our customers' experience.
    2. If you object to cookies or want to delete any cookies that are already stored on Your Access Device, we recommend that you follow the instructions for deleting existing cookies and disabling future cookies on your file management and internet browsing software. Further information on deleting or controlling cookies is available within our Privacy Policy or at www.aboutcookies.org. Please note that by deleting our cookies or disabling future cookies You may not be able to access certain areas or features of the Website.
27. COMPLAINTS AND NOTICES
    1. No claim or dispute with regard to:
        1. The acceptance or settlement of a bet which you have made using the Services will be considered more than thirty days after the date of the original transaction; and
        2. A game which you have played using the Services will be considered more than twelve weeks after the date on which the relevant transaction or gameplay took place.
    2. Should you wish to make a complaint regarding the Services, as a first step You should, as soon as reasonably practicable, contact Support about your complaint, which will be escalated as necessary within our Support team until resolution.
    3. You acknowledge that our random number generator will determine the outcome of the games played through the Services, and you accept the outcomes of all such games. You further agree that in the unlikely event of a disagreement between the result that appears on Your screen and the game server used by the Operator, the result that

appears on the game server will prevail, and you acknowledge and agree that our records will be the final authority in determining the terms and circumstances of Your participation in the relevant online gaming activity and the results of this participation.

4. When we wish to contact you, we may do so using any of Your Contact Details. Notices will be deemed to have been properly served and received by You immediately after an email is sent or after we have communicated with You directly by telephone (including where we leave You a voicemail), or three days after the date of posting of any letter. In proving the service of any notice, it will be sufficient to prove, in the case of a letter, that such letter was properly addressed, stamped and placed in the post; in the case of an email, that such email was sent to the specified email address (if any) in Your Contact Details at the time that any such email was sent.
5. If there is no reaction to your complaint or notice from us, or in your opinion, the issue is not yet resolved, you can file a complaint or notice to the licensing and supervision organisation.
6. Without prejudice to previous provisions of Section 27, any complaint or dispute arising in connection with the result, official date, or actual starting time of a sporting or other event shall be considered by the Operator by reference to the official records and documentation of the relevant sports federation, governing body, or competition organiser (as applicable). Where such official documentation conflicts with any information displayed on the Website, the official documentation shall take precedence for the purposes of resolving the dispute.
   Disputes of the nature described in this provision must be submitted to the Operator within the time limits set out in clause 27.1. Any such dispute submitted after the applicable time limit shall not be considered.

28. TRANSFER OF RIGHTS AND OBLIGATIONS
    1. We reserve the right to transfer, assign, sublicense or pledge the Terms of Use (an "assignment"), in whole or in part, to any person without notice to You, provided that any such assignment will be on the same terms or terms that are no less advantageous to You.
    2. You may not assign, sublicense or otherwise transfer in any manner whatsoever any of Your rights or obligations under the Terms of Use.
29. EVENTS OUTSIDE OUR CONTROL
    1. We will not be liable or responsible for any failure to perform or delay in performance of, any of our obligations under the Terms of Use that is caused by events outside our reasonable control, including (without limitation) any telecommunications network failures, power failures, failures in third party computer (or other) equipment, fire, lightning, explosion, flood, severe weather, industrial disputes or lock-outs, terrorist activity and acts of government or other competent authorities (a "Force Majeure Event").
    2. Our performance is deemed to be suspended for the period that the Force Majeure Event continues, and we will have an extension of time for performance for the duration of that period. We will use our reasonable endeavours to bring the Force Majeure Event to a close or to find a solution by which our obligations may be performed despite the Force Majeure Event.
30. WAIVER
    1. If we fail strict performance of any of Your obligations or if we fail to exercise any of the rights or remedies to which we are entitled, this shall not constitute a waiver of such rights or remedies and shall not relieve You from compliance with such obligations.
    2. A waiver by us of any default shall not constitute a waiver of any subsequent default.
    3. No waiver by us of any of the provisions of the Terms of Use shall be effective unless it is expressly stated to be a waiver and is communicated to You in writing in accordance with Complaints and Notices clause above.

31. SEVERABILITY
    1. If any of the Terms of Use are determined by any competent authority to be invalid, unlawful or unenforceable to any extent, such term, condition or provision will to that extent be severed from the remaining terms, conditions and provisions which will continue to be valid to the fullest extent permitted by law.
    2. In such cases, the part deemed invalid or unenforceable shall be amended in a manner consistent with the applicable law to reflect, as closely as possible, the Operator's original intent.
32. ENTIRE AGREEMENT
    1. The Terms of Use and any document expressly referred to in them represent the entire agreement between You and us and supersede any prior agreement, understanding or arrangement between You and us, whether oral or in writing.
    2. We each acknowledge that neither of us has relied on any representation, undertaking or promise given by the other or implied from anything said or written in negotiations between us except as expressly stated in the Terms of Use.
    3. Neither party shall have any remedy in respect of any untrue statement made by the other, whether orally or in writing, prior to the date of the contract (unless such untrue statement was made fraudulently), and the other party's only remedy shall be for breach of contract as provided in the Terms of Use.
33. THIRD PARTY RIGHTS
    1. Unless these Terms of Use expressly state otherwise, a person who is not a party to these Terms of Use has no right to enforce any of the terms. It is expressly forbidden for End Users to transfer any assets of the value of any kind to a third party, including but not limited to, it is forbidden to transfer ownership of account(s), winnings, deposits, bets, rights and/or claims in connection with these assets, legal, commercial or of any other character. Such prohibition includes, but is not limited to, encumbrance, pledging, assigning, usufruct, trading, brokering, hypothecation and/or gifting either separately or in cooperation with a fiduciary or any other third party, company, natural or legal individual, foundation and/or association in any way or shape of form.
    2. All games offered on the Website are tested and certified by independent third-party testing agencies approved by Anjouan Licensing Services Inc. The Operator uses certified Random Number Generator ("RNG") technology to ensure fair and random outcomes. Information regarding Return to Player ("RTP") percentages is available on the Website. The Operator implements systems to detect and prevent collusion, bot usage, and other unfair practices.
34. PAYMENT PROCESSING AND MERCHANT OF RECORD
    1. All financial transactions related to Your use of the Website, including deposits, withdrawals, refunds, and payment settlements, are processed by the Payment Processor on behalf of, and upon instruction from, the Operator. The Payment Processor acts solely as a conduit for payment processing and does not provide, operate, or assume any responsibility for the gambling services offered by the Operator.
    2. All determinations regarding the legitimacy of withdrawal requests, the validity of refund claims, and the entitlement to funds are made exclusively by the Operator in accordance with these Terms of Use and applicable law. The Payment Processor acts as an agent of the Operator for the limited purpose of executing payment instructions received from the Operator.
    3. Liability Allocation. You acknowledge and agree that:
        - (a) The Operator retains sole and exclusive liability and responsibility for the operation, fairness, integrity, and regulatory compliance of all gambling services provided through the Website, including game outcomes, RNG certification, payout calculations, account balances, bonus terms, and the resolution of disputes.

- (b) The Payment Processor shall not be liable to You for any matters relating to game fairness, winnings, account balances, or the gambling service. The Payment Processor's obligations are strictly limited to executing payment transactions as instructed by the Operator.
- (c) Your use of the Payment Processor's services does not create any contractual relationship between You and the Payment Processor regarding gambling services.
- (d) Any dispute relating to game outcomes, winnings, account balances, or the gambling service must be directed exclusively to the Operator in accordance with Section 27. You expressly waive any right to pursue claims against the Payment Processor for matters arising from the gambling service.
- (e) The Payment Processor shall not be liable for any delay or failure in processing a transaction resulting from:
    - (i) the Operator's instruction to withhold, suspend, or reverse a payment;
    - (ii) compliance with AML laws, sanctions, or regulatory directions;
    - (iii) the Player's failure to provide adequate verification; or
    - (iv) any Force Majeure Event.

35. LAW AND JURISDICTION
    1. These Terms of Use, their interpretation, and any non-contractual obligations arising out of or in connection with them, shall be governed by and construed in accordance with the laws of the Autonomous Island of Anjouan, Union of Comoros.
    2. You irrevocably agree that the courts of the Autonomous Island of Anjouan, Union of Comoros, shall have exclusive jurisdiction to settle any dispute or claim (including non-contractual disputes or claims) arising out of or in connection with these Terms of Use, the Services, or your Account.
36. RESPONSIBLE GAMING/GAMBLING
    1. We are committed to endorsing responsible gaming among our customers and promoting the awareness of problem gambling. We provide several tools to help you control your gaming, including Deposit Limits, Loss Limits, Cooling-off periods, and Self-Exclusion.
    2. For comprehensive information regarding these tools, the procedures for implementing them, and what happens to your account and funds during a self-exclusion period, please read our Responsible Gaming Policy, which is available as a separate document on our Website.
    3. The Responsible Gaming Policy forms an integral part of these Terms and Conditions. By opening an account and using our Services, you confirm that you have read, understood, and agree to the terms set out in our Responsible Gaming Policy.
37. LINKS
    1. Where we provide hyperlinks to other websites, we do so for information purposes only. You use any such links at your own risk, and we accept no responsibility for the content or use of such websites, or for the information contained on them. You may not link to this site, nor frame it, without our express written permission.
38. CONTACTING US
    1. The Operator can be contacted by email. Please note that all calls may be recorded for training and security purposes. If you are concerned about your gambling practices, there are a number of guidelines you may find useful:
    2. Consider how long you wish any wagering session to last before commencing, and be sure to keep an eye on the clock.
    3. Try not to let gambling interfere with your daily responsibilities.
    4. Gambling is not advised if you are recovering from any form of dependency or if you are under the influence of alcohol or any other substance, including some prescription medications. We recommend that you consult your GP for more information.
    5. Gambling is a form of recreation and should not be viewed as an alternative source of

income or a way to recoup debt.

2. 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 on any single selection is $0.30/€0.20.
2. The minimum and maximum stakes are determined by the bookmaker for each selection separately. Maximum stake limits vary by sport and event. Whenever an accumulator (system) bet comprises several legs with different stake limits, the lowest maximum stake limit shall apply.
3. The maximum return is limited to €50,000 (or the equivalent sum in a foreign currency) per bet.
4. The company reserves the right to limit the maximum stake and odds on specific markets as well as to limit or increase the maximum stake and odds, and to impose any other restrictions on individual customers without notice or providing a reason.
5. 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.
6. 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.
7. 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.
8. 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.
9. SPORTS and LIVE bets may not be changed or deleted except for the certain cases described in paragraphs 10-14.
10. 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.
11. 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.
12. 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.
13. 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.
14. 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).
15. **The "Simultaneous finish"** rule is the outcome in which there is more than one winner of the event, tournament, championship etc. Should two winners be announced then stake amount is divided into 2 while calculating bets. Should three or more winners be announced then bets will be settled with odds equal to "1". This rule does not apply to the markets "To be higher"/ "Match-up".

16. 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).
17. 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.
18. Accepted abbreviations for events:
    1. CK - corner kicks
    2. ACE - aces
    3. SO – sendings-off
    4. PT – penalty time
    5. YC - yellow cards
    6. YRC - cards (yellow and red cards)
    7. MS - misses
    8. SOT - shots on target
    9. OFF - offsides
    10. F - fouls
    11. SOG - shots on goal
    12. EB - extra bets
    13. S - series
    14. FT – scored free throws
    15. 2P – scored 2-point field goals
    16. 3P – scored 3-point field goals
    17. R - rebounds
    18. AST - assists
    19. TOV - turnovers
    20. BLK - blocks
    21. DF - double faults
    22. PC - hitting a post or crossbar
    23. BS - blocked shots
    24. C - checking
    25. I - icing
    26. WF - winning face-off

2.1. 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.

2.2. Powerbet

1. Bettors are offered the “Powerbet” feature on a live or pre-match single bet. The feature can be used while Bet Slip Sale is available.
2. The “Powerbet” feature allows you to boost a bet you have already placed on a particular market and, if things turn out in your favor, you could end up winning even more, without having to increase your initial stake.
3. “Powerbet” can be used on a bet you have already placed. For example, if you have placed a bet on a Total Over market, you can use a Powerbet to boost the value of Total Over. This gives you the chance to increase your potential winnings from the bet slip in question before your initial bet is settled.

3. Types of bets

The bookmaker offers the following types of bets:

3.1. 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.

3.2. Accumulator bet

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

3.3. 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

3.4. 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.

3.5. Advancebet

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

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

Let's consider the potential outcomes

1. Bets made using Advancebets have won. Expected payouts are €45 and €100. Bets made with your own funds have lost. Bets made with Advancebets will therefore be deemed void. Your own €10 that formed part of your Advancebet stake will be refunded to your account.
2. Bets made with Advancebets have lost. Bets made with your own funds have won. The payout is (150+300) = €450. €50 and €20 were used as Advancebets (plus €10 of your own funds). The

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

3.6. Promo code bet

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

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

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

3.7. Multibet

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

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

A Lobby is an outcome upon which the win of a Multibet depends. A Lobby may be placed as a single bet or as an accumulator.

To create a Multibet, there must be at least three selections on a bet slip (apart from any Lobby).

Should the Lobby lose, the whole bet loses. Should the system bet lose, the whole bet loses.

Should the Lobby and one or more legs of the system bet win, the odds of the Lobby shall be

multiplied by the odds of the system (depending on how many legs of the system won) and the stake on one leg within the system. If a Lobby is not included in a Multibet, the bet slip shall be treated as a system bet. A Multibet without a Lobby and comprising only of single bets shall be treated as a system bet.

Example. Let’s consider settlement of the following Multibet (a Lobby, two single bets and one accumulator)
Lobby – odds 1.8
Block 1 – odds 1.39
Block 2 – odds 1.78
Block 3 – odds 2.44
Stake – €300
The stake on one leg in the system bet amounts to 300/3 = €100

1st Option
The Lobby loses. The bet slip loses.

2nd Option
The system of 2 single bets and the accumulator loses. The bet slip loses.

3rd Option
The Lobby wins.
One leg of the system consisting of 2 single bets wins: Block 1 + Block 3. The stake on one leg in the system amounts to €100. (1.39 x 2.44) x 1.8 = 6.1 x €100 = €610.

4th Option
The Lobby wins.
All legs in the system win. The stake on one leg in the system amounts to €100. (1.39 x 2.44 + 1.39 x 1.78 + 1.78 x 2.44) x 1.8 = 18.36 x €100 = €1,836.

4. Dispute Resolution Policy

Last updated: 19.03.2026

This Dispute Resolution Policy is developed by SpinBetter, the legal entity indicated in the footer of the website, referred hereto as “Administration”, “SpinBetter”, “Operator”, “Bookmaker”, “we”, “us”, “Management”, “Site” or “Company”, and “you” or “your” means you as a user of our website.
This Dispute Resolution Policy constitutes part of the Terms of Use and, together with the Betting Rules and other Policies, forms the complete Terms of Use as defined therein. In the event of any conflict between this Policy and the Terms of Use or Betting Rules, the order of precedence set out in the Terms of Use and Betting Rules shall apply
This policy applies to all Users of our website without exception. By using our website, you confirm that you are fully aware of and comply with this policy.

1**. General Principles**

If the Player disagrees with any decision of the Company in connection with a bet, payout, odds, promotion, or any other aspect of the gaming contract, or if the Player considers the betting contract to be invalid or not concluded, the Player shall first follow the internal complaints procedure set forth below.
Players are strictly required to complete the internal complaint process before contacting any external dispute resolution body, this does not restrict your right to directly contact the Anjouan Licensing Services Inc. (ALSI) regarding licensing breaches or malpractice.
By accepting these Terms, the Player expressly agrees that the completion of the independent Alternative Dispute Resolution (ADR) process is a mandatory precondition to initiating any formal legal or judicial proceedings against the Company, to the maximum extent permitted by applicable civil law.
Complaints may only be submitted by the registered Player. In accordance with applicable regulations, Players are strictly prohibited from selling, donating, renting, leasing, pawning, or pledging any claims against the Company to any third party under any title.

2. **Submitting a Complaint**

Players have the right to submit a Complaint regarding any aspect of their relationship with the Company or any incident related to game participation. This includes, but is not limited to: deposits and withdrawals, bonus terms, account closures or restrictions, game outcomes, responsible gaming issues, treatment of balances, KYC/AML procedures, data protection, technical/software errors, unfair terms, and issues concerning minors or fraudulent practices.
In the first instance, support is available via Live Chat and complaints@spinbetter.com. To formally escalate a dispute, Players must submit the official Complaint Submission Form [Insert Link to Form], which is available in English and the language of the website. The form requires: the Player's full name, address, place of residence, account number, date of the complaint, date of the disputed event, complaint category, and supporting documentation.
Players may submit a complaint within 6 months of the incident or bet settlement. For in-running sports betting, prompt submission is strongly advised, as underlying event data may quickly become unavailable. For peer-to-peer (P2P) games or ante-post fixed odds betting, this 6-month period commences upon bet settlement or the conclusion of the specific event, rather than at the time the wager was placed.
If the complaint lacks sufficient supporting information or is filed outside the deadlines, it may be dismissed without consideration.

3. **Internal Complaint Review**

- Within 1 business day, the Company will confirm receipt, explain the review process, and provide the average timeline for resolution. A final reasoned response shall be issued within 2 weeks. This period may be extended by an additional 2 weeks in cases of complexity or missing information, provided prior written notice is given to the Player.
- If the Company requires additional information to fully address the complaint, it must request such details within the initial 2-week period. Failure by the Player to provide the requested information within that timeframe may result in the complaint being rejected.
- If the Player is required to provide additional documentation, the response period may be extended by no more than a further two weeks.

In the case of conflicting outcomes from different sources, the Company shall rely on the official result published by the relevant game provider, sports federation, or governing body. If no precedent applies, the Company will resolve the matter at its own discretion in accordance with applicable rules and fairness principles.
Complaints related to Responsible Gaming are prioritized and acknowledged within 1 business day (including process details and average timeline). We aim to resolve these within 5 business days; any necessary delay will not exceed 2 weeks (or up to 4 weeks if the delay is caused by the Player). Both Responsible Gaming and complex complaints are handled exclusively by human agents. Where Artificial Intelligence is utilized for other inquiries, its resolutions are continuously monitored for fairness and consistency.
If the Player remains unsatisfied with the resolution, the final written response will explicitly inform the Player of their right to escalate the matter to an independent Alternative Dispute Resolution (ADR) entity.

4. **Regulatory Complaints**

Complaints regarding regulatory misconduct or license breaches may be submitted directly to the Anjouan Licensing Services Inc. (ALSI) at any time.
The ALSI does not resolve payout or bet-related complaints but may investigate regulatory misconduct.
The ALSI does not mediate individual gaming transactions or overturn internal/ADR decisions unless handled inadequately.
PLEASE NOTE that the ALSI does not resolve or make decisions on any Player complaints regarding gambling-related transactions. Furthermore, unless a complaint is deemed to have been inadequately handled, the ALSI will not review or overturn decisions made by the Company or the ADR provider.
The ALSI utilizes provided information solely to support its supervisory and enforcement actions.

5. **Final Provisions**

This Dispute Resolution Policy is binding on all Players and forms part of the Terms and Conditions.
To ensure regulatory transparency, the Company retains records of unresolved and escalated complaints for a minimum of 5 years and submits required dispute reports directly to the Curaçao Gaming Authority.
SpinBetter reserves the right to update this Policy to reflect changes in law or regulatory practice.
For further questions, contact: complaints@spinbetter.com.

5. Account, Payments, and Bonus Policy

Last updated: 19.03.2026

This Account, Payments, and Bonus Policy is developed by SpinBetter, the legal entity indicated in the footer of the website, referred hereto as “Administration”, “SpinBetter”, “Operator”, “Bookmaker”, “we”, “us”, “Management”, “Site” or “Company”, and “you” or “your” means you as a user of our website.

This Account, Payments, and Bonus Policy constitutes part of the Terms of Use and, together with the Betting Rules and other Policies, forms the complete Terms of Use as defined therein. In the event of any conflict between this Policy and the Terms of Use or Betting Rules, the order of precedence set out in the Terms of Use and Betting Rules shall apply

This policy applies to all Users of our website without exception. By using our website, you confirm that you are fully aware of and comply with this policy.

5.1. Player Accounts

Account Uniqueness and Registration

Each registered Player is allowed to have only one account. During registration, the “one account per household, address, email address, IP address, credit/debit card, e-wallet or payment method” rule applies. Persons affiliated with a Player in any way are also prohibited from registering on the website.

Re-registration as a new Player (under a different name, email address, etc.) is strictly prohibited. If a Player attempts to register multiple accounts or provide false, invalid, forged, or altered documents (including those edited using graphic software), this will be considered a breach of these Terms and Conditions.

In the event of:

- Duplicate registration (including under a new name);
- Submission of third-party, invalid, forged, or altered documents;
- Repeated breaches of the Company's Terms & Conditions;
- Doubts concerning the authenticity of the Player’s identity or the accuracy of their data (such as address, credit/debit card details, or other information);
- Any kind of fraudulent behavior by the Player or a third party acting on their behalf or in collusion with them, including but not limited to: a) chargeback or rake fraud; b) the use of stolen or unverified bank cards; c) any actions or attempts that can reasonably be considered unlawful in any applicable jurisdiction, carried out intentionally or with the intent to deceive and/or circumvent legal restrictions, regardless of whether they result in financial loss;
- The Player having prior knowledge of the outcome of the event at the time the bet was placed;
- The Player being in a position to influence the outcome of an event due to direct participation (e.g., as a sports participant, coach, referee) or acting on behalf of someone involved;
- Coordinated betting activity by a group of individuals (a syndicate) aimed at exceeding limits or gaining unfair advantage through bonuses or promotions;
- Suspected use of automated software or technical tools to place bets, including but not limited to bots, scripts, unauthorized programs, or exploiting bugs or faults in the software;
- Use of any unfair means to gain access to restricted information or to bypass company-imposed

limitations — The Company’s management reserves the right to request any documents necessary to verify the Player’s identity or the authenticity of any submitted information (e.g., passport, proof of address). Payments may be suspended until all details are successfully verified.

The Player is required to complete the account verification process within fourteen (14) calendar days of receiving a corresponding notification from the Company. Failure to provide the necessary documents within the specified time frame may result in the suspension or blocking of the account, freezing of the account balance, and refusal to process any transactions until verification is complete.

Identity verification may include:

- a video conference at the discretion of the Company;
- submission of documents by post;
- document review within 72 hours of receipt;
- notification of the video verification result within 5 business days.

If the data is found to be false or unverifiable, the Company may take reasonable measures, including but not limited to:

- cancelling all bets and suspending financial transactions for the duration of the investigation;
- requiring additional documents necessary to complete verification.

If the Player refuses to undergo the verification procedure, the Company reserves the right to:

- void all bets placed from the account (including duplicate accounts);
- block the account;
- freeze available funds until the account holder’s identity and deposit methods are confirmed.

Upon completion of the investigation, the Company may, at its sole discretion and based on principles of fairness and reasonableness:

1. Block (close) the account, including any duplicate accounts. This may entail: o cancellation of all bonuses, free bets, and any winnings obtained using such bonuses; o forfeiting all winnings derived from duplicate accounts, and returning deposits to the Player, except where the Player has independently breached a provision that separately prohibits refund; o recovery of any funds owed to the Company from any of the Player’s accounts.
2. In exceptional cases, allow the Player to retain and use their main account, provided all bets from the duplicate account are voided and the duplicate account(s) are blocked and/or canceled based on the Company’s individual assessment of the violation.

The Player is personally responsible for maintaining the security and confidentiality of all account access credentials, including but not limited to: login, password, confirmation codes, authentication tools, and other means of access. The Player must not disclose this information to any third party.

In the event of a loss of control over the account, the Player must immediately notify the Company and take all reasonable steps to prevent unauthorized access by third parties.

Until the Company receives such notification and confirms it, all actions performed via the account shall be considered as carried out by the Player, who shall bear full responsibility for those actions.

If an account is inactive for 3 months, the Company reserves the right to block it. To reactivate the account, the Player should contact the Security Team at security@spinbetter.com.

If an account is blocked for any reason, access to all websites affiliated with SpinBetter will also be restricted. This restriction will remain in place until the account is unblocked.

This policy is designed to ensure the integrity and security of the Company’s operations and protect all Players and the license holder.

5.2. Deposits and Payouts

1. There are various ways of depositing and withdrawing funds from the Player's account. All deposit and withdrawal methods can be found in the “Payments” section.
2. All withdrawal requests are processed 24/7.
3. The SpinBetter Security Service is entitled to:
    - decline cash withdrawal requests if deposits were made through e-payment systems.
    - refuse any withdrawal should the deposit or withdrawal amounts be inconsistent with bets placed (the Player must place bets with stakes which add up to the sum of all deposits and the bets must have odds of at least 1.1; placing a high volume of bets that have a minimal impact on your balance shall not be taken into account, i.e. bets placed on opposite outcomes in games such as Roulette, Baccarat, Craps and Dice). Permitted withdrawal amounts shall be calculated based on the amount of the bets placed from any given deposit.
    - refuse any withdrawal if the betting account is misused. In this case the account must be verified before withdrawal can take place.
4. The SpinBetter Security Service does not recommend Players:
    - transfer funds from one payment system to another;
    - deposit and withdraw funds without placing bets; In the foregoing events, funds will be returned to the Player's account.
5. Funds can only be withdrawn using the same payment details that were used for depositing funds into the Player's account. If different methods are used to make deposits, withdrawals should be proportionate to the deposits made using any particular method.
6. SpinBetter may refuse withdrawals via payment systems or in cash and offer a bank transfer as a substitute. The company may, at its discretion, restrict one or more of the payment methods used to make deposits and/or withdrawals.
7. To comply with Anti-Money Laundering (AML) regulations, all real money deposits must be wagered at least three times (3x) in full before a Withdrawal can be processed.
8. No more than €1,500 can be withdrawn within 24 hours. If you reach this daily limit, please try again 24 hours after your last withdrawal.
9. **IMPORTANT: Withdrawals to third-party payment accounts are strictly prohibited. All payment instruments must be registered in the name of the account holder.**
10. The Company may:
    - Refuse withdrawals via e-wallet or cash and instead offer a bank transfer;
    - Limit one or more deposit/withdrawal methods at its sole discretion. The Company considers deposits and withdrawals using another person’s e-wallet or payment method fraudulent and reserves the right to block such transactions without prior notice.
11. In certain circumstances, the Company may:
    - Refuse to reimburse service charges applied by payment providers on deposits or withdrawals;
    - Initiate a payment verification procedure and request information from payment service providers;
    - Temporarily block the Player’s account for financial compliance checks.
12. In certain circumstances and in respect to certain Players SpinBetter may decide not to

reimburse service charges imposed by payment systems on deposits or withdrawals, which SpinBetter usually reimburses.

13. In certain cases, the company has the right to unilaterally initiate the verification procedure of a Player’s payments and request additional information from the payment system. The Player’s account may be blocked for financial procedure purposes during the verification process. According to the terms of some payment systems, the verification procedure can last up to 180 days.
14. If a Player does not comply with the Terms of Use or Betting Rules (for example by breaching the T&C, not placing a bet before requesting a withdrawal, etc.), the Company reserves the right to refuse to allow that Player to make a withdrawal.
15. Service charge is imposed if monies are deposited into or withdrawn from the Player's account in BTC currency using the Bitcoin payment system.

5.3. BONUSES

1. This section covers the bonus programs offered by the Company.
2. The bonus is only available to registered Players.
3. All of the personal data fields in the Player’s account must be filled in.
4. The "Take part in bonus offers" box in My Account must be ticked.
5. The Company reserves the right to review Players' transaction records and logs to protect the integrity of its promotions. Where such review establishes, on the basis of the Player's account records and gameplay, that fraudulent or advantage-seeking bonus abuse has occurred (as described in the "Abuse of Bonuses" section) the Company may confiscate the bonus and associated winnings, and act in accordance with the consequences set out in that section.
6. Only one bonus is allowed per Player, family, address, shared computer, shared IP address, and any identical account details including email address, bank account details, credit card information and payment system account. Any abuse of the bonus offer will lead to the closure of the account in question.
7. The Player must provide identification documents, if necessary, to confirm their identity (KYC). Failure to produce these documents when requested by the Security team will result in the forfeiture of any bonuses/winnings. The company reserves the right to request, at any time, that the Player provide photographic evidence of themselves holding their ID (the Player’s face must be clearly visible in the photo) or complete identity verification via telephone.
8. If the company discovers evidence of a bonus offer being abused, it reserves the right to take the following measures against the offending Player: cancel all current bonuses and bonus winnings, and block the Player's account.
9. The company reserves the right to alter the terms of a bonus offer, or to suspend or terminate it at any time.
10. Any bonus is considered a special offer provided by the Company to the Player. Under this offer, the Company grants the Player bonus funds exclusively for playing. The Player assumes full responsibility for meeting the wagering requirements before requesting any withdrawal of bonus funds or winnings derived from them.
11. Bonuses may be subject to specific terms and conditions. The Player must read and accept all bonus terms carefully to avoid misunderstandings.
12. Bonuses are available for use only by a single Player, using a single device, IP address, and Internet browser.
13. Only one active bonus may be held at a time. Bonuses related to deposits are non-cumulative and must be used in sequence. A new bonus may only be activated after the previous one has either been used in full or revoked.
14. Bonus funds are credited to the Player’s Bonus Balance and are separate from the Cash

Balance.

15. Bonus funds and any winnings derived from them will be forfeited if the bonus expires. Unless otherwise stated, the default bonus validity period is 30 (thirty) days from the date of crediting.
16. The validity of free spins associated with certain bonuses may vary depending on the game provider and is outside the Company's control.
17. The Company reserves the right to modify, suspend, or cancel any bonus program at its discretion and at any time.
18. The general Terms and Conditions shall apply to all bonus-related matters unless expressly stated otherwise in this Policy.

Registration Bonus

- Make a deposit.
- The first deposit bonus must be redeemed by wagering the deposit amount.
- Once the validity period of a bonus has expired, it is considered lost.
- Full terms and conditions of the "First Deposit" bonus apply.

Deposit Bonuses

- Only active Players who make daily transactions using their account are eligible for this offer.
- Make a deposit.
- The bonus must be redeemed by wagering the deposit amount.
- Once the validity period of a bonus has expired, it is considered lost.
- Full terms and conditions of the "Lucky Friday" bonus and "x2 Friday" bonus apply.

Gifts

- A Gift is a particular type of bonus that may or may not require a deposit, depending on the specific offer. Gifts include free spins and/or bonus funds, with or without wagering requirements, and may also be provided in the form of promo codes.
- Gifts are available only to Players who have actively opted into participation in bonus promotions via their Account Settings or the Deposit page.
- A Gift may be awarded in one of two ways: it may be credited directly to the Player's main wallet or provided as a promo code. Gifts may only be activated in the main wallet. Activation in any other wallet will result in cancellation.
- Only one Gift may be active at a time. Gifts are non-cumulative and follow a queuing principle: a new Gift can only be activated once the previous one has been fully redeemed, cancelled, or has expired.
- Specific terms and conditions may apply to each Gift, including but not limited to wagering requirements, validity periods, and bet limits. All such conditions are published in the "Bonuses and Gifts" section of the Player's account and must be reviewed carefully prior to activation.
- All Gifts and any winnings derived from them will automatically expire at the end of the applicable validity period, which begins at the time of activation. Suspending a Gift does not extend its validity.
- Players may place bets using their Cash Balance even while a Gift is active.
- Winnings from Gifts are credited to the Player's main account balance within 24 (twenty-four) hours after all applicable wagering requirements have been met, unless otherwise specified in the terms of the specific Gift.
- Unless expressly stated otherwise, all general Terms and Conditions of the Platform and this Bonus Policy apply to Gifts.

Tournaments

- To participate, click “Take part” on the offer page.
- Prizes are credited within 72 hours of tournament conclusion.
- In the event of a tie, the Player who fulfilled the conditions first is the winner.
- Only bets with real funds are considered in tournament calculations.

Welcome Packages

1. Before making a deposit, the Player must confirm participation in casino bonus programs. This can be done via ‘My Account’ settings or directly on the ‘Deposit’ page.
2. The welcome bonus will be automatically activated and credited to the Player’s account within 24 (twenty-four) hours after all applicable conditions have been fulfilled.
3. The 1st deposit bonus requires a minimum deposit of €10 (ten euros); the 2nd, 3rd, and 4th deposit bonuses require a minimum of €15 (fifteen euros).
4. The maximum bonus amount for each deposit is as follows:
    - 1st deposit: up to €300
    - 2nd deposit: up to €350
    - 3rd deposit: up to €400
    - 4th deposit: up to €450
5. All welcome deposit bonuses are subject to 35x wagering on the bonus amount.
6. Each activated bonus must be fully redeemed within 7 (seven) days.
7. Free spins will be granted only after the bonus wagering is completed.
8. Winnings from free spins are credited directly to the main account and are not subject to further wagering.
9. While a bonus is active, stakes must not exceed €5 (five euros).
10. Players who switch between different types of bonuses or cancel/replace a welcome bonus may lose eligibility for subsequent deposit bonuses, including the 10th deposit bonus.

Tenth Deposit Bonus – 50% Bonus

1. The 10th deposit bonus is also subject to the rule on switching or replacing bonus types — Players who cancel/change their bonus selection are not eligible for this promotion.
2. The bonus is activated automatically and credited within 24 (twenty-four) hours after all conditions are met.
3. A minimum deposit of €10 (ten euros) is required to qualify.
4. The maximum bonus amount is €300 (three hundred euros).
5. The bonus must be redeemed by wagering the bonus amount 35 times.
6. The redemption period is limited to 2 (two) days (48 hours).
7. Free spins are calculated based on the Player’s main account balance at the time of deposit: 1 spin per €5. The deposit itself is not considered in this calculation. Spins are granted within 15 minutes of deposit if all bonus conditions are met.
8. Free spin winnings are credited directly to the main account and are not subject to wagering.
9. While the bonus is active, stakes must not exceed €5 (five euros).

Abuse of Bonuses and Wagering Requirements

Wagering Requirements
For the purposes of this Policy, wagering requirements refer to the total amount a Player must bet in eligible games in order to convert a bonus or promotional offer into withdrawable funds. The wagering multiplier and eligible game list are specified in the terms of each promotion. Unless otherwise stated, the standard rule is:

wagering requirement = bonus amount × multiplier.

Use of Funds While Wagering
While playing with an active bonus, the Player may place bets using both the Bonus Balance and the Cash Balance. Withdrawals are not permitted until wagering requirements are fully met. The Player may opt out of any active bonus.

Maximum Bet While Wagering
Until the wagering requirement is fulfilled, individual bets must not exceed €5 (five euros), unless otherwise stated in the specific bonus terms.

Excluded Games from Wagering Requirements (Stop List)

In order to convert bonus winnings into withdrawable funds, Players must meet the wagering requirements as specified in the applicable bonus terms and conditions. Wagering can only be fulfilled on eligible video slot games, subject to the exclusions listed below.

The Company maintains a stop list of games that are excluded from meeting bonus wagering requirements. Wagering on these games will not count toward fulfilling any active wagering obligation. The Player bears full responsibility for ensuring that wagering is conducted on eligible games only.

The following games are excluded from all bonus wagering:

Excluded titles include (but are not limited to):
10c Min - European Roulette, 10P Roulette, 12 Number Roulette, 1429 Uncharted Seas, 1524 Golden Quest, 20 Flaring Fruits, 20 Super Stars, 21 Burn Blackjack, 3 Amigos, 3 Card Blackjack, 3 Card Poker, 3-Hand Casino Hold'em, 3- Hand Casino Hold’em, 300 Carat BJ, 300 Carat European Roulette, 3D Baccarat, 3D Blackjack, 3D European Roulette, 3D Lucky Number, 4 Dragon Kings, 4 of a Kind Bonus Poker, 4H Steam Joker Poker, 5 Flaring Fruits, 50 Flaring Fruits, 6 Bingo, 6 Card Poker, 7 11 21, 7 Days Anotherland, 7 Fruits, 7 Handed Blackjack (European), 7 Handed Blackjack American, 7 Solitaire, 7-UP, 777, 8 Leprechauns: Scratch Card, 88 Bingo 88, 88 Golden 88, 88 Riches, 888 Dragons™, 888 Gems 3x3, 888 Gems Pull Tabs, 8th Wonder, 9 Pots of Gold HyperSpins™, A Christmas Carol, A Night In Paris JP, Ace Bonus, Aces & Deuces Bonus Poker, Aces & Eights, Aces & faces poker, Aces and Eights 1 Hand, Aces and Eights 10 Hand, Aces and Eights 100 Hand, Aces and Eights 5 Hand, Aces and Eights 50 Hand, Aces And Eights Poker, Aces and Faces, Aces And Faces HD, Aces and Faces Poker, Aces&Faces, Acey Deucey, Action!, Africa, After Night Falls, Age of Asgard, Age of Knights, AirCombat 1942, Aladdin's Lamp, Alchemy Blast, Alchymedes, Alien Hunter, Alkemor's Tower, All Aces, All American, All American 4 Hands, All American HD, All American Poker 1 Hand, All American Poker 10 Hand, All American Poker 100 Hand, All American Poker 5 Hand, All American Poker 50 Hand, Allstar Knockout, Alter World, Amaterasu Keno, Amazing Link Riches, American Blackjack, American Gold Poker, American Poker II, American Poker V, American Roulette, American Roulette 3D, American Roulette Gold Series, American Roulette High Stakes, American Roulette Privee, American Roulette Pro, Ancient Magic, Andar Bahar, Andar Nights, Angel & Devil, Animal Fishing, Apollo, Aquarium, Arabeska, Arabian, Arabic Roulette, Argentina League, Argo, Asia Wins, Astro Legends: Lyra & Erion, AstroBoomers: To The Moon!, AstroBoomers: TURBO!, At The Copa, Atlantic City Blackjack, Atlantic City Blackjack Elite Edition, Atlantic City Blackjack Gold, Atlantis, Atlantis Bingo, Atom, Aura of Jupiter, Auto-Roulette, Auto-Roulette La Partage, Auto-Roulette VIP, Avalon Scratch, Awesome Money, Aztec, Baccarat, Baccarat - Punto Banco, Baccarat 777, Baccarat Babes, Baccarat Deluxe, Baccarat Mini, Baccarat No Commission, Baccarat Pro, Baccarat Super 6, Baccarat Supreme, Baccarat Supreme No Commission, Baccarat VIP, Baccarat Wheel, Baccarat Zero Commission, Back Blackjack, Back to the Fruits Respins of Amun Re, Balloon, Balloon Run, Banana Bingo, Bank Job, Bank of Gold, Bank

Robbers, Barn Ville, Baron Samedi, Basketball, Basketball Strike, Battleships, Beauty and the Beast, Bee Fab Pull Tab, Beer Party, Beer Tycoon, Belangkai, Bet Velodrom 3D, Biergarten Fest Scratch Card, Big Apple Wins, Big Win Baccarat, Bikini Party, Billion Llama, Bingo 3, Bingo 37, Bingo 37 Ticket, Bingo 75, Bingo 90, Bingo Bruxaria, Bingo Cientista Doidão, Bingo Gatinho, Bingo Gênio, Bingo Halloween, Bingo Hortinha, Bingo Iglu, Bingo Pilipino, Bingo Pirata, Bingo Pop, Bingo Saga Loca, Bingo Samba Rio, Bingo Señor Taco, Bingo Señorita Calavera, Bingo Soccer, Bingo Trevo da Sorte, Bingole, Bingolícia, Bingote, Birds and Animals, Birds Slot, Birds!, Bit BlackJack, Bit Holdem, Black Beauty, Black Jack, Black Jack 21, Black Jack VIP, Blackjack, Blackjack (3 Hand), Blackjack - Multi-hand, Blackjack - Single Deck™, Blackjack 21 + 3, Blackjack Atlantic City, Blackjack Bonus, Blackjack Classic, BlackJack Classic™, Blackjack Double, Blackjack Double Exposure, Blackjack Double Exposure 3 Hand, Blackjack European, Blackjack Fast , Last updated: June 2022 Blackjack Gold 5, BlackJack High, BlackJack Lucky Sevens, Blackjack Mh, Blackjack Multihand, Blackjack Perfect Pairs, Blackjack Platinum 1, Blackjack Royal Pairs, Blackjack Single Deck, Blackjack Supreme Multi Hand, Blackjack Supreme Single Hand, Blackjack Surrender, Blackjack Switch, Blackjack Touch - Single Deck, Blackjack Vegas Strip, Blackjack VIP, Blackjack Xchange, BlackJack™, Blazing Fruits, Blazing Fruits 3x3, Blazing Fruits Pull Tabs, Blood Eternal, Blood Queen Scratch, Blood Suckers, Blood Suckers™, Blossom Wings, Blue Beard, Board Games, Boat Trip Mississippi, Bomb Squad, Bonanza Wheel, Bonus Deuces Wild, Bonus Deuces Wild 1 Hand, Bonus Deuces Wild 10 Hand, Bonus Deuces Wild 100 Hand, Bonus Deuces Wild 5 Hand, Bonus Deuces Wild 50 Hand, Bonus Deuces Wild Poker, Bonus Poker, Bonus Poker 1 Hand, Bonus Poker 10 Hand, Bonus Poker 100 Hand, Bonus Poker 5 Hand, Bonus Poker 50 Hand, Book of Bastet, Book Of Crazy Chicken, Book of Juno, Book Of Keno, Book of Madness, Book of Madness Respins of Amun Re, Book of Oasis, Book of Romeo & Julia, Book of Romeo and Julia Golden Nights, Book of Shadows, Book of Slingo, Book of Win, Books & Bounties, Books & Bulls Golden Nights, Books & Pearls, Books & Temples, Books And Bulls RHFP, Books and Pearls Respins of Amun Re, Booming Bananas, Booming Seven , Booming Seven Deluxe, Boss The Lotto, Boto Bingo, Boxes, Break Da Bank Again Respin, Bubble Mania, Buffalo Spirit 3x3, Buffalo Spirit Pull Tabs, Bull Cards, Bull Fight, Bun in the Oven, Burning Ice, Burning Ice 10, Burning Ice 40, Burning Keno, Burning Pearl Bingo, Cabaret Dancing Bones, Cai Shen Bingo, Cai Shen Fishing, Caishen Dao, Calavera Bingo, Candy, Cappadocia, Captain Domino, Card Roulette, Caribbean Beach Poker, Caribbean Blackjack, Caribbean Hold'em, Caribbean Poker, Caribbean Saga, Caribbean Stud, Caribbean Stud Poker, Carnaval Bingo, Carnaval Forever, Carnaval Scratchcard, Carol Of The Elves, Carousel, Cash Cuisine, Cash or Crash, Casino, Casino Battle, Casino Hold'em, Casino Holdem, Casino Holdem 1, Casino Hold`em, Casino Roulette , Casino Slot, Casino Stud Poker, Casino War, Caterpillars, Cazino Cosmos, Celebrity Zoo Scratch Card, Champions, Champions Bingo II, Champions Ondemand, Charming Wheel, Charms & Clovers, Chefs Menu, Cherry Blast, Cherry Blast Scratch, Cherry Bomb Deluxe, Cherry Cherry Scratchcard, Chicago Bang Bang!, Chicago Nights, Chilli Pop, Chilling Tiger, Christmas Party, Christmas Slot, Chuck a Luck, Circus, Circus Bingo, City Slot, Classi Keno, Classic 1, Classic 2, Classic Blackjack, Classic Blackjack Gold Series, Classic Cars Deluxe, Classic Mario, Classico, Coils of Cash, Coin Conqueror, Coin Field, Coin Vault, Coins, Color Champion, Colours, Cool Buck - 5 Reel, Copa Libertadores, Cops & Robbers, Cosmic Crystals Scratch, Courier Sweeper, Cowboy, Craps, Crazy Mice, Crazy Monkey, Cricket X, Crown & Anchor, Crypto Mania Bingo, Crystal Ball Golden Nights, Crystal Ball Red Hot Firepot, Crystal Burst XXL, Cup Cakes, Cupid's Scratch, Curious Machine Plus, Cute Cats, Cutie Cat, Cutie Cat Crazy Chicken Shooter, Cyber Catz: Scratch Card, Dark, Dark 100, Dark Joker Rizes, Dark Vortex, Darts 180, Dashing Derby, Dazzling 7, Dead or Alive™, Delighted Dragon, Deuces & Jokers, Deuces and Joker, Deuces Wild, Deuces Wild 1 Hand, Deuces Wild 10 Hand, Deuces Wild 100 Hand, Deuces Wild 4 Hands, Deuces Wild 5 Hand, Deuces Wild 50 Hand, Deuces Wild HD, Deuces Wild Video Poker, Deutsches Roulette, Diamond, Diamond Deal, Diamond Rich Life 3x3, Diamond Rich Life Pull Tabs, Diamond Valley, Diamonds, Diamonds are Forever 3 Lines, Dice, Dice Bingo, Disc of Athena, Disco Keno, Disco Night, Disco Spin 3x3, Disco Spin Pull Tabs, Divine Fire, Dog 6 H.Odds, Dog H.Odds On Demand, Dog Racing, Dogs 3D, Domino QiuQiu, Donut City, Donut Rush, Double Aces & Faces, Double Bonus, Double Bonus Poker, Double Bonus Poker 1 Hand, Double Bonus Poker 10 Hand, Double Bonus

Poker 100 Hand, Double Bonus Poker 5 Hand, Double Bonus Poker 50 Hand, Double Bonus Poker HD, Double Double Bonus, Double Double Bonus Poker, Double Last updated: June 2022 Double Bonus Poker 1 Hand, Double Double Bonus Poker 10 Hand, Double Double Bonus Poker 100 Hand, Double Double Bonus Poker 5 Hand, Double Double Bonus Poker 50 Hand, Double Dragons, Double Exposure, Double Exposure Blackjack mh, Double Joker, Double Joker Poker HD, Double Your Dough, Dr. Jekyll & Mr. Hyde, Draculars Blood Bank Scratch, Dragon Dance, Dragon Fishing, Dragon Fishing II, Dragon Kings™, Dragon Master, Dragon Of The Princess, Dragon Scrolls, Dragon Tiger, Dragon's Cave, Dragons Tomb, Draw High Low, Duck Shooter, Duck Shooter Crazy Chicken Shooter, Duobao Baccarat, Dwarf's Gold, Dynamic Paytable Roulette, E-Bingo, E.T. Races, E.T.Races, Easter Island, Easter Island 2, Easter Pick, Egg Hunter, EggOMatic™, El Porko Mafioso, Elephant Scratchcard, Elite of Evil: The First Quest, Elusive Gonzales, England League, England League Ondemand, English Fast League, English Soccer, Epic Gems, Escape from Alcatraz, Euro Cup 2020, Euro Cup 2020 Ondemand, Euro League Legends, Euro Roulette, Euro Twins Roulette, European Blackjack, European Blackjack Elite Edition, European Blackjack Mh, European Roulette, European Roulette Christmas Edition, European Roulette Dark Mode, European Roulette Gold Series, European Roulette High Stakes, European Roulette Low Stakes, European Roulette Pro, European Roulette Small Bets, European Roulette VIP, Evolution, Explodiac Red Hot Firepot, Explosive Cocktail, Exposure Blackjack, Extra Bingo , Extra Clovers, Extreme, Extremely Rich, Ez2 Lotto, F777 Fighter, Fa-Fa Twins , Faces & Deuces, Faerie Spells™, Fair Roulette, Fair Roulette Privee, Fair Roulette Pro, Fall of the Beast, Fan Tan, Fancy Fruits Crazy Chicken Shooter, Fancy Fruits Golden Nights, Fancy Fruits Respins of Amun Re, Fancy Fruits RHFP, FanTan, Fashion, Fashion TV Nations League, Fervent Diamond, Fervent Diamond Nudge, Fire & Steel, Firefly Keno, Firestorm Bingo, Firing Hot, First Person American Roulette, First Person Baccarat, First Person Blackjack, First Person Craps, First Person Dragon Tiger, First Person Dream Catcher, First Person Football Studio, First Person Golden Wealth Baccarat, First Person Lightning Baccarat, First Person Lightning Roulette, First Person Mega Ball, First Person Roulette, First Person Blackjack, Fish Prawn Crab, Fish-Prawn-Crab Dice, Fishermen Gold, Fishing Expedition, Fishing God, Fishing Kingdom, Fishing War, Five Aces, Five Ball Fiesta, Five Dragons Fishing, Five Hand Vegas Blackjack, Five Hand Vegas Blackjack V2, Flame Roulette, Flash Winnings, FLG Game, Fly Jet, Fly Piggy Fly, Football, Football 3x3, Football Bet, Football Hub, Football League Round, Football Penalty Duel, Football Pro Scratchcard, Football Slot, Football Streak, Football Strike, Force Of Dragon, Forest Animal, Forest Party, Forever Diamonds, Fort Brave, Fortuna, Fortune, Fortune 18, Fortune black, Fortunes, Four Aces, Four Seasons, Frankenslot's Monster, Freecell, Freeway Poker, French Keno, French Roulette, French Roulette Privee, French Roulette Pro, Frenzy Discs: Twin Numbers, Frog Creek, Fruit, Fruit Bat Crazy™, Fruit Casino, Fruit Casino 3x3, Fruit Casino Pull Tabs, Fruit Cocktail, Fruit Fashion, Fruit Heat, Fruit Love, Fruit Mania, Fruit Mania Golden Nights, Fruit Punch Up, Fruit Rush, Fruit Scapes, Fruit Scapes 3x3, Fruit Scapes Pull Tabs, Fruit Snapz, Fruitoids, Fruitomatic, Fruits Bar, Fruits Bar Pull Tabs, Fruits Fortune Wheel, Fruits Fortune Wheel 3x3, Fruits Fortune Wheel Pull Tabs, Fruitsie, Fruity Flurry, Fruity Taste, Fun Fruit, Gagarin-61, Galaxy, Galaxy Roulette, Gambeta Bingo, Gangsters, Gates of Persia, Gem Fishing, Gem Riches, Gem Roulette, Genie Wishes, Germany League, Germany League Ondemand, Ghost Pirates™, Gifts of Ostara Scratch, Giovanni’s Gems, Global American Roulette, Global Bet, Global Euro Roulette, Global Poker Roulette, Go Go Magic Cat, Go Go Magic Dog, Go Gold Fishing 360, Goal, Goal Football League Round - Italian, Goal Football League Round - Spanish, Goblin Run, Gods Slash Fish, GodzFishing, Gold and Money, Gold Bars & Rounds, Gold Cai-Shen Fishing, Gold Cai-Shen Fishing 2, Gold Canyon™, Gold Digger: Mines™, Gold Dragon 360, Gold Rooster Lottery, Gold Roulette , Goldaur Last updated: June 2022 Guardians, Golden Chip Roulette, Golden Clover, Golden Crab, Golden Dragon, Golden Dragon Club, Golden Egg Keno, Golden Egg Of Crazy Chicken, Golden Egg of Crazy Chicken Crazy Chicken Shooter, Golden Garuda, Golden Girls, Golden Hook™, Golden Joker Dice, Golden Lemon, Golden Lemon Deluxe, Golden Lucky Cat, Golden Potion, Goldfire 7s, Good Girl/Bad Girl, Gorgeous Diamond, Gorgeous Diamond 3x3, Grand Crown, Grand Riches, Great Warrior, Greedy Goblins, Green Grocery, Greyhound Races, Greyhound Streak, Greyhounds, Greyhounds Ondemand, Guess Train, Gypsy Rose, Hallow Pick, Halloween,

Halloween Keno, Halloween Lotto, Halloween Money, Halloween Scratch Card, Halloween Slot, Happy 10, Happy Beast Cards, Happy Birds, Happy Cards, Happy Holidays Scratch, Happy Lottery, Happy New Year, Haunted Money, Haunted Money 3x3, Haunted Money Pull Tabs, Havana Club, Heads & Tails, Heads and Tails, Heads and Tails XY, Heart Of Princess, Hearts, Hearts of Three, Hellfire, Hi-Lo Blackjack, Hi-Lo Switch, High Hand Holdem Poker, High low, Highway Stars, Hilo, HiLo Gambler, Hockey, Holdem Poker, HollyWood Bingo, Holmes & The Stolen Stones, Holmes and the Stolen Stones, Horse 6, Horse 6 Ondemand, Horse Racing Real, Horse Racing Roulette, Horse Racing Virtual, Horses 10 Flat, Horses 10 Flat Ondemand, Horses 10 Sprint, Horses 10 Sprint Ondemand, Horses 12 Flat, Horses 12 Sprint, Horses 6 H. Odds, Horses 6 H. Odds Ondemand, Horses 8 Flat, Horses 8 Flat Ondemand, Horses 8 Sprint, Horses 8 Sprint Ondemand, Horses Streak, Horseshoe, Hot Fruits Wheel, Hot Fruits Wheel 3x3, Hot Fruits Wheel Pull Tabs, Hot Keno, Houdini, Huaguoshan Legends, Hugo 2, Hyper Burst, Immortal Romance, In Between Poker, Infinitely Hot, Instant Bingo, Instant Football, Instant Greyhounds , Instant Horses, Instant Speedway, Instant Trotting, Instant Velodrome, Irish Charms, Irish Story 3x3, Irish Story Keno, Irish Story Pull Tabs, Island 2, It Came From Venus JP, Italia 3x3, Italia League, Italian Fast League, Italian Roulette, Italian Soccer, Italy League Ondemand, Jack Hammer 2: Fishy Business™, Jack Hammer™, Jackpot, Jackpot 6000™, Jackpot Cherries, Jackpot Poker, Jackpot Roulette, Jackpot Stud Poker, Jacks or Better, Jacks or Better 1 Hand, Jacks or Better 10 Hand, Jacks or Better 100 Hand, Jacks or Better 4 Hands, Jacks or Better 5 Hand, Jacks or Better 50 Hand, Jacks or Better Double Up, Jacks Or Better HD, Jacks Or Better Poker, Jacks or Better Saloon, Jade Butterfly™, James Cook, JetX, JetX 3, Jewel, Jingle Up, Jogo Do Bicho, Joker Dice, Joker Factor, Joker Poker, Joker Poker 100 Hand, Joker Poker 4 Hands, Joker Poker Aces HD, Joker Poker Kings HD, Jokerizer, Joker´s Wild, Jolly Poker, Just a bingo, KA Fish Hunter, Kawaii Kitty, Keno, Keno Deluxe, Keno Fortunes, Keno Live, Keno Neon, Keno Night, Keno Pop, Keno Rush, Keno T+, Keno Universe, Keno Vegas, Keno80, King & Queen, King Octopus, King of Fruits, King of Jumping Scratch, King of Jungle, King of the Jungle, King Of The Jungle Golden Nights, Kingly Crown, Kitten Rest, Kitty Cash, Kitty Cash Scratch, Kitty Puzzle, La Dolce Vita, La Dolce Vita Golden Nights, La Dolce Vita RHFP, Land Of Heroes, Land of Ozz, Las Vegas, Lava Lions, Le Kaffee Bar, Legend of Erlang, Legend Of The Nile™, Let It Ride Poker, Let's Enhance, Libertadores Ondemand, Lightning Joker, Lightning Lucky Six, Lightning Roulette, Limbo Cat, Limoncello, Live Lotto, Live Roulette, Live Slots, Livegames 37, Locomodin, London Hunter, Loot or Boot, Lost Treasure, Lost Vegas Zombies Scratch, Lottery Wheel, Lotto Lucky, Lotus Love, Love Magic, LoveYa, Low Roulette, Lucky 3, Lucky 5, Lucky 7, Lucky 7 Blackjack, Lucky Card, Lucky Cat Blackjack, Lucky Christmas, Lucky Clover, Lucky Coin, Lucky Coins, Lucky Day: Cheltenham Champions, Lucky Day: Christmas Cashcade, Lucky Day: Eggstravaganza, Lucky Day: Football Gold, Lucky Day: Mega Hallowin, Lucky Day: Summer Spike, Lucky Drink, Lucky Drink In Egypt, Lucky Green 777, Lucky Keno, Lucky Ocean, Lucky Pigs, Lucky Riches Hyperspins, Lucky Roulette, Lucky Sevens, Lucky Six , Lucky Spin European Roulette, Lucky Tanks, Lucky Trick Pull Tabs, Lucky Wheel, Lucky X, Ludo, Last updated: June 2022 LUX Roulette, Luxor Scratch, Luxurious World, Luxury Lux, Maaax Diamonds Golden Nights, Mafia: Syndicate, Magic, Magic Garden, Magic Garden 10, Magic Garden 40, Magic Luck, Magic of Christmas, Magic Poker, Magic Rush Deluxe, Magic Rush Win, Magic Shoppe, Magic Stone, Magic Wheel, Magnificent Fruits, Magnify Man, Mahjong, Majesty Fruits, Marswood Party, Martians Attack, Match Day, Match Mania, Max Car Motor Racing, Maxi Roulette, Maya Mystery, Mayan Fire, Mega, Mega Gems, Mega Glam Life, Mega Jack HD, Mega Joker, Mega Love, Mega Score, Megamoney, Mehen, Mermaid Hunter, Mighty Dragon, Million Coins Respin, Mine Field, Miner Babe, Mines, Minesweeper XY, Mini Roulette, Moirai Blaze Scratch, Money Matrix, Money Tree, Money Wheel, Monkey Mania, Monster Blast, Monster Legend, Monsters, Monsters' Scratch, Moon Stone, More Cat Mania, More Gold Diggin', More Or Less, Motorbike V2 Ondemand, Motorbikes, Mr Chu Tycoon, Mr. Vegas, Muertitos, Muertitos: Video Bingo, Multi Hand Atlantic City Blackjack, Multi Hand Classic Blackjack, Multi Hand European Blackjack, Multi Hand Vegas Downtown Blackjack, Multi Hand Vegas Single Deck Blackjack, Multi Hand Vegas Strip Blackjack, Multi-Hand Blackjack, Multi-Hand Blackjack V2, Multifire Roulette, Multihand - Jacks or Better Poker, Multihand Blackjack, Multihand Blackjack Pro, Multiplayer Bull Cards, MWA, Mysteries of the East, Nang Kwak,

