

BITWIN.GAME

Business Plans

BETTINGSPOON B.V.



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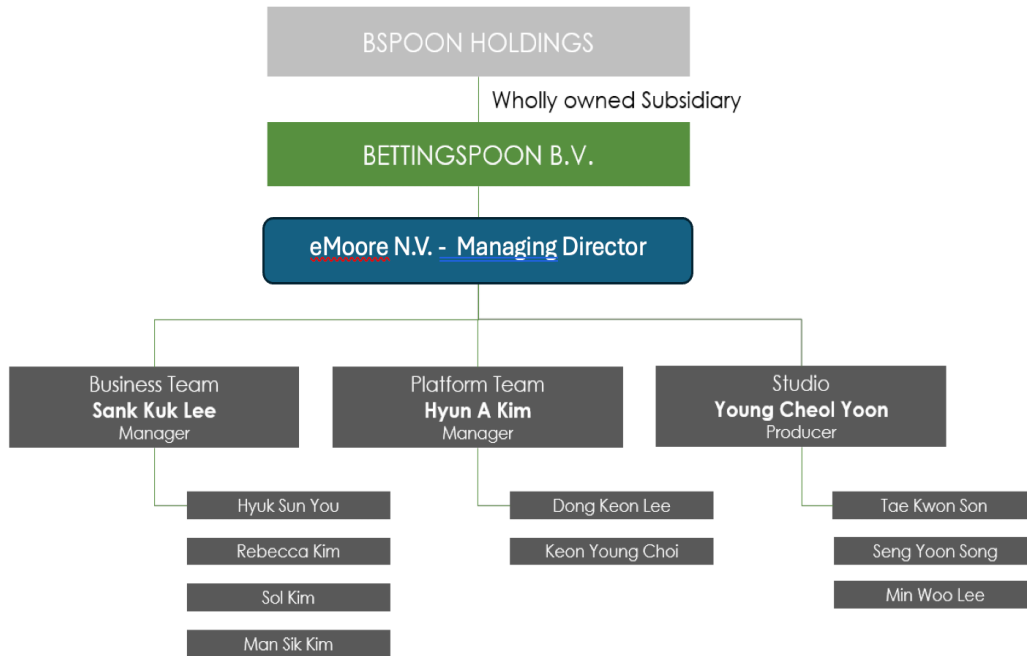
1. Company Introduction

Bitwin is groups of online gaming experts. And we strive to provide extraordinary experiences and satisfying revenue to users around the world. Our business is based on online gaming markets such as sports betting, casinos, and live casinos.

Name	BETTINGSPoon B.V.
Mission	Our purpose is to safely connect our customers with their friends and the other gamblers through a market-leading betting and gaming experience
Philosophy	We're focused on strategic priorities. Customer protection and compliance excellence is at the heart of everything we do, and we're committed to continuously helping our customers play safe.
Vision	By 2027, we want to achieve a minimum of 1% market share in our core markets.
Milestones	2026: Casino & Sports Service Launch 2027: Poker Launch 2028: Aggressive investment in own studio
Target Market	Southeast Asia and Latin America
Industry	Total Online Gambling Services

2. Organization of BITWIN

1.1. Company Structure



1.2. BSPOON HOLDINGS MEMBER

(in Seoul, Korea)

	Name	Career
Director	Jae Hong Kim	Director, Netmarble, Seoul Korea - Managing S2 Business Division, which include sports betting business, corporate marketing and web portal business. CEO / Founder, Chainplus, Seoul Korea - Operating sports betting business, based on blockchain. - Issuing and marketing the coin, based on the ERC-20 CEO / Founder, Futureplus, Seoul Korea - Managing and operating prediction games, poker and other games Director, NHN, Gyeonggi-do Korea - Managing web-board games, such as poker, go-stop games, TETRIS and Baduk Game - Achieved \$2 billion accumulated revenue during his job as a director Audit, Lotte Hotel Paradise Casino, Jeju Korea

		• Audit the flow of chips and cash within the casino • Evaluating the comp rating system, based on the customer's play history
Share Holder	Jae Hong Kim	Director, Netmarble, Seoul Korea • Managing S2 Business Division, which include sports betting business, corporate marketing and web portal business. CEO / Founder, Chainplus, Seoul Korea • Operating sports betting business, based on blockchain. • Issuing and marketing the coin, based on the ERC-20 CEO / Founder, Futureplus, Seoul Korea • Managing and operating prediction games, poker and other games Director, NHN, Gyeonggi-do Korea • Managing web-board games, such as poker, go-stop games, TETRIS and Baduk Game • Achieved \$2 billion accumulated revenue during his job as a director Audit, Lotte Hotel Paradise Casino, Jeju Korea • Audit the flow of chips and cash within the casino • Evaluating the comp rating system, based on the customer's play history

Attachment for resume.

1.3. BETTINGSOON B.V. Team

We are a team of veteran gaming developers and platform developers with experiences and passion for bringing fundamental changing concept to Online Gaming Market.

Our mission is to create a world-class gaming service that drive consumers adoption called "Own2Earn" of distributed blockchain technology through SPOONER NFT. We are all dedicated to revolutionizing how games are played. We share ownership of goals and outcomes and put our trust in each other along the way.

Also, we celebrate our difference, and we are not afraid to challenge each other!

(in Seoul, Korea)

Division	Job Title	Name
Business	Business Team Manager	Sank Kuk Lee
	Comm. Manager	Hyuk Sun You
	Marketer	Rebecca Kim
	Community Staff	Sol Kim
	CS Manager	Man Sik Kim

Platform Engineering	Platform Team Manager	Hyun A Kim
	Big Data Engineer	Dong Keon Lee
	Server Engineer	Keon Young Choi
Game Studio	Producer (Game Designer)	Young Cheol Yoon
	Client Engineer	Tae Kwon Son
	UI/UX Artist	Seng Yoon Song
	Animator	Min Woo Lee

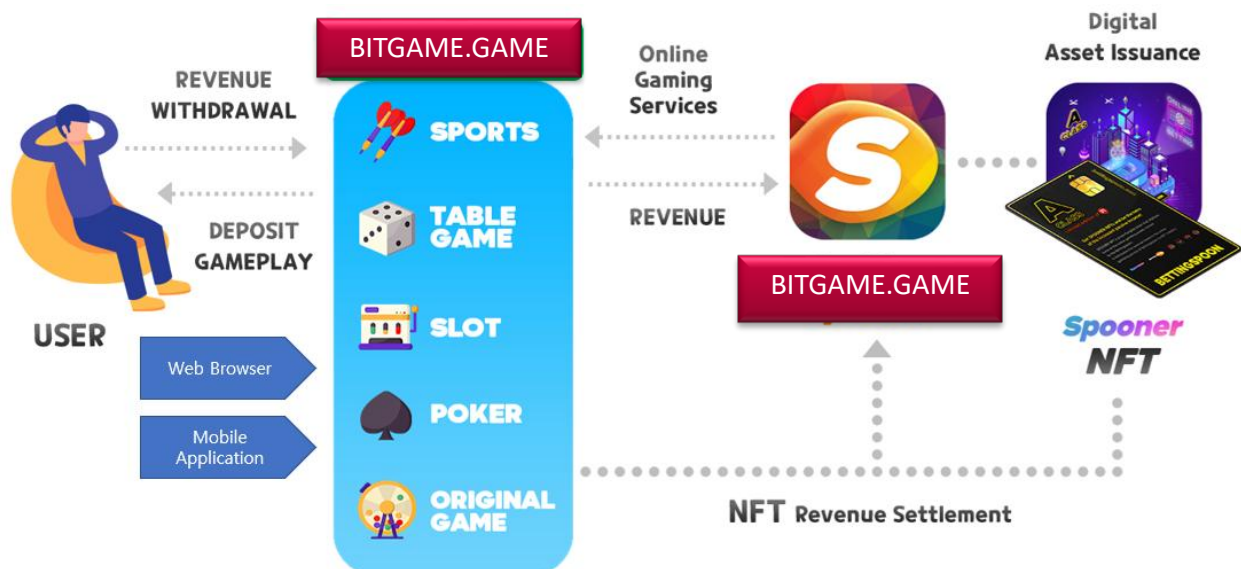
3. Partners

Partner			Description
AMAZON		Server Provider	Amazon Web Services (AWS) is the world's most comprehensive and broadly adopted cloud platform, offering over 200 fully featured services from data centers globally. Millions of customers are using AWS to lower costs, become more agile, and innovate faster.
EVERYMATRIX		B2B Game Provider	EveryMatrix is a leading B2B provider delivering iGaming software, solutions, content and services for casino, sports betting, payments, and affiliate/agent management to Tier-1 operators as well as to newer brands.
BETBY		B2B Sports Bet Provider	Since launching in 2018, our state-of-the-art solutions and product ranges have grown from strength to strength, allowing our partners to thrive with access to hundreds of thousands of betting markets and sporting events worldwide.
SUMSUB		KYC Certification	Sumsb helps businesses all over the world onboard users easily and fight the good fight against fraudsters of all kinds. An all-in-one verification platform designed to catch

			fraudsters and aid businesses in meeting compliance regulations worldwide.
I-TECH LABS		RNG Certification	iTech Labs is a world leading testing and certification laboratory for Online Gaming systems, operating since 2004. The iTech Labs personnel are expertly trained and experienced, testing and test results are thoroughly carried out and documented, and customers receive project reports regularly.
ReBlock		Marketing Agency	ReBlock is a full-service digital marketing agency in Korea. We have global team members. We specialize in blockchain startup companies, marketing, advertising and PR, community and management, consulting worldwide.

4. Products & Services

4.1. SERVICE STRUCTURE



4.2. BITWIN.GAME

We have developed MO (multi-online) Baccarat and MO Big Wheel with our own technology. Our platform has the advantage of applying for various promotions with user experiences, preferences, and goals. In addition, collaborating with other game studios and service linkage with the live casino has made it possible.

We are going to jump into the sports betting market as the most fitted running platform. We intend to solve the current problems that online gaming industry faces, such as lack of transparency and reliability. We will make a trustworthy and credible sports betting platform service based on professional blockchain technology and a legitimate global license. We believe we are the best model for the next generation of online gaming.



4.3. UNIQUE FEATURE

4.3.1. User Engagement through Community Operation

Since February 2022, we have already formed relationships with users through community channels such as Discord and Twitter. They are genuinely into our projects and looking forward to our growth. We and the users are growing together, and the Users are giving us various opinions and advice for better service. We are confident that this process will give users the opportunity to use a higher level of service that they would have never experienced.

4.3.2. High Quality of Self-developed Game

We have developed a multi-Online Service that up to 250 people can play simultaneously. Users can bet and payout at the same time. Users who are at the same table can also compete in real-time. We are

continuously verifying our game through the users gathered in the community. We can make better games with their feedback.

4.3.3. Convenient Crypto Deposit and Withdraw

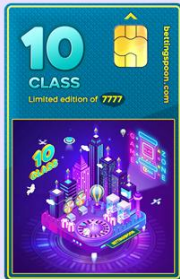
We use a Crypto Billing Service for deposits and withdrawals of crypto assets. When a user deposits his or her crypto asset, the deposit is made in US dollars based on the value of the crypto asset at the moment of deposit. Even when withdrawing, users can withdraw US dollars from their balance by changing it to the desired crypto asset after withdrawing to the desired wallet. (However, complying with the AML policy, when a user deposits or withdraws more than a certain amount, KYC verification is required.) We believe that this type of deposit and withdrawal service can allow users a more accessible way for them to use the casino.

4.3.4. Revenue Share system connected to NFT

We share some of the revenue generated from the online casino service with our NFT holders. By holding the NFT, users do not only enjoy the service but also support our project together as members of the project. A more detailed description of this Revenue Sharing system will be demonstrated in the next section.

4.4. SPOONER NFT

We digitize assets from online sports betting and gaming services (NFT) so that users can own and generate income from them. SPOONER NFT holders will get partial ownership of Bitwin services (bitwin.game) and will receive the prorated dividends. SPOONER NFT holders can also resell their NFTs on open markets and generate additional profits.

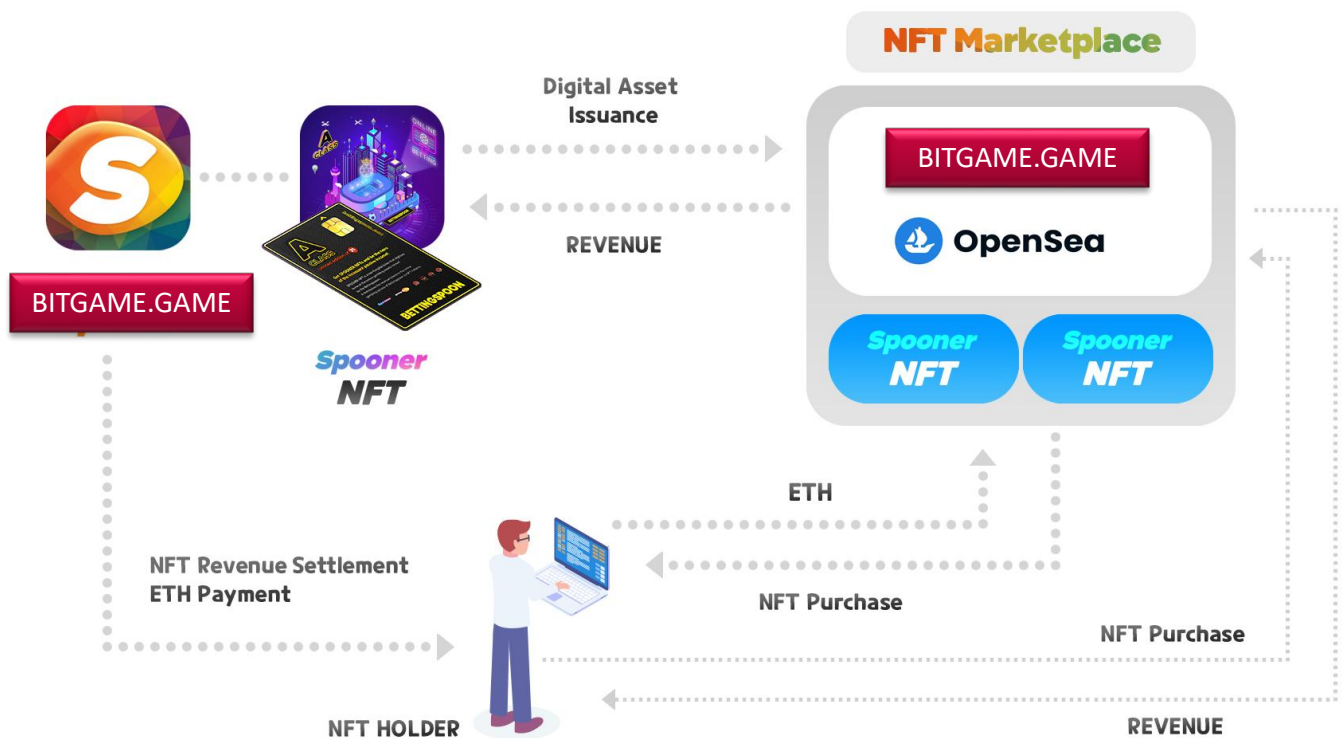
Grade					
	A class	K class	Q class	J class	10 class
NFT Cap	21	777	888	2,121	7,777
Price	100.00 ETH	10.00 ETH	5.00 ETH	1.00 ETH	0.20 ETH
Revenue	X 525	X 51	X 25	X 5	X 1

4.4.1. What is SPOONER NFT

SPOONER is an NFT minted by Bitwin B.V., a token that digitalizes some of bitwin.game service assets. Focusing on ownership and sharing profitability of the ETH blockchain, Spooner is algorithmically minted only 11,584 unique SPOONER NFTs. SPOONER-NFT permanently records information on the blockchain and the information cannot be modified. These tokens aren't fungible because all the SPOONER-NFTs have its originality. We can say for certain that SPOONER-NFT, an online asset of bitwin.game based on the huge online gaming market, will get you an unprecedented fortune!

Currently, NFT is generally valued for its uniqueness and rarity but there is no additional value added. Therefore, SPOONER NFT intends to create an NFT that can give stable and objective profitability by giving new value to the NFT, not just the value of uniqueness and rarity. SPOONER NFT would like to distribute a certain portion of the profits generated from bitwin.game to SPOONER NFT holders. Primarily, this will add value to the SPOONER NFT, and will steal the show in the NFT Marketplace.

Bitwin.game has Sports Betting, Table games, Slot and Original games. Of these, 50% of the revenue is generated by NFT holders. The class of SPOONER NFT is in 5 grades; A CLASS, K CLASS, Q CLASS, J CLASS, and 10 CLASS. And asset share ratio and rate of returns are applied differently for each grade.



4.4.2. NFT Sale

Revenues are distributed differently based on the grade of the NFT, and the information can be found on the website or on the NFT sales site (<https://opensea.io/collection/spooner-nft>). Each SPOONER NFT has its own unique stake, unique return dividend. SPOONER NFT can be owned through Private sale, Presale, and Public sale. Please refer to the website or Discord (<https://discord.gg/spooner-nft>) for the detailed sales

period. The Bitwin management team will do its best to increase the revenue of the NFT area so that NFT holders can earn more passive income.

4.4.3. Revenue Dividend of SPOONER NFT

Holders can earn from revenue distribution based on the amount of the NFT ownership (share of the revenue from online NFT service, revenue-type NFT), and reselling it in NFT Marketplace. SPOONER NFT has a more transparent and stable profit structure than any other NFT because we disclose all the data from the service.

SPOONER NFT settles daily. We will share transparent settlement reports on the operation and revenue of the service. Access rights to the settlement report are granted differently depending on whether a user holds NFTs and the nature of the NFTs a user has.

The dividend due date closes every day at 23:59:59 (GMT). The company converts daily revenue into ETH currency after 5 business days and discloses the exact dividend (ETH) including the converted amount on the dividend page for 6 business days. Dividends are paid out to the NFT Holder's wallet 7 business days after the dividend date.

4.5. BITWIN Original Game

4.5.1. BITWIN Original Baccarat

Original Baccarat is a comparing card game played between two hands, the "player" and the "banker". Each round has three possible outcomes: "player", "banker", and "tie". This game is played with 4 decks of 52 cards (excluding Jokers), which are shuffled if less than 10 cards remain.

RTP: 98.94%.

How to Play?

(1) Place a bet

After selecting the number of the chips you want to bet, click on the betting area to place the chip. Each click increases the number of chips and the price you bet.

(2) Button control and bet confirmation

When you click the 'Clear', all chips on the table are removed.

When you click the 'Confirm', your bet is confirmed and cannot be canceled.

The bet amount should be decided before the timer expires.

(3) Card Draw and Result Screen

When the timer is over, cards are drawn and opened sequentially.

When the results of Banker, Player, Tie, and Pair are disclosed, Pay-out will be distributed according to the bet chips.

RULES

Hand Value

Ace counts as 1.

10, J, Q, and K count as 0.

The winner is decided by comparing only unit digits from the sum of all cards.

If either the player or the banker has a total of 8 or 9, it is called a 'Natural Win', and neither player receives additional cards, and the winner is decided with only 2 cards.

Card Dealing

Player - Banker - Player - Banker - Player (3rd card optional) - Banker (3rd card optional)

Third Card Rule

Player's rule

If the player has an initial total of 5 or less, they draw a third card. If the player has an initial total of 6 or 7, they stand.

Banker's rule

If the player stood pat (i.e. has only two cards), the banker regards only their own hand and acts according to the same rule as the player. (i.e. the banker draws a third card with hands 5 or less and stands with 6 or 7)

If the player drew a third card, the Banker acts according to the following more complex rules.

If the banker's total is 2 or less, they draw a third card, regardless of what the player's third card is.

If the banker's total is 3, they draw a third card unless the player's third card is an 8.

If the banker's total is 4, they draw a third card if the player's third card is 2, 3, 4, 5, 6, 7.

If the banker's total is 5, they draw a third card if the player's third card is 4, 5, 6, or 7.

If the banker's total is 6, they draw a third card if the player's third card is a 6 or 7.

If the banker's total is 7, they stand.

RESULT (Payouts)

TIE (8:1)

Player's and banker's hands are of the equal value.

A win of 8 to 1 is paid out.

If the result is a 'Tie', the chips bet on Player and Banker are refunded.

Banker (19:20)

Banker's hand is of higher value.

A win of 0.95 to 1 minus 5% commission is paid out.

Player (1:1)

Player's hand is of higher value.

A win of 1 to 1 is paid out.

Pair (11:1)

The Player's or Banker's hand is Pair.

A win of 11 to 1 is paid out.

Screenshot



4.5.2. BITWIN Original Bigwheel

Original Bigwheel is played using a large 55-segment vertical wheel, spun by the game engine in every 30 seconds. A multiplier will be randomly assigned to every spin of the wheel.

How To Play?

(1) Select the stake that you wish to bet on and place your chips in the segment.

There are 55 segments that the wheel can stop on with a total of 7 differing values. The amounts that appear the most often have the best chance of coming up and therefore also have the lowest payouts.

(2) Once bets have been placed, the wheel is spun.

To win the Big Wheel, all you need to do is just place your bets and hope the needle stops on the spot you chose. There's not much else you can do in this game of this kind of complete chance.

(3) Once the wheel comes to a stop, the winning segment is shown.

This is usually signified by an indicator at the top of the wheel, which will stop in a particular segment.

Winning Odds (Payouts)

The first number(1) of which there are 25 segments on the wheel pays out at 1 to 1.

The second number(2) of which there are 12 segments on the wheel pays out at 2 to 1.

The third number(5) of which there are 7 segments on the wheel pays out at 5 to 1.

The fourth number(10) of which there are 4 segments on the wheel pays out at 10 to 1.

The fifth number(20) of which there are 2 segments on the wheel pays out at 20 to 1.

The first letter(Joker) of which there is 1 segment on the wheel pays out at 40 to 1.

The second letter(Ace) of which there is 1 segment on the wheel pays out at 40 to 1.

Screenshot



4.6. i-Gaming power by Everymatrix

4.6.1. i-gaming Vender

BF Games		Pragmatic Play - RNG	
Fazi		1x2Gaming-IronDog	
iSoftbet		Endorphina	
Onlyplay		Fugaso	
Stakelogic		Microgaming	
7 Mojos		RedRake	
ELK Studios		Wazdan	
EvoPlay		B-Gaming	

NetEnt		Gamevy	
Platipus Gaming		Green Jade Games	
Red Tiger Gaming		Big Time Gaming	
Smart Soft		KA Gaming	
Mascot	 MASCOT GAMES		

4.6.2. The principal games

4.6.2.1. [SLOT] Chicken Madness – BF Games

GMAR RULES

Chicken Madness is a 5-reel, 3row video slot with 10 fixed paylines. The objective is to land as many identical symbols as possible along the payline. Winning combinations start on the first reel on the left and run along a payline to the last reel on the right. Wins on different paylines are added. Only the highest winning combination of one symbol is paid out.

Game RTP: 96.06%

Malfunction voids all plays and pays. Player balance and wins are provided on currency throughout gameplay.

MULTIPLIER

In the base game mode, multipliers X2, X3, X4, X5 will be awarded on 2, 3, 4 and 5 consecutive wins respectively. If there is no win, the multiplier resets to 1. If a won games when the multiplier is already on maximum multiplier level X5, then the multiplier will remain on X5 until there is no win.

CASH MESH

Landing 5 or more COIN symbols on any spin triggers the CASH MESH feature. Number of CASH MESH spins are according to the number of COIN symbols which triggered the CASH MESH feather. Each Coin symbol has a predefined value or a JACKPOT/BONUS label. On each CASH MESH spin, any position containing a COIN symbol is held and all other positions spin individually. CASH MESH spins keep awarding until either bonus spins finished or all positions filled.

EXTRA BONUS

If CASH MESH spins are finished and all positions on reels are not filled then CASH MESH BONUS SPIN will be awarded. CASH MESH BONUS SPIN may only be awarded once per feather. Number of CAHS MESH BONUS SPINS will be randomly awarded out of 1, 2, or 3.

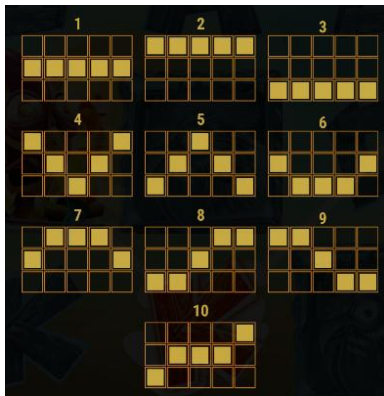
FULL HOUSE

Landing 15 COIN symbols during CASH MESH is awarded with an additional FULL HOUSE multiplier X2 to total values of COIN symbols. The final winning is the value of all symbols added. FULL HOUSE multiplier is applied only on the reels winnings (excluding JACKPOT/BONUS wins).

JACKPOT & BONUS

Landing COIN symbol with JACKPOT or BONUS label on reels only during CASH MESH awards the player with an extra win. Offered prizes are shown on respective banners and may vary for each spin. JACKPOT or BONUS wins are available on every bet stake. Win value for MINI BONUS is fixed on 30X bet stake, and for MINOR BONUS it is fixed on 50X bet stake. MAJOR and GRAND JACKPOT values grow progressively after each spin. Each player on the casino's server participated on the value growth of each JACKPOT. The minimum value for MAJOR JACKPOT is 5,000EUR, and for the GRAND JACKPOT it is 10,000 EUR. Once GRAND or MAJOR JACKPOT is won on the casino's server. Its value is set to nominal value. Current values for each JACKPOT and BONUS are shown on labels above gameplay. All JACKPOT and BONUS symbols can appear simultaneously on reels. Jackpot values are provided in currency.

WINNING COMBINATIONS



Screenshot



4.6.2.2. [SLOT] Zulu Gold – ELK Studio

GAME RULES

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

In the event of technical difficulties resulting in a dropped connection to the game server, the game you were playing is saved automatically and will load the next time you establish a connection to the game server. You will not be able to reconnect to the game server for the first 30 seconds after the disconnection.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided, any bet that was unsettled will be refunded.

Note: If you do not have enough money to play a game, the bet can be set to the minimum selectable amount through a dialog window informing about this.

All winning lines pay from left to right. Wins on different lines are all added. Only the highest winning combination on each line is paid.

On the info bar, you can view the current BET, your BALANCE and your current WIN, displayed in either credit or your real currency, depending on the current user's choice (Available only for specific jurisdictions). To toggle between credit or your real currency, click in the BALANCE area (Available only for specific jurisdictions).

GAME FEATURES

-Colossus Wild

During the base game if a Wild symbol lands on a win line it will form an expanding Multiplier Wild with a value of either x2, x3, x5 or x10.

The expanded Wild is on reels 2, 3, 4 and 5 only. The Colossus Rising Flame will award the Multiplier.

The Wild symbol will expand before any payments calculation.

If multiple Wild symbols expand, the Colossus Rising Flame can award different multiplier values for each Wild.

-Gold Coin symbol

Landing 6 Gold Coin symbols on the reels will trigger Colossus Hold & Win feature.

The Colossus Rising Flame Multiplier can randomly boost these values.

The values for the Gold Coin are the following: 0.5, 1, 2, 3, 4, 5 x Total Bet.

Multipliers of 2x, 3x, 5x and 10x can multiply these values.

-Colossus Hold & Win feature

6 Gold coins awards the Colossus Hold & Win feature and where Multipliers can be awarded when a new coin has landed.

The Colossus rising flame can randomly award a multiplier of either x2, x3, x5, or x10 and boost each coin in view with this value.

3 Respins will be awarded and any coins that land will stick in place and reset the respins back to 3.

During the feature the Colossus rising flame can randomly award a multiplier of either x2, x3, x5 or x10 and boost each coin in view with this value.

At the end of the feature the Colossus rising flame multiplier can add a further multiplier of either x2, x3, x5 or x10 and boost each coin in view with this value.

Note: Values displayed on the Gold Coin symbols are shown in the selected currency/coin.

-Colossus Spin

If all spaces are filled during the feature a final Colossus spin will be awarded.

One of the 3 prizes can be won, Minor, Major or Colossus:

MINOR - X50 Total Bet

MAJOR - X500 Total Bet

COLOSSUS - X10,000 Total Bet

-Colossus Bet

The Colossus Bet costs 100 x Total Bet (2,000 coins).

The Colossus Bet spin is guaranteed to trigger the Colossus Hold & Win feature

-Win Cap

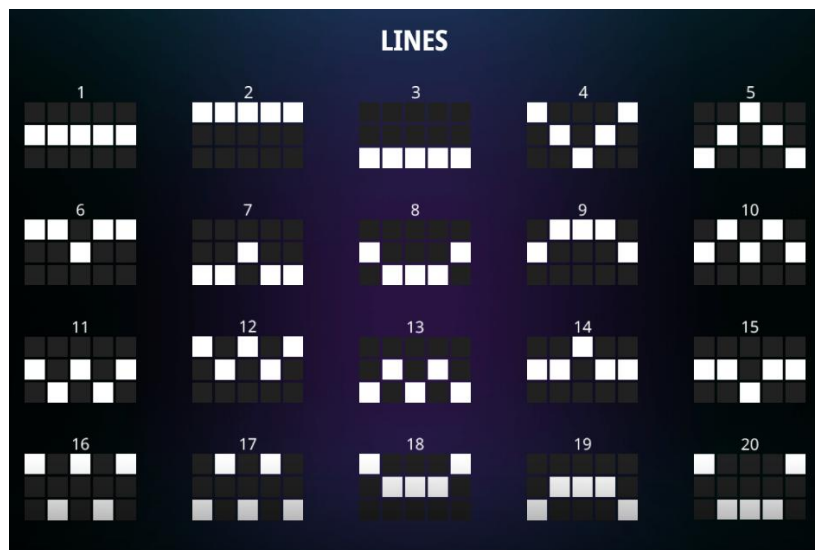
The maximum total win in a single game is capped at 1,000,000 coins.

Any wins shown and played in the background after the win cap is applied on a single game are not awarded.

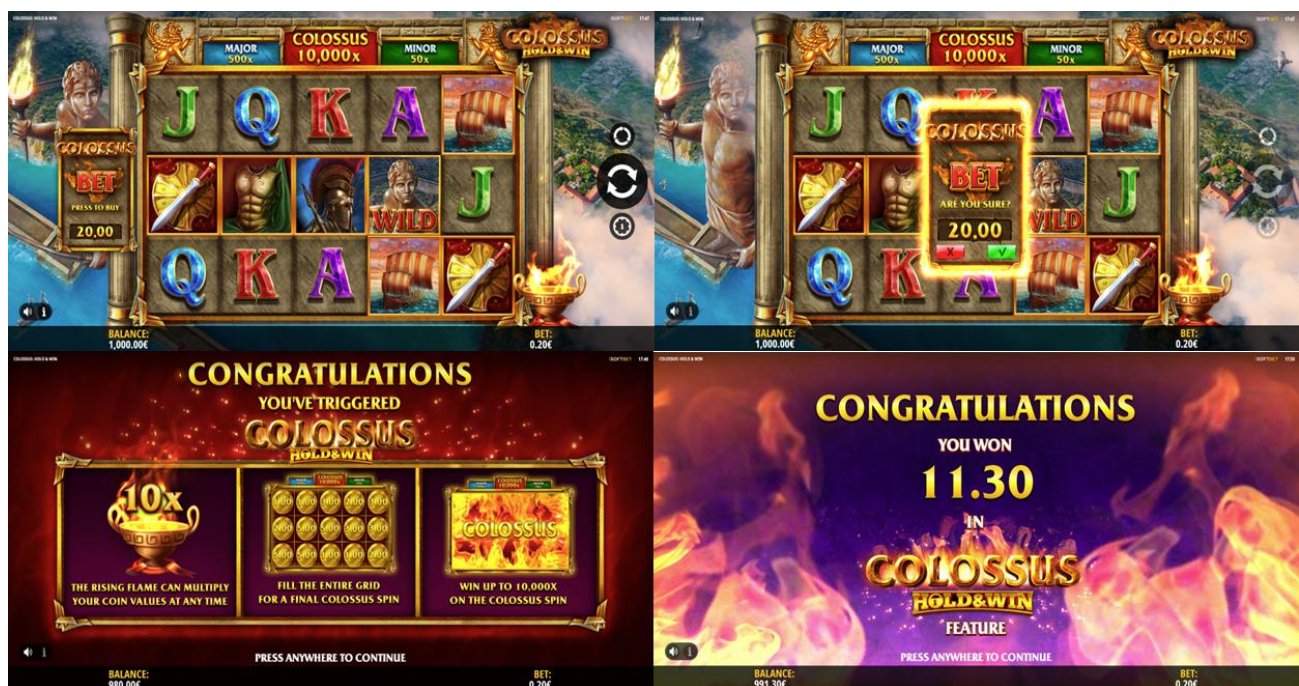
Wins after the win cap will be shown as 0 in the Game History.

If the win cap is reached during Colossus Hold & Win feature, the feature will end regardless of spins remaining.

WINNING COMBINATIONS



Screenshot



4.6.2.3. [SLOT] Stellar Ways - 1x2gaming

GAME RULES

This game has an average RTP of 96.12%. You play a fixed 10 coins per spin with 486win ways. The value of the coin is: Bet value/10. Win ways pay from both left to right and right to left. You can win in both directions on a single win way. Winning combinations and payouts are made according to the payable. The game is subject to a payout limit of the stake multiplied by 1500 per game round. If the

winnings exceed this amount for any reason, then the payout will be the maximum prize. Malfunction voids all pays and plays.

GAME FEATURES

When a wild lands on the reels, it triggers a respin. During normal play and respins, the wild symbol can only appear on reels 2,3 and 4. The wild symbol will expand to cover the entire reel and remain in place while the other reels respin. If another wild lands during a respin, it also expands and remains in place together with any previously expanded wilds for another respin.

PAYOUTS

You win by matching symbols on win ways. Symbols must be matched on consecutive reels from left to right or right to left. Winnings are calculated as the product of the multiplier shown in the payable and Stake, divided by the number of win ways. Malfunction voids all pays and plays.

Screenshot



4.6.2.4. [SCRATCH] 7 Piggies – Pragmatic Play

PAYTABLE

Tier	Prizes Available	Award
1	1	5,000.00
2	10	500.00
3	60	100.00
4	150	50.00
5	500	25.00
6	3,500	5.00
7	8,000	2.50
8	45,000	1.00
9	115,000	0.50
10	150,000	0.25

Total tickets 1,000,000

Inside the game, the top prize stated in the game name is converted to the current currency

The theoretical RTP range of this game is: 85.4% - 94.89%

Screenshot



4.6.2.5. [TABLE GAMES] Blackjack – Gamevy

HOW TO PLAY

The Casino favorite – nothing shows your skill like a well-played hand of Blackjack!

To make a bet – simply tap a chip and place it on one of the 2 spaces on the table. You can play up to 3 hands at once against the dealer. The aim is to get closer to 21 than the dealer without going over. A blackjack – an Ace plus a picture card or a 10, will even beat 21. After the hand is dealt, you can make a

number of choices, from straight twist/stick- to split or double. Once you've made all your choices, the dealer plays out the hand and all winnings are paid. 9 decks in play – all cards returned to the deck and reshuffled after each hand. Maximum Bet: 100 Euro.

GAME RULES

8 standard decks of 52 cards – cards are returned to the deck after each hand and reshuffled.

Number cards, 2-10, count as face value. Face cards, kings, queens and jacks, are equal in value to 10 and aces are valued at either 1 or 11. There is no special significance to any of the 4 suits.

The dealer is dealt two cards, and the player is dealt two cards in each box.

The player's cards are dealt face up, while the dealer's first card is shown.

A player can choose an additional card by clicking Hit.

A player may repeat this as many times as he likes so long as the total of his cards is less than 21.

If the total surpasses 21, it is called a 'bust' and the player automatically loses.

Once a player is satisfied with the cards dealt, click Stand.

After the player is finished, the dealer reveals the face down card and decides whether to take another card.

The dealer must have cards totaling 17 or more before standing.

The dealer must stand on soft 17 (i.e. where total of dealer's cards is 17 and one card is an Ace).

If the value of the player's card is greater than the dealer's, or if the dealer busts then the player is the winner.

If the player's card total is the same as the dealer it is considered a 'push' and the player's bet is returned.

After the end of the game, winnings are paid and the player has the choice to 'Rebet' or make a 'New bet' which might include reducing or increasing the number of hands played and the amount bet on each.

GAME FEATURES

-Blackjack

A picture card or a 10 plus an ace is considered Blackjack.

The player wins 1.5 x bet when dealt a Blackjack.

The player automatically loses if the dealer is dealt a Blackjack.

If both are dealt a Blackjack it is considered a push and the player's bet is returned.

-Splitting

If a player is dealt two cards of the same value (including two of the same face cards), there is a choice to 'split' the cards and double the initial bet.

Only one split is allowed

The player will now be playing two hands.

The first hand is dealt a second card.

The player must decide whether to Stand or take another card by clicking Hit.

After the first hand, the player moves onto the second.

After the player is satisfied with both hands, the dealer continues to play.

If you receive an Ace and a picture card or a 10 on a hand that has been split, this counts as a 21, rather than a Blackjack. This means that if the dealer gets a natural Blackjack, this will beat the 21.

Note: The player cannot hit on split Aces. The dealer deals a second card only for each hand.

-Double

The player may double the bet after viewing the first two cards.

Only one additional card is dealt to complete the hand after doubling.

It is also possible to Double after a Split, (except after splitting two aces).

-Betting

In the middle of screen, there are chips of different values.

By clicking one of them before you start to play, you can select the chip value of your bet.

If there are arrows showing to the left and right of the chips, click them to see additional chip values that you can bet with.

PAYTABLE

The payout format means that when you win, you get your bet plus a multiple of your bet.

<Winning Hand 1:1 / Blackjack 3:2>

When playing with the optimal strategy the theoretical average return to player (RTP) is 99.42%. This RTP represents the long-term expected payback of the game which has been calculated by an independent testing company.

INTERRUPTED PLAY

We know that internet connections can sometimes be unreliable or something can interrupt the game. We try to make this as fair as possible to you. For example, if you run out of battery while playing or you've reached your personal daily time limit, when you return, the game will start at the point you left.

If you are unable to return within 24 hours, the game will complete using the following rules: your hand(s) will automatically 'stand' and the dealer will play as normal according to standard rules. Any winnings will be paid according to what happens with the dealer's hand.

GAMING SYSTEM MALFUNCTION

The Operator reserves the right to withhold winnings and void wagers if a Player manipulates the games in a fraudulent manner or the Gaming System itself malfunctions. The definition of such a malfunction extends to an error in the published odds or pay tables, or a game not working in accordance with its published rules.

Screenshot



4.6.2.6. [TABLE GAMES] Casino Stud Poker – Evoplay

PLACING BETS

To place a bet, click on the desired chip and then click the game table in the location you wish to place the chip. The chip will be added to your total bet. All bets must conform to the table limits. To remove a bet, select the 'X' chip and then click the chip you wish to remove. To remove all bets, click CLEAR ALL.

GAME RULES

In Casino Hold'em, played with a 52-card deck, you can win on your Ante bet and optional AA Bonus side bet.

The table rules used are as follows:

Cards are re-shuffled after each round.

Played with 1 deck.

The dealer must have a pair of 4s or better to qualify.

The payout on your AA Bonus bet is based on the AA Bonus paytable.

The payout on your Ante bet is based on the Ante paytable.

All five cards are used to determine the winner. If you and the dealer share a pair, the values of the third, fourth and fifth cards are taken into consideration.

Ante

After placing your Ante bet and optional AA Bonus bet, you and the dealer each receive two cards face down. Three community cards are dealt face up on the table. You must decide whether to CALL or FOLD. If you fold, you lose your Ante bet and optional AA Bonus bet. If you call, you place an additional

Call bet, equal to double your Ante bet. If your two personal cards and the three community cards give you a hand with a pair of aces or better, you win on your AA Bonus bet according to the payable.

The final two community cards are dealt face up, and the dealer reveals his two hidden cards. The best 5-card poker hand that can be comprised from the five community cards plus the two personal cards wins. The dealer must have a pair of 4s or better to qualify.

The main game RTP based on best strategy is 97,84%.

Dealer does not qualify.

If the dealer does not qualify, your Ante bet is paid according to the Ante payable and your Call bet is returned.

Dealer qualifies.

If the dealer qualifies, he compares his best hand with yours to determine the winner.

If you and the dealer have the same hand, the game is a push, and your Ante and Call bets are returned.

If the dealer's hand beats yours, you lose both your Ante bet and Call bet.

If your hand beats the dealer's, your Ante bet is paid according to the Ante payable and your Call bet pays even money (1:1).

AA Bonus

You have the option of placing an AA Bonus bet. You win on your AA Bonus bet when your first two personal cards plus the first three community cards give you a pair of aces or better.

The AA bonus RTP based on best strategy is 93,74%.

Ante Bonus Paytable

Rank	Payout
Royal Flush	100:1
Straight Flush	20:1
4 of a Kind	10:1
Full House	3:1
Flush	2:1
Straight or Less	1:1

AA Bonus Paytable

Rank	Payout
Royal Flush	100:1
Straight Flush	50:1
4 of a Kind	40:1
Full House	30:1
Flush	20:1
Pair of Aces to Straight	7:1

Actions

Call

- Places an additional Call bet equal to double your Ante bet.

Fold

- Your Ante and AA Bonus bets are lost, and the game round ends.

Deal

- Starts the round after a bet has been placed.

Rebet

- Places the same initial bet as in the preceding round.

Clear All

- Removes all bets placed on the table.

Chip

- Select the chip you wish to bet.

"X" Chip

- Click the "X" chip on any placed chip to remove your bet.

Fast Play

- Toggle on for a significantly faster gameplay.

Screenshot



4.6.2.7. [TABLE GAMES] Gem Roulette – iSoftBet

General Specifications

Note: The values of the chips are expressed in your currency. For example, if your currency is EURO, the value of the 0.1 chip means 0.1 EURO.

Roulette type: Gem Roulette

RTP: Standard Bets 94.74%

Gem Bet: 97.37%

The game disconnects if you do not take any actions for a specific number of consecutive minutes (this number varies depending on jurisdiction); the session recovery feature will save the game progress so that the next time the game is loaded, you can continue where you left off.

In the event of technical difficulties resulting in a dropped connection to the game server, the game you were playing is saved automatically and will load the next time you establish a connection to the game server. You will not be able to reconnect to the game server for the first 30 seconds after the disconnection.

Note: In case of malfunction all pays and play are voided; any bet that was not yet accepted will be voided, any bet that was unsettled will be refunded.

Types of bet

- Inside Bets

Straight Up - 1 number - Pays 35:1 - You can bet on any number by placing chips directly on a number.

Split - 2 numbers - Pays 17:1 - You can bet on two numbers using the same wager by placing a chip on the line that separates the two numbers.

Street - 3 numbers - Pays 11:1 - You can bet on three numbers using the same wager by placing chips on the exterior top borderline of the Roulette table - above the 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33 and 36 roulette table numbers.

Note: For Mobile (portrait) version you can bet by placing chips on the exterior right borderline on the Roulette table - on the right of the 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33 and 36 roulette table numbers.

Corner - 4 numbers - Pays 8:1 - You can place a bet on four numbers at a time using the same wager, by placing chips on the corners where the four numbers meet. E.G.: the central point that the roulette numbers 4, 5, 7, and 8 meet.

Six Line - 6 numbers - Pays 5:1 - You can place a Six Line bet (meaning six different numbers in two adjacent rows of three numbers each - called streets), using the same wager, by placing chips on the exterior top border line where the line dividing the two streets is cut.

Note: For Mobile (portrait) version you can bet by placing chips on the exterior right border line where the line dividing the two streets is cut.

- Outside Bets

Column - 12 numbers - Pays 2:1 - At the bottom of each of the three number columns, there is a box tagged "2 to 1". You can bet on any of the three columns by placing chips on the "2 to 1" tagged boxes. You win if the extracted roulette number is on the column you had placed a bet. The wins are paid according to a 2:1 ratio; Ruby & Diamond spaces are losing outcomes.

Dozen - 12 numbers - Pays 2:1 - You can bet on a group of twelve numbers by placing chips on one of the three boxes marked "1st 12", "2nd 12", or "3rd 12". If one of your 12 numbers is the number where the Roulette ball has stopped, you are paid according to a ratio of 2:1; Ruby & Diamond spaces are losing outcomes.

Red - 18 numbers - Pays 1:1 - A bet in the box marked with a red diamond. Ruby & Diamond spaces are losing outcomes.

Black - 18 numbers - Pays 1:1 - A bet in the box marked with a black diamond. Ruby & Diamond spaces are losing outcomes.