Nascar Streak, Nektan Blackjack, Nektan Roulette, Neon Jungle Scratch, Neon Keno, Neon Roulette, Neon Shapes, Neptune Treasure Bingo, Nerves of Steal, New Triple, New Triple HD, Next Six, Night Wolves, No Commission Baccarat, No Zero Roulette, Nordic Quest, Number Bonus, Number Game, Nuwa, Oasis Poker, Oasis Poker Classic, Ocean Pearl, Ocean Ruler, Ogre Empire, Old Fisherman, Ole Bingo, Olympus Treasures, One More Poker, Oracle Real Casino Roulette, Orient Express, Ozwin's Jackpots, Pachinko, Pachinko 2, Pachinko 3, Pai Gow, Pai Gow Poker, Paint Scratch, Paris Nights, Partick's Pick, Party Pop, Patrick's Magic Field, Penalty, Penalty Series, Penalty Shoot-Out, Penguin City, Persian Nights, Phantom's Mirror, Pharao's Riches, Pharao's Riches Golden Nights, Pharao's Riches RHFP, Pharaoh, Pharaon, Phoenix's Fruits, Pick Your Way to a Winner, Piggy Bank, Piggy Bank Scratch, Piggy Picker, Pinocchio, Pip's Quest, Pirate 21, Pirate Cave, Pirate Cave 3x3, Pirate Cave Pull Tabs, Pirate Island, Pirates Bay, PK10, Planet 67, Planets, Platinum Bullions, Platinum Hounds, PlingoBall, Plinko, Plinko XY, Pok Deng, Poke The Guy, Poker King, Poker Race, Poker Roulette, Poker Teen Patti, Pompeii, Pontoon, Pontoon 21, Pop 'til You Drop, Portomaso Real Casino Roulette 2, Poseidon's Secret, Power Balls (CD), Power Balls Light, Prehistoric Story, Premier Blackjack with Lucky Lucky™, Premier Blackjack with Side Bets, Princess of Swamp, Pro-Pong Table Tennis, Pull A Cracker, Pull Tab Cashing Rainbows, Pull Tab Go Wild on Safari, Pull Tab Hot Cross Bunnies, Pull Tab Jewellery Box, Pull Tab Shore Thing, Pull Tab Sunset Reels, Pumpkin Patch, Pumpkin Win, Puppy Payday Scratch, Purple Brilliant, Pyramid, Pyramid Treasures, Queen of Gold™, Racing Dogs, Racing Horses, Raid the Piggy Bank, Rainbow 3x3, Rainbow Blackjack, Rainbow Wilds Scratch, Ramses Book Golden Nights, Ramses Book Respins of Amun Re, Ramses Book RHFP, Rasta Bingo, ReTrigger Happy Pull Tab, Real Christmas Roulette, Real Fighting, Realistic Roulette, Red Card, Red Chilli Luck, Red Dog, Red Hot Sevens, Red Hot Sevens Pull Tabs, Red Queen, Red Queen Blackjack, Red Square Games, Reel Extreme, Reel Gems, Reel Gems Deluxe, Reel Hot Respin™, Reel Riches, Reel Steal™, Reels of Wealth, Retro Reels, Retro Solitaire, Rich Life, Rich Life 3x3, Rich Life Pull Tabs, Riches, Ride `Em Poker, Ride'm Poker, Rio Bingo, RNG-WAR, Roasting Hot, Roasting Hot 100 Lines, Roasting Hot 40, Robin Hood: Shifting Riches™, Rock VS Paper: Vikings Mode, Rocket Dice, Rocket Dice XY, Rocky Mocky, Roll To Luck, Roman Legion Extreme Red Hot Firepot, Roman Legion Golden Nights, Romance of the Three Kingdoms, Romeo, Rooftop Fight, Roulette, Roulette Last updated: June 2022 Advanced, Roulette Adviser, Roulette American Pro, Roulette Classic, Roulette Common Draw 12 Numbers, Roulette Euro Pro, Roulette Grand Croupier, Roulette Grand Croupier Chiquito, Roulette Grand Croupier Rebeca, Roulette Royal, Roulette Silver, Roulette Single Zero Roulette, Roulette with track, Roulette X2, Roulette X5, Roulette – American, Roulette™, Royal Court, Royal Riches, Royal Seven Golden Nights, Royal Seven Ultra, Royal Seven XXL, Royal Wealth, Royal Wins, Run Amuck, Russian Keno, Russian Poker, Safari Sam, Saloon, Samurai, San Gong, Santa's Village, Santa's Wild Pick, Santa's Workshop, Sapphire Roulette, Savanna Moon, Scalding Hot, Scarab Treasure, Scout Gaming, Scratch Dice, Scratch Match, Scratchy Bit, Scroll Of Anubis, Scrooge, Scudamore's Super Stakes™, Seasons, Secret Agent, Secret Cupcakes, Secret of the Stones, SEDIE, Sequential Royal, Sevens, Sevens & Books, Sevens Fire, Sheriff Jack, Shogun Secret Crazy Chicken Shooter, Showball 3, Showdown, Showhands, Si-Xiang Scratch, Sibyl, Sic Bo, Sic bo 888, Sic Bo Dragons, Sic-Bo, Sicbo, Sicbo Australia, Signs Of Fortune, Simply The Best, Sin City Nights, Single Deck Blackjack, Single Deck Blackjack Elite Edition, Single Deck Blackjack Gold Series, Single Deck Blackjack Mh, Single Hand Blackjack, Siren's Kingdom Scratch, Six Card Charlie Blackjack, Six Shooter, Sizzling Crown, Sizzling Crown Pull Tabs, Slice And Dice, Slingo Advance, Slingo Ante Up, Slingo Berserk, Slingo Big Wheel, Slingo Cascade, Slingo Classic 20th Anniversary, Slingo Fire & Ice, Slingo Fluffy Favourites, Slingo Lightning, Slingo Lucky Larry's Lobstermania, Slingo Lucky Streak, Slingo Reel King, Slingo Reveal, Slingo Showdown, Slingo Starburst, Slingo Wild Adventure, Slingo Xing Yun Xian, Slot Car Races, Slot It In!, Slots Angels, Snack Blast, Snakes And Ladders, Snow Scratcher, Solar Goddess, Solitaire, Space Cat, Space Cowboy, Space Force, Space Hunters: Scratch Card, Space XY, Spaceship, Spain League, Spain League Ondemand, Spanish Fast League, Speed Cricket Baccarat, Speedway, Speedway Ondemand, Spider Solitaire, Spin 2 Wheels, Spin 2 Win, Spin 2 Win American, Spin 2 Win Royale, Spin 2 Win Royale American, Spin and Win, Spin Dizzy Pull Tab, Spin Payday, Spin X, Spina Colada,

Spinball, Spinfinity Man, SpinLotto Scratch, Spino Greyhounds, Spino Horses, Spinola Lottery, Spooky Scary Scratchy, Sport Slot, Squeaky Blinders, Stack'em Scratch, Stacks of Jacks, Stampede, Stardust, Steam Joker Poker, Sticky Diamonds, Sticky Diamonds RHFP, Stuffed with €100s, Sugar Pop, Sugar Pop 2™, Sumi-e, Summer Cocktail, Summer Scratch, Sunny Shores, Suntechnik Classic, Super 6, Super 7 Blackjack, Super Baccarat, Super BarX Pull Tab, Super Bola, Super Duper Cherry, Super Duper Cherry RHFP, Super Fast Hot Hot Respin, Super Graphics Upside Down Pull Tab, Super Keno, Super Las Vegas HD, Super Lucky Reels, Super Mask, Super Multitimes Progressive HD, Super Sevens, Super Shamrock, Super Super Fruit, Super Video Poker, Super7, Superb Keno, Swedish Roulette, Sweet Alchemy Bingo, Sweet Candy Slot, Tai Xiu, Take 5, Take 5 Golden Nights, Take 5 RHFP, Taxi Movida, Teen Patti, Teen Patti Face Off, Temple Stacks: Splitz™, Tennis, Tens or Better, Tens or Better 1 Hand, Tens or Better 10 Hand, Tens or Better 100 Hand, Tens or Better 5 Hand, Tens or Better 50 Hand, Tens Or Better HD, Texas Hold'em Bonus, Texas Hold'em Poker, Texas Holdem Poker, Texas Hold`em, Texas Hold’em Poker 3D, Thai HiLo, The Alchemist, The Angler, The Book Beyond, The Charm of Cleopatra, The Curious Cabinet Scratch, The Dark Joker Rizes, The Deep Monster, The Dollar Game, The Expandable, The Exterminator, The Ghost Walks, The Glam Life, The Gold of Poseidon, The Golden Owl of Athena™, The Harvest Wheel, The Incredible Balloon Machine, The Kingdom Of The Elves, The Land Of Heroes Golden Nights, The Link Scratch, The Moneymania, The One Armed Bandit, The Pesos game, The Saloon HD, The Shield of Zeus, The Slotfather JP, The Slotfather: Part II, The Smart Rabbit, The Thimbles, The Tipsy Tourist, The True Sheriff, The Wish Master™, Thimbles, Three Card Poker, Three Card Poker Deluxe, Three Card Last updated: June 2022 Rummy, Three Cards, Thrones Of Persia, Tiger Scratch, Tiger's Claw, Tomatina Bingo, Top Secret, Tower of Power, Treasure Island, Treasure of Horus Scratch, Treasure Room, Treasure Tombs, Tree of Fortune, Trevo da Sorte Scratch Card, Trey Poker, Triple 7, Triple Bonus, Triple Bonus HD, Triple Bonus Poker, Triple Double Bonus Poker, Triple Edge Poker (Three Card Poker), Triple Tigers™, Troll Dice, Tron Race, Tropical Fruitsie, Turbo 90, Turbo Keno, Turbo Poker, Turbo Roulette, Turkish Blackjack, Turkish Roulette, Turtle and Phoenix, Tut's Twister, Tutan keno, TV Roulette, Tycoons, Ultimate Baccarat, Under the Bed, Undersea Battle, Untamed - Giant Panda, Upper Hot, Valley of Pharaohs, Valley Of The Gods, Valley Of The Gods 2, Vampire The Masquerade - Las Vegas, Vampires, Vegas, Vegas 2, Vegas Downtown Blackjack, Vegas Single Deck Blackjack, Vegas Strip Blackjack, Vegas Strip Blackjack Elite Edition, Vegas Strip Blackjack Gold Series, Vegas VIP Gold, Vegas Wins, Victorious™, Video Poker Jacks or Better, Viking, Viking Runecraft Bingo, Viking Voyage™, Viking Wilds Scratch, Vikings Go Berzerk, Vikings go to Hell, Village Fun, Violet Vacation, VIP Keno, VIP Roulette, Virtual Baccarat, Virtual Burning Roulette, Virtual Challenge Cup, Virtual Classic Roulette, Virtual Cup, Virtual Euro Trophy, Virtual Football , Virtual Football Cup, Virtual Football Pro, Virtual Golf, Virtual Greyhound Races, Virtual Horse Races, Virtual Motorcycle Speedway, Virtual Racing, Virtual Roulette, Virtual SicBo, Virtual Soccer, Virtual Tennis , Wai-Kiki Scratch, Walking Death, War, Way of the Warrior: Scratch Card, Wealth Club, Weekend In Vegas, Western Jack, Wheel of Africa, Wheel of Fortune, Wheel of Fruits, Wheel of Hounds, Wheel of Monsters, Wheel of Steal, Wheel of Winners, Wheely Wheely Big, Wicked Circus, Wild Bonus Re-Spins, Wild Extra Cats, Wild Heroes, Wild Jester , Wild Orient, Wild Pops, Wild Rapa Nui, Wild Robo Factory, Wild Rubies Christmas Edition, Wild Rubies Golden Nights, Wild Rubies Red Hot Firepot, Wild Spin, Wild Texas, Wild Water King, Wild West, Wildlife 2, Wilds Gone Wild, Win Blaster, Win Shooter, Windjammer, Winter Night, Winterberries, Wolf Hunters, Won Won Catching, World Cup, World Cup Keno, World Cup Ondemand, World Football, World Hockey League, World of Fruits, World War, XKeno, Xmas 3x3, Xmas Keno Cat, Xmas Luck, XXXtreme, Yak Yeti & Roll™, YaSunHi, Yatzy, Yukon 21, Zeppelin, Zodiac Signs, Zombie Hoard, Zombie Moon, Zombie Party, Zoom Roulette.

This stop list also includes all games that are part of any tournament at the time the wagering is conducted, even if such games are not explicitly named above.

This list may be updated periodically at the sole discretion of the Company. The Player is responsible

for ensuring that wagers are placed only on eligible games during bonus wagering periods. The most recent stop list is available upon request from Customer Support at support@spinbetter.com.

Crediting Bonus Winnings
After meeting the wagering requirement, any remaining bonus funds (not exceeding the original bonus amount) may be credited to the Player’s Cash Balance. If the remaining amount is less than the minimum bet size, the bonus is forfeited.

Ineligible Games
Wagers placed on games in the categories of Table Games, Baccarat, Roulette, Blackjack, Keno, Scratch, Bingo, Poker, and “Others” do not count towards wagering requirements. A list of excluded games and active tournaments is available on the Bonus page or by request from Customer Support. This list may change without prior notice.

Early Withdrawal and Bonus Cancellation
If the Player chooses to withdraw funds before meeting the wagering requirement, both the bonus and all bonus-derived winnings will be forfeited. Winnings derived from the Player's own deposited funds are not forfeited on this ground. Players may cancel a bonus by contacting Customer Support or via their Account. Cancellation resets the bonus balance to zero and removes any remaining wagering obligations. If a bonus is cancelled after partial wagering, all bonus-derived winnings are forfeited.

Abuse of Bonus Offers

The Player is strictly prohibited from engaging in bonus abuse and from optimising bonuses in a manner inconsistent with their intended use. The Company distinguishes between the two and applies the consequences set out below.

A) Fraudulent or advantage-seeking abuse (may result in confiscation of winnings and account closure):

- Using multiple accounts or collaborating with others to gain an unfair advantage.
- Arbitrage or hedging between bonus accounts, between accounts, or across related operator platforms.
- Exploiting system errors, loopholes, or unintended functionalities.
- Exchange-rate manipulation, or deposit/withdrawal activity indicative of structuring or layering of funds.
- Attempting to meet wagering requirements in games simultaneously part of active promotions or tournaments.
- Any other conduct that provides an unfair advantage contrary to the intended operation of a promotion, or that involves fraud, collusion, or manipulation.
- Postponing game rounds (including free spins or bonus rounds) when no wagering requirements remain or new deposits are restricted.

B) Non-fraudulent bonus optimization (may result in removal of promotional eligibility for current and future promotions). The following conduct does not confer an unfair advantage but is inconsistent with the intended use of promotional funds:

- depositing amounts calculated to maximise bonus matching without corresponding genuine play; and
- adopting wagering patterns solely to satisfy turnover requirements, including varying stake size or game volatility over the course of bonus play, provided all such bets are placed within the maximum permitted stake under clause 9.5. of the Terms & Conditions. Bets exceeding the

maximum permitted stake remain subject to voiding under the maximum-bet provision.

C) Bonus eligibility limits. Where an account receives more than 70% of total deposits as bonus funds across 5–9 deposits, or more than 50% of total deposits as bonus funds across 10 or more deposits, the Company will restrict the account's eligibility to claim further bonuses.

Consequences of Abuse

The Company reserves the right to:

- Review Player accounts, behavior, and transaction logs for irregularities.
- In cases of fraudulent or advantage-seeking abuse under paragraph A): revoke all bonus funds and all winnings derived from the abuse (including winnings derived from the Player's own deposited funds), block the Player's account, and exclude the Player from current and future promotions.
- In cases of non-fraudulent optimisation under paragraph B): remove the Player's eligibility for current and future promotions, while honouring winnings derived from the Player's already received bonuses and own deposited funds where all bets complied with these Terms.
- Take additional action deemed necessary to protect the integrity of promotions and prevent misuse.

Phone Verification
Players are strongly advised to provide a valid phone number during registration. If the Company is unable to verify the Player’s identity due to missing or invalid contact details, the use of bonuses may be restricted and the account may be suspended.

Errors or Omissions

If the software or hardware used by the Company malfunctions, the Company will take reasonable measures to resolve the issue and address its consequences as soon as possible. If such a malfunction interrupts gameplay to the extent that the Player cannot resume the game from the exact point of interruption without irreversible data loss, the Company will apply fair, reasonable, and proportionate measures to remedy the situation. These may include restoring the Player’s account balance to the state it was in immediately prior to the last recorded bet and before the technical issue occurred.

If, due to a technical error, funds are mistakenly credited to the Player’s account and the Player uses such funds to place bets or participate in games, the Company reserves the right to cancel those bets and withhold any associated winnings. If winnings have already been paid out as a result of such an error, the Company may require the Player to return those winnings.

By using the Platform and its services, the Player acknowledges and accepts the following:

- Technical issues, service interruptions, defects, or system errors may occur when accessing the Platform via the internet.
- The Player must immediately contact Customer Support at support@spinbetter.com in the event of any technical malfunction.
- The Player’s performance in time-sensitive games or promotions may be affected by the quality of their equipment and internet connection.
- The rules for all games and promotions are always available on the Platform and should be reviewed carefully by the Player before participation.
- When placing bets on live events, the Player acknowledges that they may not have access to the most up-to-date information due to inherent delays in the transmission of digital data. The

Company is not responsible for any losses arising from such delays and will not provide compensation in such cases.

By participating in any game or promotion, the Player assumes full responsibility for the quality and reliability of their internet connection and the performance of their device. The Company disclaims all liability for any losses resulting from poor connectivity, service interruptions, weak signals, or other issues caused by the Player’s internet or telecom provider.

6. 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. 9 “Sports Rules”).
10. If a match does not end and is abandoned (see p. 9 “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 team competitions when one or several players are substituted in any team for whatever reason, all bets on the result of the match shall stand.
17. In doubles matches when the names of the pairs are specified and at least one participant is substituted, the winning odds shall be 1. When the names of the pairs are not specified, all bets shall stand.
18. In competitions where the terms “home” and “away” are used, should the event take place in a different venue, the following applies:
    - if a neutral venue, bets shall stand;
    - if the opposing team’s venue, bets shall stand.
19. When the terms “home” and “away” do not apply to an event (for example in dual or individual sports), should an event take place at a venue different to that originally specified, all bets shall stand. NBA, NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home - away) and in a reversed order. If the latter is the case, no stakes are refunded.
20. In friendlies, including club friendlies, when the event takes place in a different venue, all bets shall stand.
21. If there is no description of bet settlement for a particular sport or situation, the same shall be governed by the General Terms.
22. When a dispute of a particular type takes place for the first time, the bookmaker shall make the final decision.
23. In cases when statistics from official and independent sources differ, the company reserves the right to settle bets based on stats acquired from a video recording or an independent source.
24. In the event of discrepancies in data from different sources of information (date, time, result, team title), the bookmaker shall suspend payouts until the authenticity of such data is established through investigation. Should the result of a finished event published on an official website differ from that shown in a TV broadcast, the bookmaker reserves the right to settle bets based on the TV broadcast.
25. If there is an error in the odds output application and the bookmaker admits such error, all bets on such selections shall be deemed won and payouts shall be made at odds of 1.
26. The Betting Company may publish these Terms in different languages, expressing the same principles in each.
    This is done in order to provide information and support to customers.
    At the same time, it is the English version that serves as the legal basis for the relationship between the customer and the Betting Company.
    In the event of any discrepancy between the English text of the Terms and the text in other languages, the English text shall prevail.
27. If the initial result of a finished event is revised later for any reason and one party forfeits the game (abandonment shall be disregarded), all bets shall be paid subject to the initial (actual) result. The actual result is the result declared based on the official minutes and other official sources of information immediately after the end of the event.

7. Rules on sports

7.1. Australian Rules Football

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

7.2. American Football

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

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

7.3. 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.

7.4. Basketball

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

on a draw.

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

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

7.5. Basketball 3x3

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

be played until one team scores 2 points.

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

7.6. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included.
   The names of the starting pitchers will be taken into consideration at the time of bet acceptance should the names be specified in relation to the event. Both listed pitchers must start and each pitch at least once for bets to stand. Should any of the listed pitchers fail to start for any reason, all bets on this game will be deemed void. If the starting pitchers are not listed, bets will be accepted regardless of who those starting pitchers are.
2. Bets stand if the planned number of innings is reduced in accordance with tournament regulations or a match is cut short due to one of the teams having an unassailable lead.
3. The team which bats at the bottom of an inning shall be treated as the home team notwithstanding the venue of the game.
4. All bets are settled on the official match results including all extra innings (except bets made on the parts of the match).
5. All bets stand if at least five full innings or 4.5 innings have been played. If fewer than 4.5 innings have been played, the bookmaker will settle bets, the results of which had already been determined at the time the match was stopped. Other bets on this match will be settled at odds of 1.
6. ***Pre-match Markets***. If a baseball match does not start at the specified time and the official website confirms that the match has been postponed, all bets on this match will be settled at odds of 1.
7. ***In-Play Markets***. If a match is stopped (interrupted) and proceeds within 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. Pre-match bets on individual player statistics are only settled if the selected player is included in the official starting line-up for the match. If the player is missing from the starting line-up according to the official box score, bets will be refunded.
12. **Softball** is a team ball game and a variant of baseball played with a larger ball on a smaller field. Teams play seven innings in an official match. If the score is tied, extra innings are awarded.

7.7. Biathlon

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

7.8. Boxing, Martial Arts

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

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

7.9. UFC

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

bout is deemed to have ended in the previous round.

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

7.10. Bicycle Racing

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

7.11. Water Polo

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

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

7.12. Volleyball

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

7.13. Handball

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

shootouts.

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

7.14. Golf

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

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

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

7.15. Darts

1. "Match Betting". If a match starts but is not completed, the player progressing to the next round will be deemed the winner. However, bets on a specific set, leg and handicap as well as special bets will be void unless the specific outcome of a particular bet has already been determined.
2. Handicaps and totals in a darts match are specified in sets, unless otherwise stated in the “Sports” section. 180 is the highest possible score from three darts thrown per visit to the board.
3. "Last Checkout Total 40 Or Less/(41 Or More)". A checkout is the number of points a player needs to score in order to finish the game. This term applies to a game of darts when players start with a fixed score (301 or 501) and the goal is to play down to zero. In theory, when the player’s score is 170, they can end the game should they score 170 points on their turn.

7.16. Curling

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

7.17. Cricket

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

play.
    - If a certain batsman does not appear in the team’s starting 11, bets on them will be canceled. Bets on players who do not bowl or do not enter play will be deemed to have lost.
    - In matches with a limited number of overs, bets will be canceled if less than 50% of any of the team’s overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended.
9. Best Batsman's Team
    - The best batsman’s team is determined by the player who scores the most runs. Runs scored in a super over do not count. If batsmen from different teams score the same highest number of runs and no odds are offered for a draw, the “Dead Heat” rule is applied.
    - If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the innings is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.
    - If a certain batsman does not appear in the team’s starting 11, bets on them will be canceled. Bets on players who do not bowl or do not enter play will be deemed to have lost.
    - In matches with a limited number of overs, all bets will be canceled in the event of any interruptions due to external factors, except in cases where the result had been determined by the time the innings ended or the batting side reached its target or lost all wickets.
    - If either side, for whatever reason, plays fewer than their scheduled number of overs in their innings (unless they declare or the innings comes to its natural conclusion), all bets will be canceled, except in cases where the result had been determined. However, bets will stand if the result had already been determined before the overs were interrupted.
10. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
11. "Runs At Fall Of Wicket". Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.
12. Race to 10 runs. Bets stand, unless the listed players do not bat first – in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.
13. “() Individual Total Runs First () Overs Over/Under ()”.
    Penalties that are awarded after innings are over do not count towards the number of runs in those innings. If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined. If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs have been played), bets remain valid.
    Extra runs are included when settling bets, regardless of the reason for which they were awarded.
    In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.

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

21. If any player was substituted and did not return to the game, then their final result will be determined based on their result up to the moment they were substituted. Equally, any player who entered the match as a substitute will also have their results calculated based on the runs they scored.
22. Total Wickets Lost For X Runs. Bets are settled based on the number of wickets lost at the moment the specified number of runs is scored. Wickets lost after the necessary number of runs have been scored are not counted.
    For example: Team 2, Total Wickets Lost For 50 Runs — Under 1.5 If a team has scored 50 runs and lost 1 wicket in the 19th over, and has scored 50 runs and lost 2 wickets in the 20th over, the bet will be settled as a win, since 50 runs were scored with just 1 wicket taken.
    If the number of wickets specified in the bet are lost before the team scores the necessary number of runs, it will be settled based on the current number of wickets.
    For example: Team 2, Total Wickets Lost For 50 Runs — Under 1.5 If, at the moment they score 40 runs, the team has already lost 2 wickets, the bet will be settled as a loss.
    If in a test match a team declares, or the match ends in a draw, or if the goal is achieved, the current amount of runs and wickets will be deemed final and will be used to settle bets.
23. First Innings Lead / Handicap. Betting on this market involves determining the difference in runs scored by the two teams in their first innings in Test matches.
    If a match ends in a draw and fewer than 200 overs were played by each team, bets will be settled at odds of 1.00. This does not include instances where the result of the bet was determined at the end of the first innings. If a declaration occurs in the first innings, bets will be settled according to the results as they stood when the declaration took place.
24. First Ball. A bet on the outcome of the first delivery by one team/in the match. If the first delivery results in a free hit, all outcomes of the free hit will be considered invalid. All deliveries resulting in extras will be taken into account when settling bets. If a delivery results in extras as well as other outcomes, the extras will take precedence when settling bets, unless otherwise specified. For deliveries resulting in extras or a wicket being taken, any additional runs will not be taken into account, unless otherwise specified.
25. "Who will make more run outs", "Team, total run outs". The calculation is based on the number of run outs committed by the fielding team during their innings, according to the official match statistics.

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

1. Scoring rules:
    - if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
    - if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
    - if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
    - if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
    - when the batsman hits the ball into certain zones, they are awarded points as follows:
        - A – 0 points
        - B,C (up to the middle of the field) – 1 point

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

Cricket 24. Cyber League, Cyber Indian League 24

1. The rules of this game are identical to those of real cricket: each team plays one inning of 20 overs.
2. Bet settlement rules:
    - “Match Winner” bets are settled taking into account the result of the super over.
    - “Over, Team Total Runs” bets are settled based on the number of runs scored by the teams, including extras. In the event that the over in question is not played, bets on it will be refunded.
    - “Total”, “Individual Total”, “Total Runs In Over”, and “Individual Total Runs In First Overs” bets are settled based on the number of runs scored by the teams, including extras, but not including super overs.
    - “Total Runs Per Delivery” bets are settled based on the number of runs scored by a team, including extras (if extras are added to the total). In the event that the over in question is not played, bets on it will be refunded.
    - “Will A Wicket Fall In Over” bets are settled based on the result of the over in question. If the over in question is not played, bets on it will be refunded.
    - “Highest Opening Partnership” bets are settled based on the number of runs scored by each teams’ opening partnerships.
    - “First Ball To Be A Dot Ball With No Runs Scored” bets are settled based on the result of the first delivery in the match, regardless of which team is bowling, and includes extras.
    - ”Total Runs Before Fall Of Wicket” and “Total Runs At Fall Of Wicket” bets are settled in the following way:
        - such bets win if both variables are predicted correctly (fall of wicket and total)
        - such bets are refunded at odds of 1.00 if the total is predicted correctly, but the fall of wicket is not
        - such bets lose in all other cases

- ”Super Over” bets are settled as a win if a super over is played. Otherwise, these bets are settled as a loss.
- “Result After First Overs” bets are settled based on the number of runs scored by each team by the time a specific over is reached.
- “Total Runs In The Highest Scoring Over In Match” bets are settled based on the highest number of runs scored by a team in one over, including extras.
- “Who Will Lose More Wickets”, “Total Wickets”, and “Team Total Wickets Lost” bets are settled based on the number of wickets, not including a super over.
- “Super Over Winner” bets are settled as a win if a super over is played and one team wins.
- “Will An Extra Run Be Awarded In Over” bets refer to extra runs, which are added to the score of the batting team for an illegal delivery by the bowler.
  After an extra has been awarded, an additional delivery is bowled if the team still has runs to score.

7.18. Beach Handball

1. All bets will be settled based on the result at the end of regular time (20 minutes of play consisting of two periods of 10 minutes each).
2. Penalty shootouts will only count for bets on the “Win In The Match”, “To Qualify For The Next Round”, “Win In The Tournament” and similar markets.
3. If a match is interrupted and postponed, all bets will stand until either the match has been played, any of the participants withdraw or the tournament within which the match features is completed.
4. A match will be declared completed for betting purposes if at least 18 minutes of play have elapsed. In this event, all bets will be settled on the result at the time when the match was stopped.
5. If at the end of a period the score is even, the Golden Goal is used to determine the winner, i. e. the team which scores the first goal will be declared the winner. Should both periods be won by the same team, this team will be declared the winner with the score 2:0.
6. If both teams win a period, there will be a draw. A game is then decided by a “shoot-out”, where a field player goes up against the opposition goalkeeper.

7.19. Beach Football

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

7.20. Rugby

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

7.21. Horse Racing

1. If a race is postponed to another day and it is stated in the official sources, all bets will stand. However, single bets will be deemed void and the respective leg will be excluded from an accumulator bet, if:
   - a race is terminated;
   - a race is officially declared void;
   - the conditions of a race are changed after bets have been made (subject to the rules);
   - the track is changed;
2. "Participant Will Be In Top 3". Bets on this market will win if the horse finishes among the first three place-getters.
3. "Win (Refund If Placed)". For example, the bet "Win (Refund If Placed 2)" will win if the horse finishes first, but if the horse finishes second, the stake will be refunded (the bet will be settled at odds of 1).
4. "Win Without Leader". The bet "No. 1 Brice Canyon To Win Without No. 3 Clonusker" will win if No. 3 Clonusker finishes first in the race and No. 1 Brice Canyon finishes second.
5. Ante-post betting on horse racing. An updated list of runners is released one or two days before the race, depending on its class. As soon as race day odds are published, ante-post markets close. In ante-post betting, horses that are withdrawn from the race and do not appear on an updated list of runners are deemed to have lost.
   If racing is rescheduled for the following day due to weather conditions, then ante-post betting is kept open until the start of racing. If racing is canceled completely, then stakes on ante-post markets are refunded. Race day bets on an event will be settled first, followed by ante-post bets.
   Ante-post bets on horses that are withdrawn from an event marked "Non Runner No Bet" (NRNB) will be settled at odds of 1.00.
6. SP (Starting Price) is the final starting odds on a horse. The starting price is calculated based on the average odds offered by racecourse bookmakers at the time of the off. If a horse is withdrawn before the start of a race, or is declared a non-runner (according to official records), and a new SP market has not been formed, bets on the withdrawn horse will be settled at odds of "1".

7.22. Squash

1. If a match starts, but is not completed for any reason (for example if a player retires or is disqualified), the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game, first game total, etc.) will count for settlement purposes. All other bets will be settled at odds of 1.
2. Should a match be interrupted due to the withdrawal or disqualification of either team, ***the***

first game/set must have been completed for bets on the winner of the match to stand, otherwise all bets on this outcome will be settled at odds of 1. In the event of the withdrawal or disqualification of a player, a forfeit will be declared.

3. By the decision of the body which organizes the event, the number of games in a match may vary from three to five and the match continues until three games are won.
4. Each game continues up to 11 points. The player who is the first to score 11 points will be declared the winner unless the score is 10:10. In this event the game will continue until the score difference amounts to two points. The player who beats their opponent by a two point margin will be deemed the winner.

7.23. Snooker

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

7.24. Tennis

1. If a player withdraws (or has been disqualified) before the match starts, stakes will be refunded. Should the start of a match be delayed or should a match be postponed for any reason, all bets will stand until the conclusion of the match or the conclusion of the tournament in which it is a part.
2. Bets will stand in the following cases:
    - a change in playing surface;
    - a change of venue;
    - a change from an indoor venue to an outdoor venue.
3. Should a match be interrupted due to the withdrawal or disqualification of a player in the first set, all bets will be settled at odds of 1, except for bets on games which have already been completed and bets on outcomes which had already been unconditionally determined at the time the match was interrupted.
   Should a tennis match be interrupted due to the withdrawal or disqualification of a player, bets on the winner of the match will stand provided that the first set has been completed. Otherwise all such bets will be settled at odds of 1. Bets on other outcomes will be canceled (settled at odds of 1) except on outcomes which had already been unconditionally determined at the time

the match was interrupted.
In the event of a player being withdrawn or disqualified, or if the match is ended early by the player for any reason, the match is considered to end at the time of the last scored point. Any bets made after this time are refundable. Bets on player statistics (aces, double aces, double faults, breaks, etc.) are settled according to the results at the time the match was stopped.
In the event of withdrawal or disqualification, the player in question forfeits.
Example 1. The match Rodriguez vs. Herbert is interrupted with the score at 1:0 (6:2, 0:3) due to the withdrawal of Rodriguez. The following bets will be settled at odds of 1: Handicap 1 (-2.5) Games, Handicap 2 (+2.5) Games, Total Games (21.5), Sets Score 2:0, 2:1 and 1:2. All bets on the first set will be settled. The bet “W2” on the match will win. The bets “W1” on the match and “Sets Score 0:2” will lose.
Example 2. The match Benneteau vs. Klein is interrupted with the score at 1:1 (6:4, 0:6, 0:1) due to the withdrawal of Benneteau. The bet “Total Games Over 21.5” will win, while the bet “Total Games Under 21.5” will lose as the minimum number of games possible to determine a winner is now 22: 1:2 (6:4, 0:6, 0:6). All bets on the first and second sets will be settled. The bet “W2” on the match will win, while the bets “W1” on the match and “Sets Score 0:2 and 2:0” will lose. The following bets will be settled at odds of 1: Games Handicap, Sets Score 2:1, 1:2.

4. In the event of a change in format (a change in the number of sets), bets on the following outcomes will stand and be settled on the result of the match:
    - the winner of the match;
    - victory in the first set;
    - games handicap in the first set;
    - first set total;
    - first to serve in the match;
    - to win the first game of the match.

    Bets on other outcomes will be settled at odds of 1.
5. Handicaps and totals in a tennis match are specified in games.
6. If a game (i.e. from a set) is not completed for any reason (for example, when the match is interrupted and not completed, a player refuses to continue or is disqualified, etc.), bets on this game (i.e. from a set) will be settled at odds of 1.
7. In the deciding set of a tennis match, handicaps and totals are settled based on the score, while for bets on match handicaps and totals the deciding set is considered as one game.
   For example, Grönefeld/Peschke – Niculescu/Zakopalová. Total Under 21.5. The score is (6:3, 3:6, 4:10 points). The third set will be considered as one game. The total will be 6+3+3+6+1=19. The bet wins.
8. ***In respect to tennis matches labeled “champ. tie-break” or “super tie-break”***, handicaps and totals in the match will be settled including the score in any super tie-break.
   For example, Grönefeld/Peschke vs. Niculescu/Zakopalová (champ. tie-break). Total Under 21.5. The score of the match is (6:3; 3:6; **4:10 points**).
   The total here amounts to 6+3+3+6+**4+10**=32. The bet loses.
   In certain tournaments a super tie-break (champion's tie-break) is played instead of a final deciding set. The player (pair) who first scores 10 points will be declared the winner of the match provided that they beat their opponent by at least a two point margin.
9. "Correct Score" (score based on sets). The respective bets in the “Sports” section are 2:0, 2:1, etc.
10. "To Qualify". The Customer should predict which of two named players will advance further in the tournament bracket. Should both players retire from the tournament, the one who has progressed furthest in the tournament bracket will be deemed the winner. Should both players retire from the same round, the winning odds will amount to 1. If a player withdraws from the tournament before its start, the winning odds will amount to 1.
11. "Winner". The player (team) who takes first place in the tournament will be deemed the winner.

Should a player withdraw before the start of the tournament, bets on that player will be settled at odds of 1.

12. "Win In The Game". The Customer should determine who will win the specified game. Games within each set are numbered consecutively. For example, should the 2nd set end with a score of 6:1, bets on the “8th Game 2nd Set” will be settled at odds of 1 as there has been no eighth game.
13. A tie-break will be regarded as a single separate game.
14. "Points". A point is a result of a serve (each serve ultimately leads to one of the players winning a point – through a rally or a double fault).
    For example, “Point 4 (8th Game) W2” (The second player wins the 4th point (the fourth time the ball is served) in the 8th game). So if the 8th game goes as follows:
    - 1st point: 0-15 (player 2 won);
    - 2nd point: 15-15 (player 1 won);
    - 3rd point: 15-30 (player 2 won);
    - 4th point: 15-40 (player 2 won) – the bet wins.
15. "Score In Set 1". For this bet the correct score of the first set should be predicted. If the first set is not completed, bets on this outcome will be settled at odds of 1.
16. "Match Tie-Break". The Customer should predict whether a tie-break will be in the match. If a match is not completed for any reason and a tie-break has already taken place, the bet “Match Tie-Break - Yes” will win, while the bet “Match Tie-Break - No” will lose. If a match is not completed for any reason and there has been no tie-break, bets on the “Match Tie-Break” market will be settled at odds of 1.
17. "Player First To Challenge A Line Call". The Customer should predict which player will be the first to exercise their right to challenge a line call. If neither player exercises their right to challenge a line call, bets will be settled at odds of 1.
18. No bet will be canceled due to a misprint in the initials of a sportsman/sportswoman (for example, D. Muller instead of G. Muller). In this event, bets will stand.
19. “Tie-Break Score In Set”. The Customer should predict the correct score of a tie-break.
    A tie-break is played in order to determine the winner of a set when the score in the set reaches 6:6. A tie-break must be played up to 7 points (the tie-break score can be 7:5, 7:4 etc.).
20. “W 1/2 With Any Other Score”. This bet implies that a player will win a tie-break after a score of 6:6 (or a super tie-break after a score of 9:9).
    Example 1. Klein (Australia) vs. Klec (Slovakia). W1 With Any Other Score.
    - The tie-break ends with the score (7:3) – the bet loses.
    - The tie-break ends with the score (8:6) – the bet wins (as Player 1 won after a score of 6:6).
21. “Match Tie-Break Score”. The Customer should predict the correct score of the tie-break.
22. A match super tie-break is played up to 10 points (the score may be 10:8, 10:6 etc.).
23. “Tie-Break Score. Any Other W1/W2”. Which player will win the tie-break with a score different to those offered?
24. Bets on the “Tie-Break Score” markets will be settled at odds of 1 if there has been no tie-break in the match or in the set, or if the match has not been completed for any reason.
25. “Set To Finish 6:0 (0:6) In The Match – Yes”. The bet will win if the score of any set in the match will be either (6:0) or (0:6).
26. “Player To Lose 1st Set But Come Back To Win”. The bet will win if a player loses the first set but goes on to win the match.
27. “Sets Scoring”. **For example, the bet “1st Set > 2nd”** will win if there are more games in the first set than in the second set.
28. Statistics (number of aces, number of double faults, first serve percentage, etc.) are quoted subject to information on the respective official websites of the specific tournaments.
29. Bets on specific statistics (number of aces, number of double faults, first serve percentage, etc.)

are settled in the following manner when a match is not completed for whatever reason. Outcomes which had already been unconditionally determined at the time the match was interrupted will count towards the bet settlement. Payouts on other bets will be made at odds of 1.

30. A match point is a point which if won by one of the players will also win them the match.
31. “Break Number 1 – Player 1”. The bet will win if Player 1 is the first to win a game when receiving serve (a break point is a point that, if won by the receiving player, will win them the game. This is called a break of serve.).
32. “Total Points In First Game Over (5.5)”. This is a bet on the number of points in the first game. For example, if the game is won after the score (40:30), there have been 6 points and the bet wins.
33. In the “Highest Scoring Period” markets only the first and second sets are taken into account. The bet “Highest Scoring Period – Draw” will win if, for example, the score is (6:3, 3:6, 6:4). The bets “Highest Scoring Period – 1” and “Highest Scoring Period – 2” will lose if the number of games in the first set is equal to the number of games in the second set.
34. “Highest (Lowest) Scoring Set – Total”. Bets on the Total markets will be settled subject to the rules of the respective tennis tournament (i.e. if players have to play until they have won 2 sets or 3 sets).
35. “Who Will Make More Breaks”. There are three outcomes in this market: Player 1, Player 2 and Draw. Should players have an equal number of breaks in the match, the selection “Draw” will win.
36. “Player To Win Their Serve After Score 0:40 – Yes”. The bet will win if a player is losing their service game with a score of 0:40 but then goes on to win the game.
37. "Tie-Break or extra games in the final set". The last 3rd set (“Best of 3” match) or 5th set (“Best of 5” match) are taken into account to settle bets.
38. “First Line Call Challenge To Be Successful – Yes/No”. If both players have not exercised their right to challenge a line call, the winning odds will amount to 1.
39. FAST4 tennis matches are either best-of-three sets (two sets must be won) or best-of-five sets (three sets must be won). A set lasts until four games have been won. If the score is 3:3, a tie-break is awarded. The tie-break is won when a player reaches 5 points but there is no need for a two-point margin, meaning that the tie-break can end with a score of 5:4. If the score in the tie-break is 4:4, the receiving player or team selects which side (right or left) the ball will be served. In a tie-break players will change ends after the first 4 points have been played.

7.25. Floorball

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

6. Subject to the authorization of the bodies who organize the event, the duration of a match may be shortened to at least two periods of 15 minutes each with an intermission to be determined by the organizers. The Customer should check the rules of the relevant tournament against independent sources.

7.26. Football

1. Bets on football matches (including cup matches) are accepted on regular time specified in the rules (90 minutes of play consisting of two halves of 45 minutes each plus injury time), unless otherwise stated in the “Sports” section (“extra time”).
   Extra time and penalty shootouts will only count for the markets “To Qualify (For The Next Round)”, “League Promotion/Relegation”, “Winner Of The Tournament” and similar.
2. At least 80 minutes of play must elapse for bets to stand except for markets which had already been unconditionally determined at the time the match was stopped.
3. Format of friendly matches.
   The rules of friendlies are determined before the start of a tournament. The Customer should check the rules against independent sources of information prior to placing bets on friendlies.
4. The number of corner kicks in the Russian Football Championship (Russian Premier League) is calculated on the third day after the conclusion of the match. If the number of corner kicks is not specified on the websites listed as Main Sources of Information, bets will be settled at odds of 1.
5. Bets on the “Higher At The End Of The Tournament” market can be placed on international tournaments, such as the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others.
   The bettor must predict which of the two specified teams will finish higher at the end of the tournament.
   If both teams are knocked out in the group stage, bets will be settled based on the team’s places within their groups:
   If both teams finish in the same place within their groups, bets are settled at odds of 1.00.
   If a team does not play a single match, bets are settled at odds of 1.00.
   If both teams are knocked out at the same stage of the play-offs, bets are settled at odds of 1.00.
6. Bets on the markets “Which Team Will Score More Goals” and “Which Team Will Score (Concede) The Most (Least) Goals” placed on the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others, are settled with extra time included, but without taking post-match penalties into account.
7. Bets on football matches labeled “extra time” will be settled excluding penalty shootouts. Bets on penalty shootouts are accepted separately.
8. “First Corner – Team”. Which team will be the first to take a corner kick?
9. “More Corners – Team”. Which team will take the most corner kicks in the match?
10. “Total Corners Over/Under”. The Customer should predict whether the total number of corner kicks in the match will be more or fewer than the specified number.
11. **Yellow card markets (labeled “YC”)**. Only cautions to the outfield players and goalkeeper will count for bets on total yellow cards and total yellow cards with a handicap. No second yellow card resulting in a dismissal will count in the calculation of the number of yellow cards in the match.
12. LIVE bets on yellow cards in a specified time interval are settled without taking the stoppage time into account. For example, if a bet was placed on a yellow card between 85:00 and 88:59 and a yellow card was shown at 90+1 min., the bet will be settled as lost.
13. No yellow or red cards shown to the outfield players or goalkeeper after the final whistle will

count for betting purposes. If a yellow card is shown by the referee in the half-time break for an offence committed in the first half (i.e. a deferred yellow card), this card will count for bets on the first half. If the referee shows a yellow card at the end of the match for an offence committed in the second half (i.e. a deferred yellow card), it will count for bets on the second half.

14. **Bets on "Yellow/Red Card" (also referred to as YRC or Cards)** will be settled in the following manner: a yellow card is counted as one card; a red card is counted as two yellow cards. The second yellow card for the same player will not be counted and will be regarded as one red card. This means that one player can have maximum 3 cards per match.
15. The number of yellow and red cards, corner kicks and hits of the crossbar/posts will be determined subject to video footage. In the event of a lack of video footage, or its interruption, the number of yellow and red cards and corner kicks will be taken from official sources. A substitution made in the 46th minute according to the official source will be regarded as a substitution made in the half-time break. A corner kick which was retaken will be regarded as just one corner kick for bet settlement purposes. Only those corner kicks which have been taken will count towards the settlement of bets on Total Corners.
16. **Posts and crossbars.** Only when the crossbar/post is hit by the opposite team and the ball remains in play will such hits count for betting purposes (for example, if the ball has hit the player, the referee, another post or crossbar). A post or crossbar will not count in the following events: the match had been interrupted before the ball hit a post or the crossbar; the ball was out of the field or was scored (a goal) after hitting a post or the crossbar.
17. **Shots On Target.** Shots which hit the crossbar/post or which are blocked are not counted when this bet is settled.
18. **Shot Towards the Goal.** For bet settlement purposes, all towards the goal, as well as blocked shots count.
19. Bets on the statistics markets may be settled within one hour of the end of the match.
20. **PRE-MATCH bets:** "Goal In Time Interval", "First Goal Time", "Team to Score First\Last Goal Up To () Minute" are settled with stoppage time taken into account unless otherwise stated in the Sports section.
21. **Bets on QUICK EVENTS:** "Total In The Interval From () To () Minute", "Handicap In The Interval…", "Outcome In The Interval…". The Customer should determine the number of goals in the specified time interval.
    - In the interval from 40:00 to 44:59 the total number of goals will be calculated excluding stoppage time;
    - In the interval from 40:00 to 49:59 the total number of goals will be calculated including stoppage time;
    - In the interval from 85:00 to 89:59 the total number of goals will be calculated excluding stoppage time;
    - In the interval from 10:00 to 19:59, if the goal is scored in the 20th minute, it will count for bets within this interval.
22. First To Happen. Bets will be settled as follows:
    For throw-ins, corners, and goal kicks – the time that the event was actually performed is taken.
    For fouls, cards, offsides, and goals – the time that the event happened is taken.
    For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
    For the First/Last To Happen markets – bets are settled including added time.
23. 1 Minute Markets. Bets will be settled as follows:
    For throw-ins, corners, goal kicks, cards, free kicks – the time that the event was awarded by the referee is taken.
    For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.

24. “To Score A Goal (David Villa)”. The bet will win if the named player (David Villa) appears on the pitch and scores a goal. An own goal does not count.
    - Pre-match bets. Should the player fail to enter the field of play, stakes will be refunded (bets will be settled at odds of 1). Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
    - Live bets. If a player enters the field of play and the “To Score a Goal” bet is offered on that player, then such bets are settled according to the player’s performance.
25. “To Score First Goal (David Villa)”. The bet will win if the named player (David Villa) appears on the pitch and scores the first goal. An own goal does not count. If the player enters the field of play after the first goal has been scored or does not enter the pitch at all, the bet will be settled at odds of 1. Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
26. "() To Score A Goal At Any Time". The bet will win if the player scores a goal in regular time.
27. “Player Will Score Over/Under 0.5”. Bets will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
28. “First/Last Match Goal – Time Interval”. Bets on the first goal being scored in the specified interval, for example from 1 to 30 minute, will lose should the match be interrupted with the score at 0:0 after the specified interval.
29. “A Player To Score Two Goals” (also “Brace”)/”Hat-Trick”. The Customer should predict whether a player will score exactly two goals (a brace) or exactly three goals (a hat-trick) in a single match. Own goals do not count. If a hat-trick has been scored, the bet “A Player To Score Two Goals - Yes” will lose.
30. “Penalty Awarded – Yes/No”. The Customer should predict whether a penalty kick will be awarded in the match.
31. “Penalty Awarded And Sending Off – Yes”. The bet will win if there has been both a penalty kick and a dismissal in the match.
32. “Half: 1x2”. Bets are made on the first half.
    For example, “Team 2 To Win First Half - Yes”. The bet will win if Team 2 wins the first half.
33. “Multi Corner”. The number of corner kicks in the first half is multiplied by the number of corner kicks in the second half. For example, there have been five corner kicks in the first half and seven corner kicks in the second half. Accordingly, the result is 5x7=35.
34. “**Penalty Shoot-Out Win 2 – Yes”.** A penalty shootout must take place and Team 2 must win it for this bet to win. The bet will lose if no penalty shootout takes place or if Team 2 lose the penalty shootout.
35. “Highest Scoring Period”.
    “Highest Scoring Period – 1st Half” – a bet on the total number of goals in the first half exceeding the total number of goals in the second half;
    “Highest Scoring Period – 2nd Half” – a bet on the total number of goals in the second half exceeding the total number of goals in the first half;
    “Highest Scoring Period – Draw” – a bet on the total number of goals in the second half being equal to the total number of goals in the first half.
36. “Team 1/2 Player Has The Ball At The Final Whistle”. The Customer needs to predict a player from which team will be in possession of the ball at the final whistle.
37. **Bets on specific players “First To Happen”**: (Costa D.) Will Not Score A Penalty; (Costa D.) Will Get Red/Yellow Card; (Costa D.) Will Be Substituted; (Costa D.) Will Score A Goal”.
    A bet slip on which the earliest outcome is specified will win. For example, a yellow card was shown to Costa D. in the 15th minute, he scored a goal in the 30th minute, and was then substituted in the 40th minute. The bet “(Costa D.) Will Get Red/Yellow Card” will win, while

bets on other outcomes will lose. Should Costa D. fail to enter the field of play, all stakes will be refunded (bets will be settled at odds of 1).

38. **Football. Specials. "Next Manager Retirement"**. Should more than one manager retire on the same day, the retirement which was declared earliest on the team's official website will be deemed the first. All bets made after the retirement of the manager will be settled at odds of 1. The time and date of the retirement will be determined subject to information on the website of the team which terminated their contract with the manager.
39. **Football. "Managers".** No caretaker manager (a person appointed to perform managerial duties) will count for betting purposes. Should a manager who is not on the list be appointed, all bets will stand and be deemed lost. If a club appoints a director, they will not count towards the settlement of bets on the permanent manager market.
40. **Football. "Players"**. Bets on this market will be settled without taking players on loan into account, unless otherwise stated in the "Sports" section ("including loans"). If a player has not left a club in the specified transfer window, all bets will stand and be deemed lost. If a player signs a contract with a club for which no price is offered, all bets will stand and be deemed lost. If all preliminary contracts or other similar agreements confirming the deal are concluded later than the date specified in the market, they will not count towards the settlement of bets.
41. **Bets on penalty shootouts**. If the fifth penalty kick is not taken in a penalty shootout, then the following markets will be refunded:
    "Team 2 To Score Their 5th Penalty - No";
    "Team 2 To Score Their 5th Penalty - Yes".
42. "**Player To Score First Goal And Team To Win With The Score".**
    The Customer should predict which player will score the first goal and the score at the end of regular time (including stoppage time). If a player does not participate in the match or is introduced as a substitute after the first goal has been scored, bets will be settled at odds of 1. If the first goal is an own goal (a player scores in their own team's net), bets on the player who has scored this goal will be settled at odds of 1. If a match is interrupted after the first goal has been scored and is not concluded within the timeframe stipulated in the rules, bets on the player who scored this goal will be settled at odds of 1.
    Bet 1 "Adam Lallana To Score First Goal And Team 1 To Win With The Score 1-0 - yes"
    Bet 2 "Dejan Lovren To Score First Goal And Team 1 To Win With The Score 1-0 - yes"
    Example 1.
    Adam Lallana scored the first goal and Team 1 won with the score 1-0:
    bet 1 wins;
    bet 2 loses.
    Example 2.
    Adam Lallana did not enter the field of play and Team 1 won with the score 1-0:
    stake of bet 1 is refunded;
    bet 2 loses.
43. **Alternative outcomes. "Total Points For Cards".** The Customer should predict the number of points received by the team/teams for cards in the match. Bets are accepted on regular time.
    - No card will count unless it is shown to a player on the pitch;
    - One yellow card is worth 10 points;
    - One red card is worth 25 points;
    - The maximum number of points given for a second yellow card offence resulting in a red card is 25. These points will be given provided that a red card has been shown immediately after a yellow card.
44. **Alternative outcomes. "Points" (Team Performance).** The Customer should predict the number of points earned by the team during the match. Bets are accepted on regular time. No red card will count unless it is shown to a player on the pitch. A corner kick which has to be retaken will not be regarded as a second corner kick and thus will not result in 3 extra points.

Points will be awarded as follows:
- 10 points for each goal;
- 5 points for a win to nil;
- 3 points for each corner;
- - (minus) 10 points for each red card.