Even - 18 numbers - Pays 1:1 - A bet in the box marked with "EVEN". Ruby & Diamond spaces are losing outcomes.

Odd - 18 numbers - Pays 1:1 - A bet in the box marked with "ODD". Ruby & Diamond spaces are losing outcomes.

First half - 18 numbers - Pays 1:1 - A bet in the box marked with "1 to 18". Ruby & Diamond spaces are losing outcomes.

Second half - 18 numbers - Pays 1:1 - A bet in the box marked with "19 to 36". Ruby & Diamond spaces are losing outcomes.

- Gem Bet

GEM BET - Pays 2:1 to 200:1 - Each bet on the Gem Bet section will place 5 chips of the currently selected value and cover both the Ruby & Diamond spaces on the wheel.

Once an initial Gem Bet has been placed, you can add further bets, up to the maximum allowed, using either the same chip value or a different value. Each time the player clicks on the Gem Bet section, 5 chips of the currently selected value will automatically be placed. The Gem Bet total will be the value of all chips placed on that section.

Landing on the Diamond space will trigger a Bonus Wheel - Diamond Bonus and award between 10 & 1,000 chips.

Landing on the Ruby space will trigger a Bonus Wheel - Ruby Bonus and award between 10 & 500 chips.

The Chip Value on either Bonus Wheel will be the total bet placed on the Gem Bet section divided by 5.

Note: The Bonus Wheels do not represent real devices or physics, so segments may not have the same probabilities.

-Minimum And Maximum Bets

MIN - indicates the Minimum Bet that can be placed on any single betting space, regardless of how many numbers it covers.

MAX - indicates the Maximum Bet that can be placed on any straight-up number space. Higher bets are allowed on betting spaces which cover more than one number.

The Gem Bet always costs 5 chips: Maximum Bet allowed on the Gem Bet is 5 x the MAX shown for a straight-up number space.

Note: Bets will stop once the Maximum Bet is reached, with a pop-up showing the Maximum Bet amount for the current betting space.(Note: For CH market, MAX indicates the Maximum allowed across the whole table).Note: History application keys.

Won_Bonus: Bonus won

Par: Even

Impar: Odd

Col: Column

Ruby Wheel: Ruby Bonus

Diamond Wheel: Diamond Bonus

How to play

The Gem Roulette wheel is marked with numbers ranging from 1 to 36 and of alternating color – red and black – and bonus.

Note: The table limits displayed on the roulette table are related to the Straight Up bet (MIN, MAX). On the info bar located under the main game buttons, you can view the current BALANCE, your BET and your current WINNINGS, in your currency.

Recent Numbers: The History panel on the upper left corner of the screen shows the last 8 numbers where the roulette ball has stopped. The order is from right to left meaning newest to oldest.

Hot Numbers: The panel on the upper right corner of the screen shows the three HOT numbers (most frequent numbers, from up to 500 spins).

Placing the mouse pointer over a number on the roulette table highlights that number.

Different numbers and/or different number combinations can be highlighted on different parts of the table.

Example: If you place the mouse pointer over a number, that number is highlighted and if you place the mouse pointer on the line between two numbers, both numbers are highlighted ('split bet').

The number where the ball stops is highlighted. In addition, the outside bets sections to which that number belongs are also highlighted.

To play, follow these steps:

Step 1

Click the desired chip stack. Once you select a chip value, it remains selected until you decide to change it by clicking a different chip stack. This means you can play on the same bet value without returning to the chip stacks.

Note: You cannot place more than the allowed amount of chips on any of the numbers or sections.

Step 2

After you choose a chip value, place the mouse pointer over the Roulette table and click the area(s) where you want to place a bet – each click places one chip on the highlighted area.

To remove the last bet click the UNDO button Autopin button . Click the CLEAR button Autopin button to remove all bets from the table.

To double the bet placed click the DOUBLE button Autopin button . This will double all the bets placed on the table.

Note: Bets cannot be removed if the ball is in motion.

Step 3

Click the SPIN button Autopin button to spin the roulette wheel. Once the ball is in motion, you cannot place any more bets until it stops.

To skip the Roulette spin animation click the SKIP button Autopin button .

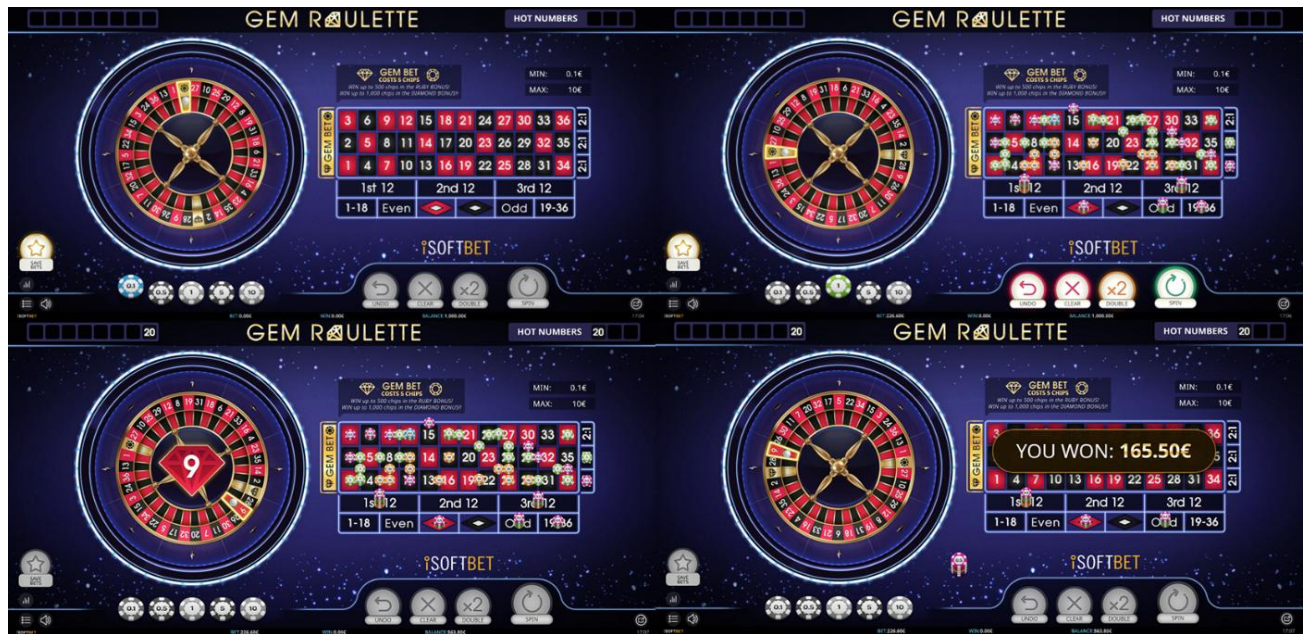
Note: Available only for specific jurisdictions.

Step 4

Any amount you win is displayed on the info bar and is added to the balance.

After the ball stopped, you can go to Step 1 again or click the REBET button Autopin button to add the previous bet on the table and then click the SPIN button Autopin button to start the spin.

Screenshot



4.6.2.8. [TABLE GAMES] Casino Hold'em – Endorphia

Placing Bets

To place a bet, click on the desired chip and then click the game table in the location you wish to place the chip. The chip will be added to your total bet. All bets must conform to the table limits. To remove a bet, select the 'X' chip and then click the chip you wish to remove. To remove all bets, click CLEAR ALL.

Game Rules

In Casino Hold'em, played with a 52-card deck, you can win on your Ante bet and optional AA Bonus side bet.

The table rules used are as follows:

Cards are re-shuffled after each round.

Played with 1 deck.

The dealer must have a pair of 4s or better to qualify.

The payout on your AA Bonus bet is based on the AA Bonus payable.

The payout on your Ante bet is based on the Ante payable.

All five cards are used to determine the winner. If you and the dealer share a pair, the values of the third, fourth and fifth cards are taken into consideration.

Ante

After placing your Ante bet and optional AA Bonus bet, you and the dealer each receive two cards face down. Three community cards are dealt face up on the table. You must decide whether to CALL or FOLD. If you fold, you lose your Ante bet and optional AA Bonus bet. If you call, you place an additional Call bet, equal to double your Ante bet. If your two personal cards and the three community cards give you a hand with a pair of aces or better, you win on your AA Bonus bet according to the payable.

The final two community cards are dealt face up, and the dealer reveals his two hidden cards. The best 5-card poker hand that can be comprised from the five community cards plus the two personal cards wins. The dealer must have a pair of 4s or better to qualify.

The main game RTP based on best strategy is 97,84%.

Dealer does not qualify.

If the dealer does not qualify, your Ante bet is paid according to the Ante payable and your Call bet is returned.

Dealer qualifies.

If the dealer qualifies, he compares his best hand with yours to determine the winner.

If you and the dealer have the same hand, the game is a push, and your Ante and Call bets are returned.

If the dealer's hand beats yours, you lose both your Ante bet and Call bet.

If your hand beats the dealer's, your Ante bet is paid according to the Ante payable and your Call bet pays even money (1:1).

AA Bonus

You have the option of placing an AA Bonus bet. You win on your AA Bonus bet when your first two personal cards plus the first three community cards give you a pair of aces or better.

The AA bonus RTP based on best strategy is 93,74%.

Ante Bonus Paytable

Rank	Payout
Royal Flush	100:1
Straight Flush	20:1
4 of a Kind	10:1
Full House	3:1
Flush	2:1
Straight or Less	1:1

AA Bonus Paytable

Rank	Payout
Royal Flush	100:1
Straight Flush	50:1
4 of a Kind	40:1
Full House	30:1
Flush	20:1
Pair of Aces to Straight	7:1

Actions

Call

- Places an additional Call bet equal to double your Ante bet.

Fold

- Your Ante and AA Bonus bets are lost, and the game round ends.

Deal

- Starts the round after a bet has been placed.

Rebet

- Places the same initial bet as in the preceding round.

Clear All

- Removes all bets placed on the table.

Chip

- Select the chip you wish to bet.

"X" Chip

- Click the "X" chip on any placed chip to remove your bet.

Fast Play

- Toggle on for a significantly faster gameplay.

Screenshot



4.6.3. Live casino Vender

Evolution Gaming	
ViVoGaming	
Pragmatic Play	
Ezugi	

4.6.4. The principal live casino

4.6.4.1. [Live Casino] Speed Baccarat A – Evolution Gaming

Game Objective

The objective in Speed Baccarat A is to predict whose hand will win by having the value closest to 9.

Game Rules

The game is hosted by a dealer and is played with eight standard 52-card deck. Card Values are as follows:

Ace are the lowest cards and are worth 1 point each

Cards from 2 to 9 are worth their numerical face values.

10s and fac cards(jacks, queens, and kings) are each worth 0.

Only the numeric value of each card is relevant in the main Baccarat game; each card's suit (hearts, spaded, clubs or diamonds) is irrelevant.

Prior to each deal, you must place your bet on whether the Player or the Banker will win the round by having the hand with a value closest to 9.

If you believe that both the Player and Banker will hold hands of equal value, you also have the option to bet on Tie.

In addition, you can also bet on Player/Banker Pair(P/B Pair), which will pay if the first two cards dealt to the Player/Banker constitute a pair.

The dealer begins by dealing two cards each to the Player and to the Banker.

Two hands are dealt in Baccarat: one hand to the Player and one hand to the Banker.

If the Player and Banker hold hands of equal value, the round ends in a tie. The Tie bet wins, and bets on the Player and Banker push(are returned).

Each hand's value is calculated by dropping the tens digit in a hand otherwise worth 10 or more. For example, a hand consisting of a 7 and a 9 is only worth 6 in Baccarat (because $16-10=6$). Simply, a face card plus a 9 will be worth 9.

If the Player or the Banker received an initial two-card hand worth 8 or a 9 (a "natural" 8 or 9), no additional cards will be dealt to either hand.

If the Player or Banker receive initial two-card hands worth 0-7, the "Third Card Rule" is consulted to determine if a third card is to be dealt to either hand or both hands. The player always goes first.

Player's Hand

Player's initial two-card hand	
0-1-2-3-4-5	Player draws a third card.
6-7	Player stands.
8-9 (a "natural")	No third card to either hand.

Banker's Hand

If the Player's hand stands on a 6 or 7, then a Banker hand totalling 3, 4 or 5 must draw, while a Banker hand totaling 6 must stand.

Whoever gets the hand closest to a total of 9 wins.

Banker's initial two-card	Value of third card drawn by Player										
	No third card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

D — Draw; S — Stand

Side Bets

Side Bet	Description
P Pair	Pays if the first two cards dealt to the Player constitute a pair.
B Pair	Pays if the first two cards dealt to the Banker constitute a pair.
Perfect Pair	Pays 25:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to either the Banker or the Player. Pays 200:1 if two identical cards (in terms of value and suit) are dealt as the first two cards to both the Banker and the Player.
Either Pair	Pays if either the Banker or the Player hand is a pair.
P Bonus	Pays when the Player wins the round on a natural 8 or 9 or by at least four points.
B Bonus	Pays when the Banker wins the round on a natural 8 or 9 or by at least four points.

Payouts

Your payout depends on the type of bet placed.

Please note that any malfunction voids the game round and all eventual payouts for the round. Bets will be returned.

BET	PAYS
Player	1:1
Banker	0.95:1 (5% commission is charged)
Tie	8:1
P Pair	11:1
B Pair	11:1
Perfect Pair	One pair: 25:1 Two pairs: 200:1
Either Pair	5:1
P Bonus/B Bonus	Hand Combination Odds • Non-Natural hand wins by 9 points, 30:1 • Non-Natural hand wins by 8 points, 10:1 • Non-Natural hand wins by 7 points, 6:1 • Non-Natural hand wins by 6 points, 4:1 • Non-Natural hand wins by 5 points, 2:1 • Non-Natural hand wins by 4 points, 1:1 • Natural win, 1:1 • Natural tie, Push

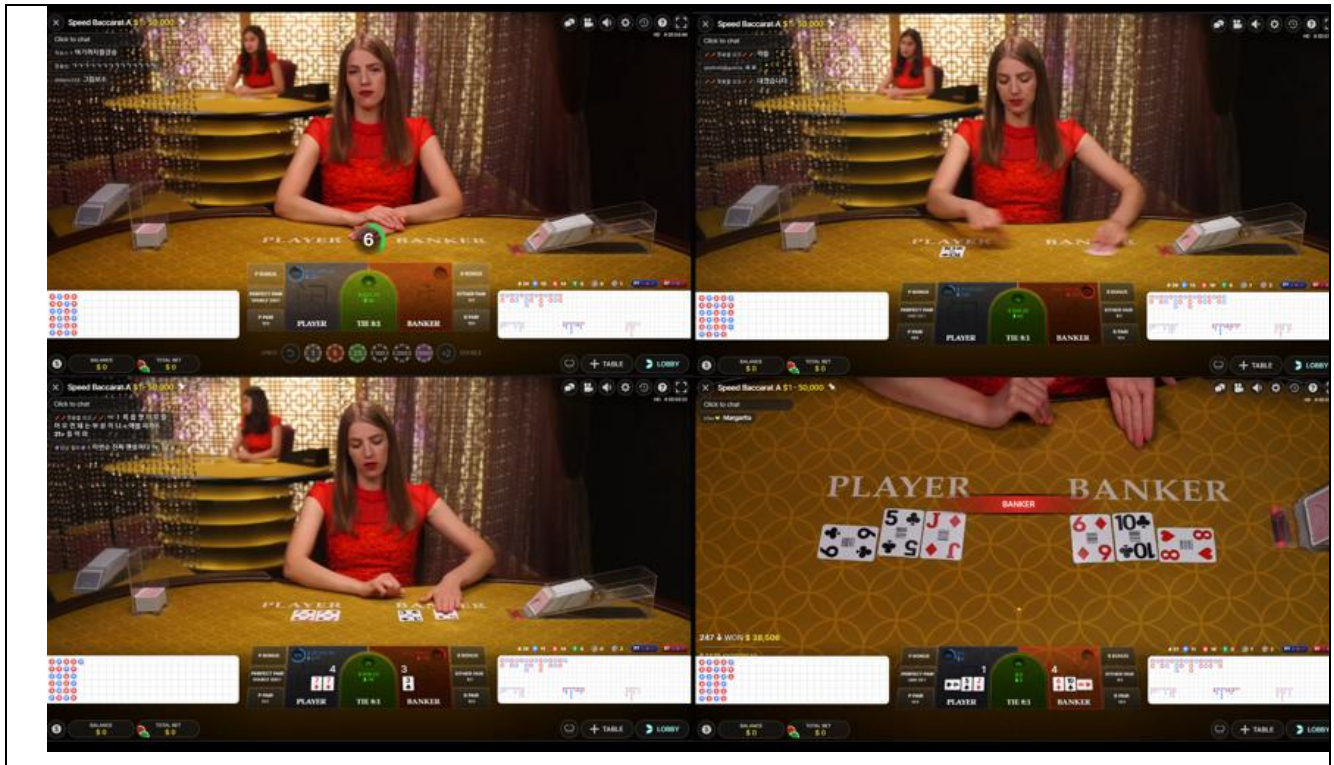
RTP (Return to player)

The optimal Return to player (RTP) percentage for Baccarat is 98.94%.

The following table displays the return-to-player percentage in the different optional side bets.

Side Bet	Return to Player
P Pair	89.64%
B Pair	89.64%
Perfect Pair	91.95%
Either Pair	86.29%
P Bonus	97.35%
B Bonus	90.63%

Screenshot



4.6.4.2. [Live Casino] Texas Hold'em Bonus Poker – Evolution Gaming

Game Rules

Texas Hold'em Bonus Poker is a variant of the popular Texas Hold'em Poker but differs in that it is played against the house rather than against other players and there is no bet after the River card.

The game uses one 52-card deck which is shuffled after each game round.

-All players play the same hand.

-To begin the game, the player must make an ANTE bet(initial bet).

-If interested, the player can make the optional BONUS bet(ANTE bet is required).

Bonus the player and dealer receive two starting cards(the hole cards).

-The player's cards are dealt face-up.

-The player's cards are dealt face-down.

The player has a choice after these initial cards are dealt:

-FOLD (surrender their ANTE bet) in which case the hand is over.

-make a PLAY 2x bet of 2x their ANTE.

The dealer deals three FLOP cards and the player has a choice.

-PLAY 1x (1x ANTE)

-CHECK (No bet)

The dealer deals one TURN card and the player has a choice.

-PLAY 1x (1x ANTE)

-CHECK (No bet)

The dealer then deals a final card, called the RIVER, and reveals his/her cards.

The ANTE bet is evaluated by comparing the player's and dealer's best five-card poker hand out of the seven dealt cards (your two cards, the dealer's two cards and the five community cards).

Side Bets

-BONUS bet

The BONUS bet is an optional bet and can be placed after your minimum ANTE bet is placed. Simply place your bet on the BONUS bet spot.

The BONUS bet is evaluated based on the player's hand and dealer's initial cards, according to the Bonus pay table.

Hand	Payout
A-A (Player & Dealer)	1000 to 1
A-A (Player Only)	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Pairs)	3 to 1

Game Outcomes and Payouts

The outcomes are determined by comparing the player's and dealer's best 5 card hands (combining the player/dealer 2 cards with the 5 community cards).

The dealer must have a pair of focus or higher to qualify.

Result	ANTE	FLOP	TURN	RIVER
Player has a higher hand (Straight or higher)	1:1	1:1	1:1	1:1
Player has a higher hand (lower than Straight)	Push	1:1	1:1	1:1
Dealer has a higher hand	Lose	Lose	Lose	Lose
Dealer and you tie	Push	Push	Push	Push
Player folds	Lose	-	-	-

-Bonus bet

Hand	Payout
A-A (Player & Dealer)	1000 to 1
A-A (Player Only)	30 to 1
A-K (Suited)	25 to 1
A-Q or A-J (Suited)	20 to 1
A-K (Unsuited)	15 to 1
K-K or Q-Q or J-J	10 to 1
A-Q or A-J (Unsuited)	5 to 1
10-10 through 2-2 (Pairs)	3 to 1

RTP

The optional theoretical RTP percentage is:

- Main game: 97.96% based on the Ante bet and 99.47% based on Total bet.
- Bonus bet: 91.46%

Screenshot

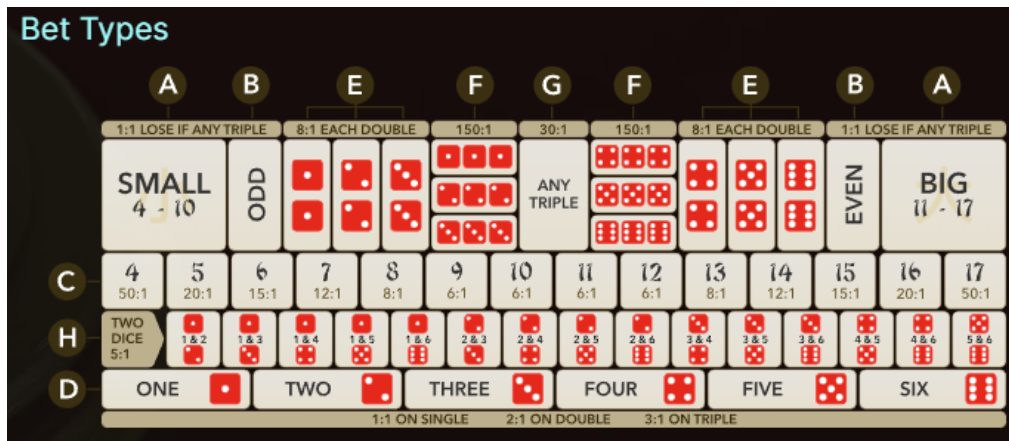


4.6.4.3. [Live Casino] Super Sic Bo – Evolution Gaming

Game Rules

Super Sic Bo is an exciting game of chance played with three regular dice with face value 1 to 6. The objective of Super Sic Bo is to predict the outcome of the shake of the three dice.

After betting time has expired, the dice are shaken in a dice shaker. A number of bet spots – from zero to several- then have multipliers randomly applied to them before the dice come to rest and result is known. If the player's bet is placed on the bet spot with the applied multiplier, your bet is multiplied accordingly.



Payouts

Your payout depends on the type of placed bet. The payout range depends on whether the bet you have placed on the bet spot of your choice has a multiplier applied on it. If there is no multiplier, then the regular payout is applied. Your bet is returned on top of your winnings.

BET	PAYOUT
Small/Big	1:1
Even/Odd	1:1
Double	8 – 87:1
Triple	150 – 999:1
Any Triple	30 – 87:1
Total 4 or 17	50 – 499:1
Total 5 or 16	20 – 249:1
Total 6 or 15	15 – 87:1
Total 7 or 14	12 – 29:1
Total 8 or 13	8 – 24:1
Total 9 or 12	6 – 49:1
Total 10 or 11	6 – 24:1
Combination	5 – 24:1
Single:	
• Single	1:1
• Double	2 – 19:1
• Triple	3 – 87:1

RTP

The optional theoretical RTP percentage is 97.22% based on Small/Big, Even/Odd bets.

RTP range is from 95.02% to 97.22%.

Screenshot



4.6.4.4. [Live Casino] Live Mega Roulette– Pragmatic Play

Game Rules

In Mega Roulette, bets should be placed during the betting time on a table called Roulette Layout that displays all the standard betting positions.



To start playing, wait until the message “PLEASE PLACE YOUR BETS” appears, then select the value of the chip you would like to wager on a given spin and place it on the appropriate betting field on the game table. Your total bet will be displayed in the “Total Best” area. Wagers can be made during the betting time until the Game Host announces: “BET CLOSED”. No bets will be accepted after this point. The ball will be spun by the automatic wheel, which is powered by a special engine. Once the betting time is over, between 1 and 5 “Mega Lucky Numbers” will be randomly selected, offering impressive “Mega Multipliers” ranging from a minimum of 50x to a maximum of 500x. When the ball comes to rest in a number pocket, the winning number will be highlighted on the game interface. If any of your bets cover the winning number, you will receive winning returns in accordance with the Roulette pay table. If the winning number is among the randomly selected “Mega Lucky Numbers” and is covered by your Straight

Up bet, then you will be the winner of the “MEGAWIN”! Your win amount will be shown in the win message.

BET TYPE	COVERS	PAYOUT
Straight Up	1 Number	29-499:1
Split	2 Numbers	17:1
Street	3 Numbers	11:1
Corner	4 Numbers	8:1
Six Line	6 Numbers	5:1
Column/Dozen	12 Numbers	2:1
Red/Black	18 Numbers	1:1
Even/Odd	18 Numbers	1:1
1-18/19-36	18 Numbers	1:1

RTP

The theoretical RTP in Mega Roulette on straight up bets is 96.50%. The theoretical RTP for all other bet types is 97.30%.

Screenshot



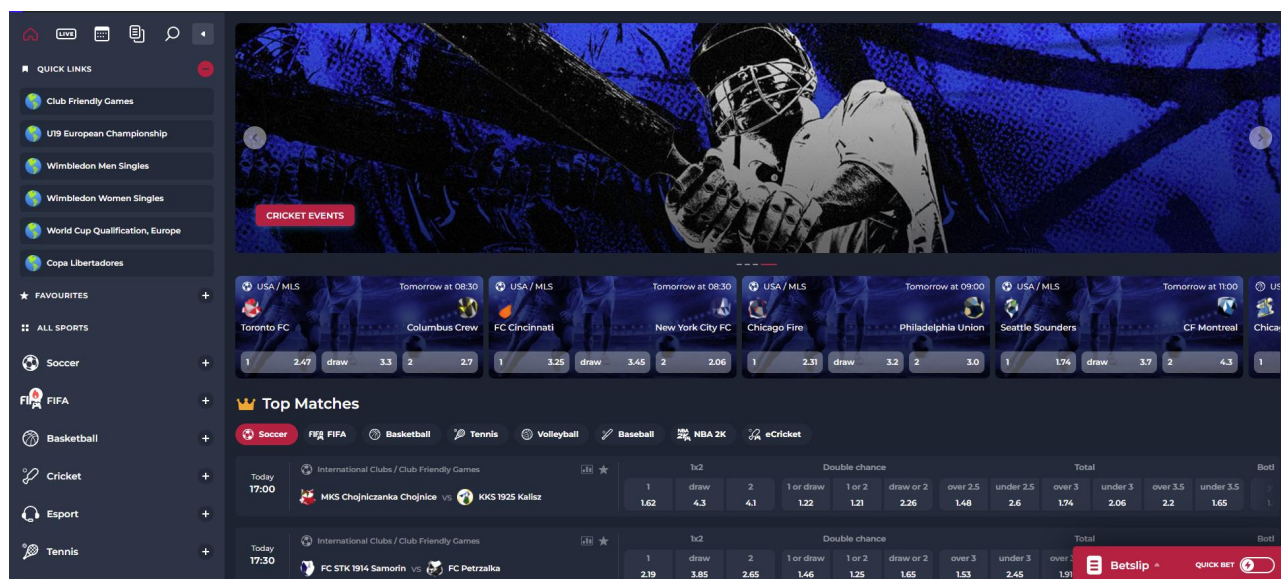
4.7. SPORTSBOOK powered by BETBY

We offer sportsbook solution equipped with a complete spectrum

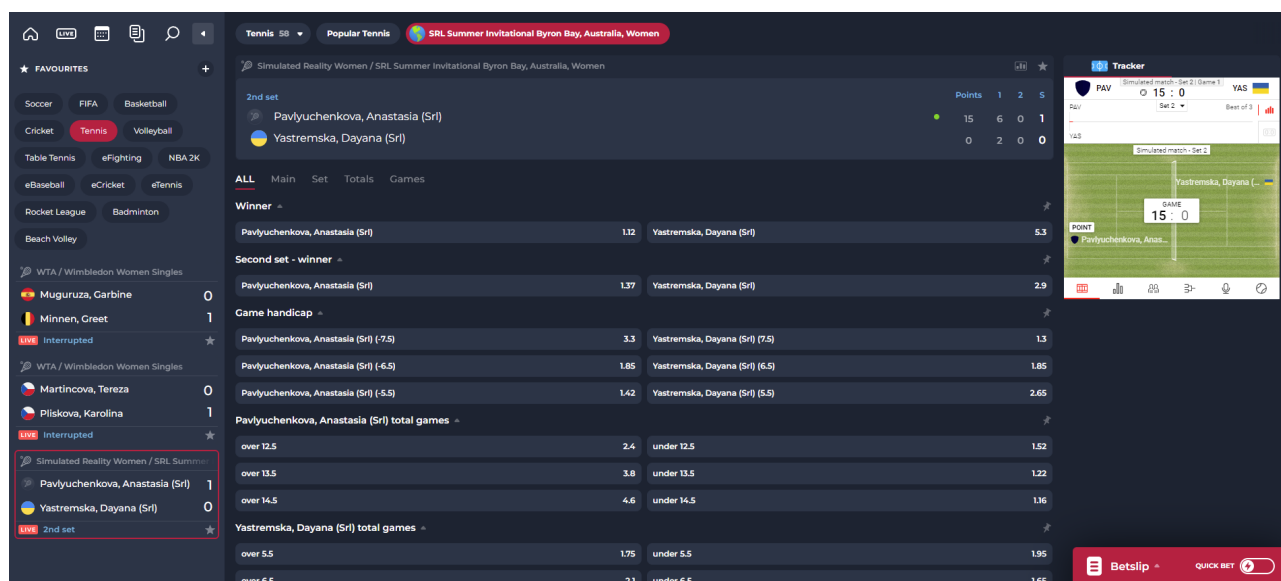
We provide unrivalled value with our complete sportsbook package which covers a wide range of sporting events including virtual and esports. Our experienced teams go above and beyond to offer enhanced customer service.

Detailed rules are provided in the appendix.

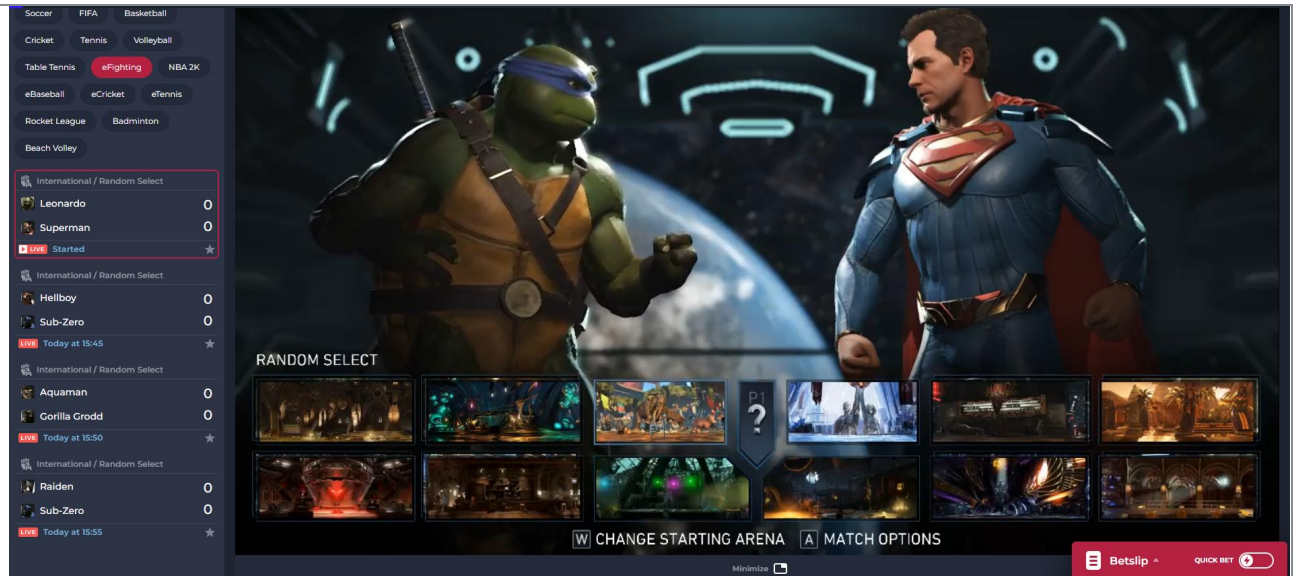
Screenshot (Sportsbook Main)



Screenshot (Sportsbook > Live)



Screenshot (Sportsbook > eFighting)



Screenshot (Sportsbook > Soccer)

The screenshot shows the Bitwin Sportsbook interface for a soccer match between FC Cincinnati and New York City FC. The match is scheduled for 08:30 tomorrow. The interface includes a sidebar with 'QUICK LINKS' and 'FAVOURITES', a main betting area with 'Main', 'Totals', 'Handicaps', '1st Half', '2nd Half', 'Corners/Booking', 'Fast', and 'Combo Markets' tabs, and a right sidebar with 'Betslip' and 'QUICK BET' buttons.

Main Betting Area:

Market	FC Cincinnati	draw	New York City FC
1x2	3.25	3.45	2.06
Double chance	FC Cincinnati or draw: 1.73	FC Cincinnati or New York City FC: 1.29	draw or New York City FC: 1.33

Totals:

Market	over	under	Odds
over 0.5	1.04	under 0.5	15.0
over 1	1.05	under 1	9.6
over 1.5	1.22	under 1.5	4.2
over 2	1.32	under 2	3.3
over 2.5	1.7	under 2.5	2.11
over 3	2.15	under 3	1.68
over 3.5	2.7	under 3.5	1.45
over 4	4.2	under 4	1.22
over 4.5	4.9	under 4.5	1.17
over 5	8.2	under 5	1.07

Betslip:

- FC Cincinnati vs New York City FC 1x2: 3.25
- draw or New York City FC Double chance: 1.33

Selections cannot be combined. MIN ODDS: 1.4 COMBOBOOST

5 bets left to get x1.08 boost on your winnings!

10 € 30 50 100

Total Odds: 4.323
Total bet: 10.0 €
POTENTIAL WIN: 43.2 €

Buttons: PLACE BET, SHARE, Clear Betslip, Accept odds changes

5. SWOT

5.1. Strengths	5.2. Weaknesses
World-class Development Team Our development team, composed of members who have worked on large-scale of game projects, can speed up the development process of our original games. Services related to NFT and Crypto Our high understanding of new digital assets such as NFT and Crypto can help a lot in developing and expanding new markets. Loyal User Acquisition We have already secured about 30K community users through pre-marketing, which can be used when launching services in the future.	Low Brand Awareness It will take a lot of effort for a new brand to grow and succeed since there are already many well-known brands in the online gambling market. Lack of Marketing Budget Due to the fall of the crypto assets' value raised from the previous NFT Mint, more budget is needed to proceed with our marketing strategy of a \$Million scale.
5.3. Opportunities	5.4. Threats
Rapid Growth of the Market due to the Impact of COVID-19 As international activities like travel are restricted in each country due to the pandemic, the online gambling market is growing rapidly as an alternative. Simplifying Marketing Tools and Increase Effectiveness Recently, the market share of social network services such as video platforms and various SNS platforms has been stagnant, and not any new platforms have appeared. As a result of it, the marketing strategy become more simplified than	Latest Crypto Crash The decline in the value of crypto assets does not directly affect our business, but in the long run, crypto transactions may shrink due to the user's concerns about crypto assets. Legal Issues As the laws related to gambling in Latin America and Southern-east Asia are being revised and become elaborated, the costs and resources for the management may increase in the future.

before and so does the strategy for the acquisition of target users.	
--	--

5.5. Key Strategy

Leverage Loyal Users to Improve Brand Image

Rather than focusing on profitability, we focus on building confidence through improving brand awareness to enter the market smoothly.

We are going to proceed with viral marketing and spread strategies by leveraging loyal users mainly in the community.

Aggressive UA(User Acquisition) and UR(User Retention) Strategy

We are supposed to issue and distribute the coupons aggressively for User Acquisition, and special coupons will be distributed for repurchasing users.

Offer Differentiated experiences with new content

We are to provide users with an experience differentiated from other competitors by continuously providing creative, self-developed content.

6. Marketing Plan

7.1. Target Region



7.1.1. Latin America

Fernando Garita, Betcris Business Development Director, estimates that, if the global trends are applied to Latin America in terms of the number of people gambling online and offline, amount wagered and so on, the market would reach around 640 million people. (By Sounds and Colours | 24 September, 2021)

Latin America is a land of promise for the iGaming industry. Markets that have already chosen to regulate online casinos and sportsbooks are seeing stable growth in the sector, and countries with favorable regulations on the horizon are anticipating astonishing levels of growth in the near future.

Country
Argentina
Brazil
Colombia
Mexico

7.1.2. Southeast Asia

A rise in the number of internet users along with increased adoption of digital payments in Southeast Asia will drive the market growth. According to the e-Conomy Southeast Asia (SEA) 2020 report, around 40 million users from Malaysia, Vietnam, Singapore, the Philippines, Indonesia, and Thailand came online for the first time in 2020. This resulted in increasing the number of internet users to around 400 million, representing 70% of the region's population. Similarly, digital payments in Southeast Asia are estimated to reach USD 1 trillion by 2025.

The increasing popularity of gaming tournaments such as Rocket League Oceania, Philippine Collegiate Champions League & AORUS South Asia Cup due to their impressive international prize pools has created lucrative opportunities for the eSports segment. In January 2021, Valve Corporation reported that Dota 2 generated a pool prize of USD 34.4 million in the annual international esports tournament in 2019. These tournaments attract millions of fans to gamble on their favorite eSports teams. Major bookmakers, such as Bet365, Betfair, and Unibet, are witnessing an increase in bets on eSports tournaments.

The market for online gambling in Asia Pacific was over USD 15 billion during 2019 and could record around 18% growth rate up to 2026 with increased adoption of digital payment solutions. Online gambling market in Asia Pacific is expanding due to legalization of sports betting in many countries, faster adoption of smartphones, digital payments and the need for online gaming during the COVID-19 pandemic.

Country
Philippines
Vietnam
Malaysia
Indonesia

7.2. Target Customer

7.2.1. Millennials overview

Eventually, Baby Boomers will cease to be the most influential generation. Of course, it's bound to happen. But this means that the social, political, and economic terrain will be reshaped for the next several decades. Millennials, defined as those born between 1980 and 1994 (age 27-41 in 2021), are now the largest adult cohort worldwide. They are also the most educated. The big question is, how will this generation influence society?

As millennials get older and gain more earning power, this graphic from MSCI shows the regional breakdown of millennials around the world, and the second-order effects of their rising influence.

Today, there are 1.8 billion millennials around the world, equal to 23% of the global population. Here's how millennials break down by region:

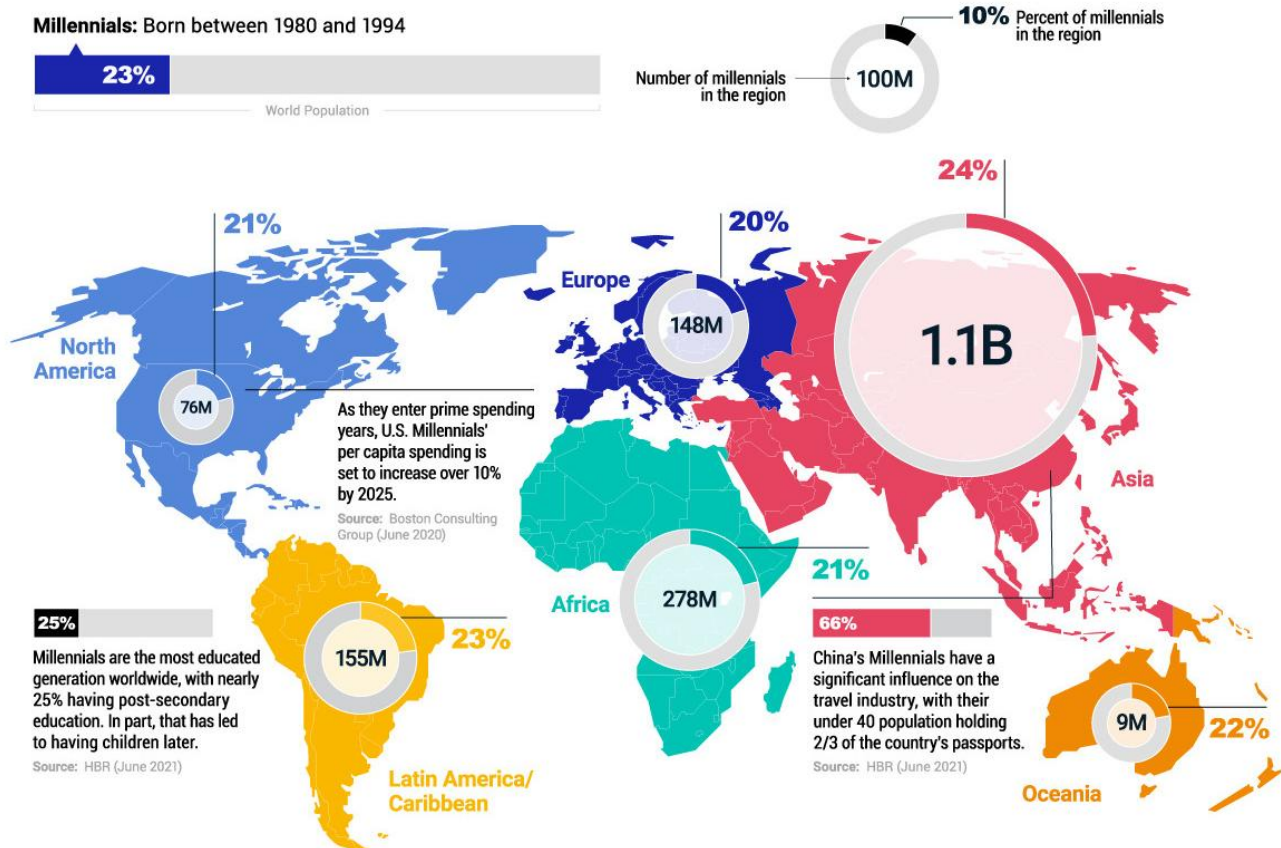
Region	Millennials % of Region Population	Number
Asia	24%	1.1B
Africa	21%	278M
Latin America/Caribbean	23%	155M
Europe	20%	148M
North America	21%	76M
Oceania	22%	9M
World	23%	1.8B

7.2.2. Millennials in the target Region

Asia is unmatched when it comes to millennials. Across the region, there are 1.1 billion millennials, or 24% of the region's population. In China for example, those under 40 own two-thirds of the country's passports. Millennials and Gen Z are projected to make up 75% of the Association of Southeast Asian Nations (ASEAN) consumers by 2030.

In North America, millennials are projected to see a 10% increase in spending by 2025. But while previous generations began having children at this age, fewer millennials are becoming parents. One in three U.S. millennials live with their spouse and a child, compared to 40% for Gen X.