45. **Alternative outcomes. “Points In The First Five Minutes”.** Bets made on the first five minutes of play will be settled based on what takes place in the interval from 0:00 to 4:59.
    - A corner kick which has to be retaken will be regarded as a single corner;
    - A penalty which has to be retaken at the referee’s discretion will count as a single penalty;
    - Up to 10 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.
      Points will be awarded as follows:
    - 10 points for each goal;
    - 3 points for each corner;
    - 10 points for each penalty awarded;
    - 5 points for each card.
46. **Alternative outcomes. “Total Points During The Match”**. The Customer should predict the number of points earned by the teams during the match.
    - A corner kick which has to be retaken will count as a single corner;
    - A penalty which has to be retaken at the referee’s discretion will count as a single penalty;
    - Up to 13 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.
      Points will be awarded as follows:
    - 10 points for each goal;
    - 3 points for each corner;
    - 10 points for each penalty awarded;
    - 3 points for each yellow card;
    - 10 points for each red card.
47. ***Cards. Statistics***. Bets will be settled depending on the events during regular time. No card will count unless it is shown to a player on the pitch.
    First Card. Bets will be settled on what occurred in the designated interval of the match. A red or yellow card must be shown in the designated interval. No card will count if an infraction which later resulted in a caution (or dismissal) happened in the designated interval, but the card was shown after the designated interval.
    Total Cards. Bets will be settled including added (stoppage) time. Extra time will not count unless otherwise stated. Only one card will count for a second bookable offence. This means that if a yellow card is immediately followed by a red card, only one card will count for betting purposes. Accordingly, a player may not receive more than two cards per match.
    Last Card. Should there be no cards in the match, the selection “No Cards” will win. All other bets will lose. Should two or more players be involved in a single incident, the market will be settled based on the last card shown.
48. ***Football with 8 players in each team.*** *A match consists of two halves of 30 minutes each (unless the referee and the opposing teams have agreed to a different format). The parties must reach an agreement (for example, that each half should be 25 minutes due to bad lighting) before the match starts and such an agreement must comply with the rules of the tournament.*
    - ***The half-time break*** must not exceed 10 minutes. The duration of the half-time break

may be changed by mutual agreement between the teams and the referee;
    - Only the referee may determine the ***duration of added time***;
    - Additional time must be allocated to make a ***10-meter shot*** awarded at the end of any half in regular time or in extra time;
    - ***Extra time***. The rules may stipulate two equal extra time periods.
49. **Alternative matches.** This is where alternative matches are made up from the teams taking part in matches streamed LIVE. Should there be a forfeit in one of the real-life matches, bets on alternative matches will be settled at odds of "1" (refund),except in cases where the outcome of the bet is already known at the time the match is stopped.
    For example. Alternative match: U.C. Sampdoria – Hellas Verona W1. Actual matches: U.C. Sampdoria – Internazionale 2:0, Udinese Calcio – Hellas Verona 0:2. The score of the alternative match **U.C. Sampdoria – Hellas Verona** is 2:2. The bet loses as the alternative match has ended in a draw.
    Alternative double matches. All teams listed in this market play simultaneously. Bets will be settled on the scores of the matches between the specified teams.
    For example.
    Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim – Total Over 2.5
    Eintracht Braunschweig – FC Schalke 04 ended with the score 0:0. Borussia Dortmund – TSG 1899 Hoffenheim ended with the score 2:1. The combined score of Eintracht Braunschweig/Borussia Dortmund is 0+2=2. The combined score of **FC Schalke 04/TSG 1899 Hoffenheim** is 0+1=1. The combined score of the double matches Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim is 2:1. The first pair beats the second pair by a one goal margin. The total of the alternative double match is 3 goals and thus the bet wins.
50. FIFA. Next President. The acting president of FIFA will not count for betting purposes.
51. **Football. Teams. Special bets. Players.** Bets on a player's statistics will only count if the player in question made an appearance for the specified team. The player must participate in at least one match.
    For example. Football. Liverpool. Season 2015/16. Premier League. Players. Total yellow cards. Only those yellow cards which have been shown to a player while in the Liverpool FC lineup will count for betting purposes. The player must participate in at least one match.
52. Football. Statistics of the first leg and the second leg. The outcomes are given based on the result of both legs. Bets will be settled when the second leg is over.
53. **How The Goal Will Be Scored**. The following rules apply:
    - Own Goal – the bet wins if a goal is scored as an own goal.
    - From A Direct Free Kick – the bet wins if a goal is scored from a direct free kick by the player taking the free kick or if a goal is scored directly from a corner kick.
    - Penalty – the bet wins if a goal is scored from a penalty kick by the player taking the penalty kick.
    - With A Header (Headed Goal) – the bet wins if a goal is scored by the ball hitting a player's head. Own goals will not count for betting purposes.
    - By Kicking – the bet wins if a goal is scored from a kick. A goal from a direct free kick, a penalty, or an own goal will not count for betting purposes. If a goal has been scored by any part of a player's body apart from the head, such a goal will be deemed to have been scored by kicking.
    - No Goal – the bet wins unless the first (or next) goal has been scored.
54. "Position Of Goalscorer". Bets on this market will be settled based on the official position of a player. The positions are determined according to the "Position" information on http://www.transfermarkt.co.uk/. For matches between national teams, the position of a player

will be determined according to the starting list on the official tournament website.

55. Players, Match-Ups by goals. Bets on this market are settled on the result at the end of regular time. If the player in question is not part of the starting 11, bets will be settled at odds of “1”.
56. Statistics of national teams in the group stage. These markets will be settled on the results of official matches held in the group stage.
57. In the “Distance Covered By A Player” and “Distance Covered By A Team” markets the distance is specified in kilometers and is determined excluding extra time and excluding penalty shootouts. The distance covered by a player (or team) should be rounded to the nearest hundredth of a kilometer.
58. Best player of the match. If a player is not in the starting line-up but plays during the match, all bets on this player shall stand. If the player does not take part in the match, all bets shall be settled at odds of 1.00. In the event that information is missing from the official tournament website, bets shall be settled according to information published on https://whoscored.com.
59. Statistics of national teams in the tournament. These markets will be settled on the results of official matches including extra time (excluding penalty shootouts and own goals) held in the group stage and play-off stage. Markets on the statistics of players in the match will be settled including extra time.
60. A medical team is deemed to have entered the pitch only if given permission by the referee and if medical attention is actually given to an on-field player (bandages, diagnosis of sudden cardiac arrest, cardiopulmonary resuscitation, medical evacuation, etc.). The appearance of the medical team and the referee’s permission are confirmed via a video broadcast. A call for two medical teams at the same time by the referee for different teams counts as one appearance by a medical team. A player being escorted by a medical team off the pitch, a medical team being present near a player without giving medical attention, and medical attention being given to a player behind the sideline are not taken into account in the calculation.
61. **"Main Referee To Watch Video Footage – Yes/No"** - the referee consults the VAR screen. **"VAR To Be Used – Yes/No"**. The use of video review is determined based on the video stream if one of the following occurs:
    - the referee makes the video review sign (a rectangle);
    - the referee consults the VAR screen;
62. **Result. Higher At The End Of The Tournament (Players).** This market will be settled based on the data provided by the official tournament website (including extra time, but excluding penalty shootouts and own goals).
63. Player statistics (season, series of games, tournament). If a player completely stops playing in a season/series of games/tournament for any reason, bets on that player are settled at odds of 1.00 (except for cases where the results of the outcomes have already been determined).
64. The “Player to score more goals” market (for a tournament or a championship) will be settled including extra time, but excluding penalty shootouts.
65. “To Be Sent To The Stands”. The Customer should predict whether the referee will send the specified manager to the stands.
66. “Player vs Team”. This market will be settled on the results of official matches. Should a player fail to participate in the match or be included in the starting 11, stakes will be refunded. If a player is dismissed or substituted during the match, all bets will stand.
67. The bet “Stats. Which group will have the most number of goals” will be settled with the odds equal to “1” if an equal number of goals is scored in each group.
68. “Set piece goal”. A set piece goal has been scored if players from either team have touched the ball no more than two times (including the starting kick) from the moment the ball is returned to open play to the moment the goal is scored. A touch by the defending goalkeeper is not counted. The set piece positions in football include kick-off from midfield, throw-in from the touch line, direct free kick, indirect free kick, corner kick, goal kick, penalty kick, and a dropped ball.

69. "Goal From Outside The Penalty Area". Own goals do not count when settling a bet on this market.
70. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will count.
71. For the **“Free Kick”** markets both direct and indirect free kicks are valid (including free kicks after an offside).
72. **Indoor soccer (showball)** is a type of football played in a walled indoor arena with synthetic turf. A match consists of two halves of 20 minutes each or four quarters of 15 minutes each, depending on the agreement between the teams. If a match ends in a draw in regular time, overtime may be awarded. All bets are accepted on regular time.
73. **Multi goal.** It is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are scored in the match.
74. **The next goal, handicap**. It is necessary to predict which team will score the next goal. If there is no next goal in the match, the bet will be settled at odds of 1.
75. Player head-to-heads. Stoppage time is included when settling bets on goals scored by the selected players. This excludes extra time. In the event that at least one of the players does not enter the pitch, head-to-heads involving this player will be settled at odds of 1.00. Bets apply to the starting line-up only.
76. Duel of Sending Off. Bets on sending off of the player are settled including stoppage time, excluding extra time. Bets on sending off are valid for the specified players, not all the team (unless stated otherwise). BC offers the outcomes: player vs player; player vs team.
77. Time periods with no goals (not including added time). The duration of this time interval is calculated as the difference between the minute of the first goal and the start of the match, the difference in the minutes of any subsequent goals, and the difference between the minute of the final goal and the end of the match. If no goals are scored in the match, the time period with no goals in the match will be calculated as 90 mins.
    For bets on time periods with no goals, one team’s time in the lead, and draw duration, only completed minutes are taken into account.
    For example: If the first goal is scored at the 11:01 mark and the second is scored at the 15:59 mark, the time period with no goals is 3 minutes (the 13th, 14th and 15th minutes).
    Example 2: If a goal is scored in added time, it will be considered to have been scored in the 90th minute and will result in two time periods with no goals: 89 complete minutes (0-90) and 0 complete minutes (90 - 90)
78. Tackles. To settle this type of bets, stats published on https://whoscored.com are taken into account.
79. “Dribbling” and “Aerial Duels“. Bets are settled based on the data provided by whoscored.com whereas only successful dribbles and aerial duels won are taken into account.
80. **Duel of the Referees**. Betting and odds are based on the number of points assigned to every decision made by a refereeing team.
    Points are assigned as follows:
    1 point for a yellow card.
    A red card awarded after two yellow cards is not added to the score (YC + YC = RC = 2 points).
    2 points for a red card
    0.5 points for an offside called
    3 points for a penalty awarded
    In the event the main referee was replaced or a match started but was not completed (unless the outcome of the bet had already been determined at the time the match was stopped), bets can be refunded.
81. An “Including substitutes” bet will be settled as a win if the specified player or any player who replaces them during the match (including the full chain of substitutions) fulfills the condition

offered.
For example:
A bet is placed on “Gift Orban To Score Including Substitutes: Yes."
During the match, Gift Orban is substituted for Alexander Prass, and Prass scores a goal. The bet is settled as a win.
    - The bet includes events that occur during regular match time, including referee-added time, unless stated otherwise.
    - If the specified player does not start the match, the bet will be settled at odds of 1.00.
    - Own goals do not count for the “Player To Score Including Substitutes” bet.
82. First Touch Of The Ball After The First Corner Kick” market. Bets are settled as follows:
    - “First Touch Of The Ball After The First Corner Kick - W1/W2” will be settled as a win if the first touch of the ball after the first corner kick is made by a player from one of the playing teams. If the referee calls a foul after the corner kick, the touch is awarded to the team whose player puts the ball into play.
    - “First Touch Of The Ball After The First Corner Kick - Neither” will be settled as a win if, after the first corner kick, the ball has not touched anyone and has left the pitch.
    - “First Touch Of The Ball After The First Corner Kick - W1/W2/Neither” will be settled at odds of 1.00 if no corner kicks take place during the match.
83. The “Added Time” bet is settled based on events that occur during the time added by the referee in the first and second halves, including minutes beyond the initial announced time if the referee extends the match.
84. Pre-match bets on stats.
    - The specified event is taken into account when settling the bet. Example: “Total Shots On Target Before 1st Goal”. The shot on target that results in the goal will be included when calculating the total.
    - If the specified event does not occur, then the outcome will be determined based on the actual result at the end of the match. Example: “Total Fouls Before 1st Yellow Card”. If there aren’t any yellow cards, then the outcome will be determined by the number of fouls committed before the end of the match.
    - Bets of this type are not refundable.
85. Expected Goals (xG) Markets.
    For all markets designated as "Expected Goals", "xG", "Total xG", "Team xG", or similar, settlement is based on the Expected Goals value. Expected Goals (xG) is a statistical metric that measures the quality of scoring chances. All "xG" markets are calculated and settled based on data provided by official statistical sources.

7.27. Futsal

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

7.28. Field Hockey

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

7.29. Bandy

1. All bets are settled on the result at the end of regular time (90 minutes of play consisting of two periods of 45 minutes each or three periods of 30 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the rules against official sources.
2. Extra time will only count for the following markets: to qualify for the next round, to qualify for another league, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 80 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.
5. Inline hockey is a team sport in which players wear skates and use a puck or a ball. A match lasts for four periods of 12 minutes each.

7.30. Ice Hockey

1. Bets on matches are accepted on regular time (60 minutes of play consisting of 3 periods of 20 minutes each), unless labeled otherwise ("With OT" if overtime is included, "Including Overtime And Penalty Shootouts" if overtime and penalties are included):
   Regular time
   Regular time (With OT)
   Regular time (Including Overtime And Penalty Shootouts)
   Example 1: Buffalo Sabres vs Toronto Maple Leafs (Including Overtime And Penalty Shootouts). Bets are accepted on regular time including overtime and penalties. If the score in the match is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1), all bets will be settled based on a final score of 2:3. The total number of goals is 5.
   Example 2. Buffalo Sabres vs Toronto Maple Leafs (With OT). Bets are accepted on regular time

including overtime. If the final score in the match is 2:2 (1:0, 1:1, 0:1; 0:0), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.
Example 3. Buffalo Sabres vs Toronto Maple Leafs. Bets are accepted on regular time only. If the final score in the match is 2:2 (1:0, 1:1, 0:1), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.

2. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
3. At least 55 minutes of play must elapse for bets to stand. In this case all bets will be settled based on the result at the time the match was stopped.
4. NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home – away) and in a reversed order. If the latter is the case, no stakes are refunded.
5. “Total”. Where penalty shootouts are taken into account, all goals scored in the shootout by the winning team will be regarded as one goal for settlement purposes, while the goals scored in the shootout by the losing team will be regarded as zero goals.
6. “Goal From 1 To 7 Minute”. If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
7. Bets on the following markets are settled based on the final record or bracket of the body that officially organizes the event: “Higher At The End Of The Tournament”, “Winner Of The Championship”, “Winner Of The Group”, “Scored Points”, “Scored Goals” and “Conceded Goals”.
8. The bet “Period () > Period () - Yes” will lose if an equal number of goals has been scored in both specified periods.
9. Bets on “Top Goalscorer (Points)” markets are settled based on statistical “goals + assists” data available on the official tournament website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.
10. “Team To Win And Total Under/Over”. The Customer should predict which team will win the match and how many goals will be scored (more or fewer than the specified number). Bets on NHL and KHL matches, as well as on matches which form part of other championships and international tournaments, are accepted on regular time.
11. “Race To 3 (5 etc.) Points”. The Customer should predict which participant will be the first to score the specified number of points in the match. If any participant refuses to continue for any reason before they or their opponent scores the specified number of points, bets will be settled at odds of 1.
12. “Team 2 To Win In Overtime - No". The bet will win if either no overtime takes place or Team 2 loses in overtime. Bets on the win in a penalty shootout are settled in the same manner.
13. “Overtime win”. The winner must be determined in overtime (OT).
The score is (0:0; 1:1; 1:0) – the bet loses.
The score is (0:0; 1:1; 0:0; 0:1) – the bet wins.
The score is (0:0; 1:1; 0:0; 0:0; 1:0) – the bet loses.
14. Bets on markets labeled **“Total Penalty Time”** are made on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties** will count. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) and which are specified in the final record of said match will count for betting purposes. The number of penalty minutes will only be determined based on the official record.
Bets on markets labeled **"Total Minor Penalties"** are made on the number of minor penalties.
15. Bets on markets labeled “Shots On Goal”. The number of shots on goal will be determined only on the basis of the official record.
16. Player’s Individual Total (in ice hockey). The Customer should predict the total number of points scored by a player, where points are awarded for goals and assists. All bets on a player’s individual total number of points are only accepted on regular time. Should a player fail to take

to the ice, bets on them will be settled at odds of 1.

17. Bets on “To Score First And Win The Match” are accepted on regular time.
    Example: The bet “Team 1 To Score First And Win The Match - No” will be settled as a loss if that team does not score first or if they do not win the match.
18. “Total Interval From 6 To 8 – No”
    Example:
    “Total Interval From 6 To 8 - No”. The score is (2:3). The total amounts to 5. The bet wins.
    “Total Interval From 6 To 8 - No”. The score is (3:4). The total amounts to 7. The bet loses.
19. Total Goals Scored During Power Play. The Customer should predict the number of goals scored in power play situations.
    Example. Team 1 scored one goal while in a power play. Team 2 scored no goals while in a power play. Accordingly, there was only one goal scored in total during power play in the match.
    The bet “Total Goals Scored During Power Play UNDER 1.5” wins.
    The bet “Total Goals Scored During Power Play OVER 1.5” loses.
20. “Empty Net Goal Will Be Scored”. The bet will win if, at the time a goal is scored, the goaltender is not on the ice (i.e. if the goaltender has been replaced by a skater).
21. “Total Hat-tricks (3 Goals By One Player) Over 0.5”. Only scored goals will count (no assists will be taken into consideration when determining a hat-trick).
22. “Highest Scoring Period”.
    “Highest Scoring Period - 1” – the teams will score more goals in the first period than in the second or third period.
    “Highest Scoring Period - 2” – the teams will score more goals in the second period than in the first or third period.
    “Highest Scoring Period - 3” – the teams will score more goals in the third period than in the first or second period.
    “Highest Scoring Period - Draw” – the teams will score an equal (highest) number of goals in at least two periods.
23. Bets on matches within the KHL Nadezhda Cup are only accepted on regular time. The result of a match is determined at the end of regular time (a match may end in a draw).
24. Bets on “Match Winner” are settled based on the rules of the tournament the match is part of.
25. **Alternative matches**. For this market the results of the matches that are broadcast live are compared. Should any match be forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
    Example. Alternative match. Avangard – Sibir. Total Over 5.5. The actual matches are Avangard – Salavat Yulayev, which finishes with a score of 4:1 and Metallurg – Sibir, which finishes with a score of 1:2. The score of the alternative match **Avangard – Sibir** will therefore be 4:2. The bet will win as the total number of goals in the alternative match equals 6.
    Alternative double matches. All teams specified in this type of market play simultaneously. The scores with which the said teams end their true matches count for betting purposes.
    Example.
    Torpedo/SKA – Dinamo/CSKA Total Under 7.5
    The match Torpedo – CSKA ended 3:2. The match SKA – Dinamo ended 2:1. The combined score Torpedo/SKA equals 3+2=5. The combined score Dinamo/CSKA equals 1+2=3. The combined score Torpedo/SKA – Dinamo/CSKA is therefore 5:3. The total number of goals in the alternative match equals 8. The bet loses.
26. **For bets on “Top Goalscorer (Goals)”,** the bettor must predict who will score the most goals. Bets are settled based on statistical data available on the official league (tournament) website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.
27. “**Total Minor Penalties”.** The Customer should predict the total number of minor penalties in the match.

28. “Total Goals Scored By A Player”. The Customer should predict the total number of goals scored in the opposing team’s net by a specific player.
29. “Top Statistic Plus-Minus (Including Overtime)”. Bets are settled subject to the following rules: a team which has fewer members or the same number of members as the opposing team scores a goal (scored penalty shots do not count), and players of this team being on the ice at the time of the goal get one “plus”. It does not matter whether the opposing team’s goaltender is in-goal at this time or whether they have been substituted by a skater and the net is empty. Accordingly, the team which has more members on the ice or the same number of members as the scoring team gets one “minus”, when they concede a goal. The statistics shall be gleaned from the official sources.
30. Duel of the players. Points (goal + assist). In this type of game, in the bets on the "Next goal" both goal and assist will count.
31. The "VAR To Be Used" market includes any use of VAR to replay a disputed incident.
32. First 2 Minute Penalty. The type of violation for which the first penalty is awarded must be specified. For example, tripping, roughing, too many players, etc. If two or more types of violation occur simultaneously, then these markets are settled at odds of 1.00, and remaining bets are settled according to the market terms and conditions.

7.31. Bowls

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

7.32. Chess

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

7.33. Formula One, Motorbikes, Speedway

1. If a race is not completed and the official result has not been declared, all bets will be deemed void except for markets which have already been determined.
2. Bets will be settled subject to the classification of the International Automobile Federation (FIA) immediately after the last race of the season.

3. Qualification bets. The official times from a qualifying session according to the FIA will be used for the settlement of bets. For the “Fastest” market, the times from the third qualifying segment will count. If there is no third qualifying segment, bets will be settled subject to the official grid formed by the FIA. Penalties will not count for the purposes of markets. However, according to the FIA, time penalties in qualification will be taken into account when determining the winner. Drivers must start the first qualifying segment for bets to stand. Bets on the fastest qualifying lap 1 and 2 will stand provided that drivers have started that qualifying lap.
4. To Be Classified. In order to be classified, a driver must complete 90% of the number of laps covered by the winner (rounded down to the nearest whole number). Drivers who retire from a race after they have completed 90% of the number of laps covered by the winner are deemed to have classified.
5. “Winner Of The Race” (winner in the final classification). The driver who takes first place in the final rankings (final classification) of the race will be deemed the winner.
6. "Number of race leaders". Any driver who starts from first position (usually pole position) will be considered a leader of the race. In addition, any driver who completes the lap first will be considered the leader of the race after the start of that race. The official FIA results at the time of presentation on the podium will be used.
7. “The Place Of The Driver In The Final Rankings”.
8. “Head-To-Head”. The Customer should predict which of the two named drivers will perform better. The driver who finishes in the higher place in the race (in the final classification) will be deemed to have performed better.
   Both drivers must start the race for bets to stand. Should both drivers fail to finish, bets will be settled based on the number of laps completed.
   Should both drivers retire from the race, the driver who has completed more laps will be deemed to have performed better. Should both drivers retire after an equal number of laps, bets will be settled at odds of 1.
   Should a driver fail to complete their fastest lap (fail to show the qualification time), their place shall be determined based on the final grid positions.
9. “To Complete The Race – Yes/No”. The Customer should predict whether the named driver will finish the race. A driver is deemed to have finished if they are classified as falling behind the leader.
10. “Fastest Lap”. The Customer should predict which driver will set the fastest lap time.
11. A warm-up lap counts in the race.
12. The bet "Fastest Pit Stop." It is necessary to determine which participant will make the fastest pit stop. The pit stop includes the time spent on the pit lane with a stop for work on the car. A pit stop due to a penalty is not taken into account.
13. SPEEDWAY. Should an event be interrupted before its completion, all bets will stand provided that the event continues within 24 hours or the outcome has already been unconditionally determined. Otherwise, bets will be deemed void. In respect to handicap markets after the eighth heat, the previous eight heats must be completed, otherwise bets will be deemed void and heats will not count. If an event is postponed before its scheduled start time, all bets will be deemed void unless the event begins within 24 hours. All markets will be settled on the result after the final heat (according to the league’s schedule) or on the official podium result (individual competitions/Grand Prix). No subsequent appeals, disqualifications or deductions of points will count. Only data from official sources or the official websites of the corresponding tournaments may be used for bet settlement. Should information from the official sources prove to be incorrect, independent sources will be used for bet settlement.
14. SPEEDWAY
    1. If an event is postponed before its planned start time, all bets on it will be canceled, except in cases where the event is resumed within 24 hours.
    2. Bets on an event remain valid if it is interrupted before completion and then subsequently

completed within 24 hours, or if the result of that event has already been determined.

3. If a heat is not completed and the official result is not published, all bets on that heat are canceled, except in cases where the result had already been determined. Otherwise, all bets will be canceled.
4. A match is considered to have taken place if at least 8 heats have been completed. In this case, all bets will be settled based on the result at the time the race was interrupted (unless the event is resumed within 24 hours).
5. For bets including a handicap after a certain number of heats, all of the specified heats must be completed, otherwise these bets will be canceled and the heats will not be counted.
6. Bets on all markets will be settled based on the results after the final heat (based on the league schedule) or on the podium positions (individual competitions/Grand Prix). Any subsequent appeals, disqualifications or deductions of points will not be taken into account. Only information from official sources or the official websites of the relevant competitions will be used to settle bets.
7. Bets on points in individual heats are settled based on the number of points earned during the heat in question.
8. For bets on the winner of an individual heat, all 4 drivers must start the race; otherwise, all bets will be canceled.
9. For bets on the winner of the next heat, the winning team is deemed to be the one that earns the most points. The specified heat must be completed in full; otherwise, all bets will be canceled.
10. Bets on a racer's total points in a Grand Prix or Euro Championship are settled based solely on the number of points earned in the main round (20 heats); semi-final and final heats are not counted.

7.34. 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".

7.35. 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).

7.36. 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.

7.37. 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.

7.38. 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.

7.39. TV-Games

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

7.40. Politics

1. “Winner”. If a candidate withdraws before the end of voting or is barred from running, bets on that candidate will be settled as a loss.

7.41. Esports

1. All total and handicap bets on rounds for Counter-Strike are accepted, including all possible overtimes.
2. Should any player (or team) drop out of a match (for any reason), they will be deemed to have been defeated in all remaining rounds/maps. Bets on Live markets will be settled at odds of 1.00, unless the outcome had already been determined at the time the match was stopped.
3. If a match is postponed for more than 24 hours, the company reserves the right to settle bets at odds of 1.00.
4. No bet will be canceled due to a misprint in the username of a player or a team, even if they use smurf accounts. No substitution of a team member, even if this occurs during the match, will affect bets.
5. If the administrator stops a match and orders a rematch, the result of the discontinued match will not count.
6. “Map Ends In Daytime” markets are based on the in-game day and night cycle. The first day starts at minute 0 and alternates with night every 5 minutes. Any instance where day or night is brought about by other game mechanics will not be taken into account when settling bets.
7. In Dota 2 and League of Legends, the winner of a map or a match is declared after the throne or the nexus of either team has fallen.
8. In Dota 2, if First Blood is taken by a “tower” or by “neutral creeps”, the kill won’t be counted and the death will not affect the match result.
9. Bets on kill streaks (“Triple Kill”, “Quadra Kill”, “Penta Kill”, “Ultra Kill”, “Rampage”, etc.) are settled based on whether the streak in question is completed, regardless of other events in the match:

- if the streak is recorded, then “Yes” bets win and “No” bets lose
- if the streak is not recorded, then “Yes” bets lose and “No” bets win
Bets on “Largest Multi-Kill” are settled based on the highest kill streak achieved in the match. Example (Dota 2): if there is a Rampage, then “Rampage - Yes” bets and “Ultra Kill - Yes” bets win, and Rampage is counted as the largest multi-kill.

10. Bets on the next frag that’s a multiple of 10 (20th, 30th, 40th etc.) in Dota 2 are bets on the next set of frags. The winner is the team that gets the next 10th (20th, 30th, 40th, etc.) frag on the map. Example: the score went from 5-4 to 5-5, Team 2 wins.
11. Bets on the duration of a map in minutes will be settled based on the on the number of seconds that have already passed in each minute of the game. So, if the market “Duration Of The Map Over 27.5” is selected, the map needs to end after 27:30 for the bet to win – i.e., at 27:35, 27:44, etc. If the map ends at 27:15, the bet loses; and if the map ends at 27:30, the bet will be settled at odds of 1.00.

Counter-Strike: Global Offensive (CS:GO)

1. Winner – a bet on the match winner. A match is considered to have started after the first kill in the pistol round. A 1x2 bet is similar to a Winner bet, but with draws included as a potential outcome. This bet is offered in matches where a draw is possible (for example, BO2 matches or BO1 matches without overtime).
2. 0 Handicap – a bet on one of the teams winning, excluding a draw. If the match ends in a draw, the bet is settled at odds of 1.00 (refund).
3. Total Maps - Odd/Even – a bet on whether the number of maps played in a match will be odd or even.
4. Total Maps – a bet on the total number of maps played during a match, including overtime.
5. Correct Map Score – a bet on the exact final score of a particular map in a match.
6. Total Rounds – a bet on the number of rounds played by both teams in a match.
7. Individual map results:
    - Winner (including OT) – a bet on the winner of a particular map in a match, including additional rounds.
    - First Half Winner – a bet on the first team to win 7 rounds on a particular map.
    - Total Rounds Odd/Even – a bet on whether the number of rounds played on a particular map will be odd or even.
    - Total Rounds – a bet on the total number of rounds played on a particular map.
    - Total Rounds To End With The Bomb Detonating – a bet on the number of rounds that will end with the bomb exploding on a particular map.
    - Will There Be Overtime? Yes/No - a bet on whether a particular map will have overtime.
    - Teamkill Yes/No – a bet on whether the selected team will perform a teamkill on a particular map. A “teamkill” is when a player is killed by one of their own teammates.
    - Knife Kill Yes/No – a bet on whether the selected team will kill an opponent with a knife on a particular map.
8. Pistol round results 1 and 13 rounds in the overall standings on a map):
    - Pistol Round (X) Winner – a bet on which team will win a particular pistol round on the specified map.
    - Two Pistol Rounds Winner – a bet on which team will win both pistol rounds on the specified map.
    - Bomb Planted in Round (X) – a bet on whether the bomb will be planted in a particular round on the specified map.
    - Total Pistol Rounds Won – a bet on whether the selected team will win the specified number of pistol rounds in a match.
    - Total Pistol Round Kills – a bet on the total number of kills by both teams in a particular

pistol round on the specified map.

9. Individual team results:
    - Total Rounds – a bet on the total number of rounds won by a particular team in a match.
    - Total Map Rounds – a bet that a particular team will win the specified number of rounds on the specified map.
    - Total Rounds Won by Terrorists/Counter-Terrorists – a bet that a particular team will win the specified number of rounds on the specified map while playing either attack (Terrorists) or defense (Counter-Terrorists).
    - Round (X) Winner – a bet on the selected team winning a particular round on the specified map.
    - Victory in a round is achieved by killing all opponents on the map, detonating/defusing the bomb, or according to the outcome when the time limit runs out.
    - Map (X) – race to X rounds – a bet on which of the teams will be the first to win the specified number of rounds on a particular map.
    - Map (X) – correct score – a bet on whether a particular map will end with the specified score.
10. Overtime – victory on a map is achieved by winning at least 13 rounds. In the event of a draw on a map (when the round score is 12-12), tournament regulations typically stipulate playing 6 additional rounds of so-called “overtime”. Victory in overtime is awarded to the first team to win 4 of the 6 additional rounds. In the event of a draw in overtime (both teams win 3 rounds each in overtime), another 6 rounds of overtime are played.
    - Map (X) – Correct Score In Overtime (X) - a bet that the specified overtime period on a particular map will end with the specified score.
    - Map (X) – Odd/Even Rounds In Overtime (X) – a bet on whether the number of overtime rounds played will be odd or even.
    - Map (X) – Total Rounds In Overtime (X) – a bet on the total number of rounds played in a particular overtime period.
    - Map (X) – First-Half Winner In Overtime (X) - a bet on which team will be the first to win 3 rounds in a particular overtime period.
11. Most Kills By Player On Map. A bet on a player to achieve the highest number of kills out of all the players on both teams at the end of the map specified. If the number of kills is tied between two or more players and they share the same position, ADR (Average Damage per Round) will be used as an additional indicator to determine the winner. For bets on the highest value, the higher ADR is taken into account; for bets on the lowest value, the lower ADR is taken into account.

7.42. Olympic Games

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

7.43. Winter Sports

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

7.44. Gaelic Football, Hurling

Gaelic football is related to football and rugby.

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

For example, the score for Team 1 was 0-12 (where 0 is the number of goals and 12 is the number of points scored), while the score for Team 2 was 2-5 (where 2 is the number of goals and 5 is the number of points scored. This totals 2x3+5 = 11 points overall). The combined score of the match was therefore 12-11 and Team 1 wins.

7.45. Weather

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

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

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

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

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

7.46. Short Football

SHORT FOOTBALL 2x2

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

SHORT FOOTBALL 3x3

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

DREAM LEAGUE, MEN

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

the final, penalties are taken (3 attempts).

SHORT FOOTBALL 4x4

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc).
2. The dimensions of the court are not strictly regulated.
3. Neither team plays with a goalkeeper. A free kick is awarded if a handball occurs. If a handball occurs in the penalty area, a penalty is awarded.
4. Penalties are taken at an open goal from the halfway line. If the ball crosses the goal line, it counts as a goal.
5. Players cannot stand in line with their own goal in the penalty area. If this rule is violated, a penalty is awarded.
6. When a free kick is taken, the defending team cannot form a defensive wall. Only one player can stand in the goal to stop the ball going in the net.
7. Tournaments are held daily and follow 'Winner Stays On' rules. In the event of a draw, both teams leave the court and neither of them will take part in the next match.
8. If a sending off occurs, the team which is a man down plays on for either 1 minute or until they concede a goal.
9. The referee's decision is final with regards to all disputes.
10. If a match starts but is not completed for any reason, all bets on this match will be void (settled at odds of 1.00).

SHORT FOOTBALL 5x5

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

BUMPERBALL CUP 4X4

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

7.47. Street football 3x3

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

7.48. Street Power Football 2x2. World Cup

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

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

7.49. Footballtennis

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

7.50. Headis

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

7.51. SOAP FOOTBALL (WOMEN’S)

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

7.52. SOAP FOOTBALL (MEN’S)

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

directly (throw-in) into the middle of the field of play to keep the match going.

7.53. CROSS VOLLEY

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

7.54. RANDOM LEAGUE

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

7.55. Esports Football (FIFA)

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

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets on football are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet

acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets on the UEFA Champions League are accepted both in pre-match and Live. All Esports Football matches are streamed online.
7. The result of a match is determined according to the final statistics table. No issues with the game graphics will result in the cancellation of bets.
8. **The following markets are available** (regular time)
    - Win;
    - Double Chance;
    - Handicap;
    - Total (Over/Under);
    - Team Total (Over/Under);
    - Total (Even/Odd);
    - Correct Score;
    - Next Goal.

7.56. Kabaddi

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

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

7.57. Muay Thai

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

7.58. UFC. UNSULLIED TOURNAMENT

1. The beginning of a fight is signalled by the sound of a bell, which indicates the start of the first round.
2. A fight consists of 3 rounds, each lasting 3 minutes, unless one of the contestants wins inside the distance.
3. If a fight is declared a no-contest or is stopped for any reason before a winner has been determined, all bets are settled at odds of 1.00. If the outcome of the fight has already been decided, bets are settled based on the declared results.
4. All bets stand provided that at least 2 full rounds have been completed. Otherwise, only bets on a Win by a particular contestant in the fight and bets on a Draw stand. All other bets on the fight are settled at odds of 1.00, unless the outcome of the bet had already been determined by the time the fight was stopped.
5. "1 (2) to Win" bets. In the Sports section, bets on this market are labeled “1” and “2” respectively and include the following:
    - "Points Victory" means a win decided by the judges once all rounds have been completed
    - "Win by Knockout (KO)"
    - "Win by Technical Knockout (TKO)" means one of the contestants wins by scoring 25 points before the end of the final round
    - "Win by Opponent’s Disqualification or Refusal"
6. "Draw" bets. Bets on this market are designated with an “X”. A fight ends in a draw when the judges rule that both contestants have ended the final round with level scores.
7. Each fighter is awarded points for an effective hit as determined by the referee:
    - 1 point for a straight hit or a hook
    - 2 points for an uppercut
    - 5 points for a knockdown
8. The maximum number of points that a fighter can score in a fight is 25, regardless of the number of points awarded for the final, decisive hit.
9. "W2 in Round 3 – Yes" bets. This bet wins if fighter 2 is awarded more points than fighter 1 in round 3.
10. "Race To Five (Seven, etc.) Points" bets. Customers must predict which of the contestants in the fight will be the first to score the specified number of points in a round. If one fighter refuses to continue the fight for any reason, before they or their opponent have scored the specified number of points, these bets are settled at odds of 1.00.

7.59. Counter-Strike And CS:GO Wingman

1. Counter-Strike involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A single match is played up to 11 victories (the maximum number of rounds is 21).
3. All bets are settled after a match ends.
4. A single round lasts exactly two minutes. No act performed after the expiration of this period will count for betting purposes.
5. Counter Terrorists win the round if no bomb has been planted on a bomb defusal map during the above-mentioned time period.
6. Terrorists win the round if no hostage has been rescued on a hostage rescue map during the above-mentioned time period.
7. The maximum stake is determined by the bookmaker for each selection individually.

8. The bookmaker may change stake limits without prior notice.
9. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
10. “Bomb Planted – Yes/No”. It does not matter when a bomb is planted during the round, whether before or after all counter terrorists have been killed. Only the planting of the bomb itself matters.
11. W1 and W2 in a round will be settled as follows if a bomb is planted:
    - if the bomb is defused in the round, the bet W1 will win and the bet W2 will lose;
    - if the bomb explodes in the round, the bet W1 will lose and the bet W2 will win.
12. Bets on teams are only accepted LIVE. All matches are streamed online.

The following markets are available:

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

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

CS : GO Wingman

1. CS: GO Wingman involves the live streaming of the multiplayer game Counter-Strike: Global Offensive, which pits two teams of two players against each other.
2. In the first round, Team 1 always plays as the Counter-Terrorists and Team 2 always plays as the Terrorists. At the end of this round, both teams switch sides and this continues until one team gets 5 wins (from a maximum of 9 rounds).
3. All bets are settled after the end of an event.
4. Each round lasts for 90 seconds + extra time (the time from when a bomb is planted to when it either explodes or is defused). For bet settlement purposes, anything which happens after this time has elapsed will not count.
5. If, once 90 seconds has passed, a bomb has not been planted and both teams have a man standing, the Counter-Terrorists will win this round.

6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. For “Bomb Planted" bets, a bomb is deemed to have been planted if at least one of the Counter-Terrorists is still alive when the bomb is planted.
10. For “Bomb Exploded” bets, a bomb is deemed to have exploded if at least one of the Counter-Terrorists is still alive when the bomb explodes.
11. Only live bets can be placed on teams. Games are streamed online.
12. If a player dies inadvertently, it still counts as a death for bet settlement purposes.
13. Weapons are classified as follows:
    - Pistols: P2000, P250, Deagle, Glock
    - Machine Guns: FAMAS, M4A4, AUG, Galil, AK-47, SG 556
    - Rifles: AWP, SCAR-20, G3SG1

The following markets are available:
on a whole match:

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

on a round:

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

7.60. Esports Ice Hockey

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

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. Stake limits may be changed by the bookmaker without prior notice.
4. Bets are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during the course of a match (Live bets). All Esports Ice Hockey matches are streamed online.
7. **The following markets are available** (regular time):
    - Win;
    - Double Chance;
    - Handicap;
    - Total (Over/Under);
    - Win in the match (Team Wins);
    - Will There Be Overtime? – Yes/No.

NHL 23. Ones

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

7.61. eSports UFC

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

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

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

Types of victory for betting purposes:

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

The following markets are available:

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

7.62. UFC 4. STREET FIGHT

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

the final score of the match):
    - Win
    - Total (over/under)
    - Individual Total (over/under)
    - Total KO’s (over/under)
    - Total TKO’s (over/under)
    - Total Submission Holds (over/under)
10. **The following bets can be placed on a round (bets are settled according to the score of the round):**
    - Win In Round
    - Method Of Win In Round (knockout, technical knockout, submission)
    - Method Of First/Second Fighter's Win In Round (knockout, technical knockout, submission)

7.63. Bet Constructor

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

7.64. Esports Basketball

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

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

7.65. Esports Basketball (3x3 and 1x1)

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

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

7.66. Esports Basketball. NBA 2K18

1. Generalized type of bets on the matches presented in the "Esports Basketball. NBA 2K18"section. There are three stages in the tournament:
    - The group stage of the Eastern Conference - the teams play at home and away.

    - The group stage of the Western Conference - the teams play at home and away.
    - Playoffs - Four teams from each division play in the semi-finals and the finals of their divisions. Then the winners of the finals meet in the grand final, and the losers - in the match for third place.
2. Scoring in the group:
    - For win - 2 points.
    - For defeat - 1 point.
3. When allocating places in a group, the following team stats are taken into account in order of priority:
    - Points (the more, the higher).
    - Wins in regular time (the more, the higher).
    - Defeats in regular time (the smaller, the higher).
4. All bets are settled after an event ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a tournament as well as during the course of a tournament.
9. If a match is canceled and the outcome of this match does not affect the outcome of the tournament, no stakes are refunded.

The following tournament markets are available:

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

7.67. World of Tanks

World of Tanks involves the streaming of a multiplayer game.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.

7. A team which has destroyed all the vehicles of the opposing team or captured the opposing team’s base is declared the winner.
8. If, at the end of a match, both bases are captured or neither team has destroyed all the vehicles of the opposing team in the available time, a draw is declared.
9. Bets are accepted on a random battle in the multiplayer online game “World of Tanks”, team members are chosen at random.
10. The number of points scored by each team equates to the number of the opposing team’s vehicles destroyed in any manner.

The following markets are available:

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

7.68. Esports Tennis

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

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

7.69. Dota 2

1. Dota 2 involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.

4. The winner of a map or the winner of a match is declared once the throne or nexus of the opposing team has fallen.
5. A match shall be deemed abandoned if it lasts less than 15 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 15 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players goes offline before 15 minutes have elapsed and later quits the game altogether.
8. A match shall be deemed abandoned if one of the players becomes inactive in the first 15 minutes of the game and it is later declared that the player left the game within the first 20 minutes.
9. Should one or several players quit the game before its completion, but after 15 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
10. A random match is streamed online. Real random players participate.

The following markets are available:

- W1 and W2 – a team which has destroyed the opposing team's throne is declared the winner;
- Total Frags Over/Under – the combined number of frags by both teams at the end of a match;
- Frags, Race To – the team which first reaches the specified number of frags wins;
- Who Will Beat Roshan – the Customer should predict which team will be the first to beat Roshan;
- First Blood– the Customer should predict which team will be the first to frag;
- Will Hero Be Picked. Bets are settled after all picks have been made (10 heroes);
- Tower Falling Up To () Seconds / After () Seconds – bets are settled after the first tower is destroyed, provided that the match has not been abandoned;
- Radiant / Dire To Take First Tower – bets are settled after the first tower is taken down provided that the match has not been abandoned. The team which loses the tower first shall be deemed defeated.

7.70. Worms

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

The following markets are available:

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

7.71. Esports. Martial Arts. WWE

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

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All WWE matches are streamed online.
6. A wrestling ring is a raised platform fenced off by ropes.
7. **The following markets are available:**
    - Win. The wrestler who takes the championship belt or the case with money hoisted above the ring is declared the winner.
    - Item Will Be Taken – Yes/No. Will an item be taken from under the ring.
    - Fight On A Ladder – Yes/No. The first blow on the ladder counts, provided that both wrestlers are on the ladder and it is placed inside the ring.
    - Table Will Be Broken – Yes/No. The table is considered to be broken if it breaks into pieces. No table is considered to be broken if its legs are folded down. A broken table taken from under the ring will not count.
    - Second Ladder Will Be Taken – Yes/No. There are two ladders in the ring. A ladder which has been thrown into the ring more than once is regarded as one ladder.
    - Steps Will Be Broken – Yes/No. The steps in the corners of the ring must be completely broken for this bet to be valid.

WWE Iron (Woman/Man)

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

9. Available markets:
    - Win
    - Double Chance
    - Total
    - Individual Total
    - Total Over/Under
    - Handicap
    - Win to Nil

7.72. Esports Cricket

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

7.73. Big Bash Cricket

1. Big Bash Cricket matches (a type of Esports Cricket) consist of one inning with each team bowling maximum one over. One over consists of six deliveries.
2. Before a match begins, a draw (toss) is held and the winning team decides whether to bat or to

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

7.74. Mortal Kombat X

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

The following markets are available

In the round:

- Win In Round;
- Round Duration* (Over/Under);

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

In the tournament:

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

7.75. Esports Handball

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

7.76. Rowing, Sailing

1. **Rowing**. All bets will stand regardless of which team or rower participates.
   If a competition is canceled, all bets will be deemed void except for those markets which have already been determined. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used.
2. **America’s Cup Regatta**. All bets will stand regardless of which team/sailor participates. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used.
   Victory In The Regatta. In the event of a race starting but not being completed, the player/team

progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

3. **Sailing**. All bets will stand regardless of which team/sailor participates. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used. If there is no prize award ceremony, bets will be settled subject to which sailor crosses the finishing line first.

7.77. Teqball

1. Matches consist of best-of-three sets (the maximum number of sets which can be played is 3).
2. Each set is played until a player/team reaches 20 points. The first two sets can be won by at least a one-point margin. The third set must be won by two points in the event of a tie (19:19).
3. Each player makes 4 services and has two attempts to complete a successful service. Players can serve using any part of their body except their hands. The ball must also be above the lowest level of the Teqboard when a service is made.
4. A rally lasts until the ball either lands on the floor or doesn't bounce on the playing surface. Players cannot touch the ball using the same body part twice in a row during a rally. Each player can take a maximum of 3 touches provided they don’t touch the ball using the same body part more than once.
5. If the ball hits the net or an edge ball occurs during a service, this service has to be repeated. If the ball hits the net and any touches can still be taken, the game can continue.
6. In the event of an edge ball, a rally shall be repeated.
7. If the ball touches the net during a service, this will result in a fault.
8. Players can only return the ball from their side without crossing the lengthened imaginary line of the net.
9. When returning the ball to the opponent's side, the ball must always be above the net, even if the hit is made from the side of the Teqboard.
10. A service must be made at a distance of 2 metres from the Teqboard between the lines on the floor along the width of the Teqboard.

7.78. Kung volleyball

1. Kung volleyball matches feature 2 teams of three players (each of whom have 1-2 subs). Teams can make an unlimited number of substitutions.
2. Matches are played on a 13x6 metre court with a net across the middle.
3. Matches consists of best-of-three sets (the maximum number of sets which can be played is 3). Each set is played until a team reaches 21 points with at least a two-point margin. If the score is tied (20:20), the set lasts until one team has a two-point lead. If both teams have won a set each, a tie breaker shall be played. The first team to open up a two-point lead or reach 15 pints will win this tie break.
4. Kung Volleyball rules:
    - Teams must kick the ball into the opponent's side of the court.
    - Each team is allowed a maximum of three touches of the ball in their half of the pitch and each player can only take one touch. If this limit is exceeded, a point will be awarded to the opposing team.
    - If a player touches the net or makes a foot fault, a point will be awarded to the opposing team.
    - If the ball touches a player’s hand, a point will be awarded to the opposing team.
    - If the ball lands on the floor, a point will be awarded to the opposing team.

    - The ball is deemed to be out of play if it lands outside the boundaries of the court.
    - If the ball hits the net and doesn't go to the other half of the court, this will result in a fault (both a point and serve will be awarded to the opposing team). The team who scores the point will serve.
5. Volleyball rules apply to rallies.

7.79. Teqvoly

1. Matches are played until one team has won two sets. The sets are played until one of the teams has won 21 points. The third set is played until one of the teams has won 15 points.
2. The game is played according to the traditional rules of volleyball with three types of shot (dig, set and spike/tip).
3. Spiking the ball from jumping or standing is permitted from behind the diagonal sideline.
    - The ball may touch the transparent screen that divides the table during a rally, but if the ball does not end up on the opponent's side of the table, this is considered a fault.
    - Spiking is allowed only from the outside of the lines, while tipping can be performed anywhere in the team's playing area.
4. Lots are drawn to determine which team starts the game. The serving team switches to receive the serve after every two points that are scored, up until the end of the set, until each team has scored 20 points (14 points in the 3rd set), or until the serve rule is introduced that requires the serving and receiving teams to continue to switch only after every single point.
    - If the ball touches the transparent screen that divides the playing table during a serve this is considered a fault (the ball goes to the opposing team).
5. A team is awarded a point when the ball hits their opponent's side of the table and then goes on to land in their opponent's playing area.
    - A point is awarded when one of the teams hits the ball from jumping or standing to the opposite side of the table and the defending team does not return it.
6. Touching players from the opposing team is prohibited.
7. Touching the table is prohibited.
8. Attacks from outside the baseline are prohibited.

7.80. Rocket League

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

- Handicap;
- Total (Over/Under);
- Team Total (Over/Under);
- Total (Even/Odd).

7.81. Battlefield

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

7.82. Lottery

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

7.83. Esports Rugby

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

Rugby Fifteens

1. Bets are accepted on traditional rugby matches featuring two teams of 15 players.
2. A match consists of two 40-minute halves (regular time). If time runs out while the ball is in play, the match continues until the ball is "dead", i.e. when the ball crosses a dead ball line or is passed forward by a player.
3. Try (5 points): A try is scored when an attacking player grounds the ball in the in-goal area, which is between the goal line (is included in the goal area) and the dead-ball line. A try counts if a player touches the ground with the ball whist holding it in their hand, or presses the ball to the ground with any part of their body from their waist to neck inclusive. When a try is scored, the scoring team gets to attempt a conversion kick and score extra points;
4. A Penalty try (5 points) is awarded if the player could have scored a try but was prevented from doing so by an opponent’s misconduct. Penalty tries are awarded between the goal posts, which makes it easier to score a conversion kick;
5. Conversion (2 points): If a team scores a try, they can score extra points by successfully attempting a conversion. One of the players places the ball in line with where the ball was grounded for a try and kicks the ball at their opponents’ goal. A conversion is deemed to be successful if the ball passes over the crossbar and between the two uprights. At the same time, the opposing team’s players must be in their own in-goal area;
6. A penalty kick (3 points): The referee may award a penalty (place) kick for certain infringements of the rules. The ball is placed at the point where the infringement occurred and one of the players kicks the ball at their opponents’ goal. A goal is scored according to the same rules as a conversion;
7. A drop goal (3 points): If the ball is in play, any player can kick it at the goal. A player intending to score a drop goal must drop the ball to the ground and kick it with their foot after the ball bounces off the ground. It is prohibited for players to shoot directly from their hands.

Rugby league (NRL)

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

Rugby Sevens

1. Bets are accepted on World Rugby matches featuring two teams of 7 players.
2. A match consists of two 7-minute halves.
3. The team that has scored more points than their opponents is deemed to be the winner. Points are awarded for successful actions.
4. Try (5 points): A try is scored when an attacking player grounds the ball in the in-goal area.

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

General rules

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Both pre-match and Live bets are accepted. All eRugby matches are streamed online.
6. **The following markets are available:**
    - **Including regular time:**
        - Win
        - Double Chance
        - Total (Over/Under)
        - Team Total (Over/Under)
        - Handicap
        - Win To Nil
        - Exact Number Of Points (in a match)
        - Both Teams To Score
        - HT-FT
        - Scores In Each Half
    - **Including overtime:**
        - Win
        - Race To 'N' Points
        - First To Score Points
        - Last To Score Points
        - Total Tries (Over/Under)
        - Total Drop Goals (Over/Under)

7.84. Esports American Football

1. Esports American Football involves the streaming of a multiplayer game (an American football simulator).
2. Bets are accepted on traditional American football, where each team has 11 members.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.

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

7.85. Esports Rally

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

7.86. Esports Golf

1. Esports Golf involves the streaming of a golf simulator.
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Two players take part in a match and must play four holes each.
6. The player who completes all four holes in the fewest number of strokes is deemed the winner. If both players shoot an equal number of strokes, the match ends in a draw.
7. The player who shoots fewer strokes while completing a single hole will be deemed to have won that hole. If both players shoot an equal number of strokes, they will be deemed to have tied.
8. A par is assigned to each of the four holes. Par is the number of strokes that a player must

make to complete the hole according to the rules. The par of each hole is shown in the table of results. The Customer may place bets on the “Total Over/Under Par” market.
9. The result of a match is determined according to the final statistics table. No issues with the game graphics will result in the cancellation of bets.

7.87. Esports Baseball

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

7.88. Street Fighter V

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

The following markets are available:
In the round:

- Win In Round;
- Round Duration (Over/Under)*;
- “Win in Round – P” – the winner receives no damage from their opponent;
- Regular Win In Round (V)?
- Type Of Finishing Move: EX (Enhanced Special Move), C (Charge Move), CA (Critical Art). The

finishing move is displayed at the top of the screen near the timer.
* Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 99 seconds (the standard number on the timer at the start).
For example, if the countdown stops at 59, the duration of this round will be 99-59=40 seconds.

7.89. Quake 4

1. Quake 4 involves the streaming of a multiplayer game.
2. Deathmatch. A round lasts five minutes. The player who has killed the most opponents will be deemed the winner.
3. If the winner is impossible to determine at the end of a round (e.g. if the leading players have killed an equal number of opponents), an extra time period of two minutes is played.
4. In extra time, the winner is determined in the same manner as in regular time (i.e. the player who has killed the most opponents).
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only LIVE bets are accepted. All matches are streamed online.
9. The following markets are available:
    - Regular Time Winner;
    - Winner Of The Match;
    - Will There Be Overtime?
    - Individual Total Frags.

7.90. Call of Duty

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

Call Of Duty. Headquarters

1. Call Of Duty involves the streaming of a multiplayer game (Call Of Duty: Modern Warfare 3).
2. Bets are accepted on battles between the Alpha and Bravo teams.

3. Each match is held in best-of-5 format, which means the game ends if one of the teams wins 3 rounds. In each round, both team's objective is to score 50 points within the designated time. If neither team manages to score 50 points, the team that scored the most points will be deemed the winner of the round.
4. All bets are settled after the end of the battle.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Available markets:
    - **in the whole match:**
        - Team 1 (Alpha) / Team 2 (Bravo) to Win
        - Correct Score
        - Total Points
        - Individual Total Points
        - Total Frags
        - Individual Total Frags
    - **in the next round**:
        - Team 1 (Alpha) / Team 2 (Bravo) to Win
        - Total Bases Caught
        - Individual Total Bases Caught
        - Team to Capture the Base First
        - Total Points
        - Individual Total Points
        - Total Frags
        - Individual Total Frags
        - Time Left Over
        - Total Players With No Frags
        - Individual Total Players With No Frags

7.91. HearthStone

1. HearthStone involves the streaming of a multiplayer game.
2. A match is deemed to have started as soon as both players draw their starting hands.
3. Casual matches are played until the first win.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. If the final result of a match is impossible to determine, stakes are refunded. Bets on markets which have already been determined shall be settled.
8. The result of a casual match shall be determined based on streaming/videorecording.
9. The following markets are available:
    - Win – the winner is the player who destroys the enemy hero;
    - Total (Over/Under) – the number of the winner's health points plus armor remaining at the end of a match;

    - Total Used Secrets – the number of “Secret” cards played by both players during a match;
    - Total Used Spells – the number of “Spell” cards played by both players during a match;
    - Total Minions Used – the number of “Minion” cards played by both players during a match;
    - Total Legendary Cards Laid on The Table – the number of legendary cards played by both players during a match (legendary cards are decorated with a dragon at the top).
    - Card Value X Laid on The Table – Yes/No – the Customer should predict whether a card of the stated value will be played during a match.
10. Should previously used cards (including legendary cards) be returned to the game board, these cards will not be taken into account a second time for settlement of the following markets: “Total Minions Used” and “Total Legendary Cards Laid on the Table”.
11. Minions called up by another minion will not be taken into account for the settlement of the “Total Minions Used” market.

7.92. Esports Lacrosse

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

7.93. Steep

1. Steep involves the streaming of a winter extreme sports simulator.
2. Four players take turns performing in each game.
3. Bets are accepted on each player in the following markets: points scored; and time taken for a player to complete the challenge. Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner of a tournament by score.
5. The player who completes the challenge fastest shall be deemed the winner of a tournament on

time.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Only LIVE bets are accepted. Matches are streamed online.

Available bets:

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

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

7.94. CrossFit Games

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

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

7.95. Esports Floorball

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

- Team Total.

7.96. Esports Formula 1

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

7.97. Esports Angry Birds

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

7.98. Injustice 2

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

7.99. Pesäpallo

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

7.100. Tekken VII

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

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

7.101. Special Bets

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

7.102. Professional Wrestling

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

7.103. 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.

7.104. 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)

7.105. Seca

1. Seca is a card game, in which 2 opponents take part.
2. The goal of the game is to score more points than the opponent. A deck of 36 cards from sixes to aces is used for the game.
   1. Three cards are dealt to each player. The winner is the player who scores the most points and, if there is a tie – draw.
   2. Value: ace - 11 points, cards from six to ten have a face value, jack, queen and king - 10 points
   3. If three cards of the same rank are drawn, the sum of points is equal to the sum of all cards. Example: a player has a jack of spades and eight spades - that's 18 points. The sum of the points of any card combination that includes two aces is always 22, three aces is always 33 regardless of the suit of the aces. But the combination of ace of spades, ace of clubs and king of spades is 22 points, not 32.

4. Six of clubs is considered a joker and plays with any card (combination) , the joker costs 11 points. Example: there are six clubs, ace of clubs and ace of spades cost 33 points.
5. The strongest combination in the game is three sixes, one of which is six clubs, this combination gives 36 points. The strongest combination in the game is three sixes, one of which is six clubs, this combination gives 36 points.

3. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
4. The following markets are available:
    - win
    - total
    - Individual Total
    - Total Odd, Even
    - Player1/Player2 To Score Total Points (Exact number of points)
    - Total Points Of Any Player(Exact number of points)
    - Each Player To Score (over/under/ yes/no)
    - Player1/Player2 To Get Card/Suit/Rank
    - One Of The Players To Get A Card

7.106. Poker

1. Poker is a card game in which the winner is a player who collected the highest combination. Two participants take part in the game. Poker is played with a deck of 52 cards. Cards ranking: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.
2. Poker hands:
    - A royal flush is not a separate combination, but a special case of a straight flush, the best possible hand and consists of 5 high (ace, king, queen, jack, ten) cards of the same suit, for example: A ♥ K ♥ Q ♥ J ♥ 10.
    - A straight flush is a poker hand containing any five cards of sequential rank, all of the same suit, such as 9♠ 8♠ 7♠ 6♠ 5♠. An ace can rank either high or low. 5♦ 4♦ 3♦ 2♦ A♦ is the lowest straight flush.
    - Four of a kind is a poker hand containing four cards of the same rank. For example, 3♥ 3♦ 3♣ 3♠.
    - A full house is a poker hand containing three cards of one rank and two cards of another rank. For example, 10♥ 10♦ 10♠ 8♣ 8♥.
    - A flush is a poker hand containing five cards all of the same suit. For example, K♠ J♠ 8♠ 4♠ 3♠.
    - A straight is a poker hand containing five cards of sequential rank, not all of the same suit, such as 5♦ 4♥ 3♠ 2♦ A♦. As part of a straight, an ace can rank either above a king or below a two. In this example, A ♦ starts the combination and its value is one, and 5 ♦ is considered the highest card. The lowest straight is from the five to the ace, the highest is from the ace to the ten.
    - Three of a kind is a poker hand containing three cards of the same rank. For example, 7♣ 7♥ 7♠.
    - Two pair is a poker hand containing two cards of the same rank. For example, 8♣ 8♠ 4♥ 4♣.
    - One pair is a poker hand containing two cards of the same rank. For example, 9♥ 9♠.
    - High card is a none of the above combinations, such as A♦ 10♦ 9♠ 5♣ 4♣ (ace-high).
3. A kicker is a card in a poker hand that does not itself take part in determining the rank of the

hand, but that may be used to break ties between hands of the same rank. In the case of equal hands, the player who has the highest kicker takes the pot. It should be borne in mind the following:
    - The kicker in poker is counted only if the hands consist of four or less cards. In poker hands of 5 cards (all types of straights and flushes), it plays no role, and the pot is divided in half;
    - as a kicker, not only one, but more free cards can be used. Their number is determined by the difference between the community cards (there are 5 in poker) and the cards in hand. Thus, a pair can have 3 kickers, a set has 2, two pairs or four of a kind in a poker have 1 kicker.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

IndianPoker

1. IndianPoker is a card game played by two opponents.
2. The goal of the game is to form a stronger card combination than the opponent. The game uses a single deck of 52 cards. The card ranks are: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A.
3. The game proceeds in four stages:
    - At the first stage, both players have no cards.
    - At the second stage, each player is dealt one card.
    - At the third stage, each player is dealt one more card.
    - At the fourth stage, each player is dealt the final third card, after which the winner is determined based on the three-card hand combination.
4. Poker combinations, ranked from highest to lowest:
    - Three of a kind (Trio): all three cards have the same rank, e.g., 3♥ 3♦ 3♣.
    - Straight flush: three cards of the same suit in sequence, e.g., 9♠ 8♠ 7♠. The Ace can act as either low or high (i.e., QKA and A23 are straights, but KA2 is not considered a straight flush). The highest straight flush is A23, then QKA, JQK, 10JQ, and so on down to the lowest 234.
    - Straight: three cards in sequence of any suits, e.g., 5♦ 4♥ 3♠. The Ace can serve as low or high (i.e., QKA and A23 are straights, but KA2 is not a straight). The highest straight is A23, then QKA, JQK, 10JQ, and so forth down to the lowest 234.
    - Flush: three cards of the same suit, e.g., K♠ J♠ 8♠.
    - Pair: two cards of the same rank, e.g., 9♥ 9♠.
    - High card: no other combination, e.g., (called “highest Ace”) T♦ 10♦ 9♠.
5. If both players have combinations of equal rank (except for the special straight cases described above), the winner is determined by the highest card inside the combination.
    - For flushes, if the highest cards are equal, the second highest card is compared, then the third if needed.
    - If both players have pairs of equal rank, the winner is determined by the rank of the card outside the pair.
    - If all cards of both players are pairwise equal in rank, the result is a draw.
6. Available betting options:
    - Victory of player 1 / player 2;
    - Winning trio combination;
    - Victory of player 1 / player 2 with a trio combination;
    - Winning straight flush combination (if both players have straight flush and the result is a draw, the bet is considered a loss);

- Victory of player 1 / player 2 with straight flush combination (if both players have straight flush and the result is a draw, the bet is considered a loss);
- Winning straight combination (if both players have straight and the result is a draw, the bet is considered a loss);
- Victory of player 1 / player 2 with straight combination (if both players have straight and the result is a draw, the bet is considered a loss);
- Winning flush combination (if both players have flush and the result is a draw, the bet is considered a loss);
- Victory of player 1 / player 2 with flush combination (if both players have flush and the result is a draw, the bet is considered a loss);
- Winning pair combination (if both players have pair and the result is a draw, the bet is considered a loss);
- Victory of player 1 / player 2 with pair combination (if both players have pair and the result is a draw, the bet is considered a loss).

7. In case of staff errors or software malfunctions during bet acceptance (such as obvious typos in odds, discrepancies in odds between different positions, etc.) and other reasons confirming the incorrectness of a bet, the bookmaker has the right to declare such bets invalid.
   In the event of software failures, the game may be interrupted, and all unsettled bets will be settled with odds of 1.

7.107. Baccarat

1. 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)

7.108. 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)

7.109. 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.

7.110. 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.

7.111. League Of Legends (ARAM)

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

7.112. League of Legends (Classic mode, PROLIVE)

League of Legends involves the streaming of a multiplayer game.

1. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
2. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
3. The winner of a map/match is declared once one team’s nexus has been destroyed or one of the teams has surrendered.
4. A match shall be deemed abandoned if it lasts less than 16 minutes.
5. A match shall be deemed abandoned if one of the players quits the game before 16 minutes have elapsed.
6. A match shall be deemed abandoned if one of the players becomes inactive in the first 16 minutes of the game and later quits the game altogether.

7. Should one or several players quit the game before its completion, but after 16 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
8. **Classic mode**. A random match is streamed online. Real random players participate.
9. **PROLIVE.** A high-ranked match involving real professional players and high-ranked random players is streamed online.
10. THE FOLLOWING MARKETS ARE AVAILABLE:
    - W1 and W2;
    - Total Frags;
    - Team To Be The First To Destroy Inhibitor;
    - Total Even/Odd.

7.113. King Of Fighters

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

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

King Of Fighters (KOFXV)

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

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

7.114. 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.

7.115. 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.

7.116. 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).

7.117. 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)

7.118. 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.

7.119. 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).

7.120. 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.

7.121. 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.

7.122. 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)

7.123. 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)

7.124. BATTLERITE, WWE BATTLEGROUNDS

BATTLERITE

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

WWE BATTLEGROUNDS

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

- Total Finishing Moves By Types (Over/Under)
- Race To Points

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

7.125. 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)

7.126. 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.

7.127. 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

7.128. 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.

7.129. 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).

7.130. 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).

7.131. 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.

7.132. 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.

7.133. 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).

7.134. 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

7.135. 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.

7.136. 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.

7.137. 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

7.138. 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

7.139. Marble basketball

1. Marble basketball is a stream of a game involving marbles.
2. All bets are settled after the end of the event.
3. The minimum and maximum stakes are determined by the bookmaker for each market individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the company is entitled to declare such bets void.
6. Bets are accepted both pre-match and live. All marble basketball matches are streamed online.
7. **Rules of the game**:
    - Each match consists of four quarters.
    - The teams earn points by getting a marble into a basket.
    - Under each basket is a flag, which displays the number of points scored.
    - Each team’s points total is calculated by adding up all the points they have scored in all four quarters.
    - The team that scores the most points wins.

8. **Rules on scoring a basket:**
    - A basket is awarded if the marble enters the scoring zone.
    - Any disputes regarding the winner of a quarter are resolved by the competition organizer and the final score is displayed on the scoreboard.
9. **The following markets are available and are settled based on the final score in the match:**
    - Winner
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Handicap
    - Total Out Balls (Over/Under)
    - Ind. Total Out Balls (Over/Under)
    - Total Points In Zone (Over/Under)
10. **The following markets are available for individual quarters and are settled based on the score in that quarter:**
    - Winner
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Handicap
    - Total Out Balls (Over/Under)
    - Ind. Total Out Balls (Over/Under)
    - Total Points In Zone (Over/Under)

7.140. 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

7.141. 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

7.142. 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

7.143. 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

7.144. 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)

7.145. 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

7.146. 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

7.147. 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

7.148. 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

7.149. 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

7.150. 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

7.151. 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

7.152. 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

7.153. 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

7.154. 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

7.155. 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

7.156. 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

7.157. Assault Squard

1. Assault Squad involves the streaming of a real-time strategy game. 2 teams (2x2) compete against each other. All bets are settled once an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each event individually.
3. The bookmaker may change the stake limits without prior notice.
4. The team who fully raises their flag (i.e. without this flag being seized by the other team) over a captured object will be deemed to be the winner.
5. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications

that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Bets can be placed on the following markets:
    - W1/W2
    - Total (points scored by both teams)
    - Handicap
    - Total Frags / Total Frags Team 1 / Total Frags Team 2
    - Total Destroyed Technics (amount of military equipment to be destroyed in a game)
    - Initiative To Be Seized, Total (the number of times a flag is captured, i.e. when one team has raised their flag, but another team manages to capture it and raise their own flag).

7.158. 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)

7.159. 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).

7.160. 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)

7.161. 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).

7.162. 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.

7.163. 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)

7.164. 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)

7.165. 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)

7.166. 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.

7.167. 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.

7.168. 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.

7.169. 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

7.170. 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

7.171. 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

7.172. 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

7.173. 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).

7.174. 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 tournamen**t:
        - Individual Total (the number of rounds a player wins in the tournament)
        - Tournament Result (the first player to reach 3 wins in the tournament is deemed to be the winner)
        - Even/Odds
        - Handicap (the difference in the number of rounds won by the first and second player)

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

7.175. 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.

7.176. 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.

7.177. 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.

7.178. SEGA FOOTBALL

1. SEGA Football involves the streaming of a console game. Two teams play football.

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

7.179. 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.

7.180. 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).

7.181. 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.

7.182. 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

7.183. 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

7.184. 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.

7.185. 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.

7.186. 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

7.187. 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.

7.188. 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.

7.189. 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.

7.190. 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.

7.191. 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

7.192. 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

7.193. 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.

7.194. Guilty Gear

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

7.195. Dead Or Alive VI Tournament

1. The Dead Or Alive VI Tournament is a multiplayer fighting game broadcast.

2. The minimum and maximum stakes are determined by the bookmaker for each market individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. All games are streamed online.
6. Bets can be placed on the knockout tournament, including the 3rd place playoff. Every tournament features eight fighters. The winner is the fighter who causes the most damage in the allotted time. Fighters who don't make it past the first round are assigned eighth place. The first four places are won over the course of the tournament.
7. All bets are settled after the end of the corresponding event.
8. Terms:
    - A Flawless Victory is when a fighter receives no damage over the course of a round.
    - A Time Win is awarded to the player that has caused the most damage at the end of the round if both players are still standing.
    - A Break Blow is a powerful blow that uses 100% of the Break Gauge.
    - A Break Hold is a special move that can stop any strike at the cost of 50% of the Break Gauge.
    - Round Duration means the number of seconds which have elapsed since the round started. This number is calculated by deducting the number at which the timer stops from 40 seconds (the standard number on the timer at the start of each round). For example, if the countdown stops at 15, the duration of the round is 40-15=25 seconds.
9. AVAILABLE MARKETS
    - **ON A ROUND:**
        - Win In Round – the bet wins if you correctly guessed the winning fighter in the selected round.
        - Flawless Victory In Round – the bet wins if you correctly guessed there would be a Flawless Victory in the selected round.
        - Win On Time In Round – the bet wins if you correctly guessed there would be a Time Win in the selected round.
        - Fighter To Do A Break Hold – the bet wins if you correctly guessed a selected fighter would perform a Break Hold in the selected round.
        - Any Fighter To Do A Break Hold – the bet wins if you correctly guessed any fighter would perform a Break Hold in the selected round.
        - Fighter To Do A Break Blow – the bet wins if you correctly guessed a selected fighter would perform a Break Blow in the selected round.
        - Any Fighter To Do A Break Blow – the bet wins if you correctly guessed any fighter would perform a Break Blow in the selected round.
        - Round Duration – the bet wins if you correctly guessed the duration of the selected round.
        - Max Series in Round – the bet wins if you correctly guessed the length of the maximum series in the selected round.
    - **ON A TOURNAMENT:**
        - Tournament Standings – the bet wins if you correctly guessed what place the selected fighter would finish in the tournament.
        - Tournament Place Range – the bet wins if you correctly guessed the range of places in which the selected fighter would finish (range up to and including final number).
        - First 2 Places In Order – the bet wins if you correctly guessed which fighter would finish in 1st place and which fighter would finish in 2nd place in the tournament.

- First 2 Places In Any Order – the bet wins if you correctly guessed which fighters would finish in 1st and 2nd places, no matter in what order.
- Shortest Tournament Fight – the bet wins if you correctly guessed the duration of the shortest round of the tournament, includes all tournament fights as well as the 3rd place playoff.
- Longest Tournament Fight – the bet wins if you correctly guessed the duration of the longest round of the tournament, includes all tournament fights as well as the 3rd place playoff.
- Character's Shortest Fight – the bet wins if you correctly guessed the duration of a selected character's shortest round in the tournament, includes all rounds in which the character participates.
- Character's Longest Fight – the bet wins if you correctly guessed the duration of a selected character's longest round in the tournament, includes all rounds in which the character participates.
- Total Flawless Victories In Tournament – the bet wins if you correctly guessed how many Flawless Victories there would be in the tournament, includes all tournament rounds as well as the 3rd place playoff.
- Character's Total Flawless Victories – the bet wins if you correctly guessed how many Flawless Victories a selected character would have in the tournament, includes all rounds in which the character participates.
- Tournament Max Series – the bet wins if you correctly guessed the maximum series in the tournament, includes all tournament rounds as well as the 3rd place playoff.
- Character's Max Series – the bet wins if you correctly guessed a selected character's maximum series in the tournament, includes all rounds in which the character participates.
- Total Break Blows In Tournament – the bet wins if you correctly guessed how many Break Blows there would be in the tournament, includes all tournament rounds as well as the 3rd place playoff. All Break Blows in all rounds count no matter which character performed them.
- Character's Total Break Blows – the bet wins if you correctly guessed how many Break Blows a selected character would perform in the tournament, includes all rounds in which the character participates. Only Break Blows performed by the selected character count.
- Total Break Holds In Tournament – the bet wins if you correctly guessed how many Break Holds there would be in the tournament, includes all tournament rounds as well as the 3rd place playoff. All Break Holds in all rounds count no matter which character performed them.
- Character's Total Break Holds – the bet wins if you correctly guessed how many Break Holds a selected character would perform in the tournament, includes all rounds in which the character participates. Only Break Holds performed by the selected character count.
- Total Fight Time In Tournament – the bet wins if you correctly guessed the total duration of all the rounds in the tournament, includes the 3rd place playoff.
- Character's Total Fight Time – the bet wins if you correctly guessed the total duration of all the rounds of a selected character, includes all rounds in which the character participates.

7.196. Pickleball

1. A match consists of three sets and is played to two wins.

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

7.197. Killer Joker

1. The deck contains 36 cards (from 6 to A) and 2 jokers (black and red).
    - Player 1 is assigned the black suit cards (clubs & spades)
    - Player 2 is assigned the red suit cards (hearts & diamonds)
    - Cards are drawn from the deck until one of the jokers appears. The player with the most cards wins (the game can end in a draw).
2. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded (settled at odds of 1.00).
3. The following markets are available:
    - Win
    - Total
    - Total Cards
    - Equal Points

7.198. SETTE E MEZZO

1. The game uses a deck of 40 cards in four suits. At the start of the game, two cards are dealt: one to the player (face up) and one to the dealer (face down). The player must then decide whether or not to draw more cards. The dealer picks up cards after the player. The player must score more points than the dealer, without exceeding 7.5 points.
   If both player and dealer score the same number of points and the player does not pick up a winning card combination (see card combinations), the dealer wins.
   If both player and dealer score 7.5 points, whoever has the highest ranking combination wins.
   If the player scores 8 or more points with any number of cards, he/she is bust and therefore loses. If the dealer but not the player is bust, the player wins. The King of diamonds takes on the value of the most beneficial card in a hand.
    - Ranking in a 40-card deck: 2, 3, 4, 5, 6, 7, J, Q, K, A.
    - Value of cards according to their ranking: 2; 3; 4; 5; 6; 7; 0.5; 0.5; 0.5; 1.
    - Card combination ranking:
        - Sette e Mezzo Classic: 7.5 points with more than two cards.
        - Sette e Mezzo Reale: 7.5 points with two cards, one of which is a seven and the other a picture card (K, Q, J).
        - Sette et Mezzo Realissimo – 7.5 points with two cards, one of which is the king of diamonds.
        - Sette e Mezzo Doppio 7: two sevens (this card combination is worth 7.5 points).

2. In the event of staff or software error during acceptance of bets (obvious misprints in odds, mismatch of odds in different positions etc) or other arguments confirming incorrectness of bet, the betting company may declare these bets void. In the event of software failure, the game may be interrupted and all unsettled bets refunded.
3. The following markets are available::
    - Win;
    - Total;
    - Bust;
    - Total cards;
    - Card combination.

Royal Sette e Mezzo

1. This game uses a 40-card deck with four suits.
   At the start of a game, the player and dealer draw one card each. Next, the player draws cards until they decide to stay or go bust (exceed 7.5 points). If the player has a Royal Sette e Mezzo, they win (the dealer won't draw any cards). Once the player has drawn their cards, the dealer begins to draw. They must draw cards if they have fewer than 5 points or if the player has 7.5 points, and they must draw another card if their first card is the King of Spades. The dealer stays if they go bust. The dealer will also stay if they have 5 or more points, and the player has fewer than 7.5. Whoever goes bust loses. If both the player and the dealer have the same number of points, the game will end in a draw, provided that neither of them have a Royal Sette e Mezzo (the strongest hand in the game, which wins even if both the dealer and the player have the same number of points), and the scores are not 5-5 (dealer wins). In all other cases, the winner is the one with the most points.
   The King of Spades is the most valuable card (for example, a King of Spades and an Ace are 7 points, but a King of Spades plus an Ace and a Jack are 7.5 points).
    - Ranking in a deck of 40 cards: 2, 3, 4, 5, 6, 7, J, Q, K, A
    - Value of cards according to their rank: 2, 3, 4, 5, 6, 7, 0.5, 0.5, 0.5, 1
2. A Royal Sette e Mezzo – 7.5 points with two cards, one of which is the King of Spades (e.g., a King of Spades and a 7, or a King of Spades and a Jack).
3. Partita Perfetta – when both the player and the dealer draw their first card and have the same value. There are three possible variations of this combination:
    - two-of-a-kind - A to 6 (e.g., both player and dealer draw an Ace, or both draw a 6, etc.)
    - two-of-a-kind - picture card (e.g., both player and dealer draw a Jack. Aces do not count as picture cards)
    - two-of-a-kind - 7 (both player and dealer draw a seven)
4. Mano di Poker – a poker combination of the first two cards drawn by the player and the first card drawn by the dealer. There are five possible variations of this combination:
    - straight – all possible combinations: 234, 345, 456, 567, JQK, QKA
    - flush – all three cards are from the same suit
    - three-of-a-kind – all three cards are of the same value (e.g. 333, JJJ)
    - straight flush
    - royal flush – QKA from one suit
5. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
6. The following bet types are available:

- Win
- Total
- Bust
- Total Cards
- Card Combination

7.199. BIGRUMBLEBOXING. CREED CHAMPIONSHIP

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

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

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

down twice and Player 2 was also knocked down twice, (25,81) are the times of the first and last knockdowns in the round.

- Round 3: (90) (2) (2-1) (34,83) - (90) is the time the first round ended, (2) means that Player 2 won the round, (2-1) means that Player 1 was knocked down twice and Player 2 was knocked down once, (34,83) are the times of the first and last knockdowns in the round.
- Round 4: (90) (1) (1-2) (35,67) - (90) is the time the first round ended, (1) means that Player 1 won the round, (1-2) means that Player 1 was knocked down once and Player 2 was knocked down twice, (35,67) are the times of the first and last knockdowns in the round.
- Round 5: (90) (2) (2-0) (39,65) - (90) is the time the first round ended, (2) means that Player 2 won the round, (2-0) means that Player 1 was knocked down twice and Player 2 was not knocked down, (39,65) are the times of the first and last knockdowns in the round.
- Round 6: (90) (1) (1-2) (33,88) - (90) is the time the round ended, (1) means that Player 1 won the round, (1-2) means that Player 1 was knocked down once and Player 2 was knocked down twice, (33,88) are the times of the first and last knockdowns in the round.
- Round 7: (90) (2) (2-0) (34,62) - (90) is the time the round ended, (2) means that Player 2 won the round, (2-0) means that Player 1 was knocked down twice and Player 2 was not knocked down, (34,62) are the times of the first and last knockdowns in the round.
- Round 8: (90) (1) (1-2) (32,81) - (90) is the time the round ended, (1) means that Player 1 won the round, (1-2) means that Player 1 was knocked down once and Player 2 was knocked down twice, (32,81) are the times of the first and last knockdowns in the round.
  In the event that a bet was placed on a round that does not take place (if the score is 4-3 and a bet is placed on round 9, and the fight ends with a score of 5-3 and 8 rounds played in total), the bet will be refunded.

7.200. FRISBEE

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

7.201. Crystal

1. The game consists of two rounds. At the start of each round, the crystals fall down from the top of the 7x7 game screen.
   If any winning combinations are formed, i.e. if 5 or more of the same color crystal land adjacent to one another horizontally and/or vertically, that drop is registered as a win and the round continues. The winning crystals are removed from the game screen and the empty spaces are filled by more crystals which fall from the top.
2. The round ends when no winning combinations of crystals are formed. There are 6 different crystal colors. Player 1 earns points for combinations of red, orange, and yellow crystals. Player 2 earns points for combinations of light blue, dark blue, and purple crystals. As well as crystals, the game features a special element - the Wild symbol (appears as a coin) - which can serve as any color crystal to make up a winning combination. Points for winning combinations are credited based on the following formula: number of elements in the combination * odds. The winner is the player who earns the most points at the end of the two rounds. If both players have the same number of points, the result is a draw.
3. Odds:

    - red crystals: 5 - 1.00, 6 - 1.00, 7 - 1.00, 8 - 1.00, 9+ - 1.00
    - orange crystals: 5 - 1.00, 6 - 3.00, 7 - 3.00, 8 - 3.00, 9+ - 5.00
    - yellow crystals: 5 - 2.00, 6 - 3.00, 7 - 4.00, 8 - 5.00, 9+ - 6.00
    - light blue crystals: 5 - 1.00, 6 - 1.00, 7 - 1.00, 8 - 2.00, 9+ - 3.00
    - dark blue crystals: 5 - 1.00, 6 - 2.00, 7 - 3.00, 8 - 4.00, 9+ - 5.00
    - purple crystals: 5 - 2.00, 6 - 2.00, 7 - 3.00, 8 - 3.00, 9+ - 10.00
4. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
5. The following bet types are available:
    - Winner
    - Double chance
    - Total
    - Handicap
    - Exact number of points
    - Exact total number of elements in the combination with the most crystals (if there are no winning combinations, a bet on this market loses)
    - Exact total winning drops
    - Total winning drops
    - Exact total combinations
    - Total combinations

7.202. ShortStrike Tournament

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

7.203. HyperBrawl

HyperBrawl is a stream of a multiplayer boxing simulator game.

1. All bets are settled after the end of the event.

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

7.204. Subsoccer

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

7.205. Super Soccer Blast. World cup

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

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

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

7.206. Higher vs Lower

1. Two players play against each other. A game consists of three rounds. At the start of the game (in the pre-match) three numbers of player 2 (between 1 and 99) will appear on the screen at random.
    - At the start of each round, a random number of player 1 (between 0 and 99 inclusive) will appear on the screen.
    - The winner of the round is the player whose number is higher. They are given 1 point (if a draw occurs, no point is awarded to anyone).
    - The winner of the game is the player who scored the most points (if the number of points is equal, a draw is declared).
2. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. **The following markets are available:**
    - **on the whole game:**
        - Win
        - Correct Score
        - Round Winner
    - **on a round:**
        - Win
        - Individual Total 1 Even/Odd

7.207. Gigabash

1. Gigabash is a multiplayer arena brawler with gigantic Japanese-film inspired kaiju monsters.
2. The game consists of 5 rounds, with 4 kaiju monsters going head to head in each round.
    - The winner of the round receives 3 points, the participant in second place receives 2 points and the participant in third place receives 1 point. The participant who loses first doesn’t receive any points.
    - The kaiju monster that collects the most points wins the game. If two or more kaiju monsters collect the same number of points at the end of the game, the tournament is considered to have no winner.
    - Several kaiju monsters can finish in the same place if they’ve collected the same number of points. The subsequent places of participants are then determined in descending order.
3. All bets are settled after the end of the event.
4. The maximum stake is determined by the bookmaker separately for each market.
5. The bookmaker may change the stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed

in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
8. Available markets:
    - On a round:
    - Fighter To Win Round
    - On a tournament:
    - To Win Tournament
    - To Place 2nd, 3rd, 4th In Tournament
    - Individual Totals (based on the points earned)

7.208. Need for speed

1. NFS Sprint is a live-streamed racing game with four players participating in each race.
2. The maximum stake is determined by the bookmaker separately for each market. The bookmaker may change the stake limits without prior notice.
3. The winner of the race is the first player to cross the finish line.
4. Only bets on players who finish the race will count. If, for any reason, a player doesn't finish (they fail to finish within 30 seconds of the first player crossing the line), then bets on this player will lose.
5. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Available markets:
    - Finishing Position
    - Challenge Time*
    - Number Of Finishers**
    - Finishing Order
    - To Finish Last**
    - In Top 2
    - In Top 3

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

7.209. Tape To Tape

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

8. Available markets:
    - Win
    - Double chance
    - Handicap
    - Total (over, under)
    - Team total (over, under)
    - Total even/odd

7.210. Power of Power

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

7.211. Mortal Kombat 1

1. Mortal Kombat 1 is a streamed multiplayer game.
2. Bets are accepted on fights between two opponents. Each match is played up to 5 wins, with a maximum of 9 rounds played in total.
3. All bets are settled after the end of the event.
4. The winner is the fighter who kills their opponent.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.

7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
9. Available markets:
    - On a round:
        - Win In Round
        - Flawless Victory In Round
        - Finisher Type In Round (fatality, brutality, or no finisher)
        - Round Duration*
        - Fatal Blow** In Round
        - Kameo Fighter To Participate***
        - Kameo Fighter To Execute Finisher***
    - On a fight:
        - Win In Match
        - Total Rounds
        - Individual Total Rounds
        - Total Finishers Only rounds that end with a Fatality or Brutality are counted.
        - Total Fatal Blows**
        - Total Finishers Executed By Kameo Fighters*** Only rounds that end with a Fatality or Brutality are counted.

* Round Duration is the number of seconds that have elapsed since the start of the round, which is obtained by subtracting the final number of seconds left on the timer from 90 seconds (the standard timer setting at the start of a round).

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

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

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

7.212. Roller Champions

1. Roller Champions is a streamed multiplayer game.
2. Matches are contested between teams of three.
3. The winner is the first team to score 5 or more points. The maximum match duration is 10 minutes (7 minutes regular time and 3 minutes extra time). If at the end of regular time neither team has scored 5 points and one team is in the lead, the match will continue as long as the team which is behind has the ball. If regular time ends and the score is even, the match

continues until one of the teams takes the lead, or until extra time is over.
4. All bets are settled after the end of the event.
5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only live bets are accepted. All games are streamed online.
9. Available markets:
    - Player 1 To Win / Draw / Player 2 To Win
    - Outcome At Regular Time (Player 1 To Win / Draw / Player 2 To Win)
    - Match To End At Regular Time / To Go To Extra Time
    - Match Duration
    - Total
    - Individual Total
    - Total Even/Odd
    - Handicap bets on both teams

7.213. Phygital Football

1. Game rules
    - Each team participating in the tournament has 5 players.
    - Each match consists of two stages
2. Digital stage (football sim)
    - Matches feature the teams' e-athletes.
    - Matches take place in Volta Mini-Football mode.
    - Virtual matches are played in a 6-minute half, featuring phygital athletes from the teams.
    - The break between stages is 3 minutes long
3. Physical stage (five-a-side football)
    - The teams go to the football pitch and play five-a-side matches (or three-a-side, depending on the chosen tournament type).
    - (this means that depending on the chosen tournament type, teams of three or five players play).
    - The players play a 14-minute half.
4. Scoring
    - The goals in the two stages are added together.
    - The winner is determined based on the number of goals scored in both the digital and physical stages.
    - If the match ends in a draw, the winner is determined by a penalty shootout.

7.214. Undisputed

1. Undisputed refers to the streaming of simulated boxing matches.
2. Bets are accepted on fights between two opponents. Each fight lasts for six rounds or until one of the two opponents can no longer continue (knockout).
3. All bets are settled after the end of the event.
4. The winner is considered to be the fighter that knocks their opponent out. If both fighters are still on their feet after 6 rounds, the judges will pick a winner.

5. The maximum stake is determined by the bookmaker for each market individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on the fighters are only accepted in LIVE mode. All games are streamed online.
9. Available markets:
    - W1/X/W2
    - Will There Be A KO (Yes / No)
    - Will There Be A Knockdown In The Round (Yes / No)
    - Total Knockdowns
    - Total Rounds

7.215. Overwatch

1. Overwatch involves the streaming of the multiplayer game “Overwatch 2”.
2. The Team Deathmatch tournament is a streamed contest between two teams consisting of three rounds. To win a round, a team must earn 10 points*. The overall winner is decided over three rounds.
3. The maximum stake is determined by the bookmaker for each market individually.
4. The bookmaker may change the stake limits without prior notice.
5. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Only live bets are accepted. All games are streamed online.
7. Available markets:
    - Match:
        - W1/W2
        - Total Kills 1/Total Kills 2
        - Handicap 1/Handicap 2
        - Total Kills
        - Total Even/Odd
    - Round:
        - W1/W2
        - Total Kills 1/Total Kills 2
        - Handicap 1/Handicap 2
        - Round Duration
        - Total Kills
        - Total Even/Odd

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

7.216. Roulette

American Roulette

1. Each game consists of five rounds. In a round, a roulette wheel with red and black numbers from 1 to 36, as well as 0 (Zero) and 00 (Double Zero) is spun.
   A single roulette wheel has a total of 38 numbers. If the wheel stops on a red number, the first player will get the point, and if it stops on a black number, the second player will get the point. If the number is neither red nor black, nobody will receive a point (draw in round).
   The winner is whoever gets the most points, and if both players have the same number of points, the round will end in a draw.
2. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
3. The following bet types are available:

- On the whole game:
  - Winner
  - Total Draws
  - Correct Score
- On a round:
  - Sector The Arrow Will Point To (number)
  - Sector The Arrow Will Point To (value)
  - Sector The Arrow Will Point To (even/odd)
  - Sector The Arrow Will Point To (color)
  - Sector The Arrow Will Point To (color + even/odd)
  - Interval Of Sectors The Arrow Will Point To
  - Row Of Sectors The Arrow Will Point To
- If the arrow points to Zero (0), all bets will be settled as losses, except those placed on Zero.

European Roulette

1. Each game consists of several rounds. In a round, a roulette wheel with red and black numbers from 1 to 36, as well as 0 (Zero), is spun.
   A single roulette wheel has a total of 37 numbers. If the wheel stops on a red number, the first player will get the point, and if it stops on a black number, the second player will get the point. If the number is neither red nor black, nobody will receive a point.
   The game continues until one of the players scores 3 points (at which point that player wins).
2. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
3. The following bet types are available:

- On the whole game:
  - Winner
  - Total Draws
  - Correct Score
- On a round:
  - Sector The Arrow Will Point To (number)
  - Sector The Arrow Will Point To (value)

    - Sector The Arrow Will Point To (even/odd)
    - Sector The Arrow Will Point To (color)
    - Sector The Arrow Will Point To (color + even/odd)
    - Interval Of Sectors The Arrow Will Point To
    - Row Of Sectors The Arrow Will Point To
- If the arrow points to Zero (0), all bets will be settled as losses, except those placed on Zero.

7.217. Poker dice

1. Poker dice is a game for two players.
2. The aim of the game is to roll a higher ranking hand than your opponent. In this game, 10 six-sided dice are used with the numbers 1 to 6 on the faces of each one.
3. The game is played in three rounds. In the first round, the players throw three dice each. In the second round, they throw another dice each. In the third round, they each throw a final dice (each player will have thrown five dice). The winner is decided based on each hand thrown with the dice.
4. Poker hands listed in order from highest to lowest rank:
    - Five of a Kind: all five dice are of the same value, for example: 44444
    - Four of a Kind: four dice are of the same value, one dice is of another value, for example: 26222
    - Full House: three dice are of the same value, two are of another value, for example: 11313
    - Straight: five dice are of consecutive values (from 1 to 5 or from 2 to 6), for example: 36425
    - Three of a Kind: three dice are of one value, two dice are each of other different values, for example: 63266
    - Two Pair: two dice are of the same value, two dice are of another value, one dice is of another different value, for example: 52151
    - Pair: two dice are of the same value, the remaining three dice each are of other different values, for example: 15312
5. If the two players have hands of equal ranking, then the winner is the player with the higher value combination in their hand (in the case of a Full House, the value of the Three of a Kind in the hand will be considered first).
    - If these values are equal, then the next highest value in each player's hand will be considered.
    - If both players have the same hand in which the values are all the same (or if neither of the players have a hand), then the player with the higher value not included in their hand is the winner.
    - If all the players' dice have the exact same values when compared, then the result is a tie.
6. Available bet types:
    - Player 1 to Win / Player 2 to Win / Draw
    - Winning Hand - Pair (if both players have a Pair and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Pair (if both players have a Pair and the result is a tie, then the bet is settled as lost)
    - Winning Hand - Two Pair (if both players have a Two Pair and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Two Pair (if both players have a Two Pair and the result is a tie, then the bet is settled as a loss)

    - Winning Hand - Three of a Kind (if both players have a Three of a Kind and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Three of a Kind (if both players have a Three of a Kind and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Straight (if both players have a Straight and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Straight (if both players have a Straight and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Full House (if both players have a Full House and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Full House (if both players have a Full House and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Four of a Kind (if both players have a Four of a Kind and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Four of a Kind (if both players have a Four of a Kind and the result is a tie, then the bet is settled as a loss)
    - Winning Hand - Five of a Kind (if both players have Five of a Kind and the result is a tie, then the bet is settled as a loss)
    - Player 1 / Player 2 to Win With a Five of a Kind (if both players have a Five of a Kind and the result is a tie, then the bet is settled as a loss)
7. In case of staff errors or software malfunctions during the acceptance of bets (obvious typos in odds, discrepancies in odds across different positions, etc.) and other reasons confirming the incorrectness of a bet, the bookmaker has the right to declare these bets invalid. In the event of software failures, the game may be interrupted, and all unsettled bets will be settled at odds of 1.

7.218. World of Warcraft

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

        - Will an opponent of a certain race appear in any of the rounds
        - Total opponents of a certain faction drawn
        - Total wins of a certain faction
        - Total defeats of a certain faction
    - **on the next round:**
        - Player to win / lose round
        - Will a certain arena appear in the round
        - Will a certain faction win the round
        - Opponent faction in round

7.219. Gold Rush

1. This game involves two participants. The first player to reach the finish line (the gold) will win. Before the game begins, each player is given a randomly determined route (map). The route is shown as cells on the game screen, which represent steps, with some cells speeding players up, and others slowing them down. If a player lands on a speed-up cell, they'll take extra steps forward. If a player lands on a slow-down cell, they'll take extra steps backwards.
   The number of additional steps is shown on the cell itself. Cells that speed players up or slow them down only activate once per game, meaning that if a player lands on that cell again, then nothing will happen.
   The first player to move is given a handicap to negate their advantage from going first. A move involves throwing a 6-sided die, and then making a number of steps on their map equal to the result of the throw of the die.
2. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
3. The following bet types are available:
    - Total moves by the winner
    - What step the losing player will end on
    - A player to land on a speed-up cell
    - A player to land on a slow-down cell.
        - Total moves by a player — how many times they threw the die
        - What step the losing player will end on — how many steps away from the start the losing player will finish the game on

7.220. Fast Bowling

1. Each game is played to 11 points.
2. Each game is made up of frames. In each frame, bowlers throw a ball at a full set of pins, each player in their own lane.
3. A full set is made up of 10 pins (five red and five white. In each frame, the pins are arranged randomly).
4. The bowler who knocks down the most pins in a frame gets 1 point. Red and white pins have the same value.
5. In the event that more than one bowler knocks down the same number of pins, both bowlers will receive 1 point.

6. If a bowler steps over the line while throwing the ball, they will have to throw again until they make a throw without a foul, and only then will the result of the throw count.
7. If the score reaches 10:10, the bowlers keep taking turns until one bowler gains a two-point lead.
8. If a frame reaches a tie with a score of 9:10 or 10:9 and the score then becomes 10:11 or 11:10, the game will continue until a gap of 2 points is reached in the score (as one of the bowlers already has a 1-point lead).

7.221. CardsCricket

1. Two opponents take part in the game. Player 1 is the red-suited cards, Player 2 is the black-suited cards.
    - The cards are from 2 to Ace. Therefore, each player has 26 cards.
    - Each team completes 1 over each. An over consists of 6 balls.
    - The first to score points is the red team (i.e the red cards are the batsmen, and the black cards are the bowler). Then, conversely, black scores points. If a wicket is taken, then the inning ends.
    - The second team stops scoring points if they get more points than the first team. The team with the most points wins. It is a draw if the points are equal.
    - During a turn, a card is drawn from both the batsman's and bowler's card pool. If the cards have the same value, it means a wicket is taken. If a wicket is taken, the batsman scores points according to the value of their card.
    - Card values:
        - 2 to 4 - 0 points
        - 5 to 8 - 1 point
        - 9 to 10 - 2 points
        - Jack - 3 points
        - Queen or King - 4 points
        - Ace - 6 points
2. The drawn cards go into a discard pile (a card cannot be played twice). Bowling example (batsman's card / bowler's card): 4 / 5 - 0 points, Jack / Ace - 3 points, Ace / Ace - wicket.
3. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted.
4. Available bet types:
    - Win
    - Total
    - Individual Total
    - Handicap
    - Team, Will Take a Wicket
    - Exact Total Wickets
    - Team, Ball, Total Points
    - Team, Ball, Exact Total Points
5. If a team doesn't complete a ball on which a bet has been placed, then that bet is refunded.

7.222. Card Basketball

1. Two opponents take part in the game. Player 1 is the red-suited cards, Player 2 is the black-suited cards. The cards are from 2 to Ace. Therefore, each player has 26 cards. Each game consists of 4 quarters, like in traditional basketball. No overtime is played. The winner is whoever gets the most points, and if both players have the same number of points, the round will end in a draw.
2. Opponent’s game logic in a quarter:
    - three cards are dealt from the player's card pool - the first card is a 1-pointer (penalty); the second card is a 2-pointer; and the third card is a 3-pointer
    - for the 1-pointer to be successful, the card’s value must be at least 6 (>= 6); for the 2-pointer to be successful, the card’s value must be at least 8; and for the 3-pointer to be successful, the card’s value must be at least 10
    - once a quarter has been played, the cards are removed from play, i.e. there are 3 fewer cards in the pool
        - example turn: A/5/10 - the 1-pointer is successful, the 2-pointer misses, and the 3-pointer is successful - total: 4 points
    - the maximum score in a quarter is 6 points, e.g.: 6/8/10, Q/K/A - the total here is 6 points.
3. In the event that members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.), or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void. In the event of software errors, the game may be interrupted, in which case any unsettled bets will be refunded.
4. Bets can be placed on the game not including overtime: on the whole game, on a specific quarter, or on a specific half.
   Some available bets are:
    - Win
    - Double chance
    - Handicap
    - Total
    - Individual Total
    - Total Even
    - Individual Total Even
    - Winner and Total
    - Correct Score
    - Team To Win All Quarters
    - Team To Win Both Halves
    - Team To Win The First Half And The Match
    - Team To Win The First Quarter And The Match
    - Each Team Will Score Under/Over
    - Exact Total

7.223. Cuphead

1. A live stream of the run-and-gun platformer video game.
2. All bets are settled after the end of the event.
3. Bets are accepted on the battle between the player and the boss. Each match is played until 1 side has achieved 3 victories, with a maximum of 5 rounds played in total. During the round, the player can change their weapons, skills (number of lives), and avatar.
4. The minimum and maximum stakes are determined by the betting company for each event

individually.
5. The bookmaker may change the stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Both pre-match and live bets are accepted on matches.
8. The following markets are available:
    - on the whole match:
        - Player/Boss To Win
        - Total
        - Individual Player/Boss Total
        - Overall Duration of a Player's Winning Rounds*
    - on the next round:
        - Player/Boss To Win in Round
        - Player's Total Lives Left (if the player is defeated in the round, all bets are settled as a loss)
        - Stage Reached by Boss in Round (if the boss is defeated in the round, all bets are settled as a loss)
        - Round Duration (if the player is defeated in the round, all bets are settled as a loss)

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

7.224. Esports Quidditch

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

7.225. Hellish Quart

1. Hellish Quart is a streamed multiplayer game.
2. The Crown Tournament is a streamed battle between two fighters.
3. All bets are settled after the end of the event.
4. The maximum stake is determined by the bookmaker for each market individually.
5. The bookmaker may change the stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be any other indications of bets having been accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are only accepted live. All games are streamed online.
8. Rules of the game:
    - A fighter is awarded one point for each win in a round.
    - If a round ends in a draw, neither fighter is awarded any points.
    - The first fighter to win 2 or 3 rounds is the winner of the match.
9. The following markets on the entire match are available (settled once the final score of the match is determined):
    - Win
    - Total (Over/Under)
    - Ind. Total (Over/Under)
    - Total Rounds (Over/Under)
    - Draw In One Of The Rounds (Yes/No)
    - Number of rounds to win (2 or 3, depending on whether the type of fight requires two rounds to be won or three)
10. The following markets on rounds are available (settled once the score of the relevant round is determined):
    - Win In Round

7.226. Fatal Fury

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

- On a round:
    - Win In Round
    - Perfect Victory* In Round
    - Win On Time** In Round

    - Round Duration***
- On a fight:
    - Win In Match
    - Total Rounds
    - Individual Total Rounds
    - Correct Score In Match
    - * A Perfect Victory in a round is when the winning player’s fighter received no damage or was able to fully restore their health.
    - ** A Win On Time in a round is when a player is declared the winner after the 60 seconds allotted for the round have elapsed. In this case, it is the fighter with the most hit points that wins.
    - *** Round Duration is the number of seconds that have elapsed since the start of the round, and is obtained by subtracting the final number of seconds left on the timer from 60 seconds (the standard timer setting at the start of a round). For example, if the round ends with 14 seconds on the timer, the duration of the round is 60 – 14 = 46 seconds.

7.227. Looney Tunes

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

7.228. Rematch. Cyber League

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

7.229. Mega Baseball

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

    - Team Handicap
    - Total (Over/Under)
    - Ind. Total (Over/Under)
11. The following markets are available for the 1st-3rd inning and are settled based on the score after 3 innings:
    - Winner

7.230. Tekken 8

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

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

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

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

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

8. Available Markets (Outcomes)

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

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

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

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

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

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

45. 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.
46. No live bets may be edited or deleted.
47. 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. **Handicap**. As well as handicaps in the main markets, the bookmaker offers bets on which team will win with a different handicap. For example, if the final score is 2:1 (regular time): The bet “Handicap [0:1] W2” loses, because after the handicap has been applied, the score becomes 2:2. The bet “Handicap [0:1] X” wins, because after the handicap has been applied, the score becomes 2:2. The bet “Handicap [1:0] W1” wins, because after the handicap has been applied, the score becomes 3:1.
17. **Teams, Match-Ups.** The Customer should predict which of the named teams will score more goals or earn more points.
18. **Player Total (Individual Total) (basketball, volleyball).** The Customer should predict a

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

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

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

10. Examples

10.1. Single bet example

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

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

10.2. Accumulator bet example

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

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

10.3. System bet example

SYSTEM 3/6 (3 WINNING SELECTIONS)

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

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

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

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

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

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

10.4. Asian handicap single bet

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

Asian handicap SINGLE BET example

event	handicap
Villarreal CF	+0.75
Real Madrid	-0.75

In this example, the total stake will be €100.

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

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

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

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

10.5. Asian handicap bet as part of accumulator bet

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

10.6. Asian total bet

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

ASIAN TOTAL BET EXAMPLE

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

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

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

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

10.7. Chain bet example

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

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

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

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

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

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

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

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

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

12. Casino

1. The industry of gambling, betting, and eGaming is an area where a variety of special words and terms are used. If the Customer has any doubts regarding the meaning of a particular term, they should refrain from placing bets in the games that apply this term.
   Hence, the Customer should make bets only when he/she clearly understands what each word means exactly. The Bookmaker explicitly disclaims any responsibility for situations when the Customer misunderstands the meaning of words used in games they play.
2. Before proceeding with any game, the Customer is strongly advised to read and carefully examine its rules to the fullest extent possible.
3. The Customer participating in a tournament, live table game or game of any kind on the platform, acknowledges that they fully understand, accept and agree to comply with the Terms & Conditions (hereinafter referred to as “T&C”) of each respective tournament, live table game or game of any kind.
4. The Customer is not allowed to enter into collusion with other Customers. Whether it is a direct or indirect collusion scheme, any action of this kind is strictly prohibited. This statement is valid concerning any games made available by the Bookmaker, both now and in the future, without any exceptions.
5. If the Customer is intending to start playing and place bets, he/she is obliged to examine whether it is legal to take part in gambling activities in their jurisdiction. They are also obliged to clarify whether it is legal to use the required software to join any game made available by the Bookmaker. Thus, the Customer must first dispel any possible doubts that his/her actions may be violating any applicable laws, norms, and regulations in their respective jurisdictions.
6. All winnings exceeding €10,000 are viewed and processed as Big Wins. In accordance with this policy, such winnings are to be approved and confirmed by the Bookmaker’s partners before they can be added to the Customer's account and withdrawn.
7. Any bet is treated as an accepted one only after it is registered by the Bookmaker’s server. Corresponding online confirmations are also needed. After that, registered bets can be neither canceled nor changed.
8. The Customer's stakes can never exceed their account balances. Once the bets have been registered, those stakes will be debited from the Customer's account. As for winning, these finds will be credited to the Customer's account after the bets have been properly settled in compliance with these T&C.
9. The Bookmaker explicitly rejects any complaints or disputes related to any facts or events concerning bets made more than 10 (ten) days prior.
10. If the Customer wants to submit a complaint related to the way the Bookmaker's service functions, he/she must immediately contact the Customer Support Service. If such a complaint is found to be valid, it will then be submitted for further consideration to the Bookmaker’s responsible department so that the final decision can be made.
11. Fairness & RNG Testing Methods
    All online products and other offerings made available by the Bookmaker are licensed from Curaçao eGaming. It means that thorough testing and QA rounds - together with comprehensive verification - are always run and successfully accomplished before products go live onto the eGaming platform.
    Using the platform, means that the Customer confirms that he/she is fully informed that independent third-party testing organizations carry out external compliance QA and testing rounds to ensure accurate functionalities, proper display, and flawless processing of transactions, together with the strictest adherence to the legally applicable and mandatory rules and math.
    The Return to Player (RTP) rates mean a theoretical calculation of the expected percentage

concerning the wagers that a specific game will return to the Customer after a reasonable amount of gaming rounds and/or spins. That is to say, while the gameplay and outcomes can never be predicted or foreseen - and the Customer can both win or lose large amounts of money - the average return of any game will universally be reflected by its theoretical RTP indicator. An RTP indicator is calculated either via theoretical calculations or on the basis of virtual approaches fitting the method of the particular type of game. By playing any game, the Customer explicitly agrees to that.

12. The Customer taking part in the Bookmaker's games and bets realizes and agrees that the result of such activities is determined by a random number generator only. As an outcome, the Customer is ready to accept any result of this kind. In addition, the Customer accepts the fact that, in the unlikely event of discrepancies between the results displayed on the screen and the results recorded by the server, the game server will take precedence. Thus, the Customer agrees that the tech records kept by the server will be the ultimate source to determine any conditions, circumstances, and game results.
13. The Customer can get in touch and communicate with the Customer Support Service. The Customer can discuss any questions he/she might have via both an Live chat or email at support@spinbetter.com.

12.1. Promotions

BONUSES

1. Any bonus is viewed and treated as a special deal between the Bookmaker and the Customer. Under this deal, the Bookmaker provides the Customer with certain funds to be used for playing and placing bets. At the same time, the Customer assumes full responsibility to meet the wagering requirements before he/she can request to withdraw his/her respective funds.
2. The Bookmaker's bonuses might imply special T&C. That is why the Company urges the Customer to read the T&C carefully, in order to stay informed to the fullest extent possible and prevent any misunderstandings.
3. Bonuses can be used exclusively by a single individual Customer, via a single unique device, at a single IP address, and via the same single Internet browser.
4. Any individual account is permitted to have only one single activated bonus at a time. Deposit-specific bonuses are not of the cumulative type. Hence, they can only be used in the order of precedence, i.e. one after another. That is to say, the Customer's next bonus becomes available only after his/her preceding bonus is already revoked or, alternatively, redeemed.
5. Bonuses provided by the Bookmaker are exclusively available only to the Customer who has already entered all the required personal data via his/her Account. The Customer's telephone phone number must be activated as well. The Customer is also required to agree to the T&C of the bonus program during the registration process. The minimum amount of the Customer’s deposit needed to take part in the bonus program is contingent on a particular bonus.
6. As for the Customer's bonus amount, it is placed into his/her Bonus Balance. It means that the bonus amount will be separated from the Cash Balance.
7. Both the Customer's bonus and winnings generated with it will be lost as soon the bonus expires. The typical validity period associated with bonuses lasts for 30 (thirty) days starting from the day of crediting. The Customer is responsible to carefully study the T&C of any given bonus.
8. As for the validity periods of various bonus freespins, the time frames depend on particular providers. Hence, they are not and cannot be regulated by the Bookmaker.
9. The Bookmaker reserves the right to alter the T&C related to all the bonuses, to temporarily suspend them, or even indefinitely terminate them at any moment in time.

10. The General T&C stipulated by the Bookmaker always apply with no exceptions.

REQUIREMENTS RELATED TO BONUS WAGERING

1. While playing with an activated bonus, the Customer is authorized to place his/her bets with funds from both his/her bonus account and the main personal account. At the same time, the Customer needs to be aware of the fact that having an active bonus on his/her account prevents him/her from withdrawing money. Such requests are declined until the requirements related to bonus wagering are fully complied with. Alternatively, the Customer may reject bonuses available to him/her.
2. As for redeeming a bonus, the Customer is ought to place a required amount of money in bets. Unless it is explicitly stipulated otherwise by the bonus T&C, the Customer is to place enough bets to reach the total bonus amount multiplied by a specified number of times. That is to say, the rule is as follows: wagering requirement = bonus amount X required number of times.
3. Any deposit bonus is subject to being redeemed by wagering a corresponding bonus amount.
4. Until the Customer's bonus is redeemed, the stakes are not allowed to be higher than €5.
5. Once the Customer's bonus has been redeemed, the main personal account is to be credited with the remaining bonus funds. They cannot exceed the Customer's total bonus amount. In case the Customer's bonus account balance is still below the minimum possible stake after his/her bonus becomes redeemed, such a bonus is treated as a lost one.
6. All bets place in the games under the categories of Table Games, Baccarat, Roulette, Blackjack, Keno, Scratch, Bingo, Poker, and “Others" are not subject to the wagering rule.
   The applicable list of games, excluded from bonus offers, can always be downloaded by the Player p. 25.2. In addition to the explicitly excluded games, that range also covers all the games taking part in any tournament at the moment the wageing takes place. The Bookmaker reserves the right to impose restrictions concerning any possible participation in individual bonuses. All the relevant information can be found on the individual bonus cards in the "Bonuses and Gifts" section.
   However, please note that this list may be subject to change from time to time. To find out the most recent list of games, please contact Customer Support at support@spinbetter.com
7. The Customer is authorized to request for withdrawal before his/her bonus becomes redeemed. At the same time, in this case, both the bonus amount and the winnings received while redeeming this bonus are subject to cancellation.
8. Any winning obtained with bonus funds and requested to be withdrawn will be checked and verified by the Bookmaker. It is only after that when such payments can be processed. In some cases, that are conditional to the results of a verification process, the Bookmaker has the full right to and will request personal data from the Customer and additional details to confirm his/her payment methods.

CANCELLATION OF BONUSES

1. The Customer has the full right to give up all the bonuses or any single bonus promotion. It can be done via contacting the Bookmaker’s Customer Support at support@spinbetter.com, through an online chat, or by taking the necessary measures in their Personal Accounts.
2. If the Customer rejects or wishes to cancel a bonus, the corresponding bonus balance will become 0 (zero). As a result, the Customer is no loner required to meet wagering requirements.
3. The Customer has the right to stop continuing to meet bonus wagering requirements. It can be done in the Customer's Account. It should be noted that if a bonus is declined after being partially redeemed, any winnings made while redeeming such a bonus are subject to cancellation.

ABUSE OF BONUSES

1. The Customer is strictly prohibited from abusing bonuses. For this purpose, the following deposit-to-bonus ratios are treated as bonus optimisation: bonus funds exceeding 70% of total deposits across 5 to 9 deposits, or exceeding 50% of total deposits across 10 or more deposits. Where, following a documented review, such a ratio is established, the Operator may restrict the Customer's eligibility to claim further bonuses. Any bonuses already granted, and any winnings received with bonus funds, whether in the course of wagering or after it ends, are not affected on this ground. This ground does not, of itself, permit confiscation of the Customer's own-funds winnings.
2. The Operator may examine transaction histories and the Customer's account records and logs to protect the integrity of its promotions. Where a documented review establishes bonus misuse falling within the grounds set out in this section, the Operator may act in accordance with the consequences stated for the relevant category of conduct. Any nullification of a bonus follows the documented review and is limited to the bonus and bonus-derived winnings, save where fraudulent or advantage-seeking abuse is established under the “Abuse of Bonus Offers” section of the Account, Payments, and Bonus Policy.
3. Where the Operator identifies, following a documented review, that the Customer has used the wagering patterns described below when redeeming a bonus, the Operator may take proportionate measures and exclude the Customer from current and future promotions. Already received bonuses and winnings derived from them are not affected on this ground.
   The following are examples of such wagering patterns: (a) placing a high volume of bets with no material impact on the Customer's balance, such as bets on every roulette number or on red and black simultaneously; (b) placing large bets (for example, exceeding €5 (five euros)) to increase the bonus balance quickly and then materially reducing stake size (for example, by more than twofold) for no clear reason; (c) betting large amounts on games with a low wagering contribution and small amounts on games with a higher contribution; (d) postponing game rounds, free spins, or bonus rounds to a later time when no wagering requirement remains or new deposits are restricted; and (e) any combination of the above.
   Where all such bets are placed within the maximum permitted stake, these patterns do not of themselves give rise to confiscation of bonuses or bonus-derived winnings, and the sole consequence is removal of eligibility for current and future promotions. Bets exceeding the maximum permitted stake of €5 per spin (or €0.50 per bet line) remain subject to voiding of the affected bets and associated wager turnover under the maximum-bet provision. The Operator shall not confiscate the Customer's own-funds winnings on the basis of betting pattern, bet-size variation, game-volatility selection, or turnover profile alone. Fraudulent or advantage-seeking conduct is dealt with under the “Abuse of Bonus Offers” section of the Account, Payments, and Bonus Policy and may lead to confiscation and account closure.
4. The Bookmaker recommends the Customer to enter his/her real phone number while registering: the Bookmaker may use it later to confirm the Customer's true identity. In case it turns out to be impossible to contact the Customer, the Bookmaker has the full right to restrict the Customer's use of bonuses and even totally block his/her personal account.

WELCOME PACKAGES FOR CUSTOMERS

1. Before the Customer can add a deposit into his/her account, they are required to agree to receive casino bonuses. It can be done on the ‘Account Settings’ page under the ‘My Account’ section. Alternatively, it can be done on the ‘Deposit’ page directly.
2. The bonus is subject to automatic activation and will be credited to the Customer’s account within 1 day, i,e, 24 (twenty-four) hours after the moment when all the requirements associated with the Bookmaker’s offer and stipulated in paragraph 27.1 are met.
3. Being entitled to receive the 1st Deposit Bonus requires making a deposit equal to or exceeding €10 (ten euros); as for the 2nd, 3rd, and 4th Deposit Bonuses, the deposit amount is to be equal

to or to exceed €15 (fifteen euros).

4. The ceiling for the 1st Deposit Bonus to be claimed is equal to €300 (three hundred euros); for the 2nd Deposit Bonus it is €350 (three hundred and fifty euros); for the third Deposit Bonus it is €400 (four hundred euros); as for the 4th Deposit Bonus, it is €450 (four hundred and fifty euros).
5. All deposit bonuses are to be redeemed by wagering the bonus amount 35 (thirty-five) times.
6. Any activated bonus is subject to being redeemed within 7 (seven) days.
7. Freespins can be granted exclusively after the Customer's deposit bonus becomes redeemed.
8. Winnings gained from freespins will be credited to the main account. Hence, it is not necessary to redeem them.
9. Until the bonus is redeemed, stakes are not allowed to exceed €5 (five euros).
10. In case the Customer switches between different types of bonuses (although he/she has already made a choices), drop them, or get an opposite sort of bonus, such users cease to be entitled to take part in the Bookmaker's bonus offers covering their subsequent deposits. This rule fully applies to welcome packages as well as to a 50% 10th deposit bonus.

TENTH DEPOSIT WITH THE 50% BONUS ON IT

1. In case the Customer switches between different types of bonuses (although he/she has already made a choices), drop them, or get an opposite sort of bonus, such users cease to be entitled to take part in the Bookmaker's bonus offers covering their subsequent deposits. This rule fully applies to welcome packages as well as to a 50% 10th deposit bonus.
2. Bonuses are subject to automatic activation as well as to being credited to the Customer's account within 1 (one) day or 24 (twenty-four) hours since the moment all the requirements related to the bonus offer (described in paragraph 27.1) have been satisfied.
3. Being eligible for receiving a bonus on the 10th Deposit requires the Customer to add a deposit of at least €10 (ten euros).
4. When it comes to the maximum bonus amount that the Customer can possibly claim, it is €300 (three hundred euros).
5. The bonus is subject to being redeemed by wagering the bonus amount 35 (thirty-five) times.
6. As for the time limits, any activated bonus is subject to being mandatory redeemed within 2 (two) days, or 48 (forty-eight) hours.
7. The number of available freespins is defined on the basis of the Customer's balance account at the moment of time he/she makes the deposit. The Customer receives 1 (one) freespin per every €5 (five euros) of their main account balances. It is noteworthy that the deposit itself is not taken into consideration while calculating the number of freespins to be granted. Freespins are granted within 15 (fifteen) minutes after the deposit is made (to actually get freespins, the Customer must simultaneously meet all requirements of the Bookmaker’s bonus offer in their entirety).
8. As for the winnings gained from the Customers’ freespins, they will be credited to the main account. Hence, it is not necessary to redeem them.
9. Until the bonus is redeemed, stakes are not allowed to exceed €5 (five euros).

GIFTS

1. A gift must be understood as a special sort of bonus. As such, it requires no deposit and is exclusively available to those Customers who agree to take part in the bonus offers made available by the Bookmaker.
2. At the same time, some special T&C may be applied to such gifts. That is why the Bookmaker urges the Customer to carefully examine those T&C before activating available gifts (such T&C may describe bonus amounts, requirements related to wagering, etc.). The Customer should visit the corresponding section of “My Account” to read those T&C so that complete information

regarding gifts can be obtained and avoid any possible misconceptions, miscommunications, and misunderstandings.

3. At any moment of time, only one single gift per one gaming account is allowed to be active. Hence, gifts are not subject to accumulation. Consequently, gifts can only be used on the basis of the so-called “queuing principle”. That is to say, every next gift becomes available only after the preceding one becomes redeemed. Alternatively, the preceding gift may also be either canceled or suspended during wagering.
4. Any gift, together with any winnings obtained using it, will be lost once this gift has expired. If the Customer wants to be sure about the applicable validity periods, he/she should visit the 'My Account' page (which can be found under the “Bonuses and Gifts” website section). Any gift becomes active starting exactly from the moment it is awarded to a Customer. Please note that suspending the wagering bonus will not extend the validity period of a gift offer made available.
5. Even while having an activated gift, the Customer has the right to place his/her bets with the funds available with their main accounts.
6. All the Bookmaker's T&C in their entirety, including all the other T&C of the Bookmaker's bonus policy always apply as long as they do not contradict the aforementioned stipulations.

12.2. Stop list of wagering games

In order to redeem winnings from a bonus, players are subject to wagering the amount won depending on the terms of every individual bonus. Players can wager the winnings in various video slot games with a list of exceptions. The following list includes games to which the wagering norms do not apply.

10c Min - European Roulette, 10P Roulette, 12 Number Roulette, 1429 Uncharted Seas, 1524 Golden Quest, 20 Flaring Fruits, 20 Super Stars, 21 Burn Blackjack, 3 Amigos, 3 Card Blackjack, 3 Card Poker, 3-Hand Casino Hold'em, 3- Hand Casino Hold’em, 300 Carat BJ, 300 Carat European Roulette, 3D Baccarat, 3D Blackjack, 3D European Roulette, 3D Lucky Number, 4 Dragon Kings, 4 of a Kind Bonus Poker, 4H Steam Joker Poker, 5 Flaring Fruits, 50 Flaring Fruits, 6 Bingo, 6 Card Poker, 7 11 21, 7 Days Anotherland, 7 Fruits, 7 Handed Blackjack (European), 7 Handed Blackjack American, 7 Solitaire, 7-UP, 777, 8 Leprechauns: Scratch Card, 88 Bingo 88, 88 Golden 88, 88 Riches, 888 Dragons™, 888 Gems 3x3, 888 Gems Pull Tabs, 8th Wonder, 9 Pots of Gold HyperSpins™, A Christmas Carol, A Night In Paris JP, Ace Bonus, Aces & Deuces Bonus Poker, Aces & Eights, Aces & faces poker, Aces and Eights 1 Hand, Aces and Eights 10 Hand, Aces and Eights 100 Hand, Aces and Eights 5 Hand, Aces and Eights 50 Hand, Aces And Eights Poker, Aces and Faces, Aces And Faces HD, Aces and Faces Poker, Aces&Faces, Acey Deucey, Action!, Africa, After Night Falls, Age of Asgard, Age of Knights, AirCombat 1942, Aladdin's Lamp, Alchemy Blast, Alchymedes, Alien Hunter, Alkemor's Tower, All Aces, All American, All American 4 Hands, All American HD, All American Poker 1 Hand, All American Poker 10 Hand, All American Poker 100 Hand, All American Poker 5 Hand, All American Poker 50 Hand, Allstar Knockout, Alter World, Amaterasu Keno, Amazing Link Riches, American Blackjack, American Gold Poker, American Poker II, American Poker V, American Roulette, American Roulette 3D, American Roulette Gold Series, American Roulette High Stakes, American Roulette Privee, American Roulette Pro, Ancient Magic, Andar Bahar, Andar Nights, Angel & Devil, Animal Fishing, Apollo, Aquarium, Arabeska, Arabian, Arabic Roulette, Argentina League, Argo, Asia Wins, Astro Legends: Lyra & Erion, AstroBoomers: To The Moon!, AstroBoomers: TURBO!, At The Copa, Atlantic City Blackjack, Atlantic City Blackjack Elite Edition, Atlantic City Blackjack Gold, Atlantis, Atlantis Bingo, Atom, Aura of Jupiter, Auto-Roulette, Auto-Roulette La Partage, Auto-Roulette VIP, Avalon Scratch, Awesome Money, Aztec, Baccarat, Baccarat - Punto Banco, Baccarat 777, Baccarat Babes, Baccarat Deluxe, Baccarat Mini, Baccarat No Commission, Baccarat Pro, Baccarat Super 6, Baccarat Supreme, Baccarat Supreme No Commission, Baccarat VIP, Baccarat Wheel, Baccarat Zero Commission, Back Blackjack, Back to the

Fruits Respins of Amun Re, Balloon, Balloon Run, Banana Bingo, Bank Job, Bank of Gold, Bank Robbers, Barn Ville, Baron Samedi, Basketball, Basketball Strike, Battleships, Beauty and the Beast, Bee Fab Pull Tab, Beer Party, Beer Tycoon, Belangkai, Bet Velodrom 3D, Biergarten Fest Scratch Card, Big Apple Wins, Big Win Baccarat, Bikini Party, Billion Llama, Bingo 3, Bingo 37, Bingo 37 Ticket, Bingo 75, Bingo 90, Bingo Bruxaria, Bingo Cientista Doidão, Bingo Gatinho, Bingo Gênio, Bingo Halloween, Bingo Hortinha, Bingo Iglu, Bingo Pilipino, Bingo Pirata, Bingo Pop, Bingo Saga Loca, Bingo Samba Rio, Bingo Señor Taco, Bingo Señorita Calavera, Bingo Soccer, Bingo Trevo da Sorte, Bingole, Bingolícia, Bingote, Birds and Animals, Birds Slot, Birds!, Bit BlackJack, Bit Holdem, Black Beauty, Black Jack, Black Jack 21, Black Jack VIP, Blackjack, Blackjack (3 Hand), Blackjack - Multi-hand, Blackjack - Single Deck™, Blackjack 21 + 3, Blackjack Atlantic City, Blackjack Bonus, Blackjack Classic, BlackJack Classic™, Blackjack Double, Blackjack Double Exposure, Blackjack Double Exposure 3 Hand, Blackjack European, Blackjack Fast , Last updated: June 2022 Blackjack Gold 5, BlackJack High, BlackJack Lucky Sevens, Blackjack Mh, Blackjack Multihand, Blackjack Perfect Pairs, Blackjack Platinum 1, Blackjack Royal Pairs, Blackjack Single Deck, Blackjack Supreme Multi Hand, Blackjack Supreme Single Hand, Blackjack Surrender, Blackjack Switch, Blackjack Touch - Single Deck, Blackjack Vegas Strip, Blackjack VIP, Blackjack Xchange, BlackJack™, Blazing Fruits, Blazing Fruits 3x3, Blazing Fruits Pull Tabs, Blood Eternal, Blood Queen Scratch, Blood Suckers, Blood Suckers™, Blossom Wings, Blue Beard, Board Games, Boat Trip Mississippi, Bomb Squad, Bonanza Wheel, Bonus Deuces Wild, Bonus Deuces Wild 1 Hand, Bonus Deuces Wild 10 Hand, Bonus Deuces Wild 100 Hand, Bonus Deuces Wild 5 Hand, Bonus Deuces Wild 50 Hand, Bonus Deuces Wild Poker, Bonus Poker, Bonus Poker 1 Hand, Bonus Poker 10 Hand, Bonus Poker 100 Hand, Bonus Poker 5 Hand, Bonus Poker 50 Hand, Book of Bastet, Book Of Crazy Chicken, Book of Juno, Book Of Keno, Book of Madness, Book of Madness Respins of Amun Re, Book of Oasis, Book of Romeo & Julia, Book of Romeo and Julia Golden Nights, Book of Shadows, Book of Slingo, Book of Win, Books & Bounties, Books & Bulls Golden Nights, Books & Pearls, Books & Temples, Books And Bulls RHFP, Books and Pearls Respins of Amun Re, Booming Bananas, Booming Seven , Booming Seven Deluxe, Boss The Lotto, Boto Bingo, Boxes, Break Da Bank Again Respin, Bubble Mania, Buffalo Spirit 3x3, Buffalo Spirit Pull Tabs, Bull Cards, Bull Fight, Bun in the Oven, Burning Ice, Burning Ice 10, Burning Ice 40, Burning Keno, Burning Pearl Bingo, Cabaret Dancing Bones, Cai Shen Bingo, Cai Shen Fishing, Caishen Dao, Calavera Bingo, Candy, Cappadocia, Captain Domino, Card Roulette, Caribbean Beach Poker, Caribbean Blackjack, Caribbean Hold'em, Caribbean Poker, Caribbean Saga, Caribbean Stud, Caribbean Stud Poker, Carnaval Bingo, Carnaval Forever, Carnaval Scratchcard, Carol Of The Elves, Carousel, Cash Cuisine, Cash or Crash, Casino, Casino Battle, Casino Hold'em, Casino Holdem, Casino Holdem 1, Casino Hold`em, Casino Roulette , Casino Slot, Casino Stud Poker, Casino War, Caterpillars, Cazino Cosmos, Celebrity Zoo Scratch Card, Champions, Champions Bingo II, Champions Ondemand, Charming Wheel, Charms & Clovers, Chefs Menu, Cherry Blast, Cherry Blast Scratch, Cherry Bomb Deluxe, Cherry Cherry Scratchcard, Chicago Bang Bang!, Chicago Nights, Chilli Pop, Chilling Tiger, Christmas Party, Christmas Slot, Chuck a Luck, Circus, Circus Bingo, City Slot, Classi Keno, Classic 1, Classic 2, Classic Blackjack, Classic Blackjack Gold Series, Classic Cars Deluxe, Classic Mario, Classico, Coils of Cash, Coin Conqueror, Coin Field, Coin Vault, Coins, Color Champion, Colours, Cool Buck - 5 Reel, Copa Libertadores, Cops & Robbers, Cosmic Crystals Scratch, Courier Sweeper, Cowboy, Craps, Crazy Mice, Crazy Monkey, Cricket X, Crown & Anchor, Crypto Mania Bingo, Crystal Ball Golden Nights, Crystal Ball Red Hot Firepot, Crystal Burst XXL, Cup Cakes, Cupid's Scratch, Curious Machine Plus, Cute Cats, Cutie Cat, Cutie Cat Crazy Chicken Shooter, Cyber Catz: Scratch Card, Dark, Dark 100, Dark Joker Rizes, Dark Vortex, Darts 180, Dashing Derby, Dazzling 7, Dead or Alive™, Delighted Dragon, Deuces & Jokers, Deuces and Joker, Deuces Wild, Deuces Wild 1 Hand, Deuces Wild 10 Hand, Deuces Wild 100 Hand, Deuces Wild 4 Hands, Deuces Wild 5 Hand, Deuces Wild 50 Hand, Deuces Wild HD, Deuces Wild Video Poker, Deutsches Roulette, Diamond, Diamond Deal, Diamond Rich Life 3x3, Diamond Rich Life Pull Tabs, Diamond Valley, Diamonds, Diamonds are Forever 3 Lines, Dice, Dice Bingo, Disc of Athena, Disco Keno, Disco Night, Disco Spin 3x3, Disco Spin Pull Tabs, Divine Fire, Dog 6 H.Odds, Dog H.Odds On Demand, Dog Racing, Dogs 3D, Domino QiuQiu, Donut City, Donut Rush, Double Aces & Faces, Double

Bonus, Double Bonus Poker, Double Bonus Poker 1 Hand, Double Bonus Poker 10 Hand, Double Bonus Poker 100 Hand, Double Bonus Poker 5 Hand, Double Bonus Poker 50 Hand, Double Bonus Poker HD, Double Double Bonus, Double Double Bonus Poker, Double Last updated: June 2022 Double Bonus Poker 1 Hand, Double Double Bonus Poker 10 Hand, Double Double Bonus Poker 100 Hand, Double Double Bonus Poker 5 Hand, Double Double Bonus Poker 50 Hand, Double Dragons, Double Exposure, Double Exposure Blackjack mh, Double Joker, Double Joker Poker HD, Double Your Dough, Dr. Jekyll & Mr. Hyde, Draculars Blood Bank Scratch, Dragon Dance, Dragon Fishing, Dragon Fishing II, Dragon Kings™, Dragon Master, Dragon Of The Princess, Dragon Scrolls, Dragon Tiger, Dragon's Cave, Dragons Tomb, Draw High Low, Duck Shooter, Duck Shooter Crazy Chicken Shooter, Duobao Baccarat, Dwarf's Gold, Dynamic Paytable Roulette, E-Bingo, E.T. Races, E.T.Races, Easter Island, Easter Island 2, Easter Pick, Egg Hunter, EggOMatic™, El Porko Mafioso, Elephant Scratchcard, Elite of Evil: The First Quest, Elusive Gonzales, England League, England League Ondemand, English Fast League, English Soccer, Epic Gems, Escape from Alcatraz, Euro Cup 2020, Euro Cup 2020 Ondemand, Euro League Legends, Euro Roulette, Euro Twins Roulette, European Blackjack, European Blackjack Elite Edition, European Blackjack Mh, European Roulette, European Roulette Christmas Edition, European Roulette Dark Mode, European Roulette Gold Series, European Roulette High Stakes, European Roulette Low Stakes, European Roulette Pro, European Roulette Small Bets, European Roulette VIP, Evolution, Explodiac Red Hot Firepot, Explosive Cocktail, Exposure Blackjack, Extra Bingo , Extra Clovers, Extreme, Extremely Rich, Ez2 Lotto, F777 Fighter, Fa-Fa Twins , Faces & Deuces, Faerie Spells™, Fair Roulette, Fair Roulette Privee, Fair Roulette Pro, Fall of the Beast, Fan Tan, Fancy Fruits Crazy Chicken Shooter, Fancy Fruits Golden Nights, Fancy Fruits Respins of Amun Re, Fancy Fruits RHFP, FanTan, Fashion, Fashion TV Nations League, Fervent Diamond, Fervent Diamond Nudge, Fire & Steel, Firefly Keno, Firestorm Bingo, Firing Hot, First Person American Roulette, First Person Baccarat, First Person Blackjack, First Person Craps, First Person Dragon Tiger, First Person Dream Catcher, First Person Football Studio, First Person Golden Wealth Baccarat, First Person Lightning Baccarat, First Person Lightning Roulette, First Person Mega Ball, First Person Roulette, First Person Blackjack, Fish Prawn Crab, Fish-Prawn-Crab Dice, Fishermen Gold, Fishing Expedition, Fishing God, Fishing Kingdom, Fishing War, Five Aces, Five Ball Fiesta, Five Dragons Fishing, Five Hand Vegas Blackjack, Five Hand Vegas Blackjack V2, Flame Roulette, Flash Winnings, FLG Game, Fly Jet, Fly Piggy Fly, Football, Football 3x3, Football Bet, Football Hub, Football League Round, Football Penalty Duel, Football Pro Scratchcard, Football Slot, Football Streak, Football Strike, Force Of Dragon, Forest Animal, Forest Party, Forever Diamonds, Fort Brave, Fortuna, Fortune, Fortune 18, Fortune black, Fortunes, Four Aces, Four Seasons, Frankenslot's Monster, Freecell, Freeway Poker, French Keno, French Roulette, French Roulette Privee, French Roulette Pro, Frenzy Discs: Twin Numbers, Frog Creek, Fruit, Fruit Bat Crazy™, Fruit Casino, Fruit Casino 3x3, Fruit Casino Pull Tabs, Fruit Cocktail, Fruit Fashion, Fruit Heat, Fruit Love, Fruit Mania, Fruit Mania Golden Nights, Fruit Punch Up, Fruit Rush, Fruit Scapes, Fruit Scapes 3x3, Fruit Scapes Pull Tabs, Fruit Snapz, Fruitoids, Fruitomatic, Fruits Bar, Fruits Bar Pull Tabs, Fruits Fortune Wheel, Fruits Fortune Wheel 3x3, Fruits Fortune Wheel Pull Tabs, Fruitsie, Fruity Flurry, Fruity Taste, Fun Fruit, Gagarin-61, Galaxy, Galaxy Roulette, Gambeta Bingo, Gangsters, Gates of Persia, Gem Fishing, Gem Riches, Gem Roulette, Genie Wishes, Germany League, Germany League Ondemand, Ghost Pirates™, Gifts of Ostara Scratch, Giovanni's Gems, Global American Roulette, Global Bet, Global Euro Roulette, Global Poker Roulette, Go Go Magic Cat, Go Go Magic Dog, Go Gold Fishing 360, Goal, Goal Football League Round - Italian, Goal Football League Round - Spanish, Goblin Run, Gods Slash Fish, GodzFishing, Gold and Money, Gold Bars & Rounds, Gold Cai-Shen Fishing, Gold Cai-Shen Fishing 2, Gold Canyon™, Gold Digger: Mines™, Gold Dragon 360, Gold Rooster Lottery, Gold Roulette , Goldaur Last updated: June 2022 Guardians, Golden Chip Roulette, Golden Clover, Golden Crab, Golden Dragon, Golden Dragon Club, Golden Egg Keno, Golden Egg Of Crazy Chicken, Golden Egg of Crazy Chicken Crazy Chicken Shooter, Golden Garuda, Golden Girls, Golden Hook™, Golden Joker Dice, Golden Lemon, Golden Lemon Deluxe, Golden Lucky Cat, Golden Potion, Goldfire 7s, Good Girl/Bad Girl, Gorgeous Diamond, Gorgeous Diamond 3x3, Grand Crown, Grand Riches, Great Warrior, Greedy Goblins, Green Grocery, Greyhound Races, Greyhound

Streak, Greyhounds, Greyhounds Ondemand, Guess Train, Gypsy Rose, Hallow Pick, Halloween, Halloween Keno, Halloween Lotto, Halloween Money, Halloween Scratch Card, Halloween Slot, Happy 10, Happy Beast Cards, Happy Birds, Happy Cards, Happy Holidays Scratch, Happy Lottery, Happy New Year, Haunted Money, Haunted Money 3x3, Haunted Money Pull Tabs, Havana Club, Heads & Tails, Heads and Tails, Heads and Tails XY, Heart Of Princess, Hearts, Hearts of Three, Hellfire, Hi-Lo Blackjack, Hi-Lo Switch, High Hand Holdem Poker, High low, Highway Stars, Hilo, HiLo Gambler, Hockey, Holdem Poker, HollyWood Bingo, Holmes & The Stolen Stones, Holmes and the Stolen Stones, Horse 6, Horse 6 Ondemand, Horse Racing Real, Horse Racing Roulette, Horse Racing Virtual, Horses 10 Flat, Horses 10 Flat Ondemand, Horses 10 Sprint, Horses 10 Sprint Ondemand, Horses 12 Flat, Horses 12 Sprint, Horses 6 H. Odds, Horses 6 H. Odds Ondemand, Horses 8 Flat, Horses 8 Flat Ondemand, Horses 8 Sprint, Horses 8 Sprint Ondemand, Horses Streak, Horseshoe, Hot Fruits Wheel, Hot Fruits Wheel 3x3, Hot Fruits Wheel Pull Tabs, Hot Keno, Houdini, Huaguoshan Legends, Hugo 2, Hyper Burst, Immortal Romance, In Between Poker, Infinitely Hot, Instant Bingo, Instant Football, Instant Greyhounds , Instant Horses, Instant Speedway, Instant Trotting, Instant Velodrome, Irish Charms, Irish Story 3x3, Irish Story Keno, Irish Story Pull Tabs, Island 2, It Came From Venus JP, Italia 3x3, Italia League, Italian Fast League, Italian Roulette, Italian Soccer, Italy League Ondemand, Jack Hammer 2: Fishy Business™, Jack Hammer™, Jackpot, Jackpot 6000™, Jackpot Cherries, Jackpot Poker, Jackpot Roulette, Jackpot Stud Poker, Jacks or Better, Jacks or Better 1 Hand, Jacks or Better 10 Hand, Jacks or Better 100 Hand, Jacks or Better 4 Hands, Jacks or Better 5 Hand, Jacks or Better 50 Hand, Jacks or Better Double Up, Jacks Or Better HD, Jacks Or Better Poker, Jacks or Better Saloon, Jade Butterfly™, James Cook, JetX, JetX 3, Jewel, Jingle Up, Jogo Do Bicho, Joker Dice, Joker Factor, Joker Poker, Joker Poker 100 Hand, Joker Poker 4 Hands, Joker Poker Aces HD, Joker Poker Kings HD, Jokerizer, Joker´s Wild, Jolly Poker, Just a bingo, KA Fish Hunter, Kawaii Kitty, Keno, Keno Deluxe, Keno Fortunes, Keno Live, Keno Neon, Keno Night, Keno Pop, Keno Rush, Keno T+, Keno Universe, Keno Vegas, Keno80, King & Queen, King Octopus, King of Fruits, King of Jumping Scratch, King of Jungle, King of the Jungle, King Of The Jungle Golden Nights, Kingly Crown, Kitten Rest, Kitty Cash, Kitty Cash Scratch, Kitty Puzzle, La Dolce Vita, La Dolce Vita Golden Nights, La Dolce Vita RHFP, Land Of Heroes, Land of Ozz, Las Vegas, Lava Lions, Le Kaffee Bar, Legend of Erlang, Legend Of The Nile™, Let It Ride Poker, Let's Enhance, Libertadores Ondemand, Lightning Joker, Lightning Lucky Six, Lightning Roulette, Limbo Cat, Limoncello, Live Lotto, Live Roulette, Live Slots, Livegames 37, Locomodin, London Hunter, Loot or Boot, Lost Treasure, Lost Vegas Zombies Scratch, Lottery Wheel, Lotto Lucky, Lotus Love, Love Magic, LoveYa, Low Roulette, Lucky 3, Lucky 5, Lucky 7, Lucky 7 Blackjack, Lucky Card, Lucky Cat Blackjack, Lucky Christmas, Lucky Clover, Lucky Coin, Lucky Coins, Lucky Day: Cheltenham Champions, Lucky Day: Christmas Cashcade, Lucky Day: Eggstravaganza, Lucky Day: Football Gold, Lucky Day: Mega Hallowin, Lucky Day: Summer Spike, Lucky Drink, Lucky Drink In Egypt, Lucky Green 777, Lucky Keno, Lucky Ocean, Lucky Pigs, Lucky Riches Hyperspins, Lucky Roulette, Lucky Sevens, Lucky Six , Lucky Spin European Roulette, Lucky Tanks, Lucky Trick Pull Tabs, Lucky Wheel, Lucky X, Ludo, Last updated: June 2022 LUX Roulette, Luxor Scratch, Luxurious World, Luxury Lux, Maaax Diamonds Golden Nights, Mafia: Syndicate, Magic, Magic Garden, Magic Garden 10, Magic Garden 40, Magic Luck, Magic of Christmas, Magic Poker, Magic Rush Deluxe, Magic Rush Win, Magic Shoppe, Magic Stone, Magic Wheel, Magnificent Fruits, Magnify Man, Mahjong, Majesty Fruits, Marswood Party, Martians Attack, Match Day, Match Mania, Max Car Motor Racing, Maxi Roulette, Maya Mystery, Mayan Fire, Mega, Mega Gems, Mega Glam Life, Mega Jack HD, Mega Joker, Mega Love, Mega Score, Megamoney, Mehen, Mermaid Hunter, Mighty Dragon, Million Coins Respin, Mine Field, Miner Babe, Mines, Minesweeper XY, Mini Roulette, Moirai Blaze Scratch, Money Matrix, Money Tree, Money Wheel, Monkey Mania, Monster Blast, Monster Legend, Monsters, Monsters' Scratch, Moon Stone, More Cat Mania, More Gold Diggin', More Or Less, Motorbike V2 Ondemand, Motorbikes, Mr Chu Tycoon, Mr. Vegas, Muertitos, Muertitos: Video Bingo, Multi Hand Atlantic City Blackjack, Multi Hand Classic Blackjack, Multi Hand European Blackjack, Multi Hand Vegas Downtown Blackjack, Multi Hand Vegas Single Deck Blackjack, Multi Hand Vegas Strip Blackjack, Multi-Hand Blackjack, Multi-Hand Blackjack V2, Multifire Roulette, Multihand - Jacks or Better Poker, Multihand

Blackjack, Multihand Blackjack Pro, Multiplayer Bull Cards, MWA, Mysteries of the East, Nang Kwak, Nascar Streak, Nektan Blackjack, Nektan Roulette, Neon Jungle Scratch, Neon Keno, Neon Roulette, Neon Shapes, Neptune Treasure Bingo, Nerves of Steal, New Triple, New Triple HD, Next Six, Night Wolves, No Commission Baccarat, No Zero Roulette, Nordic Quest, Number Bonus, Number Game, Nuwa, Oasis Poker, Oasis Poker Classic, Ocean Pearl, Ocean Ruler, Ogre Empire, Old Fisherman, Ole Bingo, Olympus Treasures, One More Poker, Oracle Real Casino Roulette, Orient Express, Ozwin's Jackpots, Pachinko, Pachinko 2, Pachinko 3, Pai Gow, Pai Gow Poker, Paint Scratch, Paris Nights, Partick's Pick, Party Pop, Patrick's Magic Field, Penalty, Penalty Series, Penalty Shoot-Out, Penguin City, Persian Nights, Phantom's Mirror, Pharao's Riches, Pharao's Riches Golden Nights, Pharao's Riches RHFP, Pharaoh, Pharaon, Phoenix's Fruits, Pick Your Way to a Winner, Piggy Bank, Piggy Bank Scratch, Piggy Picker, Pinocchio, Pip's Quest, Pirate 21, Pirate Cave, Pirate Cave 3x3, Pirate Cave Pull Tabs, Pirate Island, Pirates Bay, PK10, Planet 67, Planets, Platinum Bullions, Platinum Hounds, PlingoBall, Plinko, Plinko XY, Pok Deng, Poke The Guy, Poker King, Poker Race, Poker Roulette, Poker Teen Patti, Pompeii, Pontoon, Pontoon 21, Pop 'til You Drop, Portomaso Real Casino Roulette 2, Poseidon's Secret, Power Balls (CD), Power Balls Light, Prehistoric Story, Premier Blackjack with Lucky Lucky™, Premier Blackjack with Side Bets, Princess of Swamp, Pro-Pong Table Tennis, Pull A Cracker, Pull Tab Cashing Rainbows, Pull Tab Go Wild on Safari, Pull Tab Hot Cross Bunnies, Pull Tab Jewellery Box, Pull Tab Shore Thing, Pull Tab Sunset Reels, Pumpkin Patch, Pumpkin Win, Puppy Payday Scratch, Purple Brilliant, Pyramid, Pyramid Treasures, Queen of Gold™, Racing Dogs, Racing Horses, Raid the Piggy Bank, Rainbow 3x3, Rainbow Blackjack, Rainbow Wilds Scratch, Ramses Book Golden Nights, Ramses Book Respins of Amun Re, Ramses Book RHFP, Rasta Bingo, ReTrigger Happy Pull Tab, Real Christmas Roulette, Real Fighting, Realistic Roulette, Red Card, Red Chilli Luck, Red Dog, Red Hot Sevens, Red Hot Sevens Pull Tabs, Red Queen, Red Queen Blackjack, Red Square Games, Reel Extreme, Reel Gems, Reel Gems Deluxe, Reel Hot Respin™, Reel Riches, Reel Steal™, Reels of Wealth, Retro Reels, Retro Solitaire, Rich Life, Rich Life 3x3, Rich Life Pull Tabs, Riches, Ride `Em Poker, Ride'm Poker, Rio Bingo, RNG-WAR, Roasting Hot, Roasting Hot 100 Lines, Roasting Hot 40, Robin Hood: Shifting Riches™, Rock VS Paper: Vikings Mode, Rocket Dice, Rocket Dice XY, Rocky Mocky, Roll To Luck, Roman Legion Extreme Red Hot Firepot, Roman Legion Golden Nights, Romance of the Three Kingdoms, Romeo, Rooftop Fight, Roulette, Roulette Last updated: June 2022 Advanced, Roulette Adviser, Roulette American Pro, Roulette Classic, Roulette Common Draw 12 Numbers, Roulette Euro Pro, Roulette Grand Croupier, Roulette Grand Croupier Chiquito, Roulette Grand Croupier Rebeca, Roulette Royal, Roulette Silver, Roulette Single Zero Roulette, Roulette with track, Roulette X2, Roulette X5, Roulette – American, Roulette™, Royal Court, Royal Riches, Royal Seven Golden Nights, Royal Seven Ultra, Royal Seven XXL, Royal Wealth, Royal Wins, Run Amuck, Russian Keno, Russian Poker, Safari Sam, Saloon, Samurai, San Gong, Santa's Village, Santa's Wild Pick, Santa's Workshop, Sapphire Roulette, Savanna Moon, Scalding Hot, Scarab Treasure, Scout Gaming, Scratch Dice, Scratch Match, Scratchy Bit, Scroll Of Anubis, Scrooge, Scudamore's Super Stakes™, Seasons, Secret Agent, Secret Cupcakes, Secret of the Stones, SEDIE, Sequential Royal, Sevens, Sevens & Books, Sevens Fire, Sheriff Jack, Shogun Secret Crazy Chicken Shooter, Showball 3, Showdown, Showhands, Si-Xiang Scratch, Sibyl, Sic Bo, Sic bo 888, Sic Bo Dragons, Sic-Bo, Sicbo, Sicbo Australia, Signs Of Fortune, Simply The Best, Sin City Nights, Single Deck Blackjack, Single Deck Blackjack Elite Edition, Single Deck Blackjack Gold Series, Single Deck Blackjack Mh, Single Hand Blackjack, Siren's Kingdom Scratch, Six Card Charlie Blackjack, Six Shooter, Sizzling Crown, Sizzling Crown Pull Tabs, Slice And Dice, Slingo Advance, Slingo Ante Up, Slingo Berserk, Slingo Big Wheel, Slingo Cascade, Slingo Classic 20th Anniversary, Slingo Fire & Ice, Slingo Fluffy Favourites, Slingo Lightning, Slingo Lucky Larry's Lobstermania, Slingo Lucky Streak, Slingo Reel King, Slingo Reveal, Slingo Showdown, Slingo Starburst, Slingo Wild Adventure, Slingo Xing Yun Xian, Slot Car Races, Slot It In!, Slots Angels, Snack Blast, Snakes And Ladders, Snow Scratcher, Solar Goddess, Solitaire, Space Cat, Space Cowboy, Space Force, Space Hunters: Scratch Card, Space XY, Spaceship, Spain League, Spain League Ondemand, Spanish Fast League, Speed Cricket Baccarat, Speedway, Speedway Ondemand, Spider Solitaire, Spin 2 Wheels, Spin 2 Win, Spin 2 Win American, Spin 2 Win Royale, Spin

2 Win Royale American, Spin and Win, Spin Dizzy Pull Tab, Spin Payday, Spin X, Spina Colada, Spinball, Spinfinity Man, SpinLotto Scratch, Spino Greyhounds, Spino Horses, Spinola Lottery, Spooky Scary Scratchy, Sport Slot, Squeaky Blinders, Stack'em Scratch, Stacks of Jacks, Stampede, Stardust, Steam Joker Poker, Sticky Diamonds, Sticky Diamonds RHFP, Stuffed with €100s, Sugar Pop, Sugar Pop 2™, Sumi-e, Summer Cocktail, Summer Scratch, Sunny Shores, Suntechnik Classic, Super 6, Super 7 Blackjack, Super Baccarat, Super BarX Pull Tab, Super Bola, Super Duper Cherry, Super Duper Cherry RHFP, Super Fast Hot Hot Respin, Super Graphics Upside Down Pull Tab, Super Keno, Super Las Vegas HD, Super Lucky Reels, Super Mask, Super Multitimes Progressive HD, Super Sevens, Super Shamrock, Super Super Fruit, Super Video Poker, Super7, Superb Keno, Swedish Roulette, Sweet Alchemy Bingo, Sweet Candy Slot, Tai Xiu, Take 5, Take 5 Golden Nights, Take 5 RHFP, Taxi Movida, Teen Patti, Teen Patti Face Off, Temple Stacks: Splitz™, Tennis, Tens or Better, Tens or Better 1 Hand, Tens or Better 10 Hand, Tens or Better 100 Hand, Tens or Better 5 Hand, Tens or Better 50 Hand, Tens Or Better HD, Texas Hold'em Bonus, Texas Hold'em Poker, Texas Holdem Poker, Texas Hold`em, Texas Hold’em Poker 3D, Thai HiLo, The Alchemist, The Angler, The Book Beyond, The Charm of Cleopatra, The Curious Cabinet Scratch, The Dark Joker Rizes, The Deep Monster, The Dollar Game, The Expandable, The Exterminator, The Ghost Walks, The Glam Life, The Gold of Poseidon, The Golden Owl of Athena™, The Harvest Wheel, The Incredible Balloon Machine, The Kingdom Of The Elves, The Land Of Heroes Golden Nights, The Link Scratch, The Moneymania, The One Armed Bandit, The Pesos game, The Saloon HD, The Shield of Zeus, The Slotfather JP, The Slotfather: Part II, The Smart Rabbit, The Thimbles, The Tipsy Tourist, The True Sheriff, The Wish Master™, Thimbles, Three Card Poker, Three Card Poker Deluxe, Three Card Last updated: June 2022 Rummy, Three Cards, Thrones Of Persia, Tiger Scratch, Tiger's Claw, Tomatina Bingo, Top Secret, Tower of Power, Treasure Island, Treasure of Horus Scratch, Treasure Room, Treasure Tombs, Tree of Fortune, Trevo da Sorte Scratch Card, Trey Poker, Triple 7, Triple Bonus, Triple Bonus HD, Triple Bonus Poker, Triple Double Bonus Poker, Triple Edge Poker (Three Card Poker), Triple Tigers™, Troll Dice, Tron Race, Tropical Fruitsie, Turbo 90, Turbo Keno, Turbo Poker, Turbo Roulette, Turkish Blackjack, Turkish Roulette, Turtle and Phoenix, Tut's Twister, Tutan keno, TV Roulette, Tycoons, Ultimate Baccarat, Under the Bed, Undersea Battle, Untamed - Giant Panda, Upper Hot, Valley of Pharaohs, Valley Of The Gods, Valley Of The Gods 2, Vampire The Masquerade - Las Vegas, Vampires, Vegas, Vegas 2, Vegas Downtown Blackjack, Vegas Single Deck Blackjack, Vegas Strip Blackjack, Vegas Strip Blackjack Elite Edition, Vegas Strip Blackjack Gold Series, Vegas VIP Gold, Vegas Wins, Victorious™, Video Poker Jacks or Better, Viking, Viking Runecraft Bingo, Viking Voyage™, Viking Wilds Scratch, Vikings Go Berzerk, Vikings go to Hell, Village Fun, Violet Vacation, VIP Keno, VIP Roulette, Virtual Baccarat, Virtual Burning Roulette, Virtual Challenge Cup, Virtual Classic Roulette, Virtual Cup, Virtual Euro Trophy, Virtual Football , Virtual Football Cup, Virtual Football Pro, Virtual Golf, Virtual Greyhound Races, Virtual Horse Races, Virtual Motorcycle Speedway, Virtual Racing, Virtual Roulette, Virtual SicBo, Virtual Soccer, Virtual Tennis , Wai-Kiki Scratch, Walking Death, War, Way of the Warrior: Scratch Card, Wealth Club, Weekend In Vegas, Western Jack, Wheel of Africa, Wheel of Fortune, Wheel of Fruits, Wheel of Hounds, Wheel of Monsters, Wheel of Steal, Wheel of Winners, Wheely Wheely Big, Wicked Circus, Wild Bonus Re-Spins, Wild Extra Cats, Wild Heroes, Wild Jester , Wild Orient, Wild Pops, Wild Rapa Nui, Wild Robo Factory, Wild Rubies Christmas Edition, Wild Rubies Golden Nights, Wild Rubies Red Hot Firepot, Wild Spin, Wild Texas, Wild Water King, Wild West, Wildlife 2, Wilds Gone Wild, Win Blaster, Win Shooter, Windjammer, Winter Night, Winterberries, Wolf Hunters, Won Won Catching, World Cup, World Cup Keno, World Cup Ondemand, World Football, World Hockey League, World of Fruits, World War, XKeno, Xmas 3x3, Xmas Keno Cat, Xmas Luck, XXXtreme, Yak Yeti & Roll™, YaSunHi, Yatzy, Yukon 21, Zeppelin, Zodiac Signs, Zombie Hoard, Zombie Moon, Zombie Party, Zoom Roulette

12.3. Errors Or Omissions

1. If both the software and hardware used by the Bookmaker start to malfunction, the Bookmaker will resort to reasonable measures to solve the problem and address its consequences as soon as possible. If problems of this sort interrupt any game to the extent that the Customer cannot restart the game from precisely the very moment it has been interrupted without incurring irreversible data losses, the Bookmaker will pursue the most adequate, reasonable, and just policies to handle such a situation (these measures might cover restoring the Customer's Account balance to the state before his/her most recent bet was logged on the server and prior to the occurrence of the technical issue).
2. If, as an outcome of a technical error, any funds are added to the Customer's account and he/she places bets with such funds or somehow participates in the games made available by the Bookmaker with such funds, the Bookmaker reserves the full right to nullify and cancel such bets. The Bookmaker is also authorized to withhold any winnings stemming from such funds. When the Bookmaker pays winnings received as an outcome of such bets or games, the Bookmaker has the full right to request the Customer to have them returned.
3. Whenever the Customer accesses services provided via the Internet, he/she shall fully understand that:
    - It is always possible that the Customer may face system issues, service malfunctions, defects, or errors of any other sort. If the Customer faces any technical issues, should reach out to the Bookmaker’s Support Service via e-mail support@spinbetter.com;
    - As for the Customer's success in promotions which are carried out at speed, it is directly related to and dependent on the equipment used by the Customer and the quality of his/her connection to the Internet;
    - All the rules, with no exception, related to any game and promotion are constantly available. At any moment, the Customer can review and revisit them. The Bookmaker urges the Customer to read them attentively and thoroughly before they begin to play the games and use the Services made available by the Bookmaker.
4. In case the Customer places a bet related to a live event, this Customer might not be in the right position or location to see or otherwise receive the latest information regarding this event within a relevant space of time. The Bookmaker cannot be held liable for any losses and shall not be expected to compensate for any losses incurred as an outcome of a delay related to the transmission of digital data covering such events.
5. By starting to play any game made available by the Bookmaker, the Customer assumes full and sole personal responsibility for the speed and quality of his/her connection to the Internet as well as for the technical condition and efficiency of the equipment used to get access to the internet. The Bookmaker explicitly rejects any liabilities for any losses the Customer incurs (as an outcome of service issues, poor connection, weak signals, loss of service, or otherwise) because of their internet service providers or telecom providers.

12.4. Force Majeure Events

1. The Bookmaker cannot be held liable or anyhow responsible for any failure to perform or for delaying to perform any of its functions and obligations, stipulated by these T&C, if such a situation arises from any events taking beyond reasonable and exercisable control.
These events include, without limitation, any technical issues and interruptions concerning the telecom networks the Bookmaker and the Customer depend on; issues with electricity supply; issues with PCs, smartphones, tablets, or any other gadgets that belong to any third parties; fires, lightning, and storms; explosions; floods, extreme snowfalls, and other extreme weather conditions; strikes, riots, blockages, mutinies, civil unrests, military actions, or any relevant acts of sovereign governing bodies or other competent authorities (i.e. “Acts of God” or "Force Majeure").

2. If a Force Majeure period starts and an Act of God takes place, the Bookmaker’s functions are automatically viewed as entirely suspended for the entire duration of this period. As for the Bookmaker, it will attempt to use any endeavors, within a reasonable framework, to effectively deal with the consequences of such Force Majeure events. The Bookmaker will also attempt to identify a way by which the obligations may be fulfilled in spite of the Force Majeure event and its practical consequences.

13. 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.

13.1. VIRTUAL FOOTBALL

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

Types of bets:

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

Betting options:

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

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

13.2. VIRTUAL 3D-LEAGUE

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

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

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

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

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

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

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

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

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

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

AVAILABLE BETS AND COMBINATIONS:

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

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

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

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

13.3. 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*

13.4. MOTORCYCLE RACES

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

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

TYPES OF BETS:

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

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

EXAMPLE: DOUBLE SYSTEM

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

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

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

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

13.5. 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).

14. GLOBAL BET

Camels

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

14.1. VIRTUAL FOOTBALL

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

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

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

14.2. DOGS AND HORSES BETS

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

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

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

14.3. FOOTBALL LEAGUE

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

BETTING OPTIONS:

1. 1 X 2
    - **1** A player bets on the home team to win.
    - **X** A player bets on the match to finish in a draw.
    - **2** A player bets on the away team to win.
    - **1X** A player bets on either the home team to win or a draw. (Double Chance)
    - **X2** A player bets on either the away team to win or a draw. (Double Chance)
    - **12** A player bets on either the home team to win or the away team to win. (Double Chance)
2. **GG** A player bets on both teams to score at least one goal.
3. **NG** A player bets that only one or neither team scores a goal.
4. **Over 1.5** A player bets that there will be over 1.5 goals in a game (2 or more goals scored). **Example:** England – Nigeria 3:2, the player wins the bet.
5. **Under 1.5** A player bets that there will be under 1.5 goals in a game (less than 2 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
6. **Over 2** 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.

14.4. MOTORCYCLE SPEEDWAY RACES (4 PARTICIPANTS ONLY)

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

15. 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
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www.ncaa.com - NCAA
www.nbl.com.au - Australia
https://basketballaustria.at - Austria
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www.acb.com - Spain
www.legabasket.it - Italy
www.lkl.lt - Lithuania
www.plk.pl - Poland
https://basketligakobiet.pl/ - Polish Championship. Women
https://www.kls.rs- Serbia
www.tbl.org.tr - Turkey
https://fbu.ua/ - Ukraine
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https://nbl.basketball/ - Czech Republic
https://www.kbl.or.kr- South Korea
https://www.cbaleague.com/ -China

2. Volleyball:
https://en.volleyballworld.com/ - 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
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www.handball-bundesliga.de - Germany
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www.asobal.es - Spain
www.rushandball.ru - Russia
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4. Other types of sports:
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www.mlb.com - Baseball MLB
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https://npb.jp/ – Baseball. Japan
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www.boxrec.com - Boxing
www.iaaf.org - Athletics
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wwww.wtatennis.com - Tennis WTA
https://www.itftennis.com/en/ -- Tennis ITF
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https://www.olympics.com/ – Olympic Games

5. Ice hockey:
www.khl.ru - KHL
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www.theahl.com - AHL
https://ice.hockey- Austria
www.hockey.by - Belarus
www.penny-del.org - Germany
https://metalligaen.dk/ - Denmark
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https://www.hockeyslovakia.sk/en/ - Slovakia
https://www.finhockey.fi/ - Finland
www.hockeyfrance.com - France
www.hokej.cz - Czech Republic
www.sihf.ch - Switzerland
www.swehockey.se - Sweden
https://www.iihf.com/ –World Championship
https://www.chl.hockey/ - Hockey Champions League

6. Soccer:
http://www.fifa.com - International Matches
http://www.uefa.com - National Team Matches. Europe, UEFA Champions League, 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
https://aleagues.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.ffa.am - Armenian Premier League
http://abff.by - Belarusian Premier League
https://www.proleague.be/ - Belgian First Division A
http://fpleague.bg/bg - First Professional Football League (Bulgaria)
http://www.nfsbih.ba - Premier League of Bosnia and Herzegovina
https://www.cbf.com.br - Campeonato Brasileiro Série A
http://www.mlsz.hu - Nemzeti Bajnokság
https://www.guatefutbol.com - Liga Nacional de Fútbol de Guatemala
http://www.kicker.de – Bundesliga
http://www.hkfa.com - Hong Kong Premier League
https://www.slgr.gr/el/ - Super League Greece
http://www.lnphn.com - Liga Nacional de Fútbol Profesional de Honduras
http://erovnuliliga.ge – Erovnuli Liga
https://eredivisie.eu/home/ – Eredivisie
https://superliga.dk/ - Danish Superliga
https://www.football.co.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://kffleague.kz - Kazakhstan Premier League
https://www.qfa.qa/en - QNB Stars League
https://www.csl-china.com/ - 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.lff.lv - Latvian Higher League
https://toplyga.lt/ - A Lyga
http://ffm.mk - Macedonian First Football League
https://www.malaysianfootballleague.com - Malaysia Super League
http://www.mfa.com.mt - Maltese Premier League
http://www.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
https://lpf.com.pa/ - Liga Panameña de Fútbol
http://www.apf.org.py - Paraguayan Primera División
https://liga1.pe/ - Peruvian Primera División
http://www.ekstraklasa.org - Ekstraklasa
https://premierliga.ru - Russian Premier League
https://fnl.pro - Russian Football National League
http://www.lpf.ro – Liga I
http://www.spl.com.sa - Saudi Professional League
http://nifootballleague.com - NIFL Premiership
http://www.superliga.rs - Serbian SuperLiga
https://www.nikeliga.sk/ - Slovak Super Liga
http://www.nzs.si - Slovenian PrvaLiga
https://www.mlssoccer.com - MLS
http://www.thaileague.co.th - Thai League 1
https://www.tff.org/ - Süper Lig
https://upl.ua - Ukrainian Premier League
http://www.welshpremier.com - Wales Premier League
http://www.auf.org.uy - Uruguayan Primera División
http://www.veikkausliiga.com - Veikkausliiga
http://www.lfp.fr - Ligue 1
https://hns.family - Croatian First Football League
http://fscg.me - Montenegrin First League
https://www.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.jalgpall.ee - Meistriliiga
http://www.psl.co.za - South African Premier Division
http://www.kleague.com - K League 1
https://www.jleague.co/ - J1 League

16. FAIRNESS & RNG TESTING METHODS

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

DEFINITION OF FAIR CASINOS

1. A “fair casino” is an online casino that:
    - pays out all legitimate winnings;
    - does not include unfair terms in its terms and conditions;
    - does not resort to deceptive practices to cheat players;
    - prevents access from restricted countries (does not allow players from certain countries to create an account or play) and only grants bonuses to those players who can use them.
2. Even casinos with fair rules and a good approach to gambling can engage in dubious practices for players. In some cases, players may ignore certain rules and inadvertently break them, even though the rules are fair in opinion. That is why casinos should ensure compliance with all rules using technological means to prevent players from unintentionally getting into trouble.

DEFINITION OF FAIR AND SAFE CASINOS

1. Fair and safe casinos like SpinBetter.com operated by ACOM LATIN AMERICA N.V. are those that meet all the criteria of “fair and safe casinos” and have also implemented measures that prevent players from accidentally breaking the rules or doing something that harms their own interests.
2. Therefore, “fair and safe casinos” should prevent players from violating the general terms and conditions, bonus terms and conditions, or any other rules that could jeopardize the money they have in their account. In particular, “fair and safe” casinos should:
    - ensure compliance with maximum bet amount limitations, restricted games, and other bonus conditions;
    - warn players that they are about to do something that could be detrimental to them (such as accepting a bonus that could void the winnings of the previous bonus);
    - check for multiple accounts when creating an account (we suggest checking the database for a combination of the new player’s name and date of birth and displaying a warning if any results are found; we will discuss this in more detail below).
3. Fair casinos like SpinBetter.com operated by ACOM LATIN AMERICA N.V. works only with trusted software providers in the field of gambling.
4. Except for LIVE casino games, to ensure the integrity of our casino games, a Random Number Generator (RNG) is always used to determine the random outcome of such games.
5. This is a standard industry system that ensures consistently random results which have also been extensively tested by running and analyzing thousands of game rounds. The randomness of the RNG provides a credible and fair gaming environment.
6. We cooperate with gambling regulatory authorities and online gambling licensing organizations with the intent of ensuring our compliance with the legislation of relevant jurisdictions.>

17. Privacy Policy

Last updated: 19.03.2026

This Privacy Policy is developed by SpinBetter, the legal entity indicated in the footer of the website, referred hereto as “Administration”, “SpinBetter”, “Operator”, “Bookmaker”, “we”, “us”, “Management”, “Site” or “Company”, and “you” or “your” means you as a user of our website.

This Privacy Policy constitutes part of the Terms of Use and, together with the Betting Rules and other Policies, forms the complete Terms of Use as defined therein. In the event of any conflict between this Policy and the Terms of Use or Betting Rules, the order of precedence set out in the Terms of Use and Betting Rules shall apply

This policy applies to all Users of our website without exception. By using our website, you confirm that you are fully aware of and comply with this policy.

The SpinBetter management team and its employees take the safety of your personal data and general confidentiality very seriously.

This Privacy Notice has been prepared to reflect our commitment to complying with the applicable laws and regulations of the Autonomous Island of Anjouan, Union of Comoros, under which SpinBetter is licensed, and to follow recognized international standards as a matter of best practice.

This Privacy Policy sets out our data processing methods and your options concerning how your personal information is used.

SpinBetter takes responsibility for providing you, our customers, with clear and accessible information regarding how your personal data is collected, used, shared, and stored. We also explain our use of cookies and your choices in this regard.

If you have any requests, questions, or suggestions regarding your personal data or how it is processed, please contact us at support@spinbetter.com.

We kindly ask that you also report any concerns about cookies used on our website to the same address.

17.1. Privacy

SpinBetter undertakes to protect your personal data.
This Privacy Policy explains what information we collect when you use our services, why we collect this information, and how we use it.
Please note that this Privacy Policy is agreed between you and SpinBetter (hereinafter referred to as "We", "Us", or "Our" as applicable).
We may periodically update this Privacy Policy to reflect changes in applicable legislation or our internal practices. In such cases, we will notify you by publishing the updated terms on our website. We recommend reviewing this Privacy Policy regularly to stay informed about how we protect your data.

17.2. Consent To Personal Data Processing

RIGHTS OF THE PERSONAL DATA SUBJECT

We process your personal data in accordance with our licensing obligations under the Computer Gaming Licensing Act 007 of 2005 and the Money Laundering (Prevention) Act 008 of 2005 of the Autonomous Island of Anjouan, Union of Comoros. We may also apply recognised international data protection standards as a matter of voluntary best practice where appropriate for customer transparency and trust.

Processing of your personal data by SpinBetter begins only after you have clearly expressed your voluntary, informed, and unambiguous consent to such processing (hereinafter "Consent").

Your consent may be provided by you or your authorized representative in any verifiable form, including:

- In Writing — the written consent should include your full name, address, ID details, purpose of processing, scope of data, parties involved in processing, processing actions, duration of consent, and your signature;
- Through Implicit Actions — by registering on the SpinBetter website, depositing funds, placing bets, accepting Terms and Conditions, or otherwise using our services, you confirm your willingness to enter into a legal relationship with us and your implied consent to data processing.

We do not require your explicit consent to process your personal data in cases where the processing:

- is required by applicable laws or regulations (including the Computer Gaming Licensing Act 007 of 2005 and the Money Laundering (Prevention) Act 008 of 2005 of the Autonomous Island of Anjouan);
- is necessary for the performance of a contract between you and SpinBetter;
- is carried out to protect your vital interests;
- is necessary to fulfill our legal obligations;
- is required for our legitimate interests or those of third parties, provided that such processing does not override your rights and freedoms;
- involves data you made publicly available or provided to an unrestricted audience;
- is necessary for statistical or research purposes (with anonymization), unless used for marketing without consent.

SpinBetter collects, stores, and processes data only from individuals who are actual users of our services — that is, those who have registered an account and agreed to our Terms and Conditions. SpinBetter also reserves the right to decline or terminate processing of a customer’s data without providing a reason, except where prohibited by law.

Withdrawal of Consent and Data Requests

You may withdraw your consent or request information about the data we hold at any time by contacting our support team.
Your rights regarding access, correction, restriction, or deletion of personal data are recognised under our Anjouan licensing framework. We also apply recognised international data protection standards as a matter of voluntary best practice to give you enhanced transparency and control. You have the right to lodge a complaint with the supervisory authority by contacting rg@anjouangaming.com.

17.3. Objectives of Information Collection

We collect and process personal information (hereinafter “Information”) to provide gaming services, comply with our legal and regulatory obligations under Anjouan law (including the Computer Gaming Licensing Act 007 of 2005 and the Money Laundering (Prevention) Act 008 of 2005), and enhance your user experience. The data we collect may include, but is not limited to:

- full name, date of birth;
- contact details (phone number, email address);
- geographic/residential address;
- identity verification documents;
- payment and transaction details;
- preferences and feedback regarding our services.

In addition, when you interact with our platform, our servers automatically record certain technical data, including:

- IP address;
- time and date of access;
- browser and device details;
- pages visited;
- crash or error logs.

This technical data helps us maintain the security, functionality, and performance of our website.

We never collect more data than necessary and never collect personal information without your knowledge.

17.4. Means of Gathering and Processing Data

We may collect your personal data through several channels:

- directly from you during registration, account use, or customer support interactions;
- from our payment providers and identity verification partners, strictly for lawful and relevant purposes;
- from customer lists received from verified marketing or referral partners who confirm lawful data collection.

We may use third-party suppliers to support your account (e.g., identity checks, payment processing). Such parties act as data processors and operate under confidentiality obligations.

All data collection, storage, and use are conducted in accordance with our Anjouan licensing obligations and this Privacy Policy.

Data is only disclosed outside the company where necessary for providing our services, fulfilling legal requirements, or with your prior consent.

17.5. The Use Of Data

Your personal data is used to:

- administer your account;
- process deposits, bets, and withdrawals;
- verify your identity and comply with legal and regulatory obligations (including AML/KYC rules);
- ensure game integrity and detect fraud or abuse;
- provide you with customer support;
- contact you with updates and important service information.

Where you have provided your explicit consent, we may also use your data to:

- send you promotional offers and marketing communications regarding our products and services;
- inform you about new features, events, or promotions;
- offer personalized content or bonuses tailored to your activity.

Participation in surveys, contests, or promotions is optional. Data collected for such purposes is used solely for administration of those programs and any marketing activities to which you consent.

You can withdraw your consent to marketing communications at any time.

17.6. Information Disclosure

SpinBetter does not share your personal data with third parties except as outlined below and as allowed by applicable laws:

- Service providers and partners – e.g., KYC/AML verification services, payment processors, CRM platforms – strictly for service delivery and under data protection agreements.
- Regulators and legal authorities – if required by law, court order, or our licensing obligations under the Computer Gaming Licensing Act 007 of 2005, including reporting obligations to Anjouan Licensing Services Inc. (ALSI) and the Supervisory Authority under the Money Laundering (Prevention) Act 008 of 2005.
- Fraud prevention bodies – if you are suspected of fraudulent conduct (e.g., use of stolen payment instruments), your data may be shared with banks, law enforcement, or other licensed operators.
- Research institutions – where anonymized data is used for studies on responsible gambling or addiction prevention.