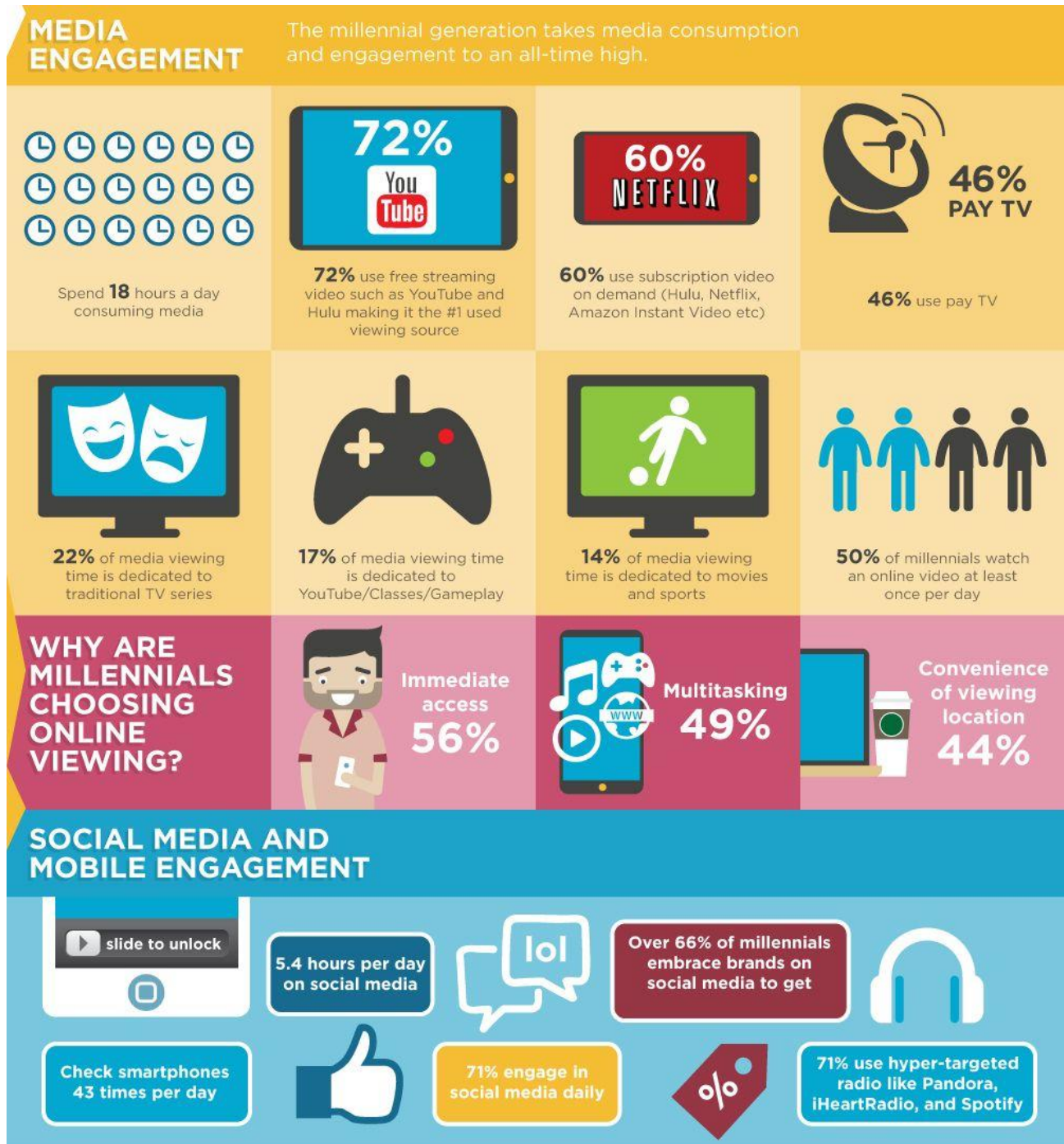
Demographic forces have a powerful effect on society. One prime example is the shifting dialogue in financial markets. Investors are placing a greater focus on sustainable practices, with alternative energy innovations and solutions gaining serious traction. At the same time, 40% of new investors in 2020 were aged 30-44. We believe that this generational change will also affect the gambling market.



7.2.3. Key features of millennials

- Millennials represent a large segment of the population and are an important target market.
- The group consists of people born between 1980 and 2000, or roughly 25% of the population.
- Many millennials research online, test products in stores, and seek out honest reviews before making a decision to buy.
- While many millennials are underemployed and burdened with student debt today, millennials are likely to get richer over time and represent an important market.

7.2.4. Target Customer (Millennials) Media consumption



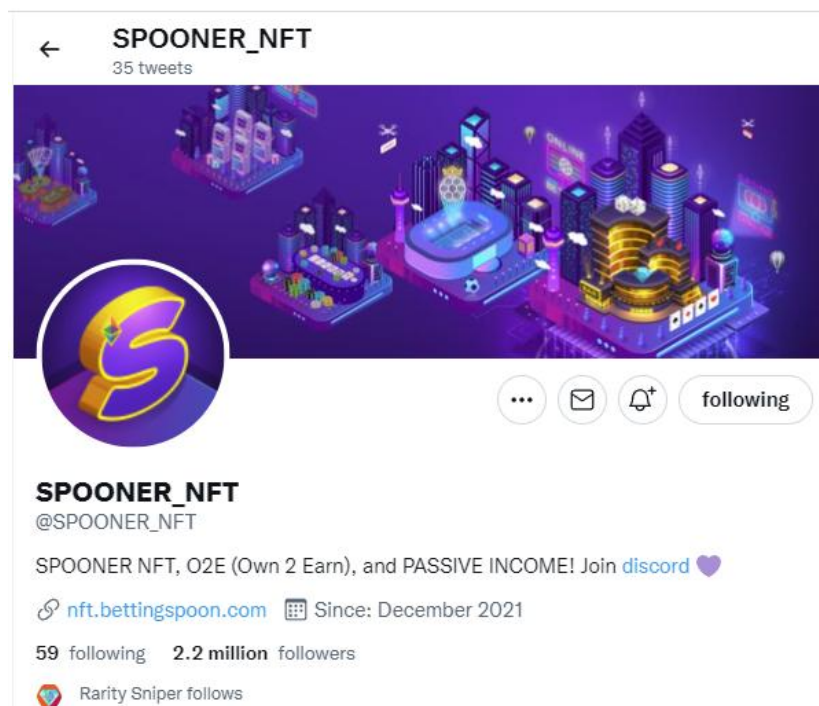
7.3. Strategy

We are to implement marketing strategies differentiated from existing UA strategies by focusing on the media familiar with the millennials.



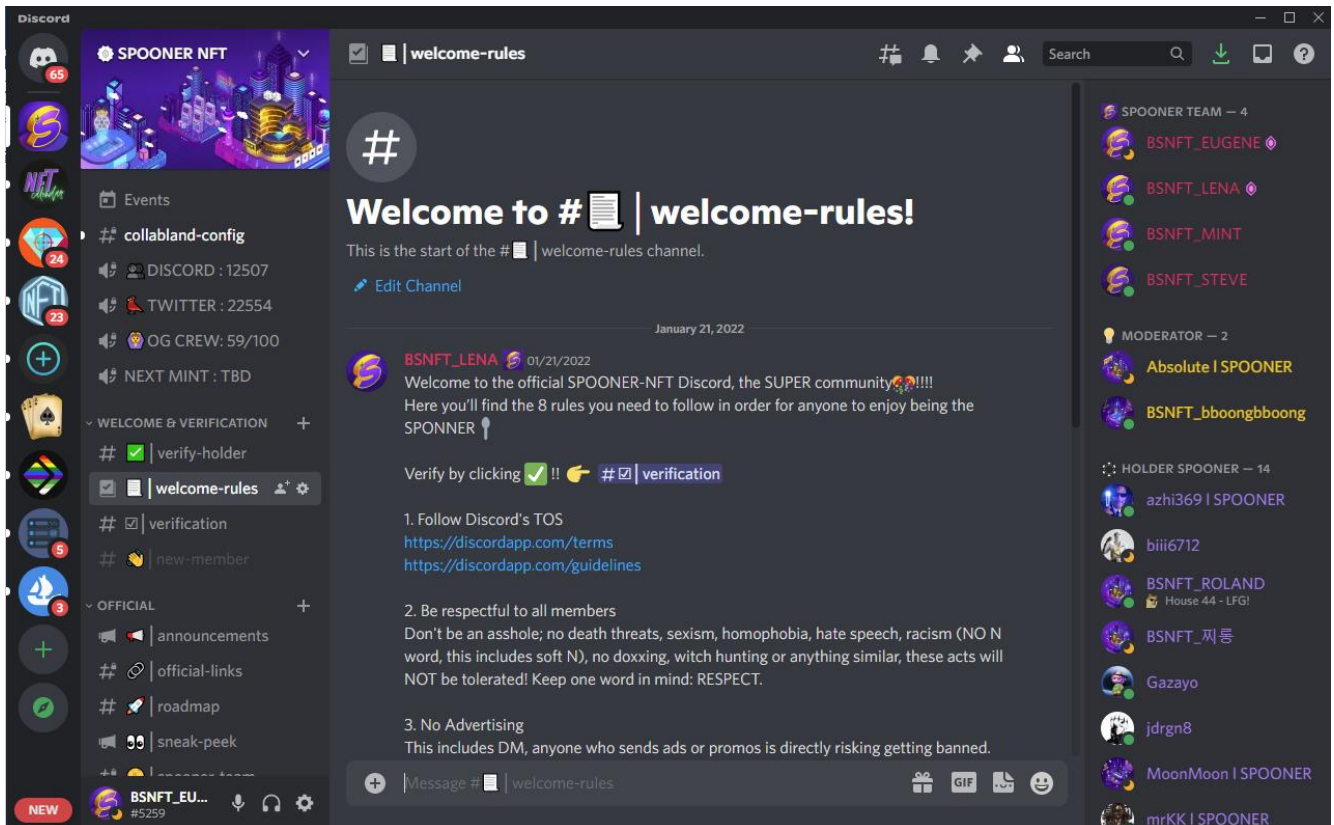
7.3.1. Social Media

We have been communicating with our users on Twitter since last December 21st, explaining and promoting our project. As of June 2022, the number of followers reached 20k. We have plans to operate additional marketing channels such as Facebook and Instagram and we will promote the Redeem code and NFT Giveaway through the spread characteristic of social media.



7.3.2. Online Community

We have already been running a community channel on Discord since January 2022. It has 12,500 loyal users and we are continually striving to appeal to new users through steady engagement activities. We aim to have about 30,000 users by providing benefits from community activities by the time we open our service.



7.3.3. Influencer Marketing

Advertising the gambling service is very limited on platforms that offer video content such as Youtube and Twitch. Therefore, we are contacting influencers who upload content to these channels, and we suppose that we can get opportunities to promote our services by directly sponsoring them. As a core strategy, we consider E-Sports (League of Legends, Counter Striker, Dota 2, etc.) content creators with high popularity among the millennials as a key channel. We plan to expand the partnership by providing additional benefits through steady content updates and gifting Referral codes to the creator.

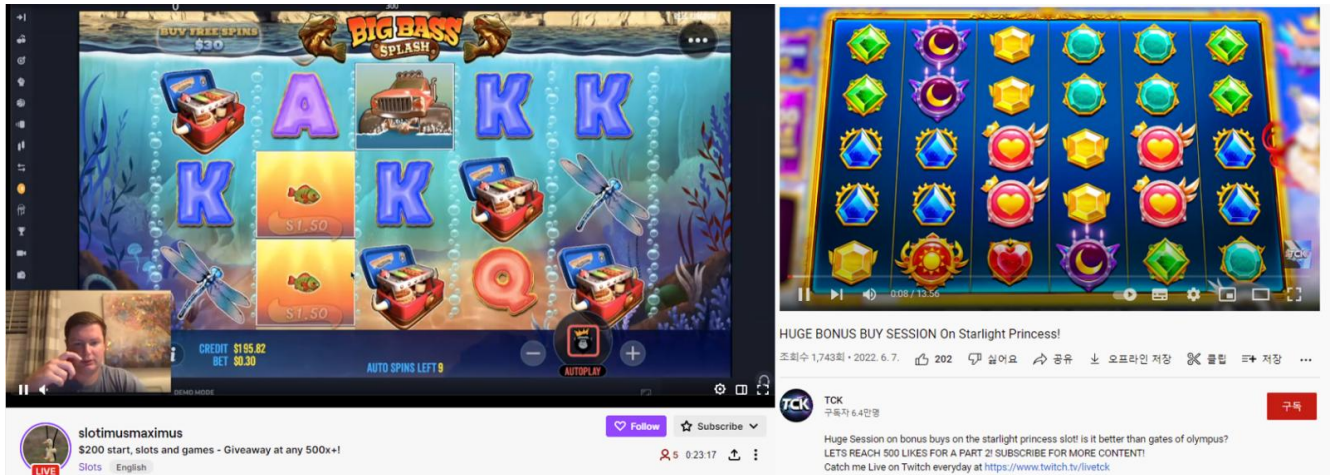
Channels:

<https://www.twitch.tv/slotimusmaximus>

https://www.twitch.tv/leazy_mf

<https://www.youtube.com/user/TheCraftKing1>

<https://www.youtube.com/c/DegenDragons>



7.3.4. SEO (Search Engine Optimization)

Search engines use bots to crawl pages on the web, going from site to site, collecting information about those pages and putting them in an index. The search algorithms are designed to surface relevant, authoritative pages and provide users with an efficient search experience. Optimizing our site and content with these factors can our pages rank higher in the search results.

Channel:

<https://developers.google.com/search>

<https://www.bing.com/webmasters/about>

7.3.5. Online Media (CPA, PPC, Banner, Etc)

- Gamble Rating/Review CH

<https://www.casino.org>

<https://gambleguys.com/en/>

<https://www.globalpokerindex.com/>

<https://globalcsgo.com>

<https://csgoradar.com>

- Coupon promotion CH

<https://casino.guru/>

<https://skinup.gg>

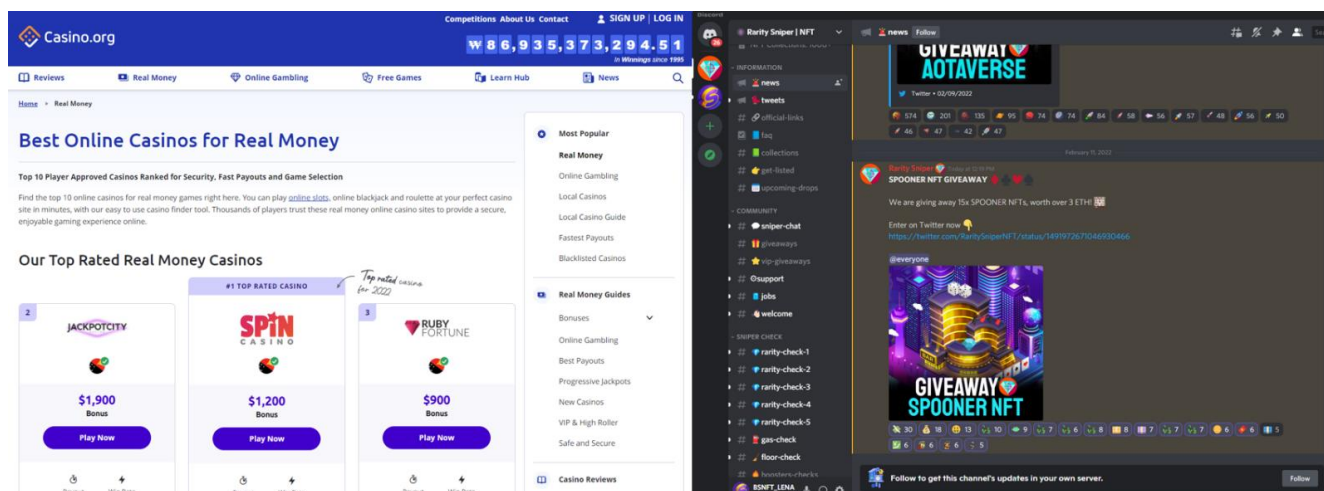
- Crypto/NFT Giveaway CH

<https://twitter.com/RaritySniperNFT> - Follower 496.5K

<https://twitter.com/MrNFTexpert> - Follower 347.9K

https://twitter.com/princesspromos_ - Follower 281.1K

<https://twitter.com/GlazeCrypto> - Follower 283.8K



7. Financial Projections

1. Investment Needed

For the past year and a half, most of the expenses incurred to produce and successfully open Bitwin's service have been heavily based on labor costs and outsourced production costs. Our team is composed of about 20 engineers and production specialists from the gaming sector. Additionally, we have also outsourced other necessary production work when needed.

In order to successfully enter the global market and differentiate ourselves from the major players in the market, we incorporated and minted NFTs into our business model. This also allows for the holders of the NFT and their acquaintances to become potential users of Bitwin becoming a source of funds in the future. Moreover, the sales and profit from the NFT sales become another source of funds for Bitwin.

The estimated required costs for the production and sales of the NFT and the creation of the Bitwin service was about \$4 million not including the estimated marketing expense of \$2 million. In the beginning, Bitwin acquired \$700K through angel investments to start the project. Afterward, Bitwin obtained the necessary funds through the minting of the NFTs in March of 2022.

Required Investment Funds	Cost (Estimated)
Production (Total)	\$4 million
NFT Sales and Production	\$500K
Service Platform Production	\$1 million
Original In-house Game Production	\$500K
Overhead	\$1 million
Other	\$ million
Marketing	\$2 million
Total	\$6 million

2. Source of Funds

To successfully open the Bitwin services, the required funds needed to produce the service platform and launch the service is about \$6 million to \$7 million. In July 2021, Bitwin acquired \$700k from angel investors in the first round of raising funds. Then, Bitwin minted and sold about \$6 million of SPOONER NFTs in March of 2022.

Currently, the funds acquired from the angel investors and sales of NFT are being used to produce and prepare for the launch of Bitwin. To this date, about \$3.8 million has been invested into the project, and we plan to allot \$2 million to \$3 million for the necessary marketing funds.

Invested Funds to Date	Cost
Production (Total)	\$3.8 million
NFT Sales and Production	\$600K
Service Platform Production	\$1.2 million
Original In-house Game Production	\$500K
Overhead	\$1.2 million
Other	\$300K
Marketing (Expected)	\$2 million - \$3 million
Total	\$5.8 million- \$6.8 million

3. Three Year Projection

3.1 Income Statement

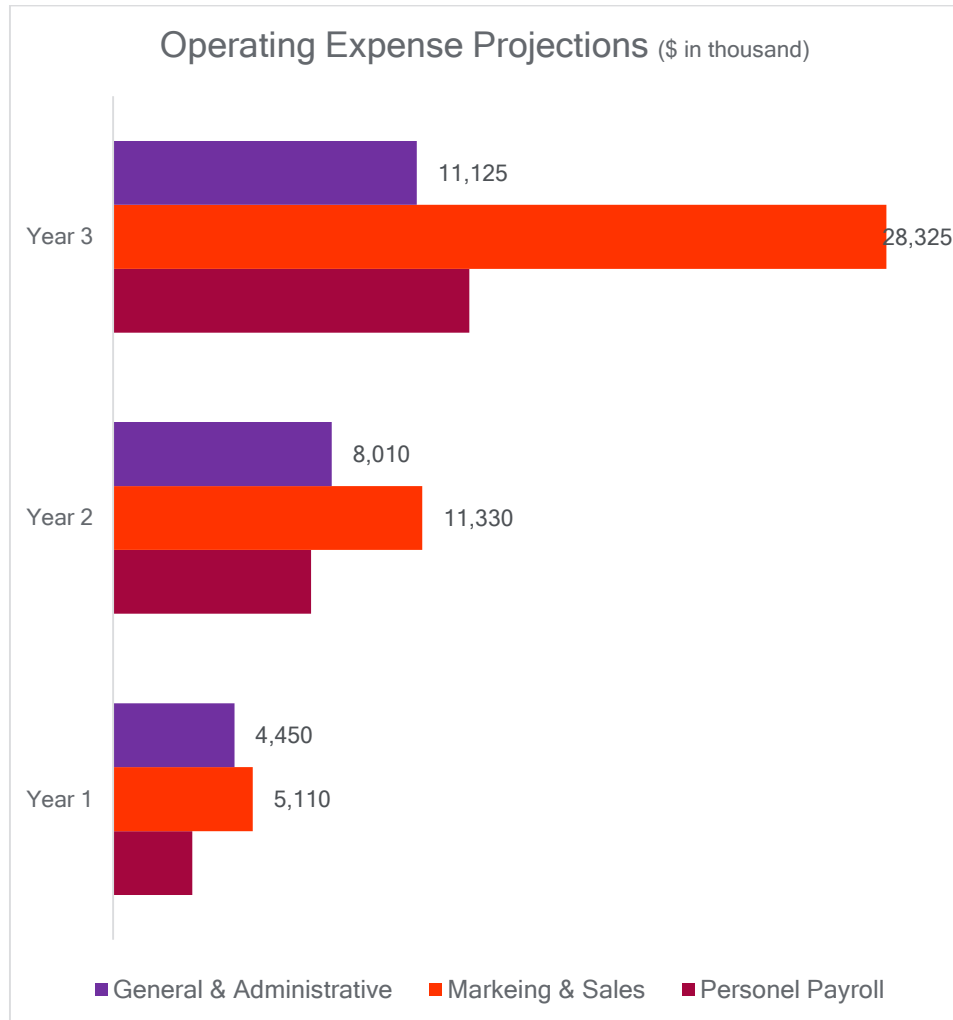
INCOME STATEMENT

Three Year Projections

(\$ in thousand)

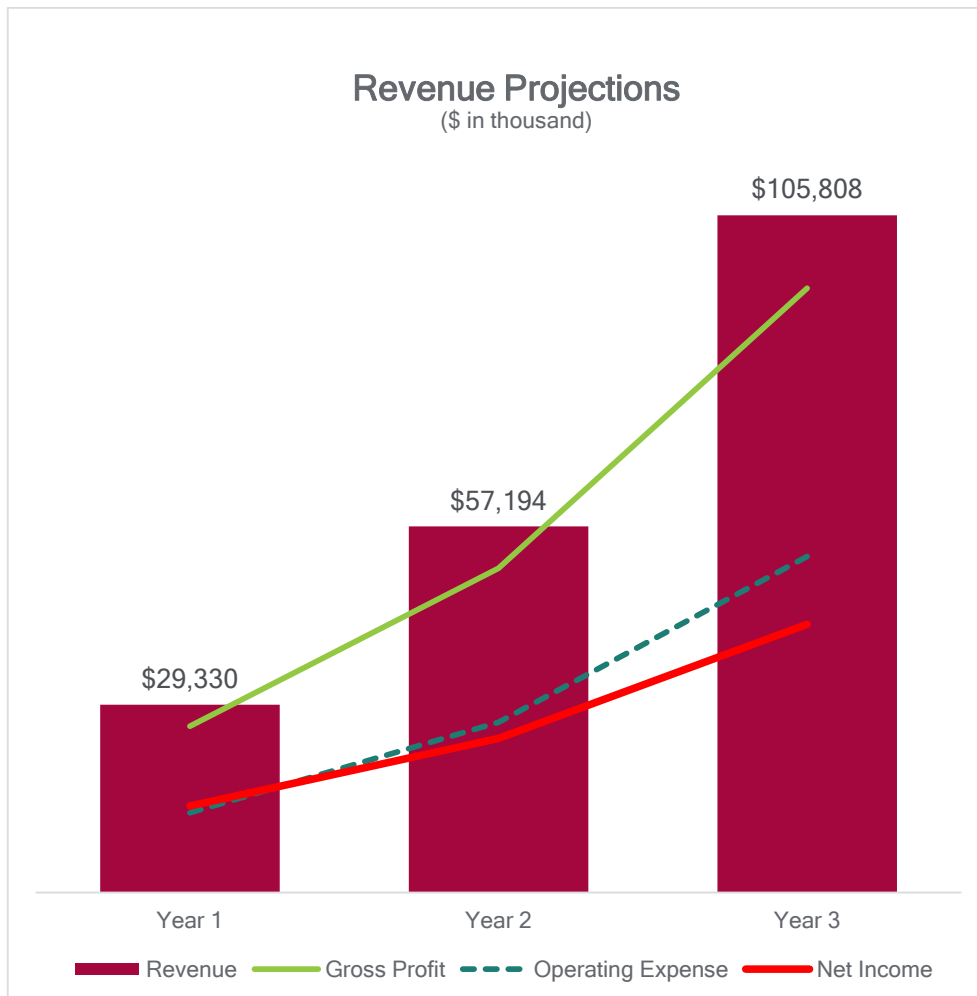
Revenue	<u>Year 1</u>	<u>Year 2</u>	<u>Year 3</u>
Casino	\$ 11,930	\$ 23,264	\$ 43,037
Sports	6,900	13,455	24,892
Poker	10,500	20,475	37,879
Total Revenue	<u>29,330</u>	<u>57,194</u>	<u>105,808</u>
Cost of Sales			
Casino	1,790	3,490	6,025
Sports	1,035	2,018	3,485
Poker	525	1,024	1,894
Total Cost of Sales	<u>3,350</u>	<u>6,532</u>	<u>11,404</u>
Gross Profit	25,981	50,662	94,404
Operating Expense			
Personel Payroll			
Corporate	450	1,125	2,025
Engineering	1,850	4,625	8,325
Sales & Marketing	350	875	1,575
Administrative	250	625	1,125
	<u>2,900</u>	<u>7,250</u>	<u>13,050</u>
Markeing & Sales			
Social Media	1,450	3,350	8,375
Online Community	1,000	2,500	6,250
Influencer Marketing	2,100	5,280	13,200
SEO	560	200	500
	<u>5,110</u>	<u>11,330</u>	<u>28,325</u>
General & Administrative			
Facilities	450	810	1,125
Server & Networking	1,850	3,330	4,625
Customer Service	1,350	2,430	3,375
Software (ERP/CRM)	800	1,440	2,000
	<u>4,450</u>	<u>8,010</u>	<u>11,125</u>
Total Operating Expense	12,460	26,590	52,500
Net Income	\$ <u><u>13,521</u></u>	\$ <u><u>24,072</u></u>	\$ <u><u>41,904</u></u>