We never sell your personal data to advertisers or unrelated third parties.

17.7. Access and Control

You have the right to access and control your personal data.

You may opt out of receiving marketing communications at any time by:

- updating your preferences in your account settings;
- clicking “unsubscribe” in our emails;
- or contacting our support team directly.

You may also contact us if you wish to:

- access your personal data held by us;
- request correction or update of inaccurate data;
- request deletion or restriction of data where legally permissible;
- object to certain types of processing, including marketing;
- withdraw your consent, where applicable.

We may require proof of identity before acting on your request.
Please note that in certain circumstances we are legally required to retain some of your data notwithstanding any request for deletion. Specifically: (a) identification, verification documents, and account records are retained for a minimum of 5 years from the end of the business relationship, in compliance with the KYC/AML Code of Conduct for Anjouan Internet Gaming Operators; and (b) business transaction records (including deposit, wager, and withdrawal logs) are retained for a minimum of 6 years from the date of the relevant transaction, in compliance with the Money Laundering (Prevention) Act 008 of 2005.

In the event of a data breach or cybersecurity incident that may affect your personal data, we will notify Anjouan Licensing Services Inc. (ALSI) within 24 hours of becoming aware of the incident, in accordance with our licensing obligations.

17.8. Cookies

When using our website, we may store small data files on your device, known as “cookies.” These are used to enhance your experience and enable essential site functions.

Types of cookies we use:

- Strictly Necessary Cookies – essential for secure navigation and transaction functionality.
- Session Cookies – help with login and remember user preferences temporarily.
- Persistent Cookies – remain on your device for a set period to store preferences.
- Analytics Cookies – track how visitors use our site, helping us improve services.
- Advertising Cookies – used to present you with personalized marketing (with consent).

You may manage cookie preferences via your browser settings. For more guidance, visit: www.aboutcookies.org

Note: Disabling some cookies may affect website functionality.

We do not use cookies to access personal data on your device or to install software.

17.9. Consent to Use of Electronic Payment Providers

To participate in real-money gaming on our platform, you will need to make and receive payments using electronic payment systems.

By using our services, you authorize us to share necessary payment-related personal data with licensed and compliant third-party payment processors. This may include international data transfers as required to complete your transaction.

All such processing is conducted in accordance with this Privacy Policy and relevant data protection regulations.

17.10. Consent To Security Reviews

We reserve the right to conduct security reviews at any time. These may include:

- verifying your registration details and identity;
- reviewing your financial transactions;
- checking your use of our services for compliance with our Terms and Conditions and applicable laws (e.g., anti-fraud, AML).

By using our services, you consent to these reviews and authorize us to collect and share your information with third parties (e.g., verification agencies) as reasonably necessary to complete such checks.

17.11. Security Measures

We take data protection seriously and apply both technical and organizational security measures, including:

- encryption of sensitive data during transmission and storage;
- firewalls and intrusion detection systems;
- access control with role-based restrictions;
- secure data centers and network infrastructure;
- regular audits and updates of security protocols.

While we take all reasonable precautions, please note that data transmission over the internet is never 100% secure.
Any data you send is at your own risk until received on our secured systems.

17.12. Protection Of Minors

Our services are intended only for persons aged 18 or older, or the minimum legal age in your jurisdiction.

By using our platform, you confirm that you meet the age requirement.
We take active measures to detect and block underage access, including age verification procedures.
If we discover that a minor has provided personal data, we will take steps to delete such information immediately.

17.13. International Transfers

Due to the global nature of online services, your personal data may be transferred to and processed in jurisdictions outside your country of residence.

By using our platform, you consent to such international transfers, including to countries that may not

offer equivalent legal protections.
However, we ensure that all data recipients are bound by obligations to protect your information in line with this Privacy Policy.

17.14. Third-Party Websites and Services

Our website may contain links to third-party sites (e.g., affiliates, payment providers, external promotions).
We are not responsible for the content or privacy practices of those sites.
Any data you provide to such third parties is governed by their respective privacy policies.

We recommend reviewing their terms and policies before sharing your data.

17.15. Legal Disclaimer

We are not liable for events beyond our control, including:

- unlawful access to your data via unsecured internet connections;
- data theft or misuse resulting from third-party breaches or negligence.

Although we maintain robust systems, the evolving nature of internet technology means that no system is completely immune to risk.

Use of our services implies acceptance of this limitation.

17.16. Acceptance of the Privacy Policy

By using our services, you acknowledge that you have read and accepted this Privacy Policy and that you consent to the collection, use, and processing of your data as outlined herein.

This policy is to be read in conjunction with our Terms and Conditions and forms part of your agreement with us.

We may periodically update this Privacy Policy. Continued use of our services after such updates constitutes your acceptance of the revised terms.

The current version supersedes all previous versions and applies solely to SpinBetter.

We recommend that you check this page regularly to stay informed.

18. AML/CTF and Sanctions Compliance Policy

Last Updated: 19.03.2026

1. **DEFINITIONS**
    1. AML / Compliance Department - The unit has primary responsibility for the initiation and delivery aspects of the AML program within an Organisation.
    2. Business relationship - Business or commercial relationship between a Customer and the Organisation, and which is expected, at the time when the contact is established, to have an element of duration for a certain period (e.g. conclusion of an agreement between the Customer and the Organisation, continuous performance of gambling/betting and monetary operations and transactions).
    3. Close Associate - A natural person who, together with the Politically Exposed Person, is a member of the same legal entity or of a body without legal personality or maintains other business relationships.
    4. Close family member - The spouse, the person with whom the partnership has been registered (i.e. the cohabitant), parents, brothers, sisters, children and children's spouses, children's cohabitants.
    5. Customer due diligence (CDD) - Identification of the Customer and verification the Customer's identity on the basis of documents, data or information obtained from a reliable and independent source; assessment and, as appropriate, obtainment of information on the purpose and intended nature of the Business Relationship; the conducting of ongoing monitoring of the Business Relationship including scrutiny of transactions undertaken throughout the course of that relationship to ensure that the transactions being conducted are consistent with the Organisations' knowledge of the Customer.
    6. Customer/Client/Player - a person who uses online gambling and betting services provided by the Organisation.
    7. FATF – The Financial Action Task Force.
    8. High-risk third countries - countries identified by the FATF as having strategic deficiencies in their AML/CFT regime.
    9. Identification - A part of Customer Due Diligence, allowing to ascertain the identity of a person on the basis of the personalised, unique information directly related to that person.
    10. Law – The Anjouan Money Laundering (Prevention) Act 008 of 2005; European Directive 2005/60/EC and European Directive 2018/843.
    11. Money laundering (ML) - the doing of any act which constitutes an offence of money laundering and is defined in the Anjouan Money Laundering (Prevention) Act 008 of 2005. The criminal acts cover all procedures that seek to change the identity of illegally obtained funds, arising from drug dealing, terrorist activities or any other crime, in order to give the impression that such money originated from legitimate or legal sources. Money laundering is the participation in any transaction that seeks to conceal or disguise the nature or origin of funds derived from illegal activities, such as, for example, fraud, corruption, organised crime, or terrorism, etc.
    12. Organisation/Company – SpinBetter, the legal entity indicated in the footer of the website, which operates spinbetter.com
    13. Policy – AML/CFT and Sanctions Compliance Policy.
    14. Politically Exposed Person (PEP) - Natural persons who are or have been entrusted with Prominent Public Functions and Close Family Members or Close Associates of such persons.
    15. Prominent Public Functions:

1. The head of the state, the head of the government, a minister, a vice minister or a deputy minister, a secretary of the state, a chancellor of the parliament, government or a ministry;
2. A member of the parliament;
3. A member of the Supreme Court, the Constitutional Court or any other supreme judicial authority whose decisions are not subject to appeal;
4. A mayor of the municipality, the head of the municipal administration;
5. A member of the management body of the supreme institution of state audit or control, or a chair, deputy chair or a member of the board of the central bank;
6. Ambassadors of foreign states, a charge d'affaires ad interim, high-ranking officers in the armed forces or central intelligence agencies;
7. A member of the management or supervisory body of a public undertaking, a public limited company or a private limited company, whose shares or part of shares, carrying more than 1/2 of the total votes at the general meeting of shareholders of such companies, are owned by the state;
8. A member of the management or supervisory body of a municipal undertaking, a public limited company or a private limited company whose shares or part of shares, carrying more than 1/2 of the total votes at the general meeting of shareholders of such companies, that are owned by the state, and which are considered as large enterprises
9. A director, a deputy director or a member of the management or supervisory body of an international intergovernmental organisation;
10. A leader, a deputy leader or a member of the management body of a political party.

16. Source of funds – means the origin of the funds involved in a business relationship or occasional transaction. It includes both the activity that generated the funds used in the business relationship, for example, the customer's salary, as well as the means through which the customer's funds were transferred.
17. Source of wealth – refers to funds that the customer has acquired during a prolonged period of time and that make up the customer's entire body of wealth (total funds). When determining the source of wealth, the main focus is the acquisition of information on customers' activities that indicate how the customer acquired the wealth.
18. Terrorist financing (TF) - the solicitation, collection or provision of funds with the intention that they may be used to support terrorist acts or organisations. Funds may stem from both legal and illicit sources. More precisely, according to the International Convention for the Suppression of the Financing of Terrorism, a person commits the crime of financing of terrorism "if that person by any means, directly or indirectly, unlawfully and willfully, provides or collects funds with the intention that they should be used or in the knowledge that they are to be used, in full or in part, in order to carry out" an offense.

2. **SCOPE OF THE POLICY**
    1. As part of the commitment to maintaining the highest standards and following all relevant regulations, it is the Organizations' policy to prohibit and prevent any cases of money laundering and terrorist financing.
    2. Whereas the Organisation is SpinBetter, regulated by the Anjouan Gaming Authority, and Money Laundering is the participation in any transaction that seeks to conceal or disguise the nature, or the origin of funds derived from the illegal activities. Money laundering involves not only the proceeds of drugs trafficking, but funds related to other illegal activities, including fraud, corruption, organized crime, terrorism, and many other crimes. Generally, the money laundering consists of three stages:
    3. Placement: introduction of cash originating from illegal / criminal activities into financial or non-financial institutions.
    4. Layering: separating the proceeds of criminal activities form their source through the use

of layers of complex financial transactions. These layers are designed to hamper the audit trail, disguise the origin of funds and provide anonymity.

5. Integration: placing the laundered proceeds back into the economy in such a way that they re-enter the financial system as legitimate funds.
   Terrorist financing encompasses the means and methods used by terrorist organizations to finance their activities. This money can come from legitimate sources, for example from profits from businesses and charitable organizations. But terrorist groups can also get their financing from illegal activities such as trafficking in weapons, drugs or people, or kidnapping for ransom.
   This Policy is developed and periodically updated by the Anti-Money Laundering Officer of the Organization based on the general principles set up by the Board of Directors of the Organization in relation to the prevention of money laundering and terrorist financing.
   The Policy applies to all employees of the Organization and aims to setup key roles and responsibilities for the staff members as well as to ensure compliance with the following legislation:
   1. European Directive 2005/60/EC and European Directive 2018/843 on the prevention of the use of the Financial System for the purpose of money laundering and terrorist financing;
   2. Anjouan Money Laundering (Prevention) Act 008 of 2005.
6. All amendments and/or changes of the current version of the Policy must be approved by the Company's Board of Directors.
7. Responsibilities and Recipients of the Document:
   1. Owner of the process: AML Officer; its responsibilities:
      - This document is binding to all employees of the Organisation whose job responsibilities are related to the establishment and review of the business relationships.
      - In cases of violations of the Procedure, the detector of the violation immediately informs the head of his structural unit. If differences are found between the processes carried out in the Organisation and those determined in the procedure, the Owner of the process should be informed about this.
   2. Recipients of the Document:
      - Customer support department
      - Fraud Prevention Department
      - Payments department
      - AML department

3. **BOARD OF DIRECTORS**
   1. The Board of Directors is responsible for ensuring that the Organisation complies with its obligations under the Law. The Board shall assess and periodically review the effectiveness of the policies, arrangements and procedures put in place to comply with the obligations under the Law, and to take appropriate measures to address any deficiencies.
   2. The main duties and responsibilities of the Board of Directors in relation to the prevention of money laundering and terrorist financing mainly include:
      1. Determining, recording and approving the general policy principles of the Organisation in relation to the prevention of money laundering and terrorist financing and inform the Anti-Money Laundering Officer accordingly
      2. Appointment of an Anti-Money Laundering Officer and determining his/her main duties and responsibilities and where is necessary, assistant compliance officers
      3. Approval of the AML policy and procedures
      4. Communication of the AML policy to all employees of the Organisation
      5. Ensuring that the requirements of the Law are applied, and that the Organisation

maintains appropriate, effective and sufficient systems and controls for the prevention of money laundering and terrorist financing
6. Ensuring that the Anti-Money Laundering Officer has full access to all documents and information necessary for the execution of his/her duties and responsibilities
7. Ensuring that all employees of the Organisation know the Anti-Money Laundering Officer and report to him/her all suspicious transactions in accordance with the requirements of the AML Laws and the Directive
8. Establishing a clear and quick reporting chain of suspicious transaction to the Anti-Money Laundering Officer
9. Ensuring that the Anti-Money Laundering Officer has sufficient resources, staff and technology, for the effective execution of his/her duties and responsibilities
10. Assessing and approving the Annual Report
11. Reviewing the report submitted to the Board by the Anti-Money Laundering Office
12. Since the overall responsibility for the prevention of money laundering and terrorist financing lies with the Board of Directors, they are also responsible for the assessment and approval of the Annual Report prepared by the Anti-Money Laundering Officer and for taking any necessary actions as deemed appropriate under the circumstances to remedy any weaknesses and/or deficiencies identified in the Report.

4. **INTERNAL AUDIT AND COMPLIANCE**
    1. The Organisation has assigned an Internal Auditor in order to continuously test current practices and inform the Organisation in case there are any suggestions for improvements. The Audit is performed at least on an annual basis.
    2. Any findings are being submitted to the Board of Directors which decides the necessary measures that need to be taken to ensure the rectification of any weaknesses and/or deficiencies, which have been detected.
5. **ROLE AND RESPONSIBILITIES OF AML OFFICER**
    1. The AML Officer has the necessary authority, resources and expertise to carry out his/her relevant duties and responsibilities and also has access to all relevant information. The employees of the Organization are informed of the person carrying out AML role and on ways of contacting him/her.
    2. Currently, 1 employee has been assigned the role of AML Officer: Henadii Mishchenko
    3. In case of any changes in the structure of AML Department – this will be communicated to the Computer Gaming Licensing Board accordingly.
    4. Responsibilities of AML Officer:
        1. To draft the Organisations' procedures and controls for the Prevention of the Money Laundering and Terrorism Financing;
        2. To develop and improve Customer Acceptance Policy and submit it for approval of the Board of Directors;
        3. To monitor and evaluate the sound and effective implementation of the Organization's general policy principles and to manage the associated risks in relation to the Prevention of Money Laundering and Terrorist Financing;
        4. To ensure that KYC and EDD procedures are adhered to;
        5. To ensure Sanctions Compliance procedures are adhered to;
        6. To advise employees on issues arising as part of implementation of anti-money laundering program within the Organisation;
        7. To provide necessary materials and trainings on AML/CTF and Sanctions Compliance to the employees of the Organisation;
        8. To immediately inform the Board of Directors of any cases of non- compliance with laws, regulations and directives issued by the Anjouan Gaming Board;
        9. To recommend to the Board of Directors any amendments necessary to the AML

Policy;

10. To receive and evaluate information from all personnel regarding suspicious client transactions and activities;
11. If considered necessary – to report such transactions and activities to the Anjouan Gaming Board;
12. To ensure the preparation, maintenance and updating of lists of clients categorization following a risk-based approach;
13. To screen existing clients and transactions to ensure that the AML policies are followed;
14. To detect, record and evaluate, at least on an annual basis, the risks arising from existing and new clients, new financial instruments and services and make any necessary amendments to the systems and procedures of the Organisation;
15. To prepare and submit to the Computer Gaming Licensing Board the monthly prevention statement in a timely manner;
16. To Report to Senior Management, at least annually, on compliance issues indicating in particular whether appropriate remedial measures have been taken in the event of any deficiencies identified;
17. To prepare the Annual AML Report and submit it to the Board of the Directors.

6. **AML ANNUAL REPORT**
    1. The Annual Report, prepared by the AML Officer is a significant tool for assessing the Organisations level of compliance with its obligations as these are laid down in the Law and the Anti-Money Laundering Directive.
    2. The Annual Report will be prepared and submitted for approval to the Board of Directors, within two months from the end of each calendar year (the latest by the end of February) and to the Anjouan Gaming Board, if requested, together with the minutes of the meeting, during which the Annual Report has been discussed and approved. It is provided that the said minutes will include the measures decided for the correction of any weaknesses and/or deficiencies identified in the Annual Report and the implementation timeframe of these measures.
    3. The Annual Report should deal with money laundering and terrorist financing preventive issues pertaining to the year under review and, as a minimum, should cover the following:
        1. Information for measures taken and/or procedures introduced for compliance with any amendments and/or new provisions of the Law which took place during the year under review;
        2. Information on the inspections and reviews performed by the AML Compliance Officer, reporting the material deficiencies and weaknesses identified in the policy, practices, measures, procedures and controls that the Organisation applies for the prevention of money laundering and terrorist financing. In this regard, the report outlines the seriousness of the deficiencies and weaknesses, the risk implications and the actions taken and/or recommendations made for rectifying the situation;
        3. The number of internal suspicion reports submitted by employees of the Organisation to the AML Compliance Officer, and possible comments/observations thereon;
        4. The number of reports submitted by the AML Compliance Officer to the Anjouan Gaming Board, with information/details on the main reasons for suspicion and highlights of any particular trends;
        5. Information, details or observations regarding the communication with the employees on money laundering and terrorist financing preventive issues;
        6. Information on the policy, measures, practices, procedures and controls applied by the Organisation in relation to high-risk clients as well as the number and country of origin of high-risk clients with whom a business relationship is established;

7. Information on the procedures applied by the Organisation for the ongoing monitoring of client accounts and transactions;
8. Information on the training courses/seminars attended by the AML Compliance Officer and any other educational material received;
9. Information on training/education and any educational material provided to staff during the year, reporting, the number of courses/seminars organized, their duration, the number and the position of the employees attending, the names and qualifications of the instructors, and specifying whether the course/seminars were developed in-house or by an external organisation or consultants;
10. Results of the assessment of the adequacy and effectiveness of staff training;
11. Information on the recommended next year's training program;
12. Information on the structure and staffing of the department of the Compliance Officer as well as recommendations and timeframe for their implementation, for any additional staff and technical resources which may be needed for reinforcing the measures and procedures against money laundering and terrorist financing.

7. **MANDATORY RISK PROCEDURES AND THE RISK-BASED APPROACH**
    1. GENERAL
        1. The principle behind the Risk-Based Approach of the Company is that resources should be directed proportionately in accordance with the extent of the ML/FT risks posed, so that the customers posing the highest risks receive the highest attention meeting regulatory needs while effectively combating ML/FT. The application of a Risk-Based Approach should ensure that measures to prevent or mitigate ML/FT are commensurate with the risks identified and that resources are allocated in the most efficient ways.
        2. The Policy sets the framework of the Company's Risk-Based Approach that should be implemented.
        3. As regulation needs and risks always change, the AML Officer shall monitor and evaluate, on an on-going basis, the effectiveness of the measures and procedures of the adopted Risk–Based Approach. The AML Officer shall also be responsible for the development and implementation thereof, of all the other policies, procedures and controls according to the framework of the adopted Risk-Based Approach. The Board shall be responsible for reviewing the adequate implementation of the adopted Risk-based Approach by the AML Officer, at least annually.
        4. Risk factors that must be taken into account, relating to:
            - Client Category
            - Jurisdiction
            - Product/Service Type
            - Transactions
            - Distribution Channels
    2. ADOPTED RISK-BASED APPROACH
        1. The adopted Risk-Based Approach that is followed by the Organization, and described in the Policy, was built according to the following:
            - recognising that the ML/TF threat varies across Clients, countries and financial transactions;
            - allowing the Organisation to differentiate between Clients of the Organisation in a way that matches the risk of their particular profile and financial transactions;
            - allowing the Organisation to apply its own approach in the formulation of policies, procedures and controls in response to the Organisations' particular circumstances and characteristics;
            - helping to produce a more cost-effective system;

- promoting the prioritisation of effort and actions of the Organisation in response to the likelihood of ML/TF occurring through online gaming and betting transactions.

2. The Risk-Based Approach adopted by the Organisation, involves specific measures, indicators, and procedures in assessing the most cost effective and appropriate way to identify and manage the ML/TF risks faced by the Organisation. Such measures include:
    - identifying and assessing the ML/TF risks emanating from profile particulars of Clients, amounts and particulars of deposits;
    - managing and mitigating the assessed risks by the application of appropriate and effective measures, procedures and controls;
    - continuous monitoring and improvements in the effective operation of the policies, procedures and controls;
    - application of appropriate measures and the nature and extent of the procedures in line and as a result of different indicators. Such indicators include the following: geographical spread of the transactions and Clients; the industry standard practices of providing online gaming and betting services; the volume and size of transactions; the country of origin and destination of Clients' funds; deviations from the anticipated volume of transactions; recording the action(s) taken so the Organisation shall be, at all times, in a position to demonstrate to the Computer Gaming Licensing Board or Anjouan Gaming Board that the extent of ML/TF measures and control procedures it applies are proportionate to the risk it faces while providing online gaming and betting services.
3. IDENTIFIED RISKS
    1. The Risk-Based Approach adopted by the Organisation involves the identification, recording and evaluation of the risks that have to be managed. Whereas online gaming and betting services that the Organisation provides are rendered predominantly in straightforward manner: to relatively few Clients or Clients with similar characteristics - then the Organisation shall apply procedures enabling to focus on those Clients who fall outside the 'norm'.
    2. The following are sources of risks which the Organisation faces with respect to ML/TF and respective risk categories the Organisation shall take into consideration when adopting a Risk-Based Approach and building Client ML/TF risk categorization:
    3. Client's nature:
        - PEPs;
        - Clients engaged in transactions which involve significant amounts of money;
        - Clients originating from high-risk countries or countries known for high level of corruption or organised crime or drug trafficking;
        - Clients reluctant to provide appropriate information;
        - Clients using VPN or Proxy servers to hide their IP addresses;
        - Clients using different devices to access the website of the Organisation.
    4. The Organisation's services:
        - amount, origin and destination of funds for deposits and withdrawals;
        - deposit and withdrawal method;
        - nature of the online gaming and betting industry.
4. ADOPTED RISK-BASED APPROACH

1. The adopted approach is considering that a risk assessment based on the above sources of risk should always be performed at the inception of a Business Relationship with a Client. However, a comprehensive risk profile may only become evident once the Client has begun transacting through an account and completed CDD procedure.
2. Taking into consideration the above and the fact that the Company will offer online gaming and betting facility and the fact that vast majority of its Clients will be applying on a non-face-to-face basis, following the performance of the CDD the Company shall label the type of Client and the risk profile (High risk, Medium risk, Low risk) according to the following different risk variables and indicators:promoting the prioritisation of effort and actions of the Organisation in response to the likelihood of ML/TF occurring through online gaming and betting transactions.

	Indicators related to the Client
High ML/TF Risk	PEPs Clients from countries that are selectively sanctioned resident or origin in/from a non-reputable jurisdiction according to the FATF list as amended from time to time High Deposits any other Client determined by the Organisation itself to be classified as such Or any unverified client Any of the above-mentioned indicators will automatically classify the account as High Risk
Medium ML/TF Risk	Client that holds all of the below indicators: Verified client Client that does not fall under any of the categories of High Risk any other Client determined by the Organisation itself to be classified as such
Low ML/TF Risk	Client that holds all of the below indicators: Verified clients making low-value deposits; Clients resident in low-risk jurisdictions according to the FATF; Clients using strictly low-risk payment methods (e.g., 3D-secure personal debit/credit cards or bank transfers from reputable financial institutions).

3. The methodology that is being adopted will require the AML Officer to perform basic CDD in cases of Low ML/TF cases, basic CDD and close monitoring in Medium risk cases, and EDD and close monitoring (on the specific indicator that increased the risk level) in cases of High Risk.
4. The intensity of monitoring all Clients' accounts and examining transactions shall be based on the level of risk and, as a minimum, shall achieve the ability of identifying all high risk Clients.

5. DYNAMIC RISK MANAGEMENT AND MONITORING
    1. Risk assessment and management is not an isolated event of a limited duration but rather a continuous process, carried out on a dynamic basis. Clients' activities change, the same happens to the transactions used for money laundering or terrorist financing.
    2. In this respect, it is the duty of the AML Officer to undertake regular reviews of the characteristics of existing Clients, new Clients, and the measures, procedures and controls designed to mitigate such risks. These reviews shall be duly documented, as applicable, and form part of the Annual Money

Laundering Report.

3. For the development and implementation of appropriate measures and procedures on a Risk-Based Approach, and for the implementation of the CDD, the AML Officer and the Client Support Department shall consult data, information and reports e.g. Clients with origin or residence in countries which inadequately apply Financial Action Task Force's (hereinafter "FATF"), and country assessment reports that are published in following relevant international listings:
    - FATF;
    - The Council of Europe Select Committee of Experts on the Evaluation of Anti-Money Laundering Measures;
    - The EU Common Foreign & Security Policy (CFSP);
    - The UN Security Council Sanctions Committees;
    - The International Money Laundering Information Network (IMOLIN);
    - The International Monetary Fund (IMF).
4. Due to the nature of business of the Organisation, additional countries must be banned from the use of the services due to local and foreign gambling and betting regulations.
5. Additionally, the Organisation has implemented controls that monitor players activity and actions, that are unique to gambling and betting industries and are also a part of the fraud-prevention system, such as:
    - use of VPN and Proxy Servers;
    - use of different devices to access services;
    - frequency of deposits;
    - payment methods used;
    - use of a variety of payment methods or sudden switch from one payment method to another;
    - attempts to use cards that did not pass 3D secure verification;
    - attempts to use cards with insufficient funds;
    - use of several bank cards;
    - attempt to withdraw funds through a payment method that has not been previously used;
    - Bet to deposit ratio;
    - Bet to current balance ratio.
6. Such triggers may influence the overall risk assessment of the customer, as well as may lead to a submission of suspicious activity report or account termination.

8. **SANCTIONS COMPLIANCE POLICY**
    1. The purpose of the Sanctions Compliance Policy is to set the high-level principles and standards of the Organization for the management and prevention of sanctions breaches and to establish an internal control framework that mitigates the risks associated with sanctions violations.
    2. The Organisations compliance with sanctions regulatory framework is vital for:
        1. Avoidance of an administrative and/or regulatory action against the Organisation;
        2. Protection of Organisations reputation.
    3. The recipients of the Policy are:
        1. AML Compliance Department;
        2. Board of Directors;
        3. Payments Department / Back Office.
    4. WHAT ARE SANCTIONS AND EMBARGOES
        1. Sanctions and embargoes are political trade restrictions put in place against target

countries with the aim of maintaining or restoring international peace and security.
2. Embargoes on exporting or supplying arms and associated equipment, technical assistance, trading and financing.
3. Financial sanctions on individuals in government, government bodies and associated companies, or terrorist groups and individuals associated with those groups.
4. Bans on imports of raw materials or goods to sanction countries/jurisdictions.
5. Restrictions on certain type of activities for certain entities subject to sectorial sanctions.
6. AUTHORITIES ISSUING SANCTION PROGRAMS
    - OFAC (USA);
    - EUROPEAN UNION;
    - UNITED NATIONS.

5. TYPES OF SANCTIONS PROGRAMS
    1. Specific/List based - relate to specific lists of named individuals, legal entities, organisations, vessels.
    2. General – cover certain countries or jurisdictions and restrict a number of activities such as export of certain goods, products, dual-used items etc. that can be used for military purposes (e.g. steel, chemicals, arms sales to a particular country).
    3. Comprehensive – cover all types of activities including business relationships and/or transactions connected with certain countries/jurisdictions subject to comprehensive sanctions (i.e. North Korea, Crimea).
    4. Sectoral – cover certain entities (and their majority subsidiaries) engaged in specific sectors of the Russian economy and restrict certain activities of these entities that involve new “debt” or “equity” or drilling activities.
6. MEASURES APPLIED BY THE ORGANISATION FOR SANCTIONS COMPLIANCE
    1. SANCTIONS RISK ASSESSMENT
        1. The Organisation shall carry out and document a sanctions risk assessment appropriate to the type of its activities, in order to identify, measure, understand and manage sanctions risk the Organisation is exposed to. In assessing sanctions risk the Organisation shall take into account at least following factors that have an impact on sanctions risk:
            1. in relation to the activities of the Organisation:
                - a region where the Organisation operates and provides services, including the state where the Organisation's structure – subsidiary, branch, representation – operates and provides services;
                - services and products provided by the Organisation;
            2. in relation to the Organisation's customers, the Organisation takes into account circumstances affecting risk laid down in the Law on the Prevention of Money Laundering and Terrorism Financing:
                - customer risk; risk of the state and geographical risk;
                - risks associated with services provided to customers and service delivery channels;
                - assessing them in the context of sanctions risk.
        2. The Organisation shall carry out a sanctions risk assessment in relation to all sanctions and the sanctions risk assessment shall be approved by the Board of the Organisation.
        3. Based on the sanctions risk assessment, the Organisation shall establish an internal control system for sanctions risk management. Sanctions risk policies shall be approved by the Board of Directors.

4. Establishing an internal control system for sanctions risk management the Organisation takes into account at least following characteristics of elevated sanctions risk:
    1. the customer, customer's transactions are related to a territory or border area of a territory or state that is a subject of sanctions;
    2. economic activity of the customer or if the customer is related to a military industry; sale, manufacture, import or export of dual-use goods subject to sectoral sanctions, or specialised foreign agencies (military design bureaux, space technology research agencies, etc.).
    3. the customer's economic or personal activities do not meet their declared economic or personal activities;
    4. the customer submits the same documents to justify several unrelated transactions;
    5. the documents supporting transactions submitted by the customer contain indications of fraud, providing evidence of possible evasion of sanctions;

7. KYC MEASURES ON NEW AND EXISTING CUSTOMERS FOR SANCTIONS COMPLIANCE PURPOSES
    1. The Organisation has implemented relevant KYC and due diligence procedures that ensure that upon onboarding and throughout the business relationship, the relevant parties are being screened against sanction lists. In the event of a match, an alert will be generated for further investigation by the AML Compliance Department.
8. DUE DILIGENCE ON CUSTOMER TRANSACTIONS FOR SANCTIONS COMPLIANCE PURPOSES
    1. The Organisation has implemented relevant procedures and processes that ensure that transaction parties (meaning, that the screening is performed not only against the Customer, but also against the payments institution) are being automatically screened against sanction lists. In the event of a match, an alert will be generated for further investigation by the AML Compliance Department.
9. IMPLEMENTATION OF AUTOMATED SANCTION SCREENING TOOL
    1. The Organization has introduced an IT-based solution to fulfil the screening obligations automatically. All of the Organisation customers' key data (such as name, surname, and address) is automatically exported and matched with the sanctions lists. These checks are performed on a daily basis. The external service provider is responsible for the actuality of sanctions lists on a daily basis and automatically performs regular checks of customers against the updated sanctions lists. If during the matching procedure a customer is marked as a potentially Restricted Party, this is defined as a match. This IT-solution simultaneously generates an alert message including all recorded matches, which is submitted to the AML Compliance Department. The automated IT solution performs:
        - Daily automated screening of existing customers and on-going screening of transactions against prevailing sanction lists;
        - On-going monitoring of sanction programs administrated by the competent authorities in order to promptly implement the necessary measures and controls to ensure compliance with the sanctions programs.
10. TESTING AND AUDIT OF AUTOMATED IT SOLUTION
    1. It is the obligation of the AML Compliance Department to test the automated IT solution in order to ensure that the results received during screening are accurate and that the sanction lists are updated in a timely manner. The testing should be performed not less than every 6 months as well as at the point of introduction of new sanctions.
11. FREEZING AND UNFREEZING ACCOUNTS SUBJECT TO SANCTIONS

1. Where required by applicable law, the Organisation will freeze assets in accounts of parties subject to specific sanctions or where the freezing is otherwise indicated. The Sanctions Policy also requires freezing of accounts pending review to determine if an asset freeze is required or a violation of law has occurred.
2. The Organisation must freeze accounts of parties subject to specific sanctions as follows:
    - Organisation must freeze accounts of parties where required under and E.U. laws;
    - Organisation must freeze accounts for parties sanctioned under U.S. laws where U.S. jurisdiction applies.
3. Frozen accounts may be unfrozen only by:
    - authorization from the jurisdiction which required the freezing, or
    - an official removal of the specific sanctions leading to the asset freeze or blocking.
    - Organisation should not participate in transactions involving parties who are subject to specific sanctions implemented by EU, UN and “OFAC”, unless these transactions are allowed under the relevant sanctions, as confirmed in advance by the AML Compliance Department.

9. **CLIENT ACCEPTANCE POLICY**
    1. The CAP will follow the principles and guidelines described in the Policy, and will define the criteria for accepting new Clients. This policy also defines the Client categorisation criteria which shall be followed by the Organization and especially by the employees which shall be involved in the Client account opening process.
    2. The AML Officer shall be responsible for applying all the provisions of the CAP. In this respect, the Client Support Department shall also be assisting the AML Officer with the implementation of the CAP, as applicable.
    3. General Principles of the CAP
        1. The Organization shall classify Clients into three various risk categories and based on the Risk-Based Approach described above.
        2. Where the Client is a prospective Client, an account must be fully operational only after the relevant CDD and measures and procedures have been conducted, according to the principles and procedures set in the Policy.
        3. It shall be prohibited for persons engaged in the Company to open or maintain anonymous or numbered accounts or accounts in names other than those stated in the Client’s official identity documents. No account shall be opened in anonymous or fictitious names(s).
        4. No account shall be made fully operational unless the Client’s CDD is approved by the AML Officer.
    4. Criteria for Accepting New Clients (based on their respective risk)
        1. The Organization shall accept Clients who are categorised as Low Risk Clients as long as the Client passed a CDD and as long the general principles under the current Policies are followed.
        2. The following list predetermines the type of Clients who are not acceptable for establishing a Business Relationship with the Organisation:
            - Clients who fail or refuse to submit, the required data and information for the verification of their identity, without adequate justification;
            - Clients who ask to open or maintain anonymous or numbered accounts or accounts in names other than the client’s name stated in official identity documents;
            - Client who ask to transfer its initial deposit in cash;
            - Legal entities;

- Account opened in the name of a third person;
- The documents submitted appear to be faulty at the examination stage;
- The client comes from one of the non-cooperative jurisdictions;
- The client has negative information/reports on him or is under investigation;
- The client is on the list of people involved in terrorist financing or known to be involved in activity connected to money-laundering;
- Sanctioned individuals.

5. CUSTOMER DUE DILIGENCE, IDENTIFICATION AND VERIFICATION PROCEDURES
    1. APPLYING CDD AND IDENTIFICATION PROCEDURES
        1. The Organisation shall duly apply Client identification procedures and CDD measures in the following cases:
            - prior to any payout;
            - once aggregate total deposits reach USD 10,000 (or equivalent);
            - when establishing a business transaction, such as opening a player account or any arrangement to facilitate transactions between the Company and the Player;
            - when there is a reasonable suspicion that a transaction (completed or not) could constitute or be related to money laundering, regardless of the amount;
            - when there are doubts about the veracity or adequacy of the documentary evidence previously obtained to prove the Player’s identity;
            - when there are significant amounts deposited in the Player’s account;
            - any other event when the AML Officer finds it necessary.
        2. In this respect, it is the duty of the AML Officer to apply all the relevant procedures mentioned in this Policy.
        3. Furthermore, the Customer Support Department shall also be responsible to collect and file the relevant Client identification documents, according to the record keeping procedures described in the Policy.
        4. Further, the AML Officer shall be responsible to maintain at all times and use during the application of CDD and identification procedures with respect to required documents and data from potential Clients, as per the requirements of the Law.
        5. The Organisation shall apply formal procedures for obtaining and maintaining an identification record and a business transaction record for every Customer before establishing a business relationship or conducting any transactions. In the B2C sector, no funds shall be credited to a player’s account and no business transaction shall be facilitated until the Customer’s identity has been verified through sufficient documentary evidence, proving to the satisfaction of the Organisation that the person is who they claim to be. In accordance with Section 2(g)(b) of the ANJOUAN MONEY LAUNDERING (PREVENTION) ACT 008 OF 2005, these identification procedures must extend to any nominee, agent, beneficiary, or principal involved in the transaction to ensure that the true identity of the ultimate beneficiary is established.
        6. Standard CDD measures require the collection of the Customer's full legal name, permanent residential address (verified via a recent utility bill or bank statement showing actual consumption), date of birth, and a valid government-issued photo ID containing a specimen signature. For all transactions, the Organisation must record the purpose and method of execution, including specific details of the bank account, branch, and sort code used for the transfer of funds. Pursuant to Section 13(1), Enhanced Due

Diligence (EDD) shall be automatically triggered for any "large business transaction" reaching or exceeding the $10,000 USD threshold (or currency equivalent), whether conducted as a single operation or several linked transactions within a defined period. In such cases, the Customer is required to provide documented evidence of the Source of Funds to ensure the property does not constitute the proceeds of crime.

7. The AML officer, acting in an official capacity, must exercise all due diligence to monitor for complex, unusual, or periodic insignificant transactions that lack an apparent economic or lawful purpose. If a Customer fails to comply with these identification and verification requirements, the Organisation must refuse the transaction, terminate the relationship, and, where a reasonable suspicion of money laundering exists, promptly file a report with the Anjouan Gaming Board. All identification records, including any notarized documents for foreign entities and records of high-value transaction monitoring, must be securely maintained for a minimum period of six years after the termination of the business relationship, as mandated by Section 12(i) of the ANJOUAN MONEY LAUNDERING (PREVENTION) ACT 008 OF 2005.
8. The AML Officer (or any person acting in an official capacity for the Company) shall be responsible for exercising all due diligence to ensure the effective implementation of the policies and procedures mentioned herein. This review shall be conducted at least annually to verify compliance with business transaction record-keeping and reporting obligations. The AML Officer must ensure that all relevant staff comply with the training requirements issued by the Anjouan Gaming Board regarding the identification of suspicious patterns in player transactions.
9. The Organisation initiates a business relationship with a Customer, including account registration and participation in gaming activities, only after it has duly completed, at a minimum, the following actions:
    - Identified the Customer and, within an allowed time limit, verified its identity by collecting identification documents;
    - Determined the purpose and intended nature of the business relationship with the Customer, including the use of the gaming account for participation in online gambling activities and related transactions;
    - Assessed the ML/TF risk of the Customer and allocated the Customer to an appropriate risk category in accordance with Procedure on Customers' risk assessment;
    - Applied appropriate CDD or EDD measures;
    - Screened the relevant persons against the relevant financial sanctions list.
10. In case, where the Organisation cannot comply with customer due diligence requirements, such as:
    - to determine whether the Customer operates on their own behalf or is controlled;
    - obtain a description of the transaction sufficient to identify its purpose and method of execution;
    - verify the identity of the Customer according to the documents, data or information obtained from a reliable and independent source;
    - conduct the ongoing monitoring of the Customer’s Business Relationship, transactions performed during the course of Business Relationship;
    - comply with the other requirement to apply the CDD or EDD measures;

        - it does not establish a business relationship and terminates the business relationship, and considers, if necessary, reporting the case to the Anjouan Gaming Board.

6. CUSTOMER IDENTIFICATION
    1. The initial identification of the Customer is performed through the review of the initial registration of the players' account.
    2. The registration collects the following information:
        - Account number (generated automatically);
        - Password;
        - Registration Date (generated automatically);
        - Security Question;
        - Answer to Security Question (double input required);
        - Phone number (must be verified);
        - Email Address (must be verified);
        - Surname;
        - First Name;
        - Date of Birth;
        - Type of Document;
        - Document Number;
        - Document Issue Date;
        - Country;
        - Permanent Registered Address;
        - Financial Details
    3. The following data above the AML Department to perform their initial screening on the potential client.
7. VERIFICATION OF DOCUMENTS
    1. The Organisation, when verifying the identity of the natural person the AML responsible employee must:
        - review the documents provided for verification of the customer to ensure that no fraud signs have been noticed;
        - ensure that the documentary evidence provided is valid, current, and contains the person's photograph to prove to the satisfaction of the Organisation that the person is who they claim to be;
        - the Responsible employee must verify the data, documents, and information received from the Customer during the CDD using the documents, data or information obtained from a reliable and independent source.
8. STANDARD KYC AND CUSTOMER DUE DILIGENCE PROCEDURES
    1. This section sets out the minimum and standard identification and due diligence measures that should be applied to customers.
    2. The risk classification that will be attributed to the customer following the risk assessment and scoring, will determine the further due diligence measures that should be applied for each of these customers.
    3. The true identity of natural persons should be ascertained by obtaining the following information:
        1. True name and/or names used as these are stated on:
            - the official valid identity card (front and back) or the official valid passport;
            - full permanent address, including the postal code;
            - Telephone number;
            - E-mail address;
            - Date and place of birth;

        - Specimen signature (when obtaining the personal identification document);
        - Information on public positions which the person holds or has held in the last twelve months or previously, as well as whether he/she is an immediate family member or close associate of a person who holds or has held in the last twelve months or previously a public position in order to determine whether the person is a PEP (should be obtained independently, through the screening database).
    4. In addition to name verification, it is important that the permanent residential address of the customer is also verified by using one of the following means:
    5. Obtaining a recent (up to 3 months) utility bill issued on the name of the customer (e.g. electricity, water, gas, waste) or copy of municipal tax bill or a bank statement from a reputable Financial Institution.
    6. Telephone bills of a landline only or internet bills (where a landline is required) could also be accepted.
    7. In order to protect against forged or counterfeit documents, the prospective customers should be required to produce a copy of the original document (not online statements). Note: the utility bills provided, should be reviewed, in order to ascertain that there has indeed been consumption of the service that the utility bill corresponds to, as a way to determine that the information declared by the customer is true. Evidence of consumption will be a strong indication that the address declared by the customer, is indeed the true current residential address.
    8. The document evidencing the proof of residence and the copies of the passport/identity card pages containing all relevant information (at least passport's/ID's number, issuing and expiry date and country as well as the customer's date of birth and a clear photograph of the documents owner and signature) should be kept in the customer's file.
    9. In addition, further to the information to be provided by the person him/herself, a search should be made through the dedicated software and on the internet in order to obtain information on public positions which the prospective customer holds or held for at least the last twelve months or previously as well as whether he/she is an immediate family member or a close associate of such individual, in order to verify if the customer is a PEP.
10. ENHANCED IDENTIFICATION AND DUE DILIGENCE PROCEDURES FOR HIGH-RISK CUSTOMERS
    1. The Organisation is required to take additional and enhanced measures in cases which by their nature, present a high-risk of money laundering and terrorist financing.
    2. Apart from the Players accounts that have been classified by the Organisation as High-Risk, through its' risk assessment, the Laws and Directives additionally specify the below categories of customers which should be classified as high-risk and where enhanced due diligence measures should be applied:
        - Complex and unusually large transactions or unusual types of transactions;
        - Accounts of PEP's;
        - Transactions with a natural person or legal entity established in a third country of high risk.
    3. The minimum enhanced due diligence measures that should be applied for all High-Risk customers of the Organisation are:
        - Perform review and update of records of the customer at least once a year or at a shorter interval if necessary;
        - Taking more enhanced measures and supporting documentation to establish and verify the source of wealth;
        - Perform systematic and thorough monitoring of the transactional behavior.

4. CUSTOMERS HAVING COMPLEX OR UNUSUALLY LARGE TRANSACTIONS OR UNUSUAL TYPE OF TRANSACTIONS
    1. The Organisation is required to examine, as far as reasonably possible, the background and purpose of all complex and unusually large transactions and all unusual types of transactions carried out without the apparent or legitimate purpose.
    2. In order to further assess and determine whether such transactions or activities appear suspicious or not, the Organisation should classify the customer(s), engaging in such complex or unusually large or unusual transactions, as high-risk, in order to intensify the extent and nature of the monitoring of the business relationship.
    3. Examples of complex or unusually large or unusual types of transactions include transactions that:
        - Are not in line with those expected on the basis of the Organisation's knowledge of the customer and the business relationship or the category to which the customer belongs;
        - Constitute an unusual or unexpected type of transaction compared to the normal activity of the customer or the type of transactions associated with similar customers products or services.
    4. When the Organisation detects complex or unusually large or unusual types of transactions, and it was not informed of the relevant economic rationale or the legitimate purpose or has doubts as to the accuracy of the information received, the Organisation should apply enhanced due diligence measures on the particular client(s) involved in the transaction(s) and ascertain whether the specific transactions raise suspicion or not.
    5. Such enhanced due diligence measures, include but are not limited to:
        - Application of reasonable and adequate measures to understand the background and purpose of these transactions, e.g. by locating the source of the funds (by obtaining Bank statements, payslips or other documents that may provide relevant information) or by obtaining more information about the customer in order to determine the plausibility of the customer executing the specific transactions;
        - Intensify monitoring of the implied transactions and the customer's transactional history;
        - Monitoring of the business relationship on an annual basis, as provided for High-Risk customers in this procedure, or even more frequently if needed;
        - Assess whether the customer should continue to be classified as High Risk or further actions are needed.
5. POLITICALLY EXPOSED PERSONS (PEPS)
    1. The establishment of a business relationship with Politically Exposed Persons may expose the Organisation to increased risks, and it is considered one of the most important money laundering issues worldwide. The Organisation should be extra cautious when dealing with PEPs and as such they should be classified as High-Risk and enhanced due diligence measures should be applied. The Compliance department and other responsible employees should strictly comply with the provisions of the present Policy, regarding PEPs.
    2. It should be stressed that the Organisation should be extra cautious when dealing with PEPs coming from High-Risk third countries facing widespread corruption problems and economic destabilization and that their standards of combating money laundering and terrorist financing are not equivalent to internationally accepted standards.

3. The Law defines Politically Exposed Persons means natural persons who are or have been entrusted with prominent public functions and immediate family members, or persons known to be close associates of such persons;
4. For the purposes of this definition, "prominent public function" means any of the following public functions:
    - Head of state, head of government, minister, deputy or assistant minister,
    - Member of parliament or similar legislative body,
    - Member of a governing body of a political party,
    - Member of supreme court, a constitutional court or other high-level;
    - Judicial body whose decisions are not subject to further appeals, except in exceptional circumstances,
    - Member of court of auditors and of the board of directors of Central Banks;
    - Ambassador, charge d'affaires and high-ranking officer of the armed and security forces;
    - Member of an administrative, management or supervisory body of a state-owned enterprises;
    - Director, deputy director, director general of a Ministry and member of the board or equivalent function in an international organization;
    - Mayor.
5. It is provided that none of the above-mentioned public functions shall be understood as covering middle-ranking or more junior officials.
6. "Family members" shall include the following persons:
    - The spouse, or a person considered to be equivalent to a spouse of a Politically Exposed Person;
    - The children and their spouses or persons considered. to be equivalent to a spouse of a Politically Exposed Person;
    - The parents of a Politically Exposed Person.
7. "Close Associate" of a Politically Exposed Person" means a natural person:
    - Who is known to have a joint beneficial ownership of a legal entity or legal arrangement or any other close business relation with a Politically Exposed Person;
    - Who has sole beneficial ownership of a legal entity or legal arrangement which is known to have been set up for the de facto benefit of a Politically Exposed Person
8. It is provided that when a PEP has ceased to have a prominent public function in any jurisdiction or in an international organisation, the Organisation considers the business relationship as High-Risk, for a period of at least 12 additional months. The Organisation assesses each case and maintains the PEP classification for as long as deemed necessary beyond the lapse of the 12 months, including for the whole future duration of the business relationship.
9. In the case of individual customers, where the applicant falls under the definition of a PEP, then the account should be classified a High-Risk - PEP.
10. In order to determine whether a prospective customer is a PEP, the Organization shall assess the below sources of information:
    - Information provided by the person itself;
    - The Screening data base; it is stressed, however, that the classification of a person as a PEP by Screening Data Base does not necessarily mean that the person is indeed a PEP. On the other hand, if a customer is not classified as a PEP by the Screening data base but information collected from other sources as per (i) above and (iii) or (iv) below qualify him/her as a PEP, then that person should be still classified as a PEP;

- Internet search;
- Any other reliable publicly available information.

11. Evidence for the search and the results from the above sources should be placed in the customer’s file. The Organisation assesses each case and maintains the PEP classification for as long as deemed necessary beyond the lapse of the 12 months, including for the whole future duration of the business relationship if deemed appropriate.
12. If, upon the establishment of a business relationship, based on the above sources, a PEP is identified, and the business relationship is classified as PEP then the below additional enhanced due diligence measures should be followed:
13. The decision for establishing a business relationship with a PEP or of continuing an existing business relationship where a PEP has been identified in the course of the business relationship, should be taken by the Board of Directors. The request for such an approval should be accompanied with a short report on the customer's profile and the PEP's profile prepared by the responsible employee, in order to obtain an informed decision from the Board of Directors. Before establishing a business relationship with a PEP, adequate information documentation should be obtained in order to ascertain not only the PEP's identity but also to assess their business reputation and/or integrity and/or professionalism (e.g. references from reliable third parties or internet searches that do not reveal concerns with reputation and/or integrity) if considered necessary.
14. Adequate enhanced due diligence measures should be followed in order to establish the source of wealth and source of funds of the PEP that is involved in the business relationship in order to ensure that there are no funds originating from corruption or other criminal activity involved. The Organisation should focus on constructing the business / economic profile by obtaining the information/documentation as per the provisions of the present Policy. The source of wealth should be established based on the information provided through the communication with a potential PEP, which should be verified by documents.
15. The regulatory framework emphasizes the importance of assessing particularly the sources of wealth of PEPs and requires the Organisation on a risk sensitive basis, to make every effort in order to verify the accuracy of the information provided by the PEP as to its wealth and the sources of this wealth against
16. Publicly available information sources such as asset and income disclosures which some countries expect certain public officials to file:
    - Publicly available property registers and/or land registers;
    - Company registers;
    - Internet searches including social media.
17. The profile of the expected business activity should form the basis for the future monitoring of the relationship. The profile should be regularly reviewed and updated with new data and information. Particular caution should be given where the customer is involved in businesses which appear to be most vulnerable to corruption.
18. All above information/documentation should be placed in the customer's file as evidence.
19. If upon the establishment of a business relationship, it is indicated on electronic databases that the applicant/ related individual is a PEP, however the Organisation has sufficient evidence to conclude that the individual in question has ceased to hold the public prominent position or in any other way does no longer fall under the definition of PEPs provided above, and should thus not be classified as High Risk - PEP, then this should be clearly evidenced in the customer's file. The customers file

should include a note, adequately explaining the reason why it is the Organisation's position that the individual does no longer fall under the PEP definition - in contrary to what it is potentially stated in electronic databases - and make reference to the online or other sources that justify this decision. Evidence/ copies of these sources (e.g. articles, websites, newspaper extracts, evidence provided by reliable third parties and others) should be placed in the file. The above should also apply to cases where electronic databases do not classify an individual as PEP, however the Organisation has adequate evidence to conclude that the individual falls under the PEP definition and should thus be classified as PEP. Again, sufficient explanation should be added in the short note prepared for PEPs, as provided above in this section of the Policy, explicit reference should be made to the sources that the Organisation relied on in order to reach this conclusion, and sufficiently document everything in the file. The same approach should be also applied upon the review/ updating of the customer's file.

20. The above measures also apply for already established business relationships, where any of the natural persons involved becomes a PEP at any point throughout the business relationship. Such change in the customer's categorization should also take place if the screening system is not updated but this information is identified at any given time (e.g. during the review of any customer', where the natural person itself may inform the Organisation, etc.).
21. Business relationships with PEPs should be subject to enhanced and on-going monitoring. The Organisation should perform on-going monitoring on both the transactions and the risk profile of the customer:
22. The review of the business relationship should be performed at least on an annual basis. The continuation of the business relationship should be approved by the Board of Directors. The thorough review of the transactional activity, as well as of the profile of the customer and the PEPs involved should be carried out by the AML Officer and the results of the review should be summarized on a short report. If, following the review, the AML Officer is satisfied that the business relationship should continue, the short report should accompany the request for continuation of the business relationship to the Board of Directors.
23. The report should include, as a minimum:
    - Basic details such as date of establishing the relationship, whether the relationship is dormant, etc;
    - A comment on the actual turnover of the players account and whether it is in line with the expected turnover of the account (the conclusions on the expected turnover, should be formed on the documented source of funds and source of wealth that has been confirmed by documents);
    - A reference to connected/affiliated customers of the Organisation;
    - An express statement whether there is any suspicion for irregular activity of the client;
    - Clear recommendation to the Board of Directors for the continuation of the relationship or closure.
24. During the ongoing monitoring of the transactions, the Organisation should be cautious in order to identify and pay particular attention to transactions that seem unusual/ out of the normal. Such transactions should be assessed based on the information maintained about the customer and the established business profile, and consider whether, in the light of the unusual transaction, the information maintained should be re- assessed and updated.
25. If during the above review, or ongoing monitoring of the business relationship and transactions any suspicions are raised, the provisions of the relevant section of the

present Policy should be followed.

26. All documents concerning the renewal and the review should be placed together in the file.

6. CUSTOMERS RELATED TO OR TRANSACTING WITH THIRD COUNTRIES OF HIGH RISK
    1. The Organisation classifies as High-Risk and applies enhanced due diligence measures, on customers physical persons who are nationals or residents of High-Risk countries.
    2. The Law defines as a High-Risk third country, a country indicated by the FATF.
    3. Additionally, countries and geographic areas is one of the risk factors that the Organisation, should consider when identifying and assessing risks of money laundering and terrorist financing.
    4. Taking into consideration the "Geographic Risk Factors" for the assessment and classification of a third country as High-Risk, as well as a number of lists and statements of European and international organisations, the Organisation has developed a Country Risk Categorization Methodology (hereinafter the "Methodology) on the classification of a third country as High risk, and how related customers and transactions shall be treated.
    5. Based on the developed Methodology, the Organisation's list of High-Risk countries, includes inter alia jurisdictions which are:
        - Subject to Sanctions/ Embargoes;
        - Non-cooperative for tax purposes (EU list);
        - FATF countries that bear deficiencies in their system of money laundering and terrorist financing;
        - Under High Level of corruption, transparency, bribery etc.
    6. It is the AML Compliance Department's responsibility to maintain and update the list of High-Risk countries, resulting from the Methodology and to communicate it to the Board of Directors and any other responsible employees when updated and amended.
    7. The responsible employees should refer to the Methodology, as a guidance on how each category of High-Risk affects the customers and their transactions related to the country category.
7. CUSTOMERS RELATED TO OR TRANSACTING WITH THIRD COUNTRIES OF HIGH RISK
    1. The Organisation classifies as High-Risk and applies enhanced due diligence measures, on customers physical persons who are nationals or residents of High-Risk countries.
    2. The Law defines as a High-Risk third country, a country indicated by the European Commission which presents strategic deficiencies in its national system for combating money laundering and terrorist financing which are considered as major threats to the financial system of the EU.
    3. Additionally, countries and geographic areas is one of the risk factors that the Organisation, should consider when identifying and assessing risks of money laundering and terrorist financing.
    4. Taking into consideration the "Geographic Risk Factors" for the assessment and classification of a third country as High-Risk, as well as a number of lists and statements of European and international organisations, the Organisation has developed a Country Risk Categorization Methodology (hereinafter the "Methodology) on the classification of a third country as High risk, and how related customers and transactions shall be treated.
    5. Based on the developed Methodology, the Organisation's list of High-Risk countries, includes inter alia jurisdictions which are:
        - Subject to Sanctions/ Embargoes;

        - Non-cooperative for tax purposes (EU list);
        - FATF countries that bear deficiencies in their system of money laundering and terrorist financing;
        - Under High Level of corruption, transparency, bribery etc;
    6. It is the AML Compliance Department's responsibility to maintain and update the list of High-Risk countries, resulting from the Methodology and to communicate it to the Board of Directors and any other responsible employees when updated and amended.
    7. The responsible employees should refer to the Methodology, as a guidance on how each category of High-Risk affects the customers and their transactions related to the country category.
    8. For such customers and transactions, it is important to apply the enhanced due diligence measures especially regarding the establishment of the source of wealth, as per the provisions of the present Policy and the Organisation's Risk Assessment Policy.
8. SCREENING DATABASE
    1. The Screening database comprises names of natural and legal persons, countries, organizations, vessels etc., which may, inter alia, be:
        - Subject to sanctions;
        - Suspects for money laundering and terrorist financing activities;
        - Politically Exposed Persons;
    2. Apart from the above, it provides information of general nature on the persons included in the data base such as positions held currently and, in the past, possible negative information regarding accusations against them of any nature such as for tax evasion, for legal litigations, for relationship with PEPs or criminals, etc.
    3. It must be noted that the Screening database check must be performed, and any discarded hits (false positives) should be assessed, explained, and included in the customer's file.
    4. In case of true matches, these must be escalated to AML Department. The database should be used screens the names of all active customers daily.
9. INTERNET SEARCH / MEDIA CHECK
    1. Internet / media searches should always be performed on new applications and upon the review (either regular or ad hoc) of identification records or annual account review, for all clients and their relevant persons.
    2. The internet search serves the purpose of identifying adverse media, obtaining as much information as possible in constructing the customer's profile, identifying whether the customer is a PEP or immediate family member or close associate of a PEP as well as of cross-checking the information provided by the customer.
    3. In evidencing the search, the officer preparing the customer's file should add and sign the following confirmation on the conciliatory page: "Internet search has been made". Search results should be assessed and copies to be kept in the customer files. It is reminded that where there are negative articles or public allegations on the customer or its officials, all the public information identified should be disclosed and outlined clearly in the Customers file and an assessment made as to the actions needed by the Organisation (e.g. reclassification to High-Risk, close monitoring, termination, etc.). The assessment in such cases must be discussed for final decision with the AML Officer.
    4. Confirming that an "Internet search has been made" and failing to disclose easily available negative information for further assessment is a direct breach of the provisions of this Policy and may lead to the Organisation not fulfilling effectively its AML obligations.