3.2 Operating Expense Projections



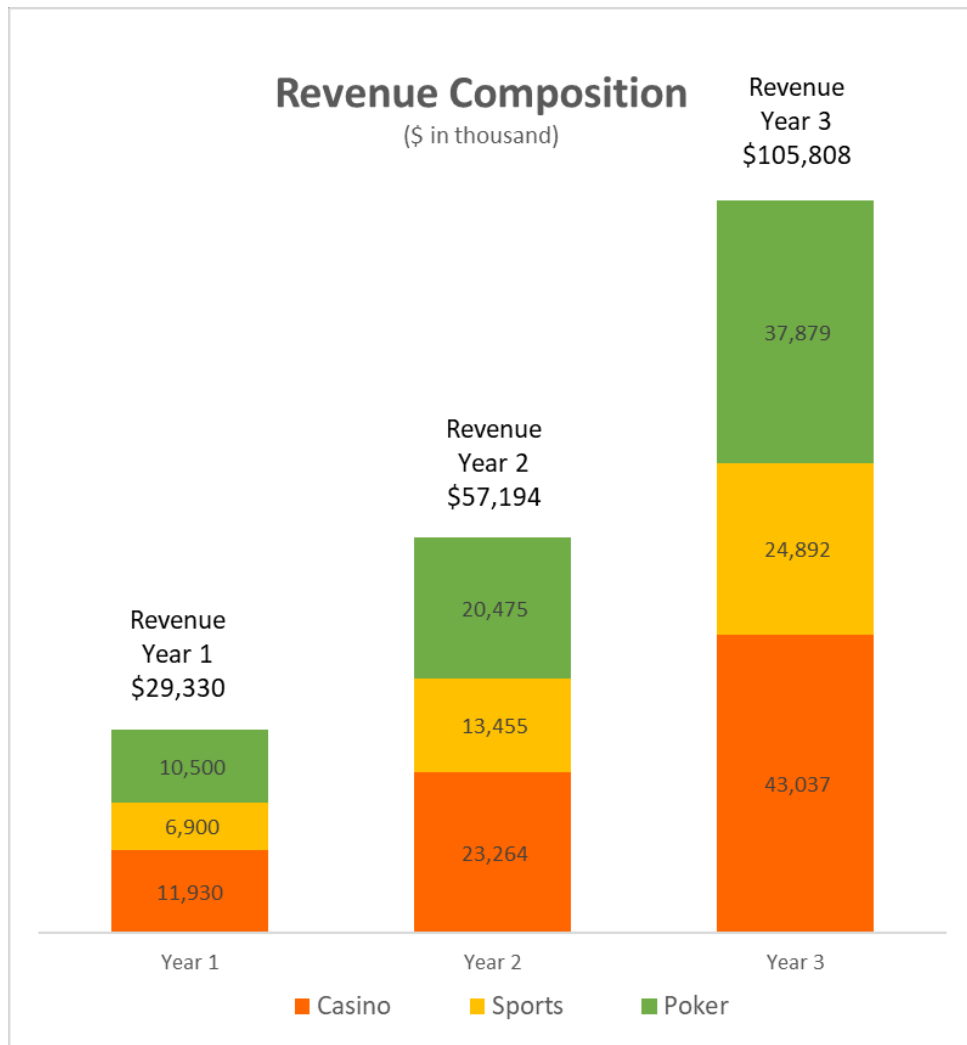
	Year 1	Year 2	Year 3
Personnel Payroll	2,900	7,250	13,050
Marketing & Sales	5,110	11,330	28,325
General & Administrative	4,450	8,010	11,125

3.3 Revenue Projections



	Year 1	Year 2	Year 3
Revenue	\$29,330	\$57,194	\$105,808
Gross Profit	25,981	50,662	94,404
Operating Expense	12,460	26,590	52,500
Net Income	13,521	24,072	41,904

3.4 Revenue Composition

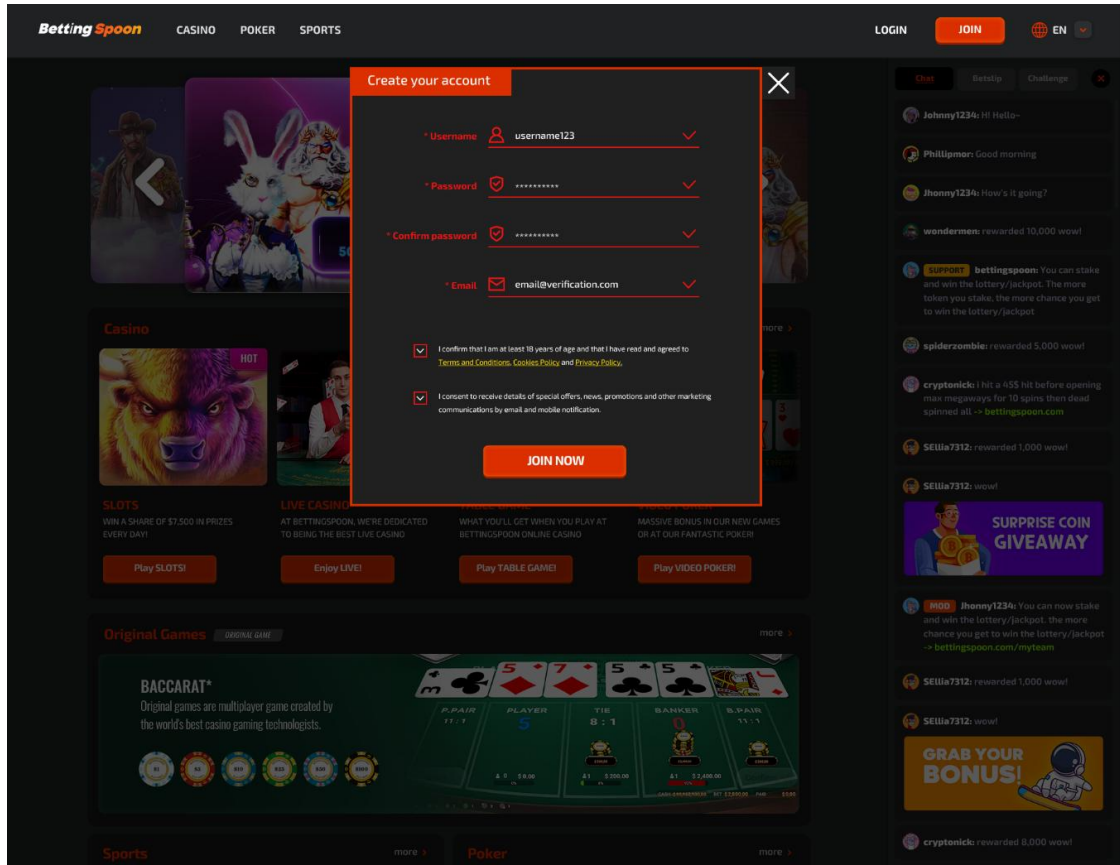


	Year 1	Year 2	Year 3
Casino	11,930	23,264	43,037
Sports	6,900	13,455	24,892
Poker	10,500	20,475	37,879
	29,330	57,194	105,808

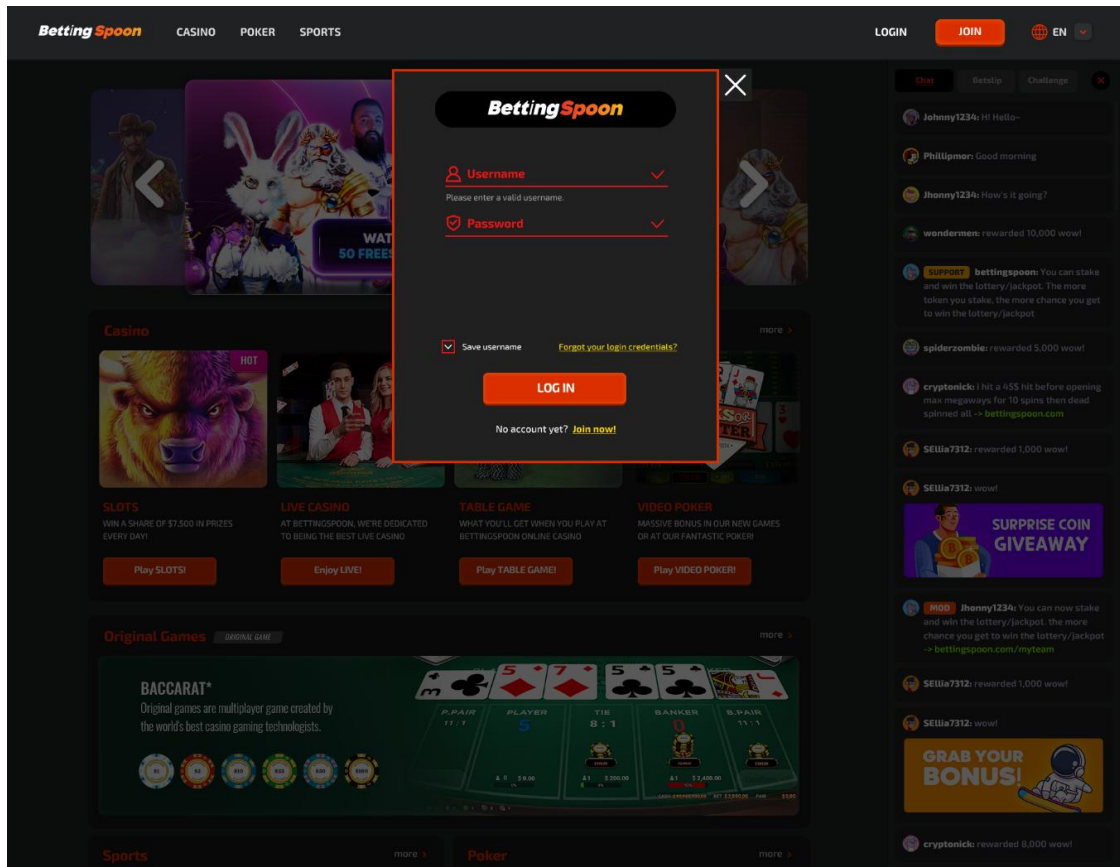
8. Appendix

8.1. Bitwin.game screenshot

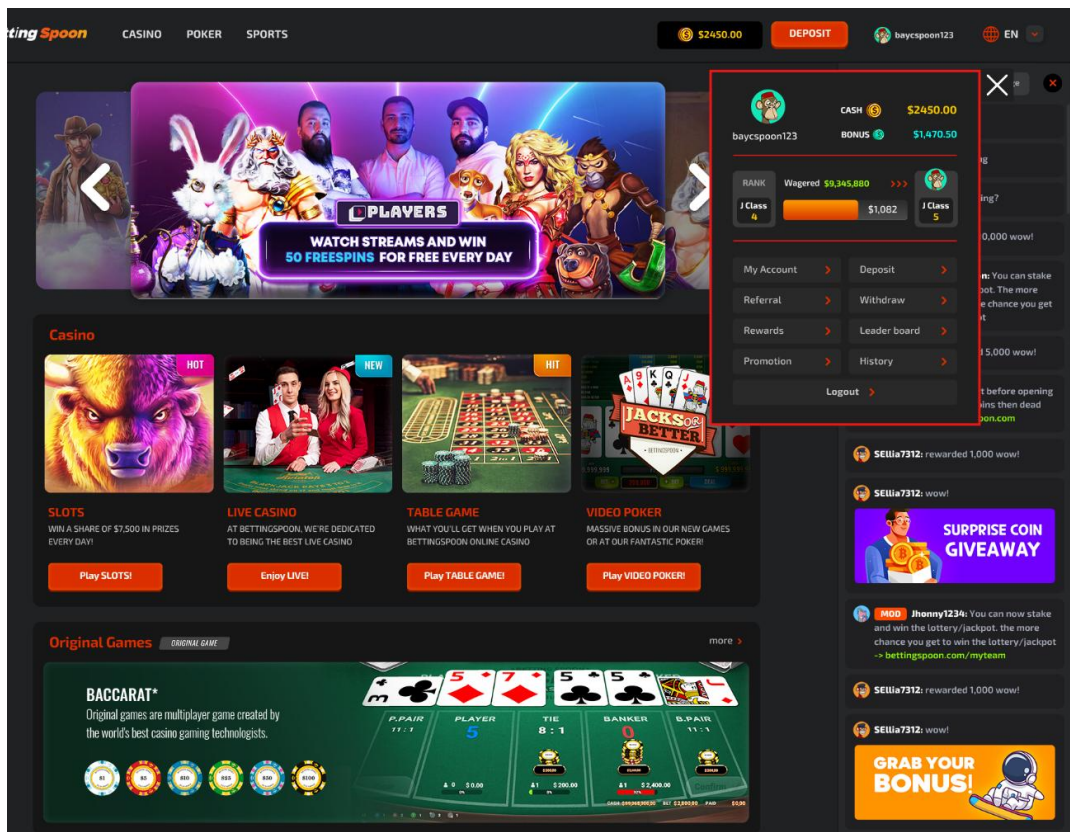
Signin



Login



Logout



Deposit (Opening of account)

Betting Spoon CASINO POKER SPORTS \$2,950.50 DEPOSIT enlabphil123 EN

My Account

- Personal Detail
- Change Password
- Preferences
- Rewards
- Referral code
- Verification (KYC)

Bank

- Balance
- Deposit
- Withdrawal

History

- Transaction List
- Bet List

Deposit Withdrawal Coupon Referral

Deposit with Bitcoin [BTC]

Send the amount of Bitcoin of your choice to the following address to receive the equivalent in Coins.

Bitcoin (BTC)

Ethereum (ETH)

Litecoin (LTC)

YOUR PERSONAL BTC DEPOSIT ADDRESS COPY

VALUE CALCULATOR COPY

The Bitcoin conversion amount is converted at the time you deposit.
You can deposit at least 0.0005 BTC.
Any amount lower than 0.0005 BTC will not be deposited.

Betting Spoon

Betting Spoon is owned and operated by BetSone N.V., a company registered and established under Law of Curacao, with registration number 120860 and registered address at Handelskade 31, E-commerce park, Curacao.

COMPANY

- About US
- FAQ

INFORMATION

- Terms & Conditions
- Cookies Policy

PLAY NOW

- Casino
- Poker

Chat Betslip Challenge

Johnny1234: Hi Hello-

Phillipmor: Good morning

Jhonny1234: How's it going?

wondermen: rewarded 10,000 wow!

SUPPORT bettingspoon: You can stake and win the lottery/jackpot. The more token you stake, the more chance you get to win the lottery/jackpot.

spiderzombie: rewarded 5,000 wow!

cryptonick1: hit a 455 hit before opening max megaways for 10 spins then dead spinned all -> bettingspoon.com

SELLIA7312: rewarded 1,000 wow!

SELLIA7312: wow!

SURPRISE COIN GIVEAWAY

MOD bspoon77: You can now stake and win the lottery/jackpot. the more chance you get to win the lottery/jackpot -> bettingspoon.com/myteam

SELLIA7312: rewarded 1,000 wow!

SELLIA7312: I'm \$400 away from my platinum & im dead broke RIP

MOD bspoon77: Heads up. You are allowed one account entered in the lottery. If found abusing with more than one, your accounts could be permanently banned

spiderzombie: rewarded 5,000 wow!

Term & Condition (attachment for detail)

Betting Spoon CASINO POKER SPORTS \$9,540.00 DEPOSIT enlabphil123 EN

Policy

- Terms & conditions
- Cookies Policy
- Privacy Policy
- AML Policy
- Sports Policy
- Responsible Gambling

Terms & conditions

The following General Terms and Conditions (hereinafter - the "General Terms") stipulate the operation of www.bettingspoon.com, a gaming website operated by BETTINGSPORN B.V. - a private limited company duly registered under the Laws of Curacao, bearing the company number 160146, with a registered address at Zukertuintweg 2/N (Zukertuin Tower), Willemstad, Curacao (hereinafter referred to as "Company" or "BETTINGSPORN").

BETTINGSPORN holds license number 0000/JAZ, issued on 01 of MM 2022 and valid until 01 MM 2027. Downtown E-Commerce Company B.V. (registration number 942919) with a registered office Zukertuintweg 2/N (Zukertuin Tower), Willemstad, Curacao, is acting as a Billing Agent for www.bettingspoon.com.

1. GENERAL TERMS AND DEFINITIONS

2. GENERAL TERMS

3. YOUR MEMBER ACCOUNT

4. ACCEPTED CURRENCIES

5. DEPOSITS AND WITHDRAWALS

6. REFUND POLICY

7. FEES AND TAXES

8. Use of the Website

9. BONUS AND PROMOTIONS

10. LIMITATION OF LIABILITY

11. DEFINITIONS USED IN THESE GENERAL TERMS.

- Bet - is a risk-driven agreement for potential winnings entered into between the customer and the bookmaker under the established Rules, where the fulfillment of such agreement is conditioned by an event whose outcome is yet to be determined. Bets are accepted on the conditions offered by the bookmaker.
- Outcome - is the result of the event (events) on which the bet was placed.
- Customer or Player - is an individual placing a bet with the bookmaker on an outcome. Bet Cancellations - is an outcome on which the bet is not settled and winnings are not paid. As per the Rules, in the event of "bet cancellation" an arrangement between the bookmaker and the customer shall be deemed uncompleted and the stake shall be refunded.

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spiderzombie: rewarded 5,000 wow!

cryptonick1: hit a 455 hit before opening max megaways for 10 spins then dead spinned all -> bettingspoon.com

SELLIA7312: rewarded 1,000 wow!

SELLIA7312: wow!

SURPRISE COIN GIVEAWAY

MOD bspoon77: You can now stake and win the lottery/jackpot. the more chance you get to win the lottery/jackpot -> bettingspoon.com/myteam

SELLIA7312: rewarded 1,000 wow!

SELLIA7312: I'm \$400 away from my platinum & im dead broke RIP

MOD bspoon77: Heads up. You are allowed one account entered in the lottery. If found abusing with more than one, your accounts could be permanently banned

spiderzombie: rewarded 5,000 wow!

AML Policy (attachment for detail)

Betting Spoon CASINO POKER SPORTS \$9,540.00 **DEPOSIT** ezlabshill123 EN

Policy

- Terms & conditions
- Cookies Policy
- Privacy Policy
- AML Policy**
- Sports Policy
- Responsible Gambling

AML Policy

Company's AML Obligations

BETTINGSPON.COM is operated by BETTINGSPON B.V. which has its office registered in Zukuertuileweg 2/N (Zukuertuile Tower), Willemstad in Curacao.

We seek to offer the highest security to all of our users and customers on BETTINGSPON.COM. For that, a three step account verification is done in order to ensure the identity of our customers. The reason behind this is to prove that the details of the person registered are correct and the deposit methods used are not stolen or being used by someone else, which is to create the general framework for the fight against money laundering. We also take into account that depending on the nationality and origin, the payment method and withdrawal method, different safety measurements must be taken.

BETTINGSPON.COM also puts reasonable measures in place to control and limit ML risk, including dedicating the appropriate means.

BETTINGSPON.COM is committed to high standards of anti-money laundering (AML) according to the EU guidelines, compliance, and requires management & employees to enforce these standards in preventing the use of its services for money laundering purposes.

Definition of money laundering

The conversion or transfer of property, especially money, knowing that such property is derived from criminal activity or from taking part in such activity, for the purpose of concealing or disguising the illegal origin of the property or of helping any person who is involved in the commission of such an activity to evade the legal consequences of that person's or company's action.

The concealment or disguise of the true nature, source, location, disposition, movement, rights with respect to, or ownership of, property, knowing that such property is derived from criminal activity or from an act of participation in such an activity.

The acquisition, possession or use of property, knowing, at the time of receipt, that such property was derived from criminal activity or from assisting in such an activity.

Participation in, association to, attempts to commit, and aiding, abetting, facilitating and counselling the commission of any of the actions referred to in points before.

Money laundering shall be regarded as such even when the activities which generated the property to be laundered were carried out in the territory of another Member State or in that of a third country.

AML (Anti-Money Laundering) policy

BETTINGSPON B.V. is aware that offering services related to online gaming pose a risk for money laundering and terrorist financing. To identify, prevent, and limit the risks of money laundering and terrorist financing, BETTINGSPON B.V. implemented measures, processes, and internal controls into its daily business operations, which consider the nature of the BETTINGSPON B.V.'s clients and services carried out by BETTINGSPON B.V. With these measures, processes, and internal controls in place BETTINGSPON B.V. meets all legal requirements related to measures preventing money laundering and terrorist financing, as required by applicable Curacaoan legislation. BETTINGSPON B.V. has prepared AML Policy regarding the prevention of money laundering to prove its commitment for detection, prevention and reporting to national authorities of all attempts of using BETTINGSPON B.V.'s services for any kind of transaction which would meet the statutory definition of money laundering and/or terrorist financing, or which presents any other form of illegal financial transactions.

Cryptocurrency transactions

The company is entitled to perform additional background and security checks for the customers wishing to deposit or withdraw using cryptocurrencies.

1. Cryptocurrency transactions
2. Reporting suspicious
3. Organisation of

Chat **Betslip** **Challenge**

Johnny1234: Hi Hello-

Phillipmor: Good morning

Johnny1234: How's it going?

wondermen: rewarded 10,000 wow!

SUPPORT bettingspoon: You can stake and win the lottery/jackpot. The more token you stake, the more chance you get to win the lottery/jackpot

spiderzombie: rewarded 5,000 wow!

cryptonick: i hit a 455 hit before opening max megaways for 10 spins then dead spinned all -> [bettingspoon.com](#)

SElila7312: rewarded 1,000 wow!

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Game in bitwin.game (Slot)

Betting Spoon CASINO POKER SPORTS \$1,950.00 **DEPOSIT** ezlabshill123 EN

Slots > Kingdom of Wild FREE MODE

FREE SPINS WITH INCREASING MULTIPLIER **PRAGMATIC PLAY**

WIN 5
QQQ LINE 24 PAYS 5

Recommended

- Rock Vegas
- GATES OF OLYMPUS
- VEGAS
- KING KOKO'S QUEST

Latest Bets **High Roller** **My Bets**

GAME	PLAYER	WAGER AMOUNT	MULTIPLIER	PROFIT AMOUNT
The Dog House Megaways	Johnny1234	\$7,920,080	2.50x	\$7,920,080
Jackpot Party	Phillipmor	\$7,821,000	2.75x	\$821,000

Chat **Betslip** **Challenge**

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Phillipmor: Good morning

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SElila7312: rewarded 1,000 wow!

SElila7312: wow!

GRAB YOUR BONUS!

cryptonick: rewarded 8,000 wow!

Game in bitwin.game (Slot)

Betting Spoon CASINO POKER SPORTS \$1,950.00 DEPOSIT EN

> Slots > Gates of Olympus

SYMBOLS PAY ANYWHERE ON THE SCREEN

BUY FREE SPINS \$100
BET \$1.25
DOUBLE CHANCE TO WIN FEATURE
OFF

CREDIT \$0.00
BET \$1.00

HOLD SPACE FOR TURBO SPIN

PRAGMATIC GATES OF OLYMPUS

SCATTER

AUTOPLAY

Recommended

Rock Vegas Gates of Olympus Hot Potatoes Vegas Hit 40 King of the Jungle

Latest Bets High Roller My Bets

GAME	PLAYER	WAGER AMOUNT	MULTIPLIER	PROFIT AMOUNT
The Dog House Megaways	Jhanny1234	\$7,920,080	2.50x	\$7,920,080
Jackpot Party	Phillipmor	\$7,821,000	2.75x	\$821,000

Chat Bet Slip Challenge

Johnny1234: Hi Hello-

Phillipmor: Good morning

Jhanny1234: How's it going?

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SELLIA7312: wow!

SURPRISE COIN GIVEAWAY

MOD bspoon77: You can now stake and win the lottery/jackpot. The more chance you get to win the lottery/jackpot -> betting spoon.com/myteam

SELLIA7312: rewarded 1,000 wow!

SELLIA7312: wow!

GRAB YOUR BONUS!

cryptonick: rewarded 8,000 wow!

Game in bitwin.game (Original Baccarat)

Betting Spoon CASINO POKER SPORTS \$1,950.00 DEPOSIT EN

> Slots > Baccarat

BETS CLOSED

PLA 3 ♣ K ♣ 9 ♠ J ♠

P. PAIR 11 : 1

PLAYER 3

TIE 8 : 1

BANKER 9

B. PAIR 11 : 1

Clear

0 \$0.00 0%

0 \$0.00 0%

1 \$1,200.00 100%

CASH \$1,854.50 BET \$1,200.00 PAID \$0.00

Confirm

Recommended

Rock Vegas Gates of Olympus Hot Potatoes Vegas Hit 40 King of the Jungle

Latest Bets High Roller My Bets

GAME	PLAYER	WAGER AMOUNT	MULTIPLIER	PROFIT AMOUNT
The Dog House Megaways	Jhanny1234	\$7,920,080	2.50x	\$7,920,080
Jackpot Party	Phillipmor	\$7,821,000	2.75x	\$821,000

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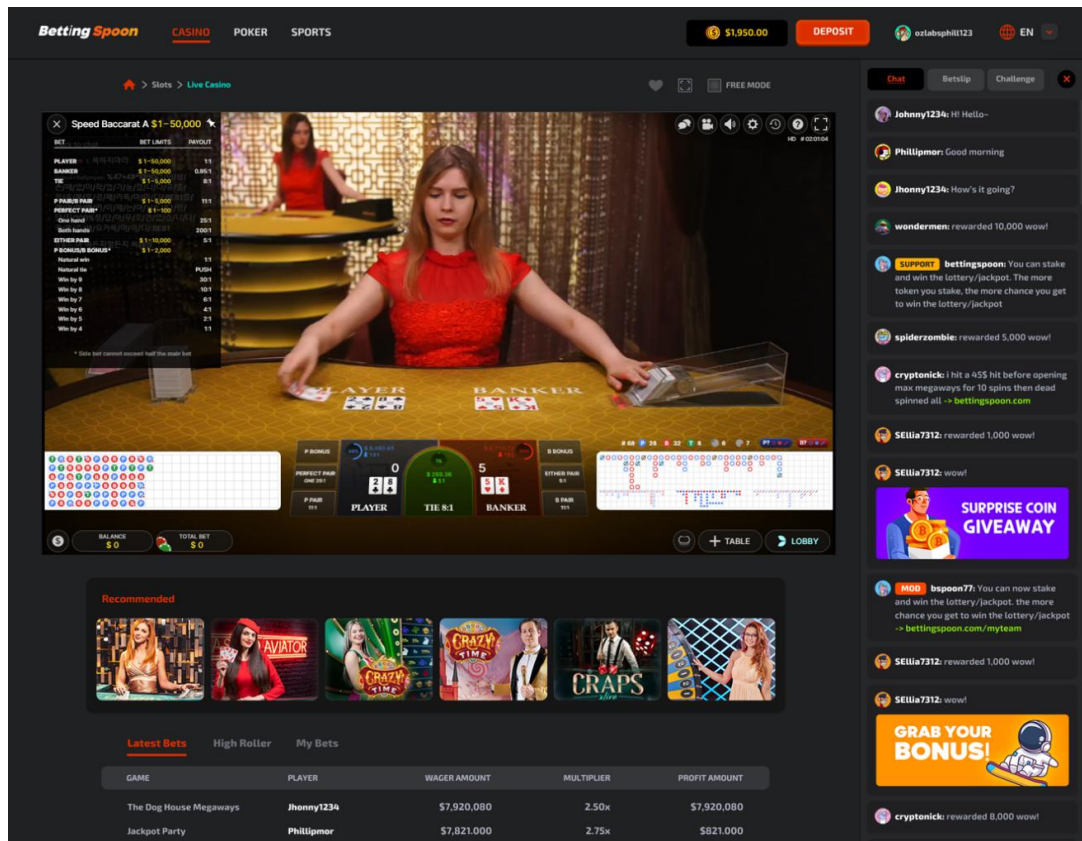
SELLIA7312: rewarded 1,000 wow!

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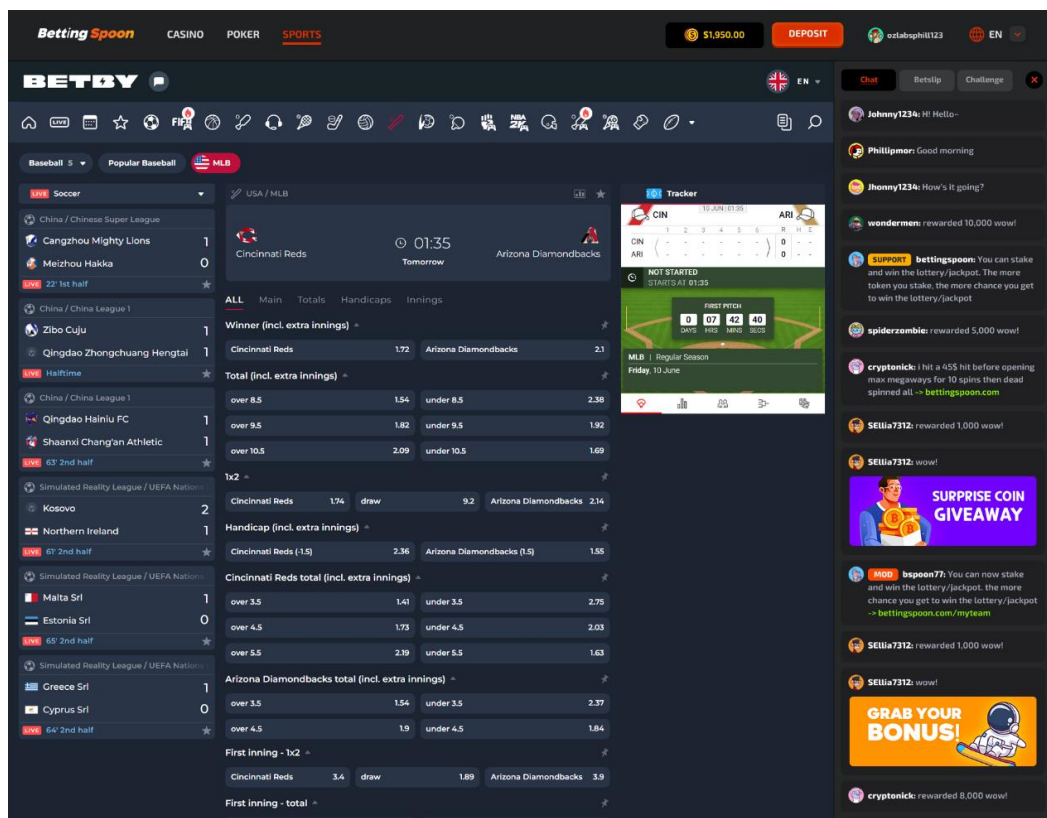
GRAB YOUR BONUS!

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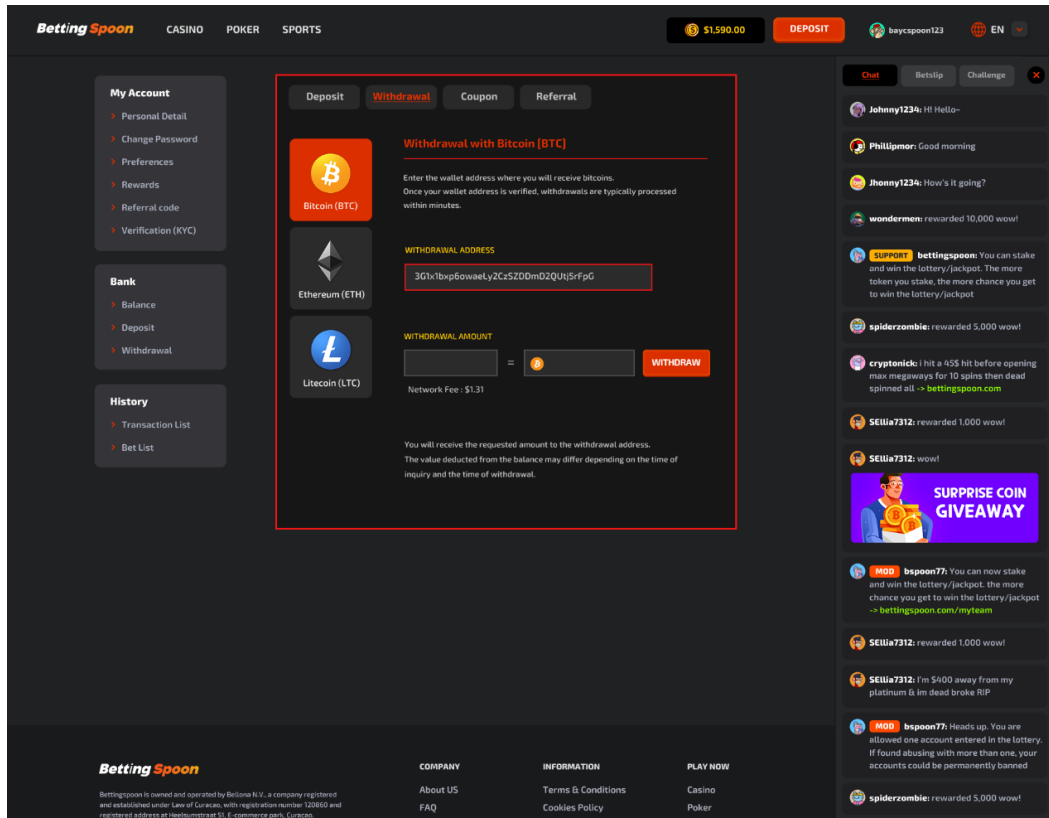
Game in bitwin.game (Livecasino)



Sportsbet in bitwin.game



Withdrawing



8.2. Sports Rule

1. Introduction

1.1. This set of terms and conditions govern the use of the Sportsbook platform. When placing a bet with the Sportsbook platform, the Account Holder is therefore agreeing that the Account Holder has read, understood and will be adhering to these Terms and Conditions including the general Terms and Conditions at any time applicable to Sportsbook platform, click.

1.2. The use of this Sportsbook platform is subject to the regulations imposed by the (license).

1.3. Any dispute relating in any way to the use of this Sportsbook platform should be emailed to support@bitwin.game. The reply should not be considered as satisfactory, a request for confidential arbitration can be sent to the (license). Their decision shall be binding and may be entered as a judgement in any court of competent jurisdiction.

1.4. Sportsbook platform reserves the right to make changes to the site, betting limits, payout limits and offerings.

1.5. Sportsbook platform may update, amend, edit and supplement these Terms and Conditions at any time.

1.6. Any reference in these Terms and Conditions to words/objects that appear in singular also applies to plural. References to gender are non-binding and to be treated for information purposes only.

2. Definition

2.1. Sportsbook platform – legal entity engaged in betting activities in accordance with the licensing and legislative requirements of the country.

2.2. Client - an individual who has agreed to the Rules for accepting bets, registered on the site (bitwin.game).

2.3. Bet – risk-based agreement concluded between the Client and the Betting Company on the outcome of an event in which they do not participate, involving a win. Bets are made on terms previously proposed by the Sportsbook platform.

2.4. Stake - the amount of money transferred by the client to the Sportsbook platform and which are the main conditions for participation in a bet in accordance with these Rules.

2.5. The outcome is the result of the event on which the Sportsbook platform is invited to make a bet.

2.6. Odd — the number by which the bet amount of the stakeholder is multiplied when determining the payout amount if bet wins.

2.7. Winnings - cash to be paid to the Client upon the outcome, on which a bet was made.

2.8. Bonuses:

2.8.1. Bet refund - bet refund, client gets just won amount on his account. For example, freebet 5 on odd 3.5 client get $5 \times 3.5 - 5 = 12.50$

2.8.2. Free money - client gets bet amount and won amount on his account. For example, freebet 5 on odd 3.5 client get $5 \times 3.5 = 18.50$

2.8.3. No risk bet - player uses his money for bet, but if bet loses he gets his money back.

3. Betting Rules

3.1. Sportsbook platform reserves the right to cancel any bet made on obviously “bad” odds, switched odds or a bet made after an event has started.

3.2. All bets accepted by Sportsbook platform are subject to these rules, as well as to applicable license conditions.

3.3. Sportsbook platform reserves the right to refuse, restrict, cancel or limit any bet.

3.4. Sportsbook platform reserves the right to settle after the contest is final or with official results

3.5. The winner of an event will be determined on the date of the event's conclusion. Sportsbook platform does not recognize protested or overturned decisions for betting purposes. The settlement of an event suspended after the start of the competition will be decided according to the betting rules specified for that sport by Sportsbook platform

3.6. No one under the age of 18 is permitted to make a bet.

3.7. All rules contained herein are subject to changes and revisions by Sportsbook platform without prior written notice. All changes and revisions to our rules will be posted on the Sportsbook platform website.

3.8. Maximum bet amounts on all sporting events will be determined by Sportsbook platform and are subject to change without prior written notice. Sportsbook platform also reserves the right to adjust limits on individual accounts as well.

3.9. For accounts with minus balances, Sportsbook platform reserves the right to cancel any pending plays, whether placed with funds resulting from the error or not.

3.10. Members are solely responsible for their own account transactions. Please be sure to review and confirm your bets for any mistakes before sending them in. Once a transaction is complete, it cannot be changed. Sportsbook platform does not take responsibility for missing or duplicate bets made by the client and will not entertain requests for alterations because a play is missing or duplicated. Clients may review their transactions in the "My Bets" on the site after each session to ensure all requested bets were accepted.

3.11. Disputes must be lodged within seven (7) days from the date the bet in question has been decided. No claims will be honoured after this period. The client is solely responsible for their account transactions.

3.12. Winnings will always be calculated using Decimal Odds. Please note, that when converting odds into the British standard, round-off errors may occur, since some odds don't have an exact translation into British-style fractions. Here, we'll show the nearest fractional odds.

3.13. Sportsbook platform reserves the right to suspend a client account without prior notice.

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

3.15. Combo (accumulators, parlays, multis) bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. If that kind of bet is accepted, we have the right to cancel this type of bet.

example: place bet on Barcelona to win the La Liga combined with a Barcelona win in the deciding game.

3.16. Any bets placed with a system bet will not count for the wagering requirement in Bonus.

3.17. Live Score Update is for guidance only. Sportsbook platform is not responsible for any errors. Sportsbook platform reserves the right to cancel any bets if the outcome is already known or if the odds have not been updated correctly due to technical issues.

3.18. Outright bets are considered all in run or not and so will be settled as a loss if the selection does not take part in the event, unless otherwise stated. Dead heat rules apply where there is more than one winner. Bettor's stakes are first divided by the number of selections who tied and then this portion of their stakes is settled as a winner and the rest settled as a loser.

3.19. Sportsbook platform reserves the right to void or cancel any bets where the outcome has been altered by the imposition of penalty points, enforced relegations or any other measure enforced as a result of anything other than the normal results of the games/competitions in question.

3.20. All bets are settled using the information provided by the official body running the competition at the time of the result except where stated otherwise. In the case of any events outside of official competitions then bets are settled using the information provided.

3.21. If one of competitors didn't start Sportsbook platform, cancel this head to head market.

3.22. If both competitors didn't finish, the winner will be the competitor who has more laps. If both competitors out in the same lap, Sportsbook platform cancels this head to head market.

3.23. If competitors are in the same position, Sportsbook platform cancels bets on this head to head market.

3.24. Sportsbook platform is not responsible for the damage incurred by the client as a result of a system malfunction, defects, delays, manipulations or errors in data transfer.

3.25. Clients' claims are considered by Sportsbook platform within thirty days from the moment the Client submits a written application to Sportsbook platform. When a decision is made, Sportsbook platform notifies the client by means of an email linked to the game account.

3.26. In case of suspicion of unfair activity, Sportsbook platform reserves the right to void any bet or any part of it, thus making the questionable bet invalid (in these cases, the payout is made with odds of "1") or suspend any withdrawals for up to 31 calendar days.

3.27. Clients are allowed to bet only as individuals, group bets are not allowed. Repeated bets on the same results / winners from the same or different customers may subsequently be declared invalid. Even after the official result of the competition / athletes is already known, Sportsbook platform may consider the indicated bets invalid if it considers that the Clients act in collusion or as a syndicate, or the bets considered were made by one or more Clients within a short period of time. The betting company also has the right to refuse to accept bets or to count already made bets as invalid if they are made from different game accounts from the same IP address.

3.28. LIVE bets: If the match is interrupted or postponed and does not continue in 48 hours after the scheduled time, the bets will be cancelled (except for those outcomes that are clearly defined when the game was stopped).

3.29. Statistics or editorial text published at the Sportsbook platform site are to be considered as added information, but Sportsbook platform does not acknowledge or accept any liability whatsoever if the information is not correct. At all times it is the Account Holder's responsibility to be aware about circumstances relating to an event.

3.30. It is forbidden to use automated systems (any kind of scanners or robots) on Sportsbook. Sportsbook platform reserves the right to cancel any bet which made using automatic systems

3.31. It is forbidden to use accounts owned by other people or registered accounts on other people. Sportsbook platform reserves the right to cancel any bet which was placed by the other person.

4. Bet Types

4.1. Single (Ordinary) - bet on a separate outcome of the event. Single bet payout equal to the product of the bid amount set for the outcome price.

4.2. Combo - bet on several independent outcomes of events. To win on express it is necessary that none of the outcomes that are included in the express is lost. Losing one of the results of the combo means

losing all over the combo. Combo payment is equal to the product amount of the bet on the odds of all outcomes included in combo.

4.3. System - a set of combos, which is a complete search variants of combos of the same size from a fixed set of outcomes. It is characterised by the same stake for each express (option system) and the same number of outcomes in each express. Betting the system must specify the total number of outcomes and number of combos (system option). Payment on the system is equal to the amount of payments on combo included in the system.

4.4. A 'Trixie' is a combination, which includes one treble and three doubles from a selection of three matches.

4.5. A 'Patent' is a combination, which includes one treble, three doubles and three singles from a selection of three matches.

4.6. A 'Yankee' is a combination, which includes one fourfold, four trebles and six doubles from a selection of four matches.

4.7. A 'Canadian' (also known as 'Super Yankee') is a combination, which includes one fivefold, five fourfolds, ten trebles and ten doubles from a selection of five matches.

4.8. A 'Heinz' is a combination, which includes one sixfold, six fivefolds, fifteen fourfolds, twenty trebles and fifteen doubles from a selection of six matches.

4.9. A 'Super Heinz' is a combination, which includes one sevenfold, seven sixfolds, twenty-one fivefolds, thirty-five fourfolds, thirty-five trebles and twenty-one doubles from a selection of seven matches.

4.10. A 'Goliath' is a combination, which includes one eightfold, eight sevenfolds, twenty-eight sixfolds, fifty-six fivefolds, seventy fourfolds, fifty-six trebles and twenty-eight doubles from a selection of eight matches.