11. **ON-GOING MONITORING PROCESS**
    1. The constant monitoring of the Players' accounts and transactions is an imperative element in the effective controlling of the risk of ML/TF.
    2. In this respect, the AML Officer shall be responsible for maintaining as well as developing the on-going monitoring process of the Organisation and use the appropriate IT systems in order to achieve highest monitoring abilities while keeping a cost-effective process.
    3. The AML Officer shall review the Organisations' procedures with respect to the on-going monitoring process, at least annually.
    4. The procedures and intensity of monitoring Clients' accounts and examining transactions on the Client's level of risk shall include the identification transactions which, as of their nature, may be associated with ML/TF, unusual or suspicious transactions that are inconsistent with the profile of the Client for the purposes of further investigation.
    5. In case of any unusual or suspicious transactions, the head of the Client Support Department shall be responsible to communicate with the AML Officer.
    6. Further to the investigation of unusual or suspicious transactions by the AML Officer, the results of the investigations are recorded in a separate memo and kept in the file of the Clients concerned the ascertainment of the source and origin of the funds credited to accounts.
       Established minimum triggers, that would require an ongoing monitoring and request of additional documents:
        - Cumulative deposits over 5000 EUR in 1 month;
        - Sudden increase in deposits;
        - High loss amount;
        - Deposits coming from different payment systems;
        - Request for withdrawals through an alternative payment system, different from the deposit method.
    7. It should be noted that these triggers are only samples of possible scenarios and each case should be treated on an individual basis, taking into consideration players transaction history, activity, previously obtained documentation and risk categorization.
12. **REVIEW AND UPDATING OF CDD**
    1. It is a requirement that the customers identification records should be examined on a regular basis so that it is ensured that they remain completely updated. In this respect, the procedures described below should be followed.
    2. Regular review and updating
        1. The frequency of review and updating depends on the risk categorization of each customer and should be as follows:
            - Low risk customers: Not less frequently than once every 3 years;
            - Normal risk customers: Not less frequently than once every 1 years;
            - High risk customers: Not less frequently than every 6 months;
        2. During the review procedure, the customer should be requested to confirm that the identification information held by the Organisation is still accurate and valid or advise changes that have taken place. In case that any change has taken place, the customer should be asked to present the relative supporting documentation / evidence.
        3. It is pointed out that during the review process, new documents evidencing the permanent residential address of all natural persons should be obtained.
        4. The Responsible employee is required to send the letter with the requirements for the update of information and records, reminders and the warning letter where needed and follow-up completion of the review procedure.
        5. Completion of the review procedure should be approved by the AML Officer in the same way as for the establishment of a business relationship.

6. The continuation of the business relationship with High-Risk customers should be approved by the AML Department and in some cases, by the Board of Directors (e.g. PEPs).

13. **TERMINATION OF THE BUSINESS RELATIONSHIP**
    1. The Organization should proceed with the termination of the relationship with an existing customer who:
        1. Had such changes in its status after the establishment of the relationship which turned it to be one of the prohibited types of customers as per the Customer Acceptance Policy;
        2. Has a behaviour in its transactions and activities which makes it a customer of excessive high-risk;
        3. Refuses or fails to provide updated information requested by the Organisation, particularly regarding the Source of Funds for single or linked deposits exceeding the $10,000 threshold, or if there is a reasonable suspicion that the property involved constitutes the proceeds of crime;
        4. Has attempted to deceive the Organisation;
        5. Breached any of the provisions of the Organisation's Terms and Conditions that the Organisation deems of significance;
        6. Has been convicted for any serious predicate offence, for which a Court Order or enquiry from an authority has been received and by maintaining the relationship may expose the Organisation to high AML or reputational risk.
    2. Before proceeding with the termination of a business relationship, the Organisation should make sure that the files of the customer are KYC compliant and that the records are up to date. In this respect:
        1. Where a Customer requests to proceed with the termination of the business relationship, or where the Organisation decides to proceed with the termination (including account closure), the Organisation shall ensure that the Customer's data and profile information are accurate and up to date;
        2. Where such information is incomplete or outdated, the Organisation shall take all necessary actions, as appropriate to the circumstances, to update the Customer's status and records, and to ensure that there are no outstanding concerns that would prevent or delay the termination of the business relationship;
        3. The Organisation shall not proceed with the termination of the business relationship (including account closure) where the review and updating of the Customer's records, including KYC/CDD information, have not been completed.
        4. Where a periodic or ad hoc review is initiated, and the Customer fails or refuses to provide the required information or documentation necessary to complete such review, this shall be considered a potential indicator of suspicion. In such cases, the Organisation shall assess whether the circumstances give rise to reasonable grounds for suspicion of money laundering, terrorist financing, or other illicit activity, and whether a Suspicious Transaction Report (STR) should be submitted to the Anjouan Gaming Board in accordance with applicable regulatory requirements.
        5. Each case shall be assessed on a risk-based and case-by-case basis, taking into account the Customer's profile, transaction patterns, behaviour, and overall risk level. Where the Organisation can reasonably justify, based on documented analysis, that the Customer's failure to provide the requested documentation does not give rise to suspicion, the Organisation may proceed with the termination of the business relationship.
        6. In all instances, the decision-making process, rationale, and supporting evidence shall be fully documented and retained in the Customer's file, ensuring an adequate audit trail for regulatory review by the Anjouan Gaming Board.

14. **RECOGNITION AND REPORTING OF SUSPICIOUS TRANSACTIONS / ACTIVITIES TO THE UNIT**
    1. REPORTING SUSPICIOUS TRANSACTIONS
        1. Whenever there is an attempt of executing transactions that raise reasonable suspicion of being related to ML/TF, the AML Officer, reports the case to the Anjouan Gaming Board through rg@anjouangaming.com in accordance with the current Policy.
        2. Suspicious Activity Reports (SARs) shall be submitted to Anjouan Gaming Board within twenty-four (24) hours of the detection of the suspicious activity, accompanied by a detailed description of the activity, relevant player information, and all supporting evidence. The AML Officer shall maintain a log of all SARs submitted.
        3. The Organisation shall report to Anjouan Gaming Board all transactions, or groups of linked transactions, equalling or exceeding USD 10,000 (or the equivalent in any other currency), regardless of whether suspicion of ML/TF arises.
    2. SUSPICIOUS TRANSACTIONS
        1. The definition of a suspicious transaction as well as the types of transactions indicating ML/TF is very broad. A suspicious transaction will often be inconsistent with the normal Business Relationship patterns of the specific account. The Company shall ensure that it maintains adequate information and knows enough about its Clients' activities in order to recognise on time that a transaction or a series of transactions is unusual or suspicious.
        2. Examples of what might constitute suspicious transactions/activities related to ML/TF are listed in Appendix 1 of the Policy. The relevant list is not exhaustive, nor it includes all types of transactions that may be used. Nevertheless, it can assist and serve as guidance to the Company and its employees (especially the AML Officer and the Client Support Department) in recognising the main methods used for ML/TF. The detection by the Company of any such transactions contained in the said list prompts further investigation and constitutes a valid cause for seeking additional information and/or explanations as to the source and origin of the funds and the circumstances surrounding the particular activity.
        3. In order to identify suspicious transactions, the AML Officer shall perform the following activities:
            1. monitor on a continuous basis any changes in the Players' transaction Patterns;
            2. monitor on a continuous basis if a Player is engaged in any of the practices mentioned in Appendix 1 of this Policy;
        4. Furthermore, the AML Officer shall perform the following activities:
            1. If receive and investigate information from the Organisations' employees, on suspicious transactions which raises reasonable suspicion of ML/TF. This information is reported on the Internal Suspicion Report. The said reports are archived by the AML Officer;
            2. If, as a result of the evaluation, the AML Officer decides to disclose this information to the Anjouan Gaming Board, then a report is submitted to the Anjouan Gaming Board;
            3. If as a result of the evaluation described above, the AML Officer decides not to disclose the relevant information to the Anjouan Gaming Board, then he/she fully explains the reasons for his decision on the Internal Evaluation Report.
    3. AML OFFICERS' REPORT TO THE UNIT
        1. All the reports of the AML Officer will be send or submitted directly to the Anjouan Gaming Board.

2. After the submission of a suspicious report according to the Policy, the Organisation may subsequently wish to terminate its relationship with the Client concerned for risk avoidance reasons. In such an event, the Organisation exercises particular caution in order not to alert the Client concerned that a suspicious report has been submitted to the Anjouan Gaming Board. Close liaison with the Anjouan Gaming Board is, therefore, maintained in an effort to avoid any impediment to the investigations conducted.
3. After submitting the suspicious report, the Organisation adheres to any instructions given by the Anjouan Gaming Board and, in particular, as to whether or not to continue or suspend a particular transaction or to maintain the particular account active.
4. The Anjouan Gaming Board may instruct the Organisation to refrain from executing or delay the execution of a Client's transaction without such action constituting a violation of any contractual Furthermore, after the submission of a suspicious report according with the current Policy, the Clients' accounts concerned as well as any other connected accounts are placed under the close monitoring of the AML Officer.

4. SUBMISSION OF INFORMATION TO THE UNIT
    1. The Company shall ensure that in the case of a suspicious transaction investigation by the Anjouan Gaming Board, the AML Officer will be able to provide without delay the following information:
        - the identity of the account holders;
        - data of the volume of funds or level of transactions flowing through the account;
        - accounts detected in similar behaviour;
        - in relation to specific transactions:
            - the origin of the funds;
            - the type and amount of the currency involved in the transaction;
            - the form in which the funds were placed or withdrawn;
            - the identity of the person that gave the order for the transaction;
            - the destination of the funds;
            - the form of instructions and authorisation that have been given;
            - the type and identifying number of any account involved in the transaction.

15. RECORD-KEEPING PROCEDURES
    1. PURPOSE OF KEEPING RECORDS
        1. The Organisation shall retain records, including documentation and information, for use in an investigation into, or an analysis of, the possibility of ML/FT. These records can be requested by the Computer Gaming Licensing Board Anjouan or the Anjouan Gaming Board or by other relevant competent authorities as required. The records maintained by the Organisation are extremely important to competent authorities responsible for analysis, investigation, law enforcement and prosecution since they may constitute evidence of the audit trail and of money flows. It is therefore crucial that subject persons adhere to the legal obligations applicable in this area.
        2. In case the Organisation will establish a documents/data retention policy, the AML Officer shall ensure that the said policy shall take into consideration the requirements of the Law and the Directive.
        3. The AML Officer shall review the adherence of the Company to the above, at least annually.
    2. RECORDS TO BE RETAINED
        1. The Client Support Department of the Organisation shall maintain records of all documents related to the verification process performed on a client in relation to all

Business Relationships formed:

1. the Client identification documents obtained during the CDD, as applicable;
2. monitoring reports obtained during and after the establishment of Business Relationship.

2. The Organisation should also retain the following records required as evidence of compliance the Law and Directive and for statistical purposes:
    - internal suspicious reports made to the AML Officer;
    - reports made by the subject person to the Anjouan Gaming Board;
    - a record of the reasons for not forwarding an internal report to the Anjouan Gaming Board;
    - a record of AML Officer training provided, including: the date on which the training was delivered; the nature of the training; the names of employees receiving the training; the results of any assessment undertaken by employees; a copy of any hand-outs or slides;
    - other important records, including: any reports by the AML Officer to senior management/ Board of Directors made for the purposes of complying with the obligations under the Law.
3. PERIOD OF RETENTION OF RECORDS
    1. The Organisation shall maintain the records for a period of at least five (5) years. The date of commencement of this time period depends on the type of records to be retained.
    2. With respect to CDD and/or EDD documentation, the time period of five (5) years commences from the date on which the Business Relationship is terminated.
    3. It is provided that the documents/data mentioned above which may be relevant to ongoing investigations shall be kept by the Organisation until the Anjouan Gaming Board confirms that the investigation has been completed and the case has been closed.
4. FORM OF RECORDS
    1. The Organisation maintains records in any one of the following forms: physical file, scanned form, computerised or electronic form.
    2. Subject persons should use a standardised approach to record keeping and must ensure that the approach used enables the quick retrieval of records for the purposes laid out in Section 15.1 below.
5. RETRIEVAL OF RECORDS
    1. Subject persons are required to maintain efficient record-keeping procedures that enable them to retrieve information in a timely manner when so requested by the relevant authorities acting in accordance with the Law.
    2. To this effect, the Organisation shall establish effective systems which are commensurate with the size and nature of its business and that enable it to respond efficiently, adequately, promptly and comprehensively to such enquires made to them by the Anjouan Gaming Board. The provision of this information is of particular importance in the context of procedures leading to measures such as freezing or seizing of assets, including terrorist assets.
    3. When requests for information are made by the Anjouan Gaming Board, the Organisation should ensure that it is able to reply to these enquiries in a timely manner but not later than five (5) working days from when the demand is made, unless the subject person makes representations justifying why the requested information cannot be submitted within the said time.
6. CERTIFICATION & LANGUAGE OF DOCUMENTS
    1. The documents/data obtained, shall be in their original form or in a copy

form. A translation shall be attached in the case that the documents above are in a language other than English.

2. Each time the Company shall proceed with the acceptance of a new Client, the Client Support Department shall be responsible for ensuring compliance with the provisions of points above.

16. EMPLOYEES' OBLIGATIONS, EDUCATION AND TRAINING ON ANTI-MONEY LAUNDERING AND TF
    1. The Organisations' employees can be personally liable for failure to report information or suspicion, regarding money laundering or terrorist financing.
    2. The employees cooperate and report, without delay, anything that comes to their attention in relation to transactions for which there is a slight suspicion that are related to money laundering or terrorist financing.
    3. The employees are aware of their obligations of not tipping off customers, where there are any suspicions in regard to money laundering or when there is an ongoing investigation.
    4. The Organisation will organize internal and external training for its employees and AML Officer. The AML Officer will additionally provide training to the employees of the Organisation, when needed. The main purpose of the training is to ensure that relevant employees become aware of:
        - the Anjouan Money Laundering (Prevention) Act 008 of 2005;
        - the European Union laws and directives;
        - the Organisations' Anti-Money Laundering Policy and relevant Procedures;
        - the statutory obligations of the Organisation to report suspicious transactions;
        - the employees own personal obligation to refrain from activity that would result in ML/TF;
        - the importance of the Clients' due diligence and identification measures requirements for ML/TF prevention purposes;
    5. The training program will have a different structure for new employees and existing employees. On-going training shall be given at regular intervals so as to ensure that the employees are reminded of their duties and responsibilities and kept informed of any new developments.
    6. The Organisation will keep documented records, in regard to the trainings attended, dates and the names of the employees that have received the training.
    7. REVIEW AND UPDATE OF THE POLICY
        1. The adequacy of internal control measures intended for the prevention of money-laundering and terrorist financing shall be regularly revised in order to ensure that the measures implemented remain up-to-date and are proportionate to risks arising for the Organisation. The AML Policy must be reviewed at least annually as well as in the event of any changes in the applicable regulations and/or in cases when provision of new services are being considered.

Appendix 1

EXAMPLES OF SUSPICIOUS TRANSACTIONS/ACTIVITIES RELATED TO MONEY LAUNDERING AND TERRORIST FINANCING

- The transactions or the size of the transactions requested by the Client do not comply with his usual practice and activity.
- Large volume of transactions.
- The Business Relationship involves only one transaction, or it has a short duration.
- Any transaction the nature, size or frequency appear to be unusual.
- Instructions of payment to a third person.

- Transfer of funds to and from countries or geographical areas which do not apply, or they apply inadequately FATF’s recommendations on Money Laundering and Terrorist Financing.
- A Client is reluctant to provide complete information when establishes a Business Relationship.
- A Client provides unusual or suspicious identification documents that cannot be readily verified.
- A Client’s home/mobile telephone is disconnected.
- Unexplained inconsistencies arising during the process of identifying and verifying the Client (e.g. previous or current country of residence, country of issue of the passport, documents furnished to confirm name, address and date of birth etc).
- Attempts to deposit funds through one payment system, but arranging the withdrawal of funds through another
- Receiving alerts from PSPs that the credit/debit card is lost/stolen/frozen

Appendix 2

PROHIBITED COUNTRIES LIST

You are not allowed to register on the Website and use our services if you are a resident of the following countries: Cuba, Iran, North Korea, Syria, Ukraine (Crimea, Donetsk, Luhansk), Russian Federation, Burma, Côte d’Ivoire, Congo, Eritrea, Iraq, Lebanon, Liberia, Libya, Somalia, Afghanistan, Burma (Myanmar), Central African Republic, Congo, Ethiopia, Sudan, Venezuela, Yemen, Zimbabwe, Australia, Austria, Belgium, Belize, Bulgaria, Colombia, Comoros, Croatia, Curacao, Denmark, Estonia, Finland, France, Georgia, Germany, Italy, Netherlands, Panama, Portugal, Romania, Spain, Sri Lanka, United Kingdom, United States, Aruba, Bonaire, Saba, Statia, St. Martin.

19. KYC POLICIES

Anti-Money Laundering (AML) and Know Your Customer (KYC) Policy

Definitions

AML / Compliance Department - The unit which has primary responsibility for the initiation and delivery aspects of the AML program within an Organisation.

Business relationship - Business or commercial relationship between a Customer and the Organisation and which is expected, at the time when the contact is established, to have an element of duration for a certain period (e.g. conclusion of an agreement between the Customer and the Organisation, continuous performance of gambling/betting and monetary operations and transactions).

Close Associate - A natural person who, together with the Politically Exposed Person, is a member of the same legal entity or of a body without legal personality or maintains other business relationship.

Close family member - The spouse, the person with whom partnership has been registered (i.e. the cohabitant), parents, brothers, sisters, children and children's spouses, children's cohabitants.

Customer due diligence (CDD) - Identification of the Customer and verification the Customer's identity on the basis of documents, data or information obtained from a reliable and independent source; assessment and, as appropriate, obtainment of information on the purpose and intended nature of the Business Relationship; the conducting of ongoing monitoring of the Business Relationship including scrutiny of transactions undertaken throughout the course of that relationship to ensure that the transactions being conducted are consistent with the Organisations' knowledge of the Customer.

Customer/Client/Player - a person that uses online gambling and betting services provided by the Organisation.

FATF – The Financial Action Task Force.

FIU – Financial Investigation Unit Curacao.

High-risk third countries - countries identified as having strategic deficiencies in their AML/CFT regime, which pose a significant threat to the Union's financial system (Article 9 of Directive (EU) 2015/849).

Identification - A part of Customer Due Diligence, allowing to ascertain the identity of a person on the basis of the personalised unique information directly related to that person.

Law – Law on the Prevention of Money Laundering and Terrorist Financing.

Money laundering (ML) - the doing of any act which constitutes an offence of money laundering and is defined in the Law on the Prevention of Money Laundering and Terrorist Financing of Curacao. The criminal acts cover all procedures that seek to change the identity of illegally obtained funds, arising from drug dealing, terrorist activities or any other crime in order to give impression that such money originated from legitimate or legal sources. Money laundering is the participation in any

transaction that seeks to conceal or disguise the nature or origin of funds derived from illegal activities such as, for example, fraud, corruption, organized crime, or terrorism etc.

Organisation – Sprut Group B.V, an online gambling institution established and authorized under the laws of Curacao and, therefore, falling within the definition of an institution that falls under the Curacao legisation on the Prevention of Money Laundering and Terrorist Financing. The term "Company / Organisation" when used in these Policies also refers to the management bodies of the Organisation and the members of such bodies as well as the employees of the Organisation.

Policy – Anti-Money Laundering (AML) and Know Your Customer (KYC) Policy.

Politically Exposed Person (PEP) - Natural persons who are or have been entrusted with Prominent Public Functions and Close Family Members or Close Associates of such persons.

Prominent Public Functions:

1. The head of the state, the head of the government, a minister, a vice minister or a deputy minister, a secretary of the state, a chancellor of the parliament, government or a ministry;

2. A member of the parliament;

3. A member of the Supreme Court, the Constitutional Court or any other supreme judicial authorities whose decisions are not subject to appeal;

4. A mayor of the municipality, a head of the municipal administration;

5. A member of the management body of the supreme institution of state audit or control, or a chair, deputy chair or a member of the board of the central bank;

6. Ambassadors of foreign states, a charge d'affaires ad interim, commander of the armed forces and units, chief of defence staff or senior officer of foreign armed forces;

A member of the management or supervisory body of a public undertaking, a public limited company or a private limited company, whose shares or part of shares, carrying more than 1/2 of the total votes at the general meeting of shareholders of such companies, are owned by the state;

8. A member of the management or supervisory body of a municipal undertaking, a public limited company or a private limited company whose shares or part of shares, carrying more than 1/2 of the total votes at the general meeting of shareholders of such companies, that are owned by the state, and which are considered as large enterprises

9. A director, a deputy director or a member of the management or supervisory body of an international intergovernmental organisation;

10. A leader, a deputy leader or a member of the management body of a political party.

Source of funds – means the origin of the funds involved in a business relationship or occasional transaction. It includes both the activity that generated the funds used in the business relationship, for example the customer's salary, as well as the means through which the customer's funds were transferred.

Source of wealth – refers to funds that the customer has acquired during a prolonged period of time and that make up the customer's entire body of wealth (total funds). When determining the source of

wealth, the main focus is the acquisition of information on customer's activities that indicate how the customer acquired the wealth.

Terrorist financing (TF) - the solicitation, collection or provision of funds with the intention that they may be used to support terrorist acts or organizations. Funds may stem from both legal and illicit sources. More precisely, according to the International Convention for the Suppression of the Financing of Terrorism, a person commits the crime of financing of terrorism "if that person by any means, directly or indirectly, unlawfully and willfully, provides or collects funds with the intention that they should be used or in the knowledge that they are to be used, in full or in part, in order to carry out" an offense

1. SCOPE OF THE POLICY

As part of the commitment to maintaining the highest standards and following all relevant regulations, it is the Organizations' policy to prohibit and prevent any cases of money laundering and terrorist financing.

Whereas the Organisation is Sprut Group B.V., an online betting and gambling provider registered under the laws of Curacao with its registration number 149459 and, Money Laundering is the participation in any transaction that seeks to conceal or disguise the nature, or the origin of funds derived from the illegal activities. Money laundering involves not only the proceeds of drugs trafficking, but funds related to other illegal activities, including fraud, corruption, organized crime, terrorism, and many other crimes. Generally, the money laundering consists of three stages:

Placement: introduction of cash originating from illegal / criminal activities into financial or non-financial institutions.

Layering: separating the proceeds of criminal activities form their source through the use of layers of complex financial transactions. These layers are designed to hamper the audit trail, disguise the origin of funds and provide anonymity.

Integration: placing the laundered proceeds back into the economy in such a way that they re-enter the financial system as legitimate funds.

Terrorist financing encompasses the means and methods used by terrorist organizations to finance their activities. This money can come from legitimate sources, for example from profits from businesses and charitable organizations. But terrorist groups can also get their financing from illegal activities such as trafficking in weapons, drugs or people, or kidnapping for ransom.

This Policy is developed and periodically updated by the Anti-Money Laundering Officer of the Organization based on the general principles set up by the Board of Directors of the Organization in relation to the prevention of money laundering and terrorist financing.

The Policy applies to all employees of the Organization and aims to setup key roles and responsibilities for the staff members as well as to ensure compliance with the following legislation:

- European Directive 2005/60/EC and European Directive 2018/843 on the prevention of the use of the Financial System for the purpose of money laundering and terrorist financing as

transposed into National Law (L188(I)/2007-2018
- the National Ordinance on identification when rendering services (Landsverordening identificatie bij dienstverlening (LID), PB 2017, no. 92)
- the National Ordinance on the reporting of unusual transactions (Landsverordening melding ongebruikelijke transacties (LMOT), PB 2017, no. 99).

All amendments and/or changes of current version of the Policy must be approved by the Company's Board of Directors.

1.1 RESPONSIBILITIES AND RECEIPIENTS OF THE DOCUMENT:

Owner of the process: AML Officer

Responsibilities:

This document is binding to all employees of the Organisation whose job responsibilities are related to establishment and review of the business relationships.

In cases of violations of the Procedure, the detector of the violation immediately informs the head of his structural unit. If differences are found between the processes carried out in the Organisation and those determined in the procedure, the Owner of the process should be informed about this.

Recipients of the Document:

- Customer support department
- Fraud Prevention department
- Payments department
- AML department

2. BOARD OF DIRECTORS

The Board of Directors is responsible for ensuring that the Organisation complies with its obligations under the Law. The Board shall assess and periodically review the effectiveness of the policies, arrangements and procedures put in place to comply with the obligations under the Law, and to take appropriate measures to address any deficiencies.

The main duties and responsibilities of the Board of Directors in relation to the prevention of money laundering and terrorist financing mainly include:

- Determining, recording and approving the general policy principles of the Organisation in relation to the prevention of money laundering and terrorist financing and inform the Anti-Money Laundering Officer accordingly
- Appointment of an Anti-Money Laundering Officer and determining his/her main duties and responsibilities and where is necessary, assistant compliance officers
- Approval of the AML policy and procedures
- Communication of the AML policy to all employees of the Organisation
- Ensuring that the requirements of the Law and the AML Directive are applied, and that the

Organisation maintains appropriate, effective and sufficient systems and controls for the prevention of money laundering and terrorist financing
- Ensuring that the Anti-Money Laundering Officer has full access to all documents and information necessary for the execution of his/her duties and responsibilities
- Ensuring that all employees of the Organisation know the Anti-Money Laundering Officer and report to him/her all suspicious transactions in accordance with the requirements of the AML Laws and the Directive
- Establishing a clear and quick reporting chain of suspicious transaction to the Anti-Money Laundering Officer
- Ensuring that the Anti-Money Laundering Officer has sufficient resources, staff and technology, for the effective execution of his/her duties and responsibilities
- Assessing and approving the Annual Report
- Reviewing the report submitted to the Board by the Anti-Money Laundering Officer

Since the overall responsibility for the prevention of money laundering and terrorist financing lies with the Board of Directors, they are also responsible for the assessment and approval of the Annual Report prepared by the Anti-Money Laundering Officer and for taking any necessary actions as deemed appropriate under the circumstances to remedy any weaknesses and/or deficiencies identified in the Report.

3. INTERNAL AUDIT

The Organisation has assigned an Internal Auditor in order to continuously test current practices and inform the Organisation in case there are any suggestions for improvements. The Audit is performed at least on an annual basis.

Any findings are being submitted to the Board of Directors which decides the necessary measures that need to be taken to ensure the rectification of any weaknesses and/or deficiencies, which have been detected.

4. ROLE AND RESPONSIBILITIES OF AML OFFICER

The AML Officer has the necessary authority, resources and expertise to carry out his/her relevant duties and responsibilities and also has access to all relevant information. The employees of the Organization are informed of the person carrying out AML role and on ways of contacting him/her.

Currently, 1 employee has been assigned the role of AML Officer: Volodymyr Bakotskyi

In case of any changes in the structure of AML Department – this will be communicated to the Gaming Control Board accordingly.

4.1 Responsibilities of AML Officer:

- To draft the Organisations' procedures and controls for the Prevention of the Money Laundering and Terrorism Financing
- To develop and improve Customer Acceptance Policy and submit it for approval of the Board of Directors
- To monitor and evaluate the sound and effective implementation of the Organisations general

policy principals and to manage the associated risks in relation to the Prevention of Money Laundering and Terrorist Financing
- To ensure that KYC and EDD procedures are adhered to
- To ensure Sanctions Compliance procedures are adhered to
- To advise employees on issues arising as part of implementation of anti-money laundering program within the Organisation
- To provide necessary materials and trainings on AML/CFT and Sanctions Compliance to the employees of the Organisation
- To immediately inform the Board of Directors of any cases of non- compliance with laws, regulations and directives issued by Curacao Gaming Control Board
- To recommend to the Board of Directors any amendments necessary to the AML Policy
- To receive and evaluate information from all personnel regarding suspicious client transactions and activities
- If considered necessary – to report such transactions and activities to FIU Curaçao
- To ensure the preparation, maintenance and updating of lists of clients categorization following a risk-based approach.
- To screen existing clients and transactions to ensure that the AML policies are followed and and verify whether any are subject to reporting according to the indicators mentioned in the Ministerial Decree regarding the Indicators for Unusual Transaction
- To detect, record and evaluate, at least on an annual basis, the risks arising from existing and new clients, new financial instruments and services and make any necessary amendments to the systems and procedures of the Organisation.
- To review all internally reported unusual transactions for their completeness and accuracy with other sources;
- To keep records of internally and externally reported unusual transactions;
- To execute closer investigation of unusual transactions if necessary;
- To prepare and submit to the Commission the monthly prevention statement in a timely manner
- To Report to Senior Management, at least annually, on compliance issues indicating in particular whether appropriate remedial measures have been taken in the event of any deficiencies identified
- To prepare the Annual AML Report and submit it to the Board of the Directors
- To verify adherence to local laws and regulations regarding the detection and deterrence of money laundering and terrorist financing;
- To organize training sessions for the staff on various compliance-related issues;
- To prepare the external report of unusual transactions;
- To make necessary changes to the AML program;
- To remain informed on the local and international developments on money laundering and terrorist financing and to make suggestions to management for improvements; and
- To prepare periodic information on the casino’s efforts against money laundering and financing of terrorism and financing of proliferation.

5. AML ANNUAL REPORT

The Annual Report, prepared by the AML Officer is a significant tool for assessing the Organisations level of compliance with its obligations as these are laid down in the Law and the Anti-Money Laundering Directive.

The Annual Report will be prepared and submitted for approval to the Board of Directors, within two months from the end of each calendar year (the latest by the end of February) and to the Curacao Gaming Control Board, if requested, in preparation of or during an examination and upon GCB

request during the year, together with the minutes of the meeting, during which the Annual Report has been discussed and approved. It is provided that the said minutes will include the measures decided for the correction of any weaknesses and/or deficiencies identified in the Annual Report and the implementation timeframe of these measures.

5.1 The Annual Report should deal with money laundering and terrorist financing preventive issues pertaining to the year under review and, as a minimum, should cover the following:

- Information for measures taken and/or procedures introduced for compliance with any amendments and/or new provisions of the Law and the AML Directive which took place during the year under review
- Information on the inspections and reviews performed by the AML Compliance Officer, reporting the material deficiencies and weaknesses identified in the policy, practices, measures, procedures and controls that the Organisation applies for the prevention of money laundering and terrorist financing. In this regard, the report outlines the seriousness of the deficiencies and weaknesses, the risk implications and the actions taken and/or recommendations made for rectifying the situation
- The number of internal suspicion reports submitted by employees of the Organisation to the AML Compliance Officer, and possible comments/observations thereon.
- The number of reports submitted by the AML Compliance Officer to FIU Curacao, with information/details on the main reasons for suspicion and highlights of any particular trends
- Information, details or observations regarding the communication with the employees on money laundering and terrorist financing preventive issues
- Information on the policy, measures, practices, procedures and controls applied by the Organisation in relation to high-risk clients as well as the number and country of origin of high-risk clients with whom a business relationship is established.
- Information on the procedures applied by the Organisation for the ongoing monitoring of client accounts and transactions
- Information on the training courses/seminars attended by the AML Compliance Officer and any other educational material received
- Information on training/education and any educational material provided to staff during the year, reporting, the number of courses/seminars organized, their duration, the number and the position of the employees attending, the names and qualifications of the instructors, and specifying whether the course/seminars were developed in-house or by an external organisation or consultants
- Results of the assessment of the adequacy and effectiveness of staff training
- Information on the recommended next year’s training program.
- Information on the structure and staffing of the department of the Compliance Officer as well as recommendations and timeframe for their implementation, for any additional staff and technical resources which may be needed for reinforcing the measures and procedures against money laundering and terrorist financing.

The Organisation will make the following items readily available at GCB request:

- Its written and approved AML Compliance Program on money laundering, terrorist financing and financing of proliferation;
- Records of its Business Risk assessment;
- The name of each Compliance Officer responsible for the casino’s overall money laundering and terrorist financing policies and procedures and his/her designated job description;
- Records of reported unusual transactions;
- Records of unusual transactions which required closer investigations;

- Records of frozen accounts;
- Schedule of the training provided to the casino's personnel regarding money laundering, terrorist financing and proliferation of weapons;
- The assessment report on the casino's policies and procedures on money laundering, terrorist financing and financing of proliferation by the internal audit department or an external auditor;
- The customer's files including customer risk assessment, CDD, customer acceptance and transaction information.

6. MANDATORY RISK PROCEDURES AND THE RISK-BASED APPROACH

General

The principle behind the Risk-Based Approach of the Company is that resources should be directed proportionately in accordance with the extent of the ML/FT risks posed, so that the customers posing the highest risks receive the highest attention meeting regulatory needs while effectively combating ML/FT. The application of a Risk-Based Approach should ensure that measures to prevent or mitigate ML/FT are commensurate with the risks identified and that resources are allocated in the most efficient ways.

The Policy sets the framework of the Company's Risk-Based Approach that should be implemented.

As regulation needs and risks always change, the AML Officer shall monitor and evaluate, on an on-going basis, the effectiveness of the measures and procedures of the adopted Risk–Based Approach. The AML Officer shall also be responsible for the development and implementation thereof, of all the other policies, procedures and controls according to the framework of the adopted Risk-Based Approach. The Board shall be responsible for reviewing the adequate implementation of the adopted Risk-based Approach by the AML Officer, at least annually.

Risk factors that must be taken into account, relating to:

- Client Category
- Jurisdiction
- Product/Service Type
- Transactions
- Distribution Channels

6.1 ADOPTED RISK-BASED APPROACH

The adopted Risk-Based Approach that is followed by the Organization, and described in the Policy, was built according to the following:

1. recognising that the ML/TF threat varies across Clients, countries and financial transactions;
2. allowing the Organisation to differentiate between Clients of the Organisation in a way that matches the risk of their particular profile and financial transactions;
3. allowing the Organisation to apply its own approach in the formulation of policies, procedures and controls in response to the Organisations' particular circumstances and characteristics;
4. helping to produce a more cost-effective system;
5. promoting the prioritisation of effort and actions of the Organisation in response to the

likelihood of ML/TF occurring through online gaming and betting transactions.

The Risk-Based Approach adopted by the Organisation, involves specific measures, indicators, and procedures in assessing the most cost effective and appropriate way to identify and manage the ML/TF risks faced by the Organisation. Such measures include:

- identifying and assessing the ML/TF risks emanating from profile particulars of Clients, amounts and particulars of deposits;
- managing and mitigating the assessed risks by the application of appropriate and effective measures, procedures and controls;
- continuous monitoring and improvements in the effective operation of the policies, procedures and controls;
- application of appropriate measures and the nature and extent of the procedures in line and as a result of different indicators. Such indicators include the following:

- geographical spread of the transactions and Clients

- the industry standard practices of providing online gaming and betting services

- the volume and size of transactions

- the country of origin and destination of Clients' funds

- deviations from the anticipated volume of transactions

- recording the action(s) taken so the Organisation shall be, at all times, in a position to demonstrate to the Gaming Control Board that the extent of ML/TF measures and control procedures it applies are proportionate to the risk it faces while providing online gaming and betting services.

6.2 IDENTIFIED RISKS

The Risk-Based Approach adopted by the Organisation involves the identification, recording and evaluation of the risks that have to be managed. Whereas online gaming and betting services that the Organisation provides are rendered predominantly in straightforward manner: to relatively few Clients or Clients with similar characteristics - then the Organisation shall apply procedures enabling to focus on those Clients who fall outside the 'norm'.

The following are sources of risks which the Organisation faces with respect to ML/TF and respective risk categories the Organisation shall take into consideration when adopting a Risk-Based Approach and building Client ML/TF risk categorization:

Client's nature:

- PEPs
- Clients engaged in transactions which involve significant amounts of money
- Clients originating from high-risk countries or countries known for high level of corruption or organised crime or drug trafficking

- Clients reluctant to provide appropriate information
- Clients using VPN or Proxy servers to hide their IP addresses
- Clients using different devices to access the website of the Organisation

The Organisation’s services:

- amount, origin and destination of funds for deposits and withdrawals
- deposit and withdrawal method
- nature of the online gaming and betting industry

6.3 TYPES OF CLIENTS REGARDING THEIR RISK PROFILE

The adopted approach is considering that a risk assessment based on the above sources of risk should always be performed at the inception of a Business Relationship with a Client. However, a comprehensive risk profile may only become evident once the Client has begun transacting through an account and completed CDD procedure.

Taking into consideration the above and the fact that the Company will offer online gaming and betting facility and the fact that vast majority of its Clients will be applying on a non-face-to-face basis, following the performance of the CDD the Company shall label the type of Client and the risk profile (High risk, Medium risk, Low risk) according to the following different risk variables and indicators:

	Indicators related to the Client
High ML/TF Risk	PEPs Clients from countries that are selectively sanctioned resident or origin in/from non-reputable jurisdiction according to the FATF list as amended from time to time High Deposits any other Client determined by the Company itself to be classified as such Or any unverified client Any of the above-mentioned indicators will automatically classify the account as High Risk
Medium ML/TF Risk	Client that holds all of the below indicators: Verified client Client that does not fall under any of the categories of High Risk or Low Risk any other Client determined by the Company itself to be classified as such

Low ML/TF Risk	Client that holds all of the below indicators: Resident and origin of an EEA jurisdiction Very low deposits the country of origin and/or destination of Clients' funds are both EEA jurisdiction client using only debit/credit card or wire transfer clients identified Face-To-Face Or any Client who does not fall under the 'Medium Risk' or 'High Risk' categories

The methodology that is being adopted will require the AML Officer to perform basic CDD in cases of Low ML/TF cases, basic CDD and close monitoring in Medium risk cases, and EDD and close monitoring (on the specific indicator that increased the risk level) in cases of High Risk.

The intensity of monitoring all Clients' accounts and examining transactions shall be based on the level of risk and, as a minimum, shall achieve the ability of identifying all high risk Clients.

6.4 DYNAMIC RISK MANAGEMENT AND MONITORING

Risk assessment and management is not an isolated event of a limited duration but rather a continuous process, carried out on a dynamic basis. Clients' activities change, the same happens to the transactions used for money laundering or terrorist financing.

In this respect, it is the duty of the AML Officer to undertake regular reviews of the characteristics of existing Clients, new Clients, and the measures, procedures and controls designed to mitigate such risks. These reviews shall be duly documented, as applicable, and form part of the Annual Money Laundering Report.

For the development and implementation of appropriate measures and procedures on a Risk-Based Approach, and for the implementation of the CDD, the AML Officer and the Client Support Department shall consult data, information and reports e.g. Clients with origin or residence in countries which inadequately apply FATF, and country assessment reports that are published in following relevant international listings:

FATF

The Council of Europe Select Committee of Experts on the Evaluation of Anti-Money Laundering Measures

The EU Common Foreign & Security Policy (CFSP)

The UN Security Council Sanctions Committees

The International Money Laundering Information Network (IMOLIN)

The International Monetary Fund (IMF)

Office of Foreign Assets Control

Due to the nature of business of the Organisation, additional countries must be banned from the use of the services due to local and foreign gambling and betting regulations.

Additionally, the Organisation has implemented controls that monitor players activity and actions, that are unique to gambling and betting industries and are also a part of the fraud-prevention system, such as:

- use of VPN and Proxy Servers
- use of different devices to access services
- frequency of deposits
- payment methods used
- use of a variety of payment methods or sudden switch from one payment method to another
- attempts to use cards that did not pass 3D secure verification
- attempts to use cards with insufficient funds
- use of several bank cards
- attempt to withdraw funds through a payment method that has not been previously used
- Bet to deposit ratio
- Bet to current balance ratio

Such triggers may influence the overall risk assessment of the customer, as well as may lead to a submission of suspicious activity report or account termination

7. SANCTIONS COMPLIANCE POLICY

The purpose of the Sanctions Compliance Policy is to set the high-level principles and standards of Sprut Group B.V for the management and prevention of sanctions breaches and to establish an internal control framework that mitigates the risks associated with sanctions violations.

The Organisations compliance with sanctions regulatory framework is vital for:

- Avoidance of an administrative and/or regulatory action against the Organisation
- Protection of Organisations reputation

The recipients of the Policy are:

- AML Compliance Department
- Board of Directors
- Payments Department / Back Office

7.1 WHAT ARE SANCTIONS AND EMBARGOES

Sanctions and embargoes are political trade restrictions put in place against target countries with the aim of maintaining or restoring international peace and security.

Embargoes on exporting or supplying arms and associated equipment, technical assistance, trading and financing.

Financial sanctions on individuals in government, government bodies and associated companies, or terrorist groups and individuals associated with those groups.

Bans on imports of raw materials or goods to sanction countries/jurisdictions.

Restrictions on certain type of activities for certain entities subject to sectorial sanctions.

7.2 AUTHORITES ISSUING SANCTION PROGRAMS

- OFAC (USA)
- EUROPEAN UNION
- UNITED NATIONS

7.3 TYPES OF SANCTIONS PROGRAMS

7.3.1 Specific/List based - relate to specific lists of named individuals, legal entities, organisations, vessels.

7.3.2 General – cover certain countries or jurisdictions and restricts a number of activities such as export of certain goods, products, dual-used items etc. that can be used for military purposes (e.g. steel, chemicals, arms sales to a particular country).

7.3.3 Comprehensive – cover all types of activities including business relationships and/or transactions connected with certain countries/jurisdictions subject to comprehensive sanctions (i.e. North Korea, Crimea).

7.3.4 Sectoral – cover certain entities (and their majority subsidiaries) engaged in specific sectors of the Russian economy and restricts certain activities of these entities that involve new “debt” or “equity” or drilling activities.

7.4 MEASURES APPLIED BY THE ORGANISATION FOR SANCTIONS COMPLIANCE

7.4.1. SANCTIONS RISK ASSESSMENT

The Organisation shall carry out and document a sanctions risk assessment appropriate to the type of its activities, in order to identify, measure, understand and manage sanctions risk the Organisation is exposed to. In assessing sanctions risk the Organisation shall take into account at least following factors that have an impact on sanctions risk:

A) in relation to the activities of the Organisation:

- a region where the Organisation operates and provides services, including the state where the Organisation's structure – subsidiary, branch, representation – operates and provides services;

- services and products provided by the Organisation;

B) in relation to the Organisation's customers, the Organisation takes into account circumstances

affecting risk laid down in the Law on the Prevention of Money Laundering and Terrorism Financing:

- customer risk,

- risk of the state and geographical risk,

- risks associated with services provided to customers and

- service delivery channels, assessing them in the context of sanctions risk.

7.4.2 The Organisation shall carry out a sanctions risk assessment in relation to all sanctions and the sanctions risk assessment shall be approved by the Board of the Organisation.

7.4.3 Based on the sanctions risk assessment, the Organisation shall establish an internal control system for sanctions risk management. Sanctions risk policies shall be approved by the Board of Directors.

7.4.4 Establishing an internal control system for sanctions risk management the Organisation takes into account at least following characteristics of elevated sanctions risk:

- the customer, customer's transactions are related to a territory or border area of a territory or state that is a subject of sanctions;

- economic activity of the customer or if the customer is related to a military industry; sale, manufacture, import or export of dual-use goods subject to sectoral sanctions, or specialised foreign agencies (military design bureaux, space technology research agencies, etc.).

- the customer's economic or personal activities do not meet their declared economic or personal activities;

- the customer submits the same documents to justify several unrelated transactions;

- the documents supporting transactions submitted by the customer contain indications of fraud, providing evidence of possible evasion of sanctions;

7.5 KYC MEASURES ON NEW AND EXISTING CUSTOMERS FOR SANCTIONS COMPLIANCE PURPOSES

The Organisation has implemented relevant KYC and due diligence procedures that ensure that upon onboarding and throughout the business relationship, the relevant parties are being screened against sanction lists. In the event of a match, an alert will be generated for further investigation by the AML Compliance Department.

7.6 DUE DILIGENCE ON CUSTOMER TRANSACTIONS FOR SANCTIONS COMPLIANCE PURPOSES

The Organisation has implemented relevant procedures and processes that ensure that transaction parties (meaning, that the screening is performed not only against the Customer, but also against the payments institution) are being automatically screened against sanction lists. In the event of a match, an alert will be generated for further investigation by the AML Compliance Department.

7.7 IMPLEMENTATION OF AUTOMATED SANCTION SCREENING TOOL

Sprut Group B.V has introduced an IT-based solution to fulfil the screening obligations automatically. All of Organisations customers' key data (such as name, surname, and address) is automatically exported and matched with the sanctions lists. These checks are performed on daily basis. The external service provider is responsible for the actuality of sanctions lists on daily basis and automatically performs regular checks of customers against the updated sanctions lists. If during the matching procedure a customer is marked as a potentially Restricted Party, this is defined as a match. This IT-solution simultaneously generates an alert message including all recorded matches, which is submitted to the AML Compliance Department. The automated IT solution performs:

- Daily automated screening of existing customers and on-going screening of transactions against prevailing sanction lists
- On-going monitoring of sanction programs administrated by the competent authorities in order to promptly implement the necessary measures and controls to ensure compliance with the sanctions programs

7.8 TESTING AND AUDIT OF AUTOMATED IT SOLUTION

It is the obligation of the AML Compliance Department to test the automated IT solution in order to ensure that the results received during screening are accurate and that the sanction lists are updated in a timely manner. The testing should be performed not less than every 6 months as well as at the point of introduction of new sanctions.

7.9 FREEZING AND UNFREEZING ACCOUNTS SUBJECT TO SANCTIONS

Where required by applicable law, the Organisation will freeze assets in accounts of parties subject to specific sanctions or where the freezing is otherwise indicated. The Sanctions Policy also requires freezing of accounts pending review to determine if an asset freeze is required or a violation of law has occurred.

The Organisation must freeze accounts of parties subject to specific sanctions as follows:

- Organisation must freeze accounts of parties where required under Curacao and E.U. laws;
- Organisation must freeze accounts for parties sanctioned under U.S. laws where U.S. jurisdiction applies.

Frozen accounts may be unfrozen only by

(a) authorization from the jurisdiction which required the freezing, or

(b) an official removal of the specific sanctions leading to the asset freeze or blocking.

Organisation should not participate in transactions involving parties who are subject to specific sanctions implemented by EU, UN and "OFAC", unless these transactions are allowed under the relevant sanctions, as confirmed in advance by the AML Compliance Department.

8. CLIENT ACCEPTANCE POLICY

The CAP will follow the principles and guidelines described in the Policy, and will define the criteria for accepting new Clients. This policy also defines the Client categorisation criteria which shall be

followed by the Organization and especially by the employees which shall be involved in the Client account opening process.

The AML Officer shall be responsible for applying all the provisions of the CAP. In this respect, the Client Support Department shall also be assisting the AML Officer with the implementation of the CAP, as applicable.

The AML Officer shall review and evaluate the adequate implementation of the CAP and its relevant provisions, at least annually.

General Principles of the CAP

The Organization shall classify Clients into three various risk categories and based on the Risk-Based Approach described above.

- where the Client is a prospective Client, an account must be fully operational only after the relevant CDD and measures and procedures have been conducted, according to the principles and procedures set in the Policy.
- it shall be prohibited for persons engaged in the Company to open or maintain anonymous or numbered accounts or accounts in names other than those stated in the Client's official identity documents. No account shall be opened in anonymous or fictitious names(s).
- No account shall be made fully operational unless the Client's CDD is approved by the AML Officer.

Criteria for Accepting New Clients (based on their respective risk)
The Organization shall accept Clients who are categorised as Low Risk Clients as long as the Client passed a CDD and as long the general principles under the current Policies are followed.
The following list predetermines the type of Clients who are not acceptable for establishing a Business Relationship with the Organisation:

- Clients who fail or refuse to submit, the required data and information for the verification of their identity, without adequate justification
- Clients who ask to open or maintain anonymous or numbered accounts or accounts in names other than the client's name stated in official identity documents
- Client who ask to transfer its initial deposit in cash
- Legal entities
- Account opened in the name of a third person
- The documents submitted appear to be faulty at the examination stage
- The client comes from one of the non-cooperative jurisdictions
- The client has negative information/reports on him or is under investigation
- The client is on the list of people involved in terrorist financing or known to be involved in activity connected to money-laundering
- Sanctioned individuals

9. CLIENT DUE DILIGENCE, IDENTIFICATION AND VERIFICATION PROCEDURES

APPLYING CDD AND IDENTIFICATION PROCEDURES

The Company shall duly apply Client identification procedures and CDD measures in the following cases:

- when establishing a Business Relationship
- when there is a suspicion of ML/TF, regardless of the amount of the transaction
- when there are doubts about the veracity or adequacy of previously Client identification data
- when there are significant amounts deposited in the Players account
- when players engage in financial transactions equal to or above Naf. 4,000 ;
- carrying out occasional transactions above the monetary equivalent of NAf. 4,000;
- any other event when the AML Officer finds it necessary

In case a casino carries out an occasional transaction above the monetary equivalent of NAf. 4,000, it is still obliged to apply CDD measures. Casinos are also subject to this obligation when they execute a series of linked transactions which, though individually below the applicable threshold, would cumulatively meet or exceed the NAf. 4,000 threshold.

In this respect, it is the duty of the AML Officer to apply all the relevant procedures mentioned in this Policy.

Furthermore, the Customer Support Department shall also be responsible to collect and file the relevant Client identification documents, according to the record keeping procedures described in the Policy.

Further, the AML Officer shall be responsible to maintain at all times and use during the application of CDD and identification procedures with respect to required documents and data from potential Clients, as per the requirements of the Law and the Directive.

The AML Officer shall be responsible to review the adequate implementation of all the policies and procedures mentioned in the Policy, at least annually.

The Organisations commences the Business Relationship after it has duly performed at least the following actions:

- Identified the Customer and, within an allowed time limit, verified its identity by collecting identification documents
- Determined the purpose and intended nature of the Business Relationship
- Assessed the ML/TF risk of the Customer and allocated the Customer to an appropriate risk category in accordance with Procedure on Customers' risk assessment
- applied appropriate CDD or EDD measures
- Screened the relevant persons against the relevant financial sanctions list

In case, where the Organisation cannot comply with customer due diligence requirements, such as:

- to determine whether the Customer operates on their own behalf or is controlled;
- obtain the information about the purpose and intended nature of the Customer’s Business

Relationship;
- verify the identity of the Customer according to the documents, data or information obtained from a reliable and independent source;
- conduct the ongoing monitoring of the Customer's Business Relationship, transactions performed during the course of Business Relationship
- comply with the other requirement to apply the CDD or EDD measures,

it does not establish a business relationship and terminates the business relationship, and considers, if necessary, reporting the case to the FIU Curacao.

9.1 CUSTOMER IDENTIFICATION

The initial identification of the Customer is performed through the review of the initial registration of the players' account.

The registration collects the following information:

- Account number (generated automatically)
- Password
- Registration Date (generated automatically)
- Security Question
- Answer to Security Question (double input required)
- Phone number (must be verified)
- Email Address (must be verified)
- Surname
- First Name
- Date of Birth
- Type of Document
- Document Number
- Document Issue Date
- Country
- Permanent Registered Address
- Nationality
- Identity number

The following data allows the AML Department to perform their initial screening on the potential client.

9.2 VERIFICATION OF DOCUMENTS

The Organisation, when verifying the identity of the natural person the AML responsible employee must:

- review the documents provided for verification of the customer to ensure that no fraud signs have been noticed;
- ensure that document provided for identity verification is valid and contains the persons photograph;
- the Responsible employee must verify the data, documents, and information received from the

Customer during the CDD using the documents, data or information obtained from a reliable and independent source.

9.3 STANDARD KYC AND CUSTOMER DUE DILIGENCE PROCEDURES

This section sets out the minimum and standard identification and due diligence measures that should be applied to customers.

The risk classification that will be attributed to the customer following the risk assessment and scoring, will determine the further due diligence measures that should be applied for each of these customers.

The true identity of natural persons should be ascertained by obtaining the following information:

- True name and/or names used as these are stated on:
- the official valid identity card (front and back) or the official valid passport, if the person in question is the national of a country within European Union; or
- the official valid passport, if the person in question is the national of country outside the European Union, which bears a photograph of the person
- full permanent address, including the postal code
- Telephone number
- E-mail address
- Date and place of birth
- Specimen signature (when obtaining the personal identification document)
- Information on public positions which the person holds or has held in the last twelve months or previously, as well as whether he/she is an immediate family member or close associate of a person who holds or has held in the last twelve months or previously a public position in order to determine whether the person is a PEP (should be obtained independently, through the screening database)

In addition to name verification, it is important that the permanent residential address of the customer is also verified by using one of the following means:

- Obtaining a recent (up to 3 months) utility bill issued on the name of the customer (e.g. electricity, water, gas, waste) or copy of municipal tax bill or a bank statement from a reputable Financial Institution
- Telephone bills of a landline only or internet bills (where a landline is required) could also be accepted.

In order to protect against forged or counterfeit documents, the prospective customers should be required to produce a copy of the original document (not online statements).

Note: the utility bills provided, should be reviewed, in order to ascertain that there has indeed been consumption of the service that the utility bill corresponds to, as a way to determine that the information declared by the customer is true. Evidence of consumption will be a strong indication that the address declared by the customer, is indeed the true current residential address.

The document evidencing the proof of residence and the copies of the passport/identity card pages containing all relevant information (at least passport’s/ID’s number, issuing and expiry date and

country as well as the customer's date of birth and a clear photograph of the documents owner and signature) should be kept in the customer's file.

In addition, further to the information to be provided by the person him/herself, a search should be made through the dedicated software and on the internet in order to obtain information on public positions which the prospective customer holds or held for at least the last twelve months or previously as well as whether he/she is an immediate family member or a close associate of such individual, in order to verify if the customer is a PEP.

10. ENHANCED IDENTIFICATION AND DUE DILIGENCE PROCEDURES FOR HIGH-RISK CUSTOMERS

The Organisation is required to take additional and enhanced measures in cases which by their nature, present a high-risk of money laundering and terrorist financing.

Apart from the Players accounts that have been classified by the Organisation as High-Risk, through its' risk assessment, the Laws and Directives additionally specify the below categories of customers which should be classified as high-risk and where enhanced due diligence measures should be applied:

(a) Complex and unusually large transactions or unusual types of transactions

(b) Accounts of PEP's

(c) Transactions with a natural person or legal entity established in a third country of high risk.

The minimum enhanced due diligence measures that should be applied for all High-Risk customers of the Organisation are:

(i) Perform review and update of records of the customer at least once a year or at a shorter interval if necessary

(ii) Taking more enhanced measures and supporting documentation to establish and verify the source of wealth

(iii) Perform systematic and thorough monitoring of the transactional behaviour.

(iv) Obtaining additional information on the customer, like occupation, previous address and information available through public databases, internet, etc.;

(v) Obtaining additional information on the intended nature of the business relationship; Obtaining information on the source of funds or source of wealth of the player. Examples of source of funds include personal savings, employment, pension releases, share sales and dividends, property sales, gambling winnings, inheritances and gifts and compensation from legal rulings;

(vi) Obtaining information on the reasons for intended or performed transactions;

(vii) Obtaining the approval of senior management to commence or continue the business relationship;

(viii) Conducting enhanced monitoring of the business relationship;

(ix) Requiring the first payment to be carried out through an account in the customer's name with a bank subject to similar CDD standards

10.1 Customers having complex or unusually large transactions or unusual type of transactions

The Organisation is required to examine, as far as reasonably possible, the background and purpose of all complex and unusually large transactions and all unusual types of transactions carried out without the apparent or legitimate purpose.