4.11. If odds consider more than 2 digits after the decimal point, the payout will be rounded for the second digit after the decimal point.

4.12. "Cash out" is an individual offer initiated by Sportsbook platform, addressed to a bet participant, aimed at changing one or several essential betting conditions (coefficient, event calculation time, etc.) in order to fix a new result and complete the bet at the current time (further - Cash out). The offer to redeem a bet can be both accepted and rejected by the participant of the bet. By selecting "Cash out" the participant of the bet confirms his acceptance of the new essential conditions of the bet. Cash out rates can be offered for both prematch and for live betting. The bookmaker's office reserves the right to change the offer to repurchase the bid over time, or not to form a bid to repurchase the bet without giving a reason.

5. Markets

5.1. "Match" (1X2) is where it is possible to bet on the (partial or definite) outcome of a match or event. The options are: "1" = Home team, or team listed to the left side of the offer; "X" = Draw, or the selection in the middle; "2" = Away team, or team listed to the right side of the offer.

5.2. "Correct Score" (is where it is possible to bet on the (partial or definite) exact score of a match or event.

5.3. "Over/Under" (Totals) is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). Should the total amount of the listed occurrences be exactly equal to the betting line, then all bets on this offer will be declared void.

Example: an offer where the betting line is 128.0 points and the match ends with the result 64-64 will be declared void.

5.4. "Odd/Even" is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). "Odd" is 1,3,5 etc.; "Even" is 0,2,4 etc.

5.5. A "Head-to-Head" and/or "Triple-Head" is a competition between two or three participants/outcomes, originating from either an officially organised event, or else, as virtually defined by Sportsbook platform

5.6. "Half time/Full time" is where it is possible to bet on the result in half time and the final outcome of the match. E.g. if at Half time the score is 1-0 and the match ends 1-1, the winning outcome is 1/X. The bet is void if the regular time of the match is played in a different time format than those listed in the bet (i.e. other than two halves).

5.7. "Period betting" is where it is possible to bet on the outcome of each separate period within a match/event.

5.8. "Draw No Bet" is where it is possible to bet on either "1" or "2" as defined in. It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. The specific match should contain no winner (E.g. match ends as a draw), or the particular occurrence does not happen (E.g. Draw No Bet and match ends 0-0), the stakes will be refunded.

5.9. "Handicap" is where it is possible to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the adjustment of the handicap line is exactly equal to the betting line, then all bets on this offer will be declared void. Example: a bet on -3.0 goals will be declared void if the team chosen wins the match by exactly 3 goals difference (3-0, 4-1, 5-2, etc).

Asian Handicap: Home team (-1.75) vs Away team (+1.75). This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (i.e.. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a "tie". Should the match produce any other outcome, including a Team A victory with only 1 goal of margin, the whole stake would be lost. Away team is given a +1.75 goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0.

5.10. "Double Chance" is where it is possible to bet simultaneously on two (partial or definite) outcomes of a match or event. The options are: 1X, 12 and X2 with "1", "X" and "2" as defined in.

5.11. "Outright" or "Place" betting is where it is possible to choose from a list of alternatives and bet on the eventuality that a participant wins or places within a specified position in the classification of the listed event/competition.

5.12. Bets on "Quarter / Half / Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer.

5.13. Bets on "Result at end of Quarter / Half / Period X" refer to the result of the match/event after termination of the stipulated time frame and will take into account all other points/goals/events tallied from previous parts of the event/match.

5.14. Bets on "Race to X Points / Race to X Goals..." and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction) it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned time frame. Should the listed score not be reached within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.

5.15. Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.

5.16. Bets referring to the happening of a particular occurrence in a pre-defined time order, such as "First Card", or "Next Team to receive penalty minutes" will be settled as void should it not be possible, without any reasonable doubt, to decide the winning outcome, for example in case of players from different teams which are shown a card in the same interruption of play.

5.17. "Team to score first and win" refers to the listed team scoring the first goal in the match and going on to win the match. Should there be no goals in the match all bets will be settled as void.

5.18. Any reference to "clean sheet" indicates that the listed team must not concede any goal during the match.

5.19. "Team to win from behind" refers to the listed team winning the match after having been at least 1 goal down at any point in the match.

5.20. Any reference for a team to win all halves/periods (e.g. Team to win both halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match.

5.21. Any reference to "Injury Time" refers to the amount displayed by the designated official and not to the actual amount played.

5.22. Settlement of bets on offers such as "Man of the Match", "Most Valuable Player" etc. will be based on the competition's organisers' decision, unless otherwise stated.

6. Special rules for sports

6.1. Soccer

6.1.1. Bets on the outcome of a match will be decided based on two halves of the scheduled number of minutes each and any time the referee adds to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts if not stated.

6.1.2. Corners awarded but not taken are not considered.

6.1.3. Own goals will not be considered for Anytime Goalscorer or Player to score X or Next Goalscorer or more settlement purposes and are ignored

6.1.4. All players who took part in the match since kick off or previous goal are considered as runners

6.1.5. If a player is not in the starting XI all player markets will be voided.

6.1.6. If for any reason an unlisted player scores a goal all bets on listed players stand

6.1.7. Anytime Goalscorer or Player to score X or Next Goalscorer market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

6.1.8. Interval markets will be settled based on the goal time announced by TV. If this is not available, the time according to the match clock is considered.

6.1.9. Interval goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.

6.1.10. Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.

6.1.11. Booking interval markets are settled based on the time the card is shown and not the time the infringement is made

6.1.12. Offsides will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.

6.1.13. Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.

6.1.14. Penalties awarded but not taken are not considered

6.1.15. Next scoring type. Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taker is awarded the goal. Penalty: Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count. Own Goal: If goal is declared as an own goal. Header: The scorers last touch has to be with the head. Shot: Goal has to be with any other part of the body than the head and the other types do not apply. No Goal.

6.1.16. If the market was opened with a missing or incorrect red card, we reserve the right to void betting

6.1.17. If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.

6.1.18. If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed

6.1.19. If the team names or category are displayed incorrectly, we reserve the right to void betting.

6.1.20. Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards.

6.1.21. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

6.1.22. Cards shown after the match are not considered.

6.1.23. Yellow card counts as 10 points and red or yellow red cards as 25. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 35 booking points.

6.1.24. Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play.

6.1.25. Cards for non-players (already substituted players, managers, players on bench) are not considered.

6.1.26. If the match format was changed, the sportsbook reserves the right to void all bets.

6.1.27. If a friendly match ended by referee decision earlier than 80 minutes

6.1.28. All soccer player props bets are settled using the information provided by OPTA (<https://soccerstats.info/>)

6.1.29. Player Props definition

6.1. 29.1. Goal/Own Goal

Different governing bodies have different rules, and where possible Opta works with the relevant people to reflect their official decisions on goal scorers.

Regarding deflections, normally a goal is awarded if the original attempt is on target. An own goal is usually awarded if the attempt is off target and deflected into the goal by an opponent.

6.1. 29.2. Shots

A shot target is defined as any clear attempt to score that:

- Goes into the net regardless of intent.
- Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or is stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).
- Goes over or wide of the goal without making contact with another player.
- Would have gone over or wide of the goal but for being stopped by a goalkeeper's save or by an outfield player.
- Directly hits the frame of the goal and a goal is not scored.

Blocked shots are not counted as shots.

6.1. 29.3. Shots on goal - any goal attempt that:

- Goes into the net regardless of intent.
- Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or is stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).

Shots directly hitting the frame of the goal are not counted as shots on target, unless the ball goes in and is awarded as a goal.

Shots blocked by another player, who is not the last-man, are not counted as shots on target.

6.1. 29.4. Goal Assist

The final touch (pass or any other touch) leading to the recipient of the ball scoring a goal. If the final touch (as defined in bold) is deflected by an opposition player, the initiator is only given a goal assist if the receiving player was likely to receive the ball without the deflection having taken place. Own goals, directly taken free kicks, direct corner goals and penalties do not get an assist awarded.

6.1. 29.5. Tackle

A tackle is defined as where a player connects with the ball in a ground challenge where he successfully takes the ball away from the player in possession.

The tackled player must clearly be in possession of the ball before the tackle is made.

- A tackle won is deemed to be where the tackler or one of his team-mates regains possession as a result of the challenge, or that the ball goes out of play and is "safe".
- A tackle lost is where a tackle is made but the ball goes to an opposition player.

Both are deemed as successful tackles however, the outcome of the tackle (won or lost) is different based on where the ball goes after the tackle.

It is not a tackle, when a player cuts out a pass by any means.

6.2. Tennis

6.2.1. In case of a retirement and walk over of any player all undecided bets are considered void.

6.2.2. In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.

6.2.3. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

6.2.4. In case the match is finished before certain points/games are finished, all affected point/game related markets are considered void.

6.2.5. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.2.6. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.2.7. If a player retires all undecided markets are considered void.

6.2.8. If a match is decided by a Match tie-break then it will be considered to be the 3rd set

6.2.9. Every tie-break or Match tie-break counts as 1 game

6.3. Basketball

6.3.1. Markets do not consider overtime unless otherwise stated.

6.3.2. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.3.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.3.4. In the event where a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

6.3.5. If a match ends before the Xth is reached, this market is considered void (cancelled). Who scores Xth point? (incl. ot), Which team will win the race to x points? (incl. OT).

6.3.6. Market (Will there be overtime?) be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether overtime is played.

6.4. American Football

6.4.1. In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.

6.4.2. Markets do not consider overtime unless otherwise stated.

6.4.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.4.4. If odds were offered with an incorrect match time (more than 89 seconds), we reserve the right to void betting.

6.4.5. If a wrong score is displayed we reserve the right to void betting for this timeframe

6.4.6. In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

6.4.7. If the teams are displayed incorrectly, we reserve the right to void betting

6.4.8. All offered players are considered as runners.

6.4.9. If no further touchdown is scored, the market (Next touchdown scorer (incl. overtime)) will be voided.

6.4.10. Players which are not listed are considered as "Competitor1 other player" or "Competitor2 other player" for settlement purposes. Note this does not include players which are listed without an active price.

6.4.11. Players of the Defense- or Special team are considered as "Competitor1 d/st player" or "Competitor2 d/st player" for settlement purposes, even if the player is listed as dedicated outcome.

6.4.12. Market will be settled based on TV insert and statistics provided by official associations unless there is clear evidence that statistics are not correct.

6.5. Ice Hockey

6.5.1. All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.

6.5.2. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout

6.5.3. If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.

6.5.4. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.5.5. If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.

6.6. Baseball

6.6.1. If an inning ends before the Xth point is reached (incl. extra innings), this market (Which team wins race to x points?, Who scores the Xth point (incl. ot)) is considered void (cancelled).

6.6.2. Market (When will the match be decided?) will be settled as "Any extra inning" if at the end of regular time (After a full 9 Innings) the match finishes in a draw, regardless of whether overtime (Extra innings) is played

6.6.3. Market (Will there be overtime?) will be settled as "Yes" if at the end of regular time (After full 9 Innings) the match finishes in a draw, regardless of whether overtime (Extra innings) is played

6.6.4. Possible extra innings are not considered in any market unless otherwise stated.

6.6.5. All markets will be cleared according to the final result after 9 innings (8 1/2 innings if home team is leading at this point)

6.6.6. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void.

6.6.7. If markets remain open with an incorrect score or incorrect match status which has a significant impact on the prices, we reserve the right to void betting.

6.7. Handball

6.7.1. If a match ends before the Xth is reached, this market (Who scores Xth point? (incl. ot)) is considered void (cancelled)

6.7.2. If a match ends before the Xth is reached, this market (Which team will win race to x points? (incl. ot)) is considered void (cancelled).

6.7.3. All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.

6.7.4. If the match goes to a 7-metre shootout; the markets “Who scores Xth point?” and “Which team will win race to X points?” will be voided.

6.7.5. If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.

6.7.6. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.8. Volleyball

6.8.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

6.8.2. In the case of a match not being finished all undecided markets are considered void.

6.8.3. Golden set is not considered in any of the mentioned markets

6.8.4. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.8.5. Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.9. Beach Volleyball

6.9.1. if a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

6.9.2. In the case of a match not being finished all undecided markets are considered void.

6.9.3. Golden set is not considered in any of the mentioned markets

6.9.4. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.9.5. If a team retires all undecided markets are considered void.

6.9.6. Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.10. Futsal

6.10.1. All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

6.10.2. If a match is interrupted and continued within 48h after initial kick-off date, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

6.10.3. If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

6.10.4. If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

6.10.5. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.10.6 If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

6.10.7. If the team names or category are displayed incorrectly, we reserve the right to void betting.

6.11. Badminton

6.11.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in [Nth] set) is considered void (cancelled)

6.11.2. In the case of a match not being finished, all undecided markets are considered void.

6.11.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.11.4. If a team retires all undecided markets are considered void.

6.11.5. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.11.6. Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.12. Rugby Union and Rugby League

6.12.1. All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

6.12.2. Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

6.12.3. If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

6.12.4. If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

6.12.5. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.12.6. If the team names or category are displayed incorrectly, we reserve the right to void betting.

6.13. Rugby Sevens

6.13.1. All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

6.13.2. Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death

6.13.3. If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

6.13.4. If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

6.13.5. If odds were offered with an incorrect match time (more than 1 minute), we reserve the right to void betting.¹

6.13.6. If the team names or categories are displayed incorrectly, we reserve the right to void betting.

6.14. Darts

6.14.1. In the case of a match not being finished all undecided markets are considered void.

6.14.2. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.14.3. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.14.4. If a match is not completed all undecided markets are considered void.

6.14.5. Bullseye counts as red check out colour.

6.15. Snooker

6.15.1. In the case of a retirement of a player or disqualification all undecided markets are considered void.

6.15.2. In case of a re-rack settlement stays if the outcome was determined before the re-rack

6.15.3. No fouls or free balls are considered for settlement of any Potted- Colour market

6.15.4. In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined

6.15.5. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.15.6. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.15.7. If a match is not completed all undecided markets are considered void.

6.16. Table Tennis

6.16.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled).

6.16.2. In the case of a match not being finished all undecided markets are considered void.

6.16.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.16.4. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.16.5. If a player retires all undecided markets are considered void.

6.16.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.17. Bowls

6.17.1. If a set ends before the Xth point is reached, this market (Xth set - which team wins race to x points, Xth set - which team scores Xth point) is considered void (cancelled)

6.17.2. In case of a retirement and walk over of any player all undecided bets are considered void.

6.17.3. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.17.4. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.18. Cricket

6.18.1. Match Betting

Description: Who will win the match?

Rules: All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result.

If there is no official result, all bets will be void.

In the case of a tie, if the official competition rules do not determine a winner then deadheat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.

In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers.

If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.

If a match is cancelled then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.

6.18.2. Double Chance

Description: Will the match result be either of the three options given?

Rules: A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules.

If there is no official result, all bets will be void.

6.18.3. Match Betting: Draw No Bet

Description: Who will win the match given that all bets will be void if the match is a draw?

Rules: A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

6.18.4. Tied Match

Description: Will the match be tied?

Rules: All bets will be settled according to the official result. If the match is abandoned or there is no official result, all bets will be void. For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

6.18.5. Most Fours

Description: Which team will hit the most fours?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

In First Class games, only first innings fours will count.

6.18.6. Most Sixes

Description: Which team will hit the most sixes?

Rules: In limited overs matches, bets will be void if it was not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.

Sixes scored in a super over do not count.

In First Class games, only first innings sixes will count.

6.18.7. Most Extras

Description: Which team will have the most extras added to their batting score?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

Extras in a super over do not count.

In First Class games, only first innings extras will count.

6.18.8. Most Run Outs Conceded

Description: Which team will concede the most run outs in the match?

Rules: A run out “conceded” means that a member of that team will be run out while batting.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Run Outs in a super over do not count.

In First Class games, only first innings run outs will count.

6.18.9. Highest First Over

Description: Which team will score the most runs in the first over of their innings?

Rules: The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined before the reduction.

In First Class matches the market refers only to each team's first innings.

Extras and penalty runs in the particular over count towards settlement.

6.18.10. Most Runs in Groups of Overs

Description: Which team will score the most runs after the first specified number overs of their innings?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the specified overs have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In First Class matches the market refers only to each team's first innings.

6.18.11. Highest First Partnership

Description: Which team will score the most runs before losing their first wicket?

Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if the innings have been reduced due to external factors, including bad weather, unless settlement has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

In First Class matches the market refers only to each team's first innings.

6.18.12. Match Markets Match Fours

Description: How many fours will be in hit in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

6.18.13. Match Sixes

Description: How many sixes will be hit in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

Sixes scored in a super over do not count.

6.18.14. Match Extras

Description: How many extras will be scored in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

Extras in a super over do not count.

6.18.15. Match Run Outs

Description: How many run outs will there be in the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Run outs in a super over do not count.

Maximum Over in Match Description: How many runs will be scored in the highest scoring over of the match?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

All runs, including extras, count towards settlement.

Super overs do not count.

6.18.16. Match Top Batsman

Description: Which batsman will score the most runs in the match?

Rules: The result of this market is determined on the batsman with the highest individual score in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

Top batsmen bets for First Class matches apply only to the first innings of each team and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand.

If a substitute (concussion, or otherwise) not named in the original XI scores the highest individual score in the team's innings, bets on the market will be void.

When two or more players score the same number of runs, dead-heat rules will apply. Runs scored in a super over do not count.

6.18.17. Match Top Bowler

Description: Which bowler will take the most wickets in the match?

Rules: The result of this market is determined on the bowler with the most wickets in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

If a substitute (concussion, or otherwise) not named in the original XI takes the most wickets, bets on the market will be void.

If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

If no bowlers take a wicket in an innings then all bets will be void.

6.18.18. Man of the Match

Description: Who will be named man of the match?

Rules: Bets will be settled on the officially declared man of the match. Dead-heat rules apply.

If no man of the match is officially declared then all bets will be void.

6.18.19. Delivery Markets Runs off Delivery

Description: How many runs will be scored off the specified delivery?

Rules: The result will be determined by the number of runs added to the team total, off the specified delivery.

For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.

If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.

All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

6.18.20. Exact Runs off Delivery

Description: Exactly how many runs will be scored off the specified delivery?

Rules: As "Runs off Delivery".

6.18.21. Over Markets Runs in Over

Description: How many runs will be scored in the specified over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

Extras and penalty runs in the particular over count towards settlement.

6.18.22. Boundary in Over

Description: Will there be a boundary scored in the specified over?

Rules: As "Runs in Over". Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

6.18.23. Wicket in Over Description: Will a wicket fall in the specified over?

Rules: As "Runs in Over".

For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

6.18.24. Over Odd/Even

Description: Will the number of runs scored in the specified over be odd or even?

Rules: As "Runs in Over". Zero will be deemed to be an even number.

6.18.25. Group Markets Runs in Groups of Overs

Description: How many runs will be scored in the specified number of overs?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction.

6.18.26. Wickets in Groups of Overs

Description: How many wickets will fall in the specified number of overs?

Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined.

For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

6.18.27. Runs in Session

Description: How many runs will be scored in the specified session?

Rules: The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them.

If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

6.18.28. Innings Markets Innings Runs

Description: How many runs will a team score in a specified innings?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.

In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60

overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

6.18.29. Innings Wickets

Description: How many wickets will the batting team lose in the current innings?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Retired hurt does not count as a dismissal.

6.18.30. Innings Fours

Description: How many fours will the batting team hit in their current innings?

Rules: Same as Most Fours.

6.18.31. Innings Sixes

Description: How many sixes will the batting team hit in their current innings?

Rules: Same as Most Sixes.

6.18.32. Innings Extras

Description: How many extras will be added to the named team's batting innings?

Rules: Same as Most Extras.

6.18.33. Innings Run Outs

Description: How many run outs will be conceded in the innings?

Rules: Same as Most Extras.

6.18.34. Maximum Over in Innings

Description: How many runs will be scored off the highest scoring over of the current innings?

Rules: Same as Maximum Over in Match

6.18.35. Innings Runs, Odd or Even?

Description: Will the total innings runs be odd or even?

Rules: If the innings is abandoned, forfeited or there is no official result, all bets will be void.

6.18.36. Innings to finish with a Boundary

Description: Will the last ball of the innings be a boundary?

Rules: Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary.

Overthrows, all run fours and extras do not count as boundaries.

In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. If the match is abandoned or there is no official result, all bets will be void.

6.18.37. Exact Runs in Innings

Description: How many runs exactly will the team batting in the final innings score?

Rules: Bets will be settled according to the official result.

In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

If the match is abandoned or there is no official result, all bets will be void.

6.18.38. Top Batsman in Innings

Description: Which batsman will score the most runs for the named team?

Rules: The result of this market is determined on the batsman with the highest individual score in a team's innings.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand.

If a substitute (concussion, or otherwise) not named in the original XI scores the highest individual score in the team's innings, bets on the market will be void.

When two or more players score the same number of runs, in the innings dead-heat rules will apply.

Runs scored in a super over do not count.

6.18.39. Top Bowler in Innings

Description: Which bowler will take the most wickets for the named team?

Rules: The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

If a substitute (concussion, or otherwise) not named in the original XI takes the most wickets, bets on the market will be void.

If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

If no bowlers take a wicket in an innings then all bets will be void.

6.18.40. Last Man Standing

Description: Which batsman will be not out upon completion of the innings?

Rules: If there are two or more batsmen who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batsman to face a delivery (legal or not).

Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void.

In limited overs matches, bets will be void if, after placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

6.18.41. Batsmen Markets Batsman Runs

Description: How many runs will the named batsman score?

Rules: If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.

If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

Runs scored in a super over do not count.

6.18.42. Combined Batsman Runs

Description: How many total runs will the named batsmen score?

Rules: As "Batsman Runs", and if any of the named batsmen do not bat, the bet will be void, unless settlement of the bet has already been determined or goes on to be determined.

6.18.43. Batsman Fours

Description: How many fours will the named batsman hit?

Rules: If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.

If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has

been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

Fours scored in a super over do not count.

6.18.44. Batsman Sixes

Description: How many sixes will the named batsman hit?

Rules: If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.

If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

Sixes scored in a super over do not count.

6.18.45. Batsman Milestones

Description: Will the named batsman reach the specified milestone?

Rules: As “Batsman Runs”. Method of Dismissal Description: How will the named batsman be out?

Rules: If the specified batsman is not out, all bets will be void. If the specified batsman retires, and does not return to bat later, all bets will be void. If that batsman does return to bat later and is out, bets will stand.

6.18.46. Partnership Markets Fall