In order to further assess and determine whether such transactions or activities appear suspicious or not, the Organisation should classify the customer(s), engaging in such complex or unusually large or unusual transactions, as high-risk, in order to intensify the extent and nature of the monitoring of the business relationship.

Examples of complex or unusually large or unusual types of transactions include transactions that:

i. Are not in line with those expected on the basis of the Organisation's knowledge of the customer and the business relationship or the category to which the customer belongs

ii. Constitute an unusual or unexpected type of transaction compared to the normal activity of the customer or the type of transactions associated with similar customers products or services, or

iii. Are particularly complex compared to other similar transactions related to similar items, products or customer services.

When the Organisation detects complex or unusually large or unusual types of transactions, and it was not informed of the relevant economic rationale or the legitimate purpose or has doubts as to the accuracy of the information received, the Organisation should apply enhanced due diligence measures on the particular client(s) involved in the transaction(s) and ascertain whether the specific transactions raise suspicion or not.

Such enhanced due diligence measures, include but are not limited to:

(i) Application of reasonable and adequate measures to understand the background and purpose of these transactions, e.g. by locating the source of the funds (by obtaining Bank statements, payslips or other documents that may provide relevant information) or by obtaining more information about the customer in order to determine the plausibility of the customer executing the specific transactions

(ii) Intensify monitoring of the implied transactions and the customer's transactional history

(iii) Monitoring of the business relationship on an annual basis, as provided for High-Risk customers in this procedure, or even more frequently if needed

(iv) Assess whether the customer should continue to be classified as High Risk or further actions are needed.

The set of enhanced due diligence measures to be applied for each customer will depend on the circumstances of each individual case and the characteristics that rendered the transaction complex

or unusual.

10.2 Politically exposed persons (PEPS)

The establishment of a business relationship with Politically Exposed Persons may expose the Organisation to increased risks, and it is considered one of the most important money laundering issues worldwide. The Organisation should be extra cautious when dealing with PEPs and as such they should be classified as High-Risk and enhanced due diligence measures should be applied. The Compliance department and other responsible employees should strictly comply with the provisions of the present Policy, regarding PEPs.

It should be stressed that the Organisation should be extra cautious when dealing with PEPs coming from High-Risk third countries facing widespread corruption problems and economic destabilization and that their standards of combating money laundering and terrorist financing are not equivalent to internationally accepted standards.

10.2.1 For the purposes of the PEP's definition, "prominent public function" means any of the following public functions:

(a) Head of state, head of government, minister, deputy or assistant minister,

(b) Member of parliament or similar legislative body,

(c) Member of a governing body of a political party,

(d) Member of supreme court, a constitutional court or other high-level

(e) Judicial body whose decisions are not subject to further appeals, except in exceptional circumstances,

(f) Member of court of auditors and of the board of directors of Central Banks,

(g) Ambassador, charge d'affaires and high-ranking officer of the armed and security forces,

(h) Member of an administrative, management or supervisory body of a state-owned enterprises,

(i) Director, deputy director, director general of a Ministry and member of the board or equivalent function in an international organization,

k) Mayor.

It is provided that none of the above-mentioned public functions shall be understood as covering middle-ranking or more junior officials.

(i) "Family members" shall include the following persons:

(a) The spouse, or a person considered to be equivalent to a spouse of a Politically Exposed Person;

(b) The children and their spouses or persons considered. to be equivalent to a spouse of a Politically Exposed Person,

(c) The parents of a Politically Exposed Person.

(ii) "Close Associate" of a Politically Exposed Person" means a natural person:

(a) Who is known to have a joint beneficial ownership of a legal entity or legal arrangement or any other close business relation with a Politically Exposed Person,

(b) Who has sole beneficial ownership of a legal entity or legal arrangement which is known to have been set up for the de facto benefit of a Politically Exposed Person.

It is provided that when a PEP has ceased to have a prominent public function in the Republic or in a Member State or in a third country or in an international organization, the Organization considers the business relationship as High-Risk, for a period of at least 12 additional months. The Organization assesses each case and maintains the PEP classification for as long as deemed necessary beyond the lapse of the 12 months, including for the whole future duration of the business relationship.

In the case of individual customers, where the applicant falls under the definition of a PEP, then the account should be classified a High-Risk - PEP.

10.2.2 In order to determine whether a prospective customer is a PEP, the Organization shall assess the below sources of information:

(i) Information provided by the person itself;

(ii) The Screening data base; it is stressed, however, that the classification of a person as a PEP by Screening Data Base does not necessarily mean that the person is indeed a PEP. On the other hand, if a customer is not classified as a PEP by the Screening data base but information collected from other sources as per (i) above and (iii) or (iv) below qualify him/her as a PEP, then that person should be still classified as a PEP,

(iii) Internet search,

(iv) Any other reliable publicly available information.

10.2.3 Evidence for the search and the results from the above sources should be placed in the customer’s file. The Organisation assesses each case and maintains the PEP classification for as long as deemed necessary beyond the lapse of the 12 months, including for the whole future duration of the business relationship if deemed appropriate.

10.2.4 If, upon the establishment of a business relationship, based on the above sources, a PEP is identified, and the business relationship is classified as PEP then the below additional enhanced due diligence measures should be followed:

(i) The decision for establishing a business relationship with a PEP or of continuing an existing business relationship where a PEP has been identified in the course of the business relationship,

should be taken by the Board of Directors. The request for such an approval should be accompanied with a short report on the customer's profile and the PEP's profile prepared by the responsible employee, in order to obtain an informed decision from the Board of Directors.

(ii) Before establishing a business relationship with a PEP, adequate information documentation should be obtained in order to ascertain not only the PEP's identity but also to assess their business reputation and/or integrity and/or professionalism (e.g. references from reliable third parties or internet searches that do not reveal concerns with reputation and/or integrity) if considered necessary,

(iii) Adequate enhanced due diligence measures should be followed in order to establish the source of wealth and source of funds of the PEP that is involved in the business relationship in order to ensure that there are no funds originating from corruption or other criminal activity involved. The Organisation should focus on constructing the business / economic profile by obtaining the information/documentation as per the provisions of the present Policy. The source of wealth should be established based on the information provided through the communication with a potential PEP, which should be verified by documents.

The regulatory framework emphasizes the importance of assessing particularly the sources of wealth of PEPs and requires the Organisation on a risk sensitive basis, to make every effort in order to verify the accuracy of the information provided by the PEP as to its wealth and the sources of this wealth against:

Publicly available information sources such as asset and income disclosures which some countries expect certain public officials to file,

- Publicly available property registers and/or land registers,
- Company registers,
- Internet searches including social media,

(iv) The profile of the expected business activity should form the basis for the future monitoring of the relationship. The profile should be regularly reviewed and updated with new data and information. Particular caution should be given where the customer is involved in businesses which appear to be most vulnerable to corruption.

All above information/documentation should be placed in the customer's file as evidence.

10.2.5 If upon the establishment of a business relationship, it is indicated on electronic databases that the applicant/ related individual is a PEP, however the Organisation has sufficient evidence to conclude that the individual in question has ceased to hold the public prominent position or in any other way does no longer fall under the definition of PEPs provided above, and should thus not be classified as High Risk - PEP, then this should be clearly evidenced in the customer's file. The customers file should include a note, adequately explaining the reason why it is the Organisation’s position that the individual does no longer fall under the PEP definition - in contrary to what it is potentially stated in electronic databases - and make reference to the online or other sources that justify this decision. Evidence/ copies of these sources (e.g. articles, websites, newspaper extracts, evidence provided by reliable third parties and other) should be placed in the file. The above should also apply to, cases where electronic databases do not classify an individual as PEP, however the Organisation has adequate evidence to conclude that the individual falls under the PEP definition and should thus be classified as PEP. Again, sufficient explanation should be added in the short note

prepared for PEPs, as provided above in this section of the Policy, explicit reference should be made to the sources that the Organisation relied on in order to reach this conclusion, and sufficiently document everything in the file. The same approach should be also applied upon the review/ updating of the customer's file.

The above measures also apply for already established business relationships, where any of the natural persons involved becomes a PEP at any point throughout the business relationship. Such change in the customer's categorization should also take place if screening system is not updated but this information is identified at any given time (e.g. during the review of any customer', where the natural person itself may inform the Organisation, etc.).

10.2.6 Business relationships with PEPs should be subject to enhanced and on-going monitoring. The Organisation should perform on-going monitoring on both the transactions and the risk profile of the customer:

(i) The review of the business relationship should be performed at least on an annual basis. The continuation of the business relationship should be approved by the Board of Directors. The thorough review of the transactional activity, as well as of the profile of the customer and the PEPs involved should be carried out by the AML Officer and the results of the review should be summarized on a short report. If, following the review, the AML Officer is satisfied that the business relationship should continue, the short report should accompany the request for continuation of the business relationship to the Board of Directors.

(ii) The report should include, as a minimum:

- Basic details such as date of establishing the relationship, whether the relationship is dormant, etc.
- A comment on the actual turnover of the players account and whether it is in line with the expected turnover of the account (the conclusions on the expected turnover, should be formed on the documented source of funds and source of wealth that has been confirmed by documents).
- A reference to connected/affiliated customers of the Organisation.
- An express statement whether there is any suspicion for irregular activity of the client.
- Clear recommendation to the Board of Directors for the continuation of the relationship or closure.

(iii) During the ongoing monitoring of the transactions, the Organisation should be cautious in order to identify and pay particular attention to transactions that seem unusual/ out of the normal. Such transactions should be assessed based on the information maintained about the customer and the established business profile, and consider whether, in the light of the unusual transaction, the information maintained should be re- assessed and updated.

(iv) If during the above review, or ongoing monitoring of the business relationship and transactions any suspicions are raised, the provisions of the relevant section of the present Policy should be followed.

All documents concerning the renewal and the review should be placed together in the file.

10.3 CUSTOMERS RELATED TO OR TRANSACTING WITH THIRD COUNTRIES OF HIGH RISK

The Organisation classifies as High-Risk and applies enhanced due diligence measures, on customers physical persons who are nationals or residents of High-Risk countries.

The Law defines as a High-Risk third country, a country indicated by the European Commission which presents strategic deficiencies in its national system for combating money laundering and terrorist financing which are considered as major threats to the financial system of the EU.

Additionally, countries and geographic areas is one of the risk factors that the Organisation, should consider when identifying and assessing risks of money laundering and terrorist financing.

Taking into consideration the "Geographic Risk Factors" for the assessment and classification of a third country as High-Risk, as well as a number of lists and statements of European and international organisations, the Organisation has developed a Country Risk Categorization Methodology (hereinafter the "Methodology) on the classification of a third country as High risk, and how related customers and transactions shall be treated.

Based on the developed Methodology, the Organisation's list of High-Risk countries, includes inter alia jurisdictions which are:

(i) Subject to Sanctions/ Embargoes,

(ii) Non- cooperative for tax purposes (EU list),

(iii) FATF countries that bear deficiencies in their system of money laundering and terrorist financing,

(iv) Under High Level of corruption, transparency, bribery etc.

It is the AML Compliance Department's responsibility to maintain and update the list of High-Risk countries, resulting from the Methodology and to communicate it to the Board of Directors and any other responsible employees when updated and amended.

The responsible employees should refer to the Methodology, as a guidance on how each category of High-Risk affects the customers and their transactions related to the country category.

For such customers and transactions, it is important to apply the enhanced due diligence measures especially regarding the establishment of the source of wealth, as per the provisions of the present Policy and the Organisation's Risk Assessment Policy. In addition:

(i) Customers with transfers to and from High-Risk countries should be automatically classified as High-Risk. However, a margin of deviation from this rule may apply, on a risk-based approach, based on qualitative criteria and the nature of the transaction. For example, low risk and normal risk customers who may carry out a single transaction or rare payments of small amount to one of these countries, may be acceptable without reclassification of the customer to High-Risk.

(ii) Transactions with persons from the afore-mentioned countries with no apparent economic or visible lawful purpose should be examined with the aim of ascertaining their financial, purpose. If, as a result, it is considered that the Organisation cannot satisfy itself as to the legitimacy of the transaction, this should form a ground for suspicion and the relevant provisions of this Policy should be followed.

10.4 SCREENING DATABASE

The Screening database comprises names of natural and legal persons, countries, organizations, vessels etc., which may, inter alia, be:

- Subject to sanctions
- Suspects for money laundering and terrorist financing activities,
- Politically Exposed Persons.

Apart from the above, it provides information of general nature on the persons included in the data base such as positions held currently and, in the past, possible negative information regarding accusations against them of any nature such as for tax evasion, for legal litigations, for relationship with PEPs or criminals, etc.

It must be noted that the Screening database check must be performed, and any discarded hits (false positives) should be assessed, explained, and included in the customer's file.

In case of true matches, these must be escalated to AML Department.

The database should be used screens the names of all active customers daily.

10.5 INTERNET SEARCH / MEDIA CHECK

Internet / media searches should always be performed on new applications and upon the review (either regular or ad hoc) of identification records or annual account review, for all clients and their relevant persons.

The internet search serves the purpose of identifying adverse media, obtaining as much information as possible in constructing the customer's profile, identifying whether the customer is a PEP or immediate family member or close associate of a PEP as well as of cross-checking the information provided by the customer.

In evidencing the search, the officer preparing the customer's file should add and sign the following confirmation on the conciliatory page: "Internet search has been made". Search results should be assessed and copies to be kept in the customer files. It is reminded that where there are negative articles or public allegations on the customer or its officials, all the public information identified should be disclosed and outlined clearly in the Customers file and an assessment made as to the actions needed by the Organisation (e.g. reclassification to High-Risk, close monitoring, termination, etc.). The assessment in such cases must be discussed for final decision with the AML Officer.

Confirming that an "Internet search has been made" and failing to disclose easily available negative information for further assessment is a direct breach of the provisions of this Policy and may lead to the Organisation not fulfilling effectively its AML obligations.

11. ON-GOING MONITORING PROCESS

The constant monitoring of the Players’ accounts and transactions is an imperative element in the

effective controlling of the risk of ML/TF.

In this respect, the AML Officer shall be responsible for maintaining as well as developing the on-going monitoring process of the Organisation and use the appropriate IT systems in order to achieve highest monitoring abilities while keeping a cost-effective process.

The AML Officer shall review the Organisations' procedures with respect to the on-going monitoring process, at least annually.

The procedures and intensity of monitoring Clients' accounts and examining transactions on the Client's level of risk shall include the identification transactions which, as of their nature, may be associated with ML/TF, unusual or suspicious transactions that are inconsistent with the profile of the Client for the purposes of further investigation.

In case of any unusual or suspicious transactions, the head of the Client Support Department shall be responsible to communicate with the AML Officer.

Further to the investigation of unusual or suspicious transactions by the AML Officer, the results of the investigations are recorded in a separate memo and kept in the file of the Clients concerned the ascertainment of the source and origin of the funds credited to accounts.

Established minimum triggers, that would require an ongoing monitoring and request of additional documents:

- Cumulative deposits equal or over 4000 NAf. in month
- Sudden increase in deposits
- High loss amount
- Deposits coming from different payment systems
- Request for withdrawals through an alternative payment system, different from the deposit method

It should be noted that these triggers are only samples of possible scenarios and each case should be treated on an individual basis, taking into consideration players transaction history, activity, previously obtained documentation and risk categorization.

The Organisation maintains relevant controls in order to track Players deposits and withdrawals, as well as have all the required technical requirements in order to review Players' transaction activity starting from the account opening. The data can be segregated in periods or types of transactions.

12. REVIEW AND UPDATING OF CDD

It is a requirement that the customers identification records should be examined on a regular basis so that it is ensured that they remain completely updated. In this respect, the procedures described below should be followed.

12.1 REGULAR REVIEW AND UPDATING

The frequency of review and updating depends on the risk categorization of each customer and should be as follows:

(i) **Low risk customers**: Not less frequently than once every 3 years,

(ii) **Normal risk customers**: Not less frequently than once every 1 years,

(iii) **High risk customers**: Not less frequently than every 6 months.

During the review procedure, the customer should be requested to confirm that the identification information held by the Organisation is still accurate and valid or advise changes that have taken place. In case that any change has taken place, the customer should be asked to present the relative supporting documentation / evidence.

It is pointed out that during the review process, new documents evidencing the permanent residential address of all natural persons should be obtained.

The Responsible employee is required to send the letter with the requirements for the update of information and records, reminders and the warning letter where needed and follow-up completion of the review procedure.

Completion of the review procedure should be approved by the AML Officer in the same way as for the establishment of a business relationship.

The continuation of the business relationship with High-Risk customers should be approved by the AML Department and in some cases, by the Board of Directors (e.g. PEPs).

13. TERMINATION OF THE BUSINESS RELATIONSHIP

The Organization should proceed with the termination of the relationship with an existing customer who:

(i) Had such changes in its status after the establishment of the relationship which turned it to be one of the prohibited types of customers as per the Customer Acceptance Policy,

(ii) Has a behaviour in its transactions and activities which makes it a customer of excessive high-risk,

(iii) Refuses or fails to provide updated information requested by the Organisation,

(iv) Has attempted to deceive the Organisation,

(v) Breached any of the provisions of the Organisation’s Terms and Conditions that the Organisation deems of significance,

(vi) Has been convicted for any serious predicate offence, for which a Court Order or enquiry from an authority (e.g. FIU Curacao, Curacao Gaming Control Board) has been received and by maintaining the relationship may expose the Organisation to high AML or reputational risk,

Before proceeding with the termination of a business relationship, the Organisation should make sure that the files of the customer are KYC compliant and that the records are up to date. In this respect:

- When a customer requests to proceed with the termination, or where the Organisation wishes to proceed with the termination of the business relationship with a customer, the Organisation should be satisfied that the data and profile information of the customer are up to date. If not, the Organisation should carry out any necessary actions - depending on the case - to ensure that the customer's status and records become updated, and that there are no concerns obstructing the Organisation from proceeding with the termination.
- The Organisation shall not immediately proceed with the termination in cases where a customer's review and updating of records has not been completed. When review (either annual or ad-hoc) and updating of records is requested by the Organisation, and the customer does not provide all the necessary information for its completion this should constitute a ground of suspicion and it should be considered, whether it requires reporting to the FIU Curacao. Such cases should be treated, depending on the individual circumstances of each case. For example, if the Organisation can establish and be satisfied that, based on the circumstances and the customer's behaviour/attitude, not providing the required documentation does not raise any suspicions, then the Organisation may proceed with the termination. Evidence of such justification should be placed in the customers' file.

14. RECOGNITION AND REPORTING OF SUSPICIOUS TRANSACTIONS / ACTIVITIES TO THE UNIT

14.1 REPORTING SUSPICIOUS TRANSACTIONS

Whenever there is an attempt of executing transactions that raise reasonable suspicion of being related to ML/TF, the AML Officer, reports the case to the FIU Curacao through the dedicated GoAML Portal in accordance with the current Policy.

14.2 SUSPICIOUS TRANSACTIONS

The definition of a suspicious transaction as well as the types of transactions indicating ML/TF is very broad. A suspicious transaction will often be inconsistent with the normal Business Relationship patterns of the specific account. The Company shall ensure that it maintains adequate information and knows enough about its Clients' activities in order to recognise on time that a transaction or a series of transactions is unusual or suspicious.

The relevant list is not exhaustive, nor it includes all types of transactions that may be used. Nevertheless, it can assist and serve as guidance to the Company and its employees (especially the AML Officer and the Client Support Department) in recognising the main methods used for ML/TF. The detection by the Company of any such transactions contained in the said list prompts further investigation and constitutes a valid cause for seeking additional information and/or explanations as to the source and origin of the funds and the circumstances surrounding the particular activity.

In order to identify suspicious transactions, the AML Officer shall perform the following activities:

1. monitor on a continuous basis any changes in the Players' transaction patterns
2. monitor on a continuous basis if a Player is engaged in any of the practices mentioned in this Policy.

Furthermore, the AML Officer shall perform the following activities:

2. receive and investigate information from the Organisations' employees, on suspicious transactions which raises reasonable suspicion of ML/TF. This information is reported on the Internal Suspicion Report. The said reports are archived by the AML Officer
3. if, as a result of the evaluation, the AML Officer decides to disclose this information to the FIU, then a report is submitted to the FIU
4. if as a result of the evaluation described above, the AML Officer decides not to disclose the relevant information to the FIU, then he/she fully explains the reasons for his decision on the Internal Evaluation Report

14.3 AML OFFICERS' REPORT TO THE UNIT

All the reports of the AML Officer will be send or submitted directly to the FIU Curacao.

After the submission of a suspicious report according to the Policy, the Organisation may subsequently wish to terminate its relationship with the Client concerned for risk avoidance reasons. In such an event, the Organisation exercises particular caution in order not to alert the Client concerned that a suspicious report has been submitted to the FIU. Close liaison with the FIU is, therefore, maintained in an effort to avoid any impediment to the investigations conducted.

After submitting the suspicious report, the Organisation adheres to any instructions given by the FIU and, in particular, as to whether or not to continue or suspend a particular transaction or to maintain the particular account active.

The FIU may instruct the Organisation to refrain from executing or delay the execution of a Client's transaction without such action constituting a violation of any contractual or other obligation of the Organisation and its employees.

Furthermore, after the submission of a suspicious report according with the current Policy, the Clients' accounts concerned as well as any other connected accounts are placed under the close monitoring of the AML Officer.

The Organisation and its senior management and employees shall not disclose any details or information in connection with a report filed to the FIU or a request for information made by the FIU. It is not permitted to disclose information to the customer nor to third parties. Drastic action should only be taken when there is no other way out, since any unjustified action may alert the player. In such circumstances, it would be more advisable to increase on-going monitoring and submit additional reports to the FIU on any other suspected instances of ML/TF.

14.4 SUBMISSION OF INFORMATION TO THE UNIT

The Company shall ensure that in the case of a suspicious transaction investigation by the FIU, the AML Officer will be able to provide without delay the following information:

a. the identity of the account holders

b. data of the volume of funds or level of transactions flowing through the account

c. accounts detected in similar behaviour

d. in relation to specific transactions:

- the origin of the funds
- the type and amount of the currency involved in the transaction
- the form in which the funds were placed or withdrawn
- the identity of the person that gave the order for the transaction
- the destination of the funds
- the form of instructions and authorisation that have been given
- the type and identifying number of any account involved in the transaction

15. RECORD-KEEPING PROCEDURES

PURPOSE OF KEEPING RECORDS

The Organisation shall retain records, including documentation and information, for use in an investigation into, or an analysis of, the possibility of ML/FT. These records can be requested by the Curacao Gaming Control Board or the FIU Curacao or by other relevant competent authorities as required. The records maintained by the Organisation are extremely important to competent authorities responsible for analysis, investigation, law enforcement and prosecution since they may constitute evidence of the audit trail and of money flows. It is therefore crucial that subject persons adhere to the legal obligations applicable in this area.

In case the Organisation will establish a documents/data retention policy, the AML Officer shall ensure that the said policy shall take into consideration the requirements of the Law and the Directive.

The AML Officer shall review the adherence of the Company to the above, at least annually.

15.1 RECORDS TO BE RETAINED

The Client Support Department of the Organisation shall maintain records of all documents related to the verification process performed on a client in relation to all Business Relationships formed:

- the Client identification documents obtained during the CDD, as applicable
- monitoring reports obtained during and after the establishment of Business Relationship

The Organisation should also retain the following records required as evidence of compliance with the Law and Directive and for statistical purposes:

- internal suspicious reports made to the AML Officer
- reports made by the subject person to the FIU
- a record of the reasons for not forwarding an internal report to the FIU
- a record of AML Officer training provided, including: the date on which the training was delivered; the nature of the training; the names of employees receiving the training; the results

of any assessment undertaken by employees; a copy of any hand-outs or slides;
- other important records, including: any reports by the AML Officer to senior management/ Board of Directors made for the purposes of complying with the obligations under the Law.

15.2 PERIOD OF RETENTION OF RECORDS

The Organisation shall maintain the records for a period of at least five (5) years. The date of commencement of this time period depends on the type of records to be retained.

With respect to CDD and/or EDD documentation, the time period of five (5) years commences from the date on which the Business Relationship is terminated.

It is provided that the documents/data mentioned above which may be relevant to ongoing investigations shall be kept by the Organisation until the FIU confirms that the investigation has been completed and the case has been closed.

15.3 FORM OF RECORDS

The Organisation maintains records in any one of the following forms: physical file, scanned form, computerised or electronic form.

Subject persons should use a standardised approach to record keeping and must ensure that the approach used enables the quick retrieval of records for the purposes laid out in Section 15.4 below.

15.4 RETRIEVAL OF RECORDS

Subject persons are required to maintain efficient record-keeping procedures that enable them to retrieve information in a timely manner when so requested by the relevant authorities acting in accordance with the Law and Directive.

To this effect, the Organisation shall establish effective systems which are commensurate with the size and nature of its business and that enable it to respond efficiently, adequately, promptly and comprehensively to such enquires made to them by Curacao Gaming Control Board, the FIU Curacao or other relevant competent authorities in accordance with Law. The provision of this information is of particular importance in the context of procedures leading to measures such as freezing or seizing of assets, including terrorist assets.

When requests for information are made by the Curacao Gaming Control Board or the FIU Curacao, the Organisation should ensure that it is able to reply to these enquiries in a timely manner but not later than five (5) working days from when the demand is made, unless the subject person makes representations justifying why the requested information cannot be submitted within the said time.

15.5 CERTIFICATION & LANGUAGE OF DOCUMENTS

The documents/data obtained, shall be in their original form or in a copy form. A translation shall be attached in the case that the documents above are in a language other than Dutch or English.

Each time the Company shall proceed with the acceptance of a new Client, the Client Support

Department shall be responsible for ensuring compliance with the provisions of points above.

16. EMPLOYEES' OBLIGATIONS, EDUCATION AND TRAINING ON ANTI-MONEY LAUNDERING AND TF

The Organisations' employees can be personally liable for failure to report information or suspicion, regarding money laundering or terrorist financing.

The employees cooperate and report, without delay, anything that comes to their attention in relation to transactions for which there is a slight suspicion that are related to money laundering or terrorist financing.

The employees are aware of their obligations of not tipping off customers, where there are any suspicions in regard to money laundering or when there is an ongoing investigation.

The organisation shall establish and adhere to proper policies and procedures in screening their employees for criminal records. The Organisation shall develop training programs and provide training to all personnel who handle transactions that may be qualified as unusual based on the indicators outlined in the Ministerial Decree regarding the Indicators for Unusual Transactions (N.G. 2015 no. 73). Training includes setting out rules of conduct governing employee's behavior and their ongoing education to create awareness of the casino's policies against money laundering and terrorist financing. Most areas of the institution should receive training, and the target audience should include most employees. But each segment should be trained on topics and issues that are relevant to them.

Training must at least address the following topics:

a) New employees

A general training of the nature and process of money laundering and terrorist financing, and the need to report any unusual transactions to the appropriate designated officer must be provided to all new employees who will handle customers or their transactions, irrespective of their level of seniority. They shall be made aware of the existing internal policies, procedures and regulations concerning money laundering, terrorist financing, proliferation of weapons and the reporting requirements. They must also be trained on the money laundering methods and trends in the gambling sector. They must receive an explanation on customer due diligence and objective and subjective indicators for reporting unusual transactions.

b) Audit staff

Those charged with overseeing, monitoring and testing money laundering controls should also be trained about changes in regulation, money laundering methods and enforcement, and their impact on the organization.

c) AML Compliance staff

People authorized to perform functions related to the provision and implementation of the AML policy will need specialized training to be able to stay on top of new trends or changes that impact the organization and the way it manages risk. This will require attending conferences or AML-specific presentations to go into greater detail.

d) Supervisors and Managers
A higher level of instruction covering all aspects of money laundering, terrorist financing policies, procedures and regulations must be provided to those with the responsibility to supervise or manage the staff.

e) Senior management and board of directors
Money laundering issues and dangers should be regularly and thoroughly communicated to the board. This to keep board members aware of the reputational risk that money laundering poses to the institution. Refreshment training must be arranged at regular intervals to ensure that staff members are kept informed of current and new developments regarding money laundering and terrorist financing techniques, methods and trends. To demonstrate compliance with aforementioned staff training guidelines, the casino shall maintain records that include: Details on the content of the training programs; The names of the staff members who have received the training; The date on which the training was provided; The results of any testing carried out to measure staff understanding of money laundering and terrorist financing requirements; and An ongoing training plan.

The Organisation will organize internal and external training for its employees and AML/CFT compliance officer. The AML Officer will additionally provide training to the employees of the Organisation, when needed. The main purpose of the training is to ensure that relevant employees become aware of:

- the AML Law of Curacao
- the European Union laws and directives
- the Organisations' Anti-Money Laundering Policy and relevant Procedures
- the statutory obligations of the Organisation to report suspicious transactions
- the employees own personal obligation to refrain from activity that would result in ML/TF
- the importance of the Clients' due diligence and identification measures requirements for ML/TF prevention purposes.

The training program will have a different structure for new employees and existing employees. On-going training shall be given at regular intervals so as to ensure that the employees are reminded of their duties and responsibilities and kept informed of any new developments.

The Organisation will keep documented records, in regard to the trainings attended, dates and the names of the employees that have received the training.

17. REVIEW AND UPDATE OF THE POLICY

The adequacy of internal control measures intended for the prevention of money-laundering and terrorist financing shall be regularly revised in order to ensure that the measures implemented remain up-to-date and are proportionate to risks arising for the Organisation. The AML Policy must be reviewed at least annually as well as in the event of any changes in the applicable regulations and/or in cases when provision of new services are being considered.

20. Responsible Gaming Policy

Last updated: 19.03.2026

This Responsible Gaming Policy is developed by SpinBetter, the legal entity indicated in the footer of the website, referred hereto as “Administration”, “SpinBetter”, “Operator”, “Bookmaker”, “we”, “us”, “Management”, “Site” or “Company”, and “you” or “your” means you as a user of our website.

This Responsible Gaming Policy constitutes part of the Terms of Use and, together with the Betting Rules and other Policies, forms the complete Terms of Use as defined therein. In the event of any conflict between this Policy and the Terms of Use or Betting Rules, the order of precedence set out in the Terms of Use and Betting Rules shall apply

This policy applies to all Users of our website without exception. By using our website, you confirm that you are fully aware of and comply with this policy.

DEFINITIONS

- **“Website”** shall mean spinbetter.com and all its aliases.
- **“Player”** shall mean an individual, who uses the Website.
- **“Self-exclusion”** shall mean an event where the Player voluntarily bars themselves from all or certain online gaming-related activities on the Website.
- **“Cooling-off”** shall mean a set timeframe during which the Player is temporarily prevented from gambling on the Website.

1. INTRODUCTION

1. The Company undertakes to provide the Player with a safe, fair, and responsible gaming environment on the Website. As a licensed operator under the jurisdiction of Anjouan, we recognize our duty to promote responsible gaming practices and safeguard the Player from potential risks associated with gambling.
2. Gambling problems are associated with poor mental health and can manifest in depression, anxiety, and suicidal thoughts. They also have an adverse effect on family relationships, work, and academic performance, and can lead to bankruptcy or crime.
3. Gambling should be an enjoyable pastime and not a way to make money.
4. Unfortunately, in some cases, abuse of gambling can lead to problems. We take care of our customers and make every effort to provide a safe and reliable service that our customers can use without any damaging consequences.
5. The Company shall not offer, extend, or facilitate any form of credit to the Player for the purpose of placing wagers or funding gaming activities.

2. **UNDERAGE GAMBLING**

1. The Company does not allow underage gambling (for persons under the age of 18).
2. We do not advertise our products and services to minors or mentally vulnerable people.
3. The Player must confirm they are of legal gambling age before they can deposit or play.
4. We guarantee that our advertising, sponsorship, and marketing activities do not contain any information aimed at attracting underage persons to the Service.
5. If you share your computer with underage persons, you should make sure that they do not have access to usernames, passwords, and banking details.
6. The legal age for betting and gambling is determined by the laws of your country and is usually 18 years.

7. Our customers should understand that they are the guarantors of their legal registration on the Website.
8. We strongly advise parents to protect their children from accessing online gaming websites by using special software:
    - Net Nanny
    - CyberPatrol
    - GamBlock®
    - Solid Oak Software
9. If the Company determines a Player is a minor, the account shall be closed as soon as reasonably practicable. In such events, all deposits made by the minor shall be refunded, and any accumulated winnings shall be forfeited. Furthermore, age verification via a valid government-issued ID must be completed prior to the Player's first withdrawal.

3. **SELF-ASSESSMENT**

1. It is recommended that the Player regularly analyzes its gambling habits to make sure that your participation in gambling remains within healthy limits. Self-assessment tools are available to help the Player to do this, with a series of questions aimed at identifying potential signs of problem gambling. These tools help the Player to make informed decisions about your gambling.
2. One commonly used test is available from Gamblers Anonymous – it is a 20-question quiz that is published on its website. https://gamblersanonymous.org/20-questions/
3. The CAGE Questionnaire (Adapted for Gambling)
   The Player is encouraged to answer the following questions honestly:
    - C – Cut Down: Have you ever felt you should cut down on your gambling?
    - A – Annoyed: Have people annoyed you by criticizing your gambling habits?
    - G – Guilty: Have you ever felt guilty about your gambling?
    - E – Eye-Opener: Have you ever had a morning "eye-opener" to steady your nerves or recover from gambling losses?
      Interpreting the results
        - 0 Yes Answers: Low risk for gambling problems.
        - 1 Yes Answer: Moderate risk; further assessment may be needed.
        - 2 or More Yes Answers: High risk; further evaluation and intervention are strongly recommended.
        - If the Player recognizes problematic gambling behavior through self-assessment tools, he/she is encouraged to use responsible gaming tools (such as a cooling period and self-exclusion).
4. To facilitate effective self-assessment, the Company shall provide Players with direct account access to a detailed record of their betting and wagering history, including timestamps of all transactions, covering at least the preceding six (6) months. Longer periods of transactions may be requested from the Company and must be provided within 10 working days. If the Company can show that this timeframe is not reasonably achievable given the circumstances, the Company may, at its sole discretion, extend such timeframe for a reasonable period and shall notify the Player accordingly.

4. **TRAINING**

1. The Company provides comprehensive training to all individuals who work with the Website to maintain high standards of responsible gambling.
2. Employees who interact directly with customers (such as support staff, VIP managers, and responsible gambling specialists) receive specialized training to recognize signs of gambling addiction, respond to self-exclusion requests, and effectively communicate with at-risk players.

Additionally, they undergo annual refresher courses to stay updated on new policies and best practices.

3. Marketing partners and affiliates must also complete responsible gambling training before promoting the Company's products. They are required to adhere to strict guidelines that prohibit targeting minors or vulnerable groups and prevent the use of irresponsible marketing messages.
4. Social media influencers who collaborate with the Company receive guidance on responsible gambling principles and must not promote gambling to underage or vulnerable audiences. All influencer content must include warnings about responsible gambling and avoid creating a misleading or overly enticing image of gambling. If an influencer fails to meet these standards, the Company reserves the right to terminate the partnership.

5. **COOLING-OFF**

1. The Company offers the Player an option to initiate a 24-hour, 7-day, 1-month, or 3-month Cooling-off period, during which he/she will be unable to gamble on the Website. The Player must self-select their preference for the duration, applicable product verticals, and marketing opt-out using dedicated tick-boxes (which shall not be pre-checked) on the Website, or alternatively by contacting the Company's support team at block@spinbetter.com.
2. Cooling-off may be selected by the Player for any combination of one, more, or all of the product verticals offered by the Company.
3. The key difference between Cooling-off and Self-exclusion shall be as follows:

Aspect	Cooling-off	Self-exclusion
Purpose	Short-term break from gambling, allows players to step back temporarily	Long-term, irreversible exclusion to regain control over gambling behavior.
Duration	24 hours, 7 days, 1 month, or 3 months.	Minimum 1 year, with options for 3, 5, 10 years, or lifetime exclusion.
Effect	The player cannot participate in selected games during the selected period.	Player cannot participate in any gambling activities on the Website.

4. During an active Cooling-off period, the Player's account shall remain active exclusively for the purpose of accessing and withdrawing funds; all gambling features shall be disabled.
5. The Company shall process Cooling-off requests as soon as reasonably practicable., and shall not question the Player's decision, delay the activation process, or offer bonuses or promotions to encourage continued play. If the Cooling-off request was sent by email or other non-automated means, the change shall take effect within 24 hours, provided that such period occurs during a standard business day.
6. Accounts must be automatically reactivated after the selected Cooling-off period expires. The Player requires no further action or request for reactivation

6. **SELF-EXCLUSION**

1. The Player has the right to self-exclude himself from gaming at any time by technical adjustments on our platform by using the self-exclusion tool.
2. Where technical adjustments are temporarily unavailable, the player can submit a request by sending an email to block@spinbetter.com.
   Players may choose to self-exclude for 1 year, 3 years, 5 years, 10 years periods, or permanent exclusion. Once a self-exclusion request is submitted via the automated technical adjustments on our platform, it will take effect immediately. The player will no longer be able to access their account or participate in any gambling activities for the duration of the selected exclusion period.
   - If the self-exclusion request was sent by email or other non-automated means, the

change shall take effect within 24 hours, provided that such period occurs during a standard business day..
    - If the player submits an self-exclusion request via email which is different from the one used during the player`s registration, player shall provide his or her valid copy of identity document to verify his or her identity.
3. A self-exclusion request cannot be revoked or reversed by the player before the exclusion period expires. During the exclusion period, the player will not be permitted to reopen their account or create a new account.
4. Once self-exclusion is in effect:
    - The player's account will be locked for the duration of the exclusion period.
    - All marketing communications from the Company will be suspended. We will remove your data from all marketing and promotional lists during your self-exclusion period.
    - The player will not be able to deposit, place bets, or engage in any gambling-related activities.
    - Any unresolved ante-post bets shall be voided and the funds refunded to the Player. Any wagering that takes place following the self-exclusion request and prior to it being in effect must be voided and the funds must be returned to the Player.
    - If the player is actively participating in tournaments, he may be permitted to complete the in-running event.
    - Contributions to progressive jackpots that were made by the player through gameplay prior to the self-exclusion request remain in-situ, but the player is no longer entitled to participate with the jackpot after the self-exclusion is in effect.
    - If the Player has a withdrawable real-money balance at the time of self-exclusion, the Company will process the return of these funds to the Player using the Player's active payment method, subject to the Company's standard KYC and withdrawal limits as outlined in the Terms and Conditions.
5. After the self-exclusion period expires (except for lifetime exclusion), accounts shall not be automatically reactivated, players may request to reopen their account by contacting our support team. This request will be subject to an additional review process to ensure responsible gaming practices.
6. The Company shall implement robust technical measures to identify duplicate accounts and proactively prevent self-excluded individuals from creating new accounts under different credentials. Furthermore, any payment method known directly by the Company to be associated with a self-excluded Player shall be blocked for future use during the active exclusion period. The Company shall retain records of all self-excluded players in accordance with applicable data retention regulations.
    - The Company operates under an Anjouan license and is not integrated with, nor bound by, any national or regional self-exclusion registers from other jurisdictions. Players must apply for self-exclusion directly with the Company.
    - The Company shall not be held liable if a Player circumvents its security measures, opens a new account under a different identity, or otherwise continues to gamble in breach of an active self-exclusion. Any winnings generated on accounts opened in breach of a self-exclusion agreement will be forfeited, and deposits may be withheld at the Company's sole discretion.
7. The Company reserves the right to exclude a Player as a high-risk intervention measure if the Player displays problematic gambling behaviour or attempts to engage in criminal activities through the Company's platform.
    - The Company shall not exclude Players solely on the basis of the amount of their winnings.
    - Any Operator-initiated exclusions shall be formally documented, and such records will be kept by the Company for a minimum period of five (5) years.

7. **LIMITS**

1. Players can set deposit limits to control the amount they deposit over a specific period by technical adjustments on our platform. These limits can be applied for daily, weekly, or monthly periods.
2. Once a deposit limit is reached, the player will not be able to deposit additional funds until the limit is reset. Reducing a deposit limit takes effect immediately. If the request to reduce the limit was sent by email or other non-automated means, the change shall take effect within 24 hours, provided that such period occurs during a standard business day.
3. Requests to decrease the severity of a limit (i.e., raising the maximum deposit amount) shall be subject to a mandatory 24-hour waiting period before implementation.
4. If a limit or exclusion is set while a Player is engaged in active gameplay (e.g., an active poker tournament) or has an unresolved ante-post bet on a future event, the restrictions must be honored immediately, except for the active gameplay or wager. Upon completion of the active gameplay, relevant tournaments, wagers, or events, the restrictions apply. Before the event's completion, no further wagering is permitted (e.g., a player cannot enter another tournament while the current one remains in progress)

8. **BEHAVIOR TRACKING**

1. Behavior tracking is an essential component of our responsible gaming strategy. We track and analyze the following data points to identify problematic gambling behaviors:
    - Deposit and wagering frequency
    - Sudden increases or irregular patterns in deposits, wagering, or gaming sessions, which may signal compulsive gambling.
    - Use of multiple payment methods
    - Attempts to use different payment methods, especially when these are employed to bypass established limits.
    - Withdrawal reversals
    - Players who repeatedly cancel or reverse withdrawal requests, which may suggest an attempt to recover losses or a lack of control.
    - Extended play sessions
    - Prolonged gaming sessions without taking breaks, potentially indicating a compulsive or addictive behavior.
    - Increased communication with customer support
    - Players who frequently contact customer support for bonus requests, financial issues, or display signs of agitation or distress.
    - Frequent adjustments to responsible gaming tools
    - Players who consistently alter their deposit or loss limits or frequently use features like cooling-off periods and self-exclusions.
    - Young players with high spending
    - Players under 25 who engage in significant spending, especially on casino or virtual games, warrant closer scrutiny.
    - Maxing out credit cards
    - Players who reach their credit card limits and attempt to register additional cards for further deposits.
    - Unrealistic spending patterns
    - Spending behavior that significantly deviates from the player's demographic profile or known financial situation.
    - Opening multiple accounts
    - Attempts to create multiple accounts in order to bypass deposit or loss limits and

continue gambling without restrictions.

2. If we detect any of the above signs of problematic gambling behaviors, our support team will take measures, including:
    - Inform the Player about responsible gaming tools, including deposit limits, time-outs, and self-exclusion.
    - Applying deposit limits to the Player's account or restricting account activity if needed.
    - Direct the Player to external gambling support organizations.
3. The Company strictly prohibits the use of Responsible Gaming interventions, including behavior tracking reviews, as a pretext to prevent, delay, or deny legitimate withdrawal requests by the Player.
4. All Responsible Gaming interactions—whether initiated by the Player or the Company—must be comprehensively recorded within the Player Account Management (PAM) system. This record shall include the specific indicators of concern observed and a detailed account of any interventions or actions taken
5. The Company reserves the right to initiate an exclusion if a Player exhibits problematic gambling behavior or engages in criminal activities on the platform. The Company shall not exclude a Player solely on the basis of accumulated winnings.
   All Operator-initiated exclusions shall be formally documented and retained for a minimum of five (5) years.

9. **REALITY CHECK**

1. The Company implements Reality Check measures, which include, but are not limited to:
    - A real-time session timer that is always visible while the Player is logged in.
    - Player-Activated Reality Checks ("Customized Reality Checks"). Players can set customized alerts that trigger at specific time intervals. When activated, players must confirm that they have read the message before continuing play, with the option to either end the session or continue playing.
2. Customized Reality Checks temporarily pause the gameplay, requiring the Player to confirm they have read the message before resuming.
    - The custom messages include:
    - A clear indication of how long the player has been playing.
    - A display of the player's winnings and losses during that time.

10. **MARKETING AND ADVERTISING**

1. The Company is committed to ensuring that all marketing, promotional, and advertising activities align with responsible gaming principles. The Company does not engage in direct marketing actions such as emails, messaging, bonuses, or incentives during an active cooling-off or self-exclusion period.
2. The Company ensures that its advertising is truthful, does not encourage excessive gambling, and does not target vulnerable individuals. All of the Company's business partners, including affiliates, influencers (both on social media and other platforms), VIP representatives, and marketers, are required to comply with the responsible gaming framework and follow all relevant advertising regulations.
3. The Company avoids engaging in misleading, excessive, or irresponsible advertising. To ensure this, the Company adheres to several key principles:
    1. Advertising should never be excessive, deceptive, or aggressive in nature. Furthermore, marketing and promotions must not target or appeal to self-excluded players, individuals with gambling issues, minors, or those who are financially vulnerable.
    2. The Company also prohibits any portrayal of gambling as a means to achieve financial success or resolve financial difficulties. In addition, marketing must not suggest that skill

can influence the outcome of games that are entirely based on chance. Advertising must never present gambling as an escape from stress, depression, loneliness, or personal struggles.

3. Moreover, marketing content should not use cartoons, animations, or visuals that would appeal to children or minors. The Company avoids using social media influencers, celebrities, or entertainers who attract minors in their marketing efforts.
4. Additionally, marketing materials must not feature minors or depict them engaging with gambling content. The Company also prohibits any sexual or explicit content in its advertisements or communications. It is important that gambling is not linked to harmful behaviors like smoking, drug use, alcohol consumption, seduction, or an enhanced physical appearance.
5. All bonus offers and promotions are communicated clearly with transparent terms and conditions, the Company does not encourage excessive gambling through aggressive bonus promotions.
6. All marketing, advertising, and promotional materials issued by the Company, its affiliates, or its third-party influencers must prominently feature a clearly visible responsible gaming message or slogan.

11. **RESPONSIBLE GAMING COMPLAINTS**

1. If you have a complaint relating to our Responsible Gaming Policy and your rights under this Policy, please contact our support team at support@spinbetter.com.

21. RISK WARNING

By accessing and using the services offered by SpinBetter, you acknowledge and accept that online gambling involves a financial risk, including the risk of losing any funds deposited into your account. You agree that you are participating in the games voluntarily and at your own discretion and risk.

It is your sole responsibility to ensure that your participation in online gambling on this Website is legal in your jurisdiction of residence. SpinBetter does not provide legal advice or guarantees as to whether your use of the services is lawful under the laws applicable to you. We do not guarantee that our services comply with the legal requirements of every jurisdiction, and we expressly disclaim any such responsibility.

By registering and using the Website, you confirm that:

- You are not a resident of a jurisdiction where online gambling is prohibited or restricted;
- You are not accessing the Website in breach of any applicable laws;
- You do not use any tools, software, or services to obscure or falsify your true location or identity.

Any use of VPNs, proxy servers, remote desktops, or other forms of geolocation masking to circumvent jurisdictional restrictions constitutes a violation of these Terms and Conditions. In such cases, SpinBetter reserves the right to:

- reject or cancel any transactions;
- withhold or confiscate winnings, bonuses, and/or account balances;
- suspend or permanently close your account without prior notice;
- report such behavior to relevant regulatory or enforcement authorities, where applicable.

Furthermore, we cannot guarantee that deposits, winnings, or bonuses accrued through unauthorized or prohibited access will be honored. Any such funds may be forfeited at our discretion and used to offset any damages or costs incurred as a result of the breach.

22. Underage Gaming Policy

Last Updated: 19.03.2026

This Underage Gaming Policy is developed by SpinBetter, the legal entity indicated in the footer of the website, referred hereto as “Administration”, “SpinBetter”, “Operator”, “Bookmaker”, “we”, “us”, “Management”, “Site” or “Company”, and “you” or “your” means you as a user of our website.

This Underage Gaming Policy constitutes part of our Terms and Conditions.

This policy applies to all Users of our website without exception. By using our website, you confirm that you are fully aware of and comply with this policy.

1. Use and registration on our website is prohibited to anyone under the age of 18 or any other age that is set in your jurisdiction as the minimum age to use our Services. The Player must confirm they are of legal gambling age before they can deposit or play. Our customers are the guarantors of their legal registration on the Website.
2. We reserve the right to request proof of age at any stage of your engagement with our Services. While a formal confirmation of legal age is required during the initial account creation, comprehensive verification (such as providing a valid government-issued ID) may be requested at our sole discretion at any time. This includes, but is not limited to:
    1. Promptly after registration;
    2. Prior to processing any deposit;
    3. Before approving any withdrawal request;
    4. During routine security and compliance checks.
    We may temporarily suspend your account and restrict your ability to deposit, play, or withdraw funds while we are undertaking these verification checks. If you fail to provide satisfactory proof of age upon our request, your account will remain suspended or be permanently closed.
3. You must control who has access to the verified account. It is your responsibility to ensure that only you have access to your account. If you share your computer or device with underage persons, you must ensure that they do not have access to usernames, passwords, and banking details. Do not store your account access details anywhere where they can be accessed by anyone else.
4. If we discover that anyone other than a verified user has accessed your account, we reserve the right to block it.
5. If you have minors in your household, you undertake to provide appropriate parental control measures to prevent minors from accessing your account.
6. If we determine or have reasonable grounds to suspect that you are under the age of 18 or the legal age for gambling in your jurisdiction, your account will be immediately suspended. If you are subsequently proven to have been underage at the time you made any gambling transactions with us:
    1. Your account will be permanently closed.
    2. All transactions made while you were underage will be made void.
    3. Any deposits made during this period will be returned to you using the original payment method, wherever practicable.
7. If you have reasonable suspicion that any minor has accessed our Services in any way, you agree to notify us immediately at the following email address support@spinbetter.com.
8. We strongly advise parents to protect their children from accessing online gaming websites by using special software:
    1. Net Nanny.

    2. Safetonet.
    3. GamBlock.
9. We take commercially reasonable steps to ensure that our advertising, sponsorship, and marketing activities do not contain information aimed at, nor target, underage persons or vulnerable individuals.

23. Frequently asked questions (FAQ)

23.1. General queries

1. **Why do I need to provide my account number (account ID)?**
   You must provide your account number (account ID) or the email your account is registered to so that your requests can be verified and processed. Without this information, Customer Support will not be able to process your request promptly. You can find your account number (account ID) in your profile on the site.
2. **What should I do when contacting Customer Payment Support to obtain a solution to my problem as quickly as possible?**
    1. Provide your account number (account ID).
    2. Describe the issue you are having in detail.
    3. Attach a receipt (in PDF format) if your issue is linked to an outstanding deposit or unsuccessful withdrawal attempt, or attach a screenshot of the error you have encountered.

You can also send a screen recording that shows the error appearing while payment is being made.

23.2. Account

1. **How many accounts can I register to one user?**
   Each customer may have only one account. Customers cannot register more than one account.
2. **How do I confirm my email address?**
    1. After you register on the site, check your email. You should have received an email with a link that can be used to confirm your email address.
    2. Follow the link to confirm your email.
    3. If you have not received an email, please check your spam folder.
    4. If the email is not in your spam folder, please request the link be resent in your profile or contact Customer Support.
3. **How do I confirm my phone number?**
    1. Go to Contacts in your account and enter your phone number.
    2. Enter the SMS code you receive to confirm your number.
    3. If you do not receive a code, check that the number you have entered is correct and request the code be resent.
    4. If you still do not receive a code, please contact Customer Support.
4. **How do I change my email address?**
   Please contact Customer Support to change your email address. They will ask you to provide certain information to verify your identity.
5. **How do I change or recover my password?**
   If you remember your password and want to change it, follow these steps.
    1. Go to Account in your account.
    2. Enter your new password in the password field and follow the instructions provided.

I've forgotten my password
Contact Customer Support. They will be happy to help you recover your account.

23.3. Payments

1. **How do I make a deposit?**
    1. Go to the “Make a deposit” section in your account.
    2. Choose your payment method.
    3. Enter the amount you want to deposit and follow the instructions provided.
       Please check that the details entered are correct before making the deposit.
2. **How do I withdraw funds?**
   Before requesting a withdrawal, ensure that:
    1. all required fields in your account verification form have been filled
    2. your phone number has been confirmed
    3. your email has been confirmed
3. **How do I make a withdrawal request?**
    1. After following the above steps, go to the "Withdraw from account" section.
    2. Choose the payment method you used to make a deposit.
    3. Enter the amount you want to withdraw and press "Confirm".

23.4. Issues with payment

1. **Why haven't I received a deposit or withdrawal?**
    1. Card deposits usually take only a few minutes, while withdrawing funds to a card can take up to 30 minutes.
    2. E-wallets and other cryptocurrency transfers are processed more quickly. In rare cases, there may be delays.
       If your deposit has not been processed within 30 minutes or your withdrawal has not been processed within 2 hours, please contact our customer payment support team processing-en@spinbetter.com.
2. **You can make withdrawals as long as:**
    1. you have complied with the minimum withdrawal limit.
    2. a withdrawal can be made with the bank details used to make the deposit
    3. you have ensured that you have reached the required amount in betting turnover (see next point).
3. **What is betting turnover?**
   This is the amount of bets required to withdraw funds. Before making a withdrawal, you must wager 300% of the deposit amount at odds of 1.10 or higher.
4. **How do I change or cancel a payment?**
   You can cancel a payment only if the payment has not yet been processed by the system and has not yet been assigned the "Successful" status. If the funds have already been transferred, please get in touch with our customer payment support team.

23.5. Limits

1. **What limits on payment methods are there?**
   Minimum and maximum limits for a payment depend on which payment method you choose. We recommend you familiarize yourself with the most up-to-date information on our site in the "Top up account / Withdraw funds" section.
   Please note that limits can change based on the payment method you select and the payment system terms.

2. **Are there any restrictions on payouts?**
   No more than €1,500 can be withdrawn within 24 hours. If you reach this daily limit, please try again 24 hours after your last withdrawal.

   As a prevention of money laundering, a deposit must be wagered at least three (3) times before a withdrawal can be made. Please note that if wagering requirements are in place, the wagering requirement needs to be respected before a withdrawal is requested.

23.6. P2P payments

1. **Why has my P2P deposit not been credited?**
   When making a P2P transfer, it is important to follow the instructions on the payment page carefully. Here are some reasons there may be delays.
   1. You have entered some details incorrectly, such as the card number, bank account or wallet. Ensure all details have been entered correctly.
   2. You have incorrectly entered the bank (if a bank is required). Ensure that you have chosen the correct bank account for the payee.
   3. You have failed to comply with the minimum transaction amount. The transfer will not be made if the amount is lower than the minimum requirement.
   4. There are delays with the bank. More time may occasionally be required to process a payment.
      In any case, if the funds have not been transferred, please get in touch with Customer Support.
2. **What documents may be necessary to verify an uncredited transaction?**
   1. Payment receipt
   2. Format: PDF
   3. Required information: the payment date and amount, the payer and payee details.
   4. Bank statement (please note that a receipt is not a bank statement!)

A statement on the transferal of funds for the transfer date may occasionally be required

- Format: PDF
- Required information: the payment date and amount, the payer and payee details.

Where do I find a bank statement?

- Create the document in your bank's mobile application (if one exists).
- Contact your bank through the application or by telephone to request a statement.

Video confirmation for payments
In rare cases, our team may ask you to record a video showing your bank account. This is required if your receipt and statement have not helped them to find the payment.

1. **What should be in the video?**
   - Proof of you signing in to your account in the banking app.
   - A clear view of your transaction history, with the payment date and amount.
   - The video must not be edited.

23.7. E-wallets

1. **What should I do if I have issues with e-wallet payments?**
    1. Ensure that your e-wallet has been confirmed. This is an important requirement to ensure transactions are made successfully.
    2. Ensure that your e-wallet does not have a limit or any other restrictions.
    3. If you are still having issues, please contact our customer payment support team processing-en@spinbetter.com.
2. **My payment was successful but has not been credited to my wallet**
   If your account transaction history shows that a payment was successful, but the funds have not been credited to your wallet, please contact your e-wallet's technical support team. They will be able to provide more information about the status of your transfer.
3. **Confirming a successful payment to your wallet**
    1. To confirm that payment was successfully sent to your wallet, you can request an RRN code.
    2. What is an RRN code?
       RRN codes are unique transaction identifiers that track operations in the system. Your e-wallet support team can use an RRN code to find information about the status of your transfer.

23.8. Cryptocurrency payments

1. **Which details are required to confirm a cryptocurrency payment?**
   If a cryptocurrency payment has not been credited within several minutes, it can be confirmed by:
   The Transaction Hashtag, which is a unique identifier recorded in the blockchain. It can be found in the "Transaction history" section of your wallet or exchange.
   Important: please send the hashtag as text, not a screenshot, to ensure your request will be processed as quickly as possible. **The link to the transaction in the blockchain scanner** allows you to check the status of the transfer. For example:
    - **Bitcoin** – blockchain.com
    - **Ethereum** – etherscan.io
    - **TRON** – tronscan.org

Important recommendations for cryptocurrency payments

1. Be careful when sending funds. Check which token you are sending and to which wallet.
2. Do not save a wallet for future payments. We recommend using EPOS data to avoid errors when sending funds to old banking details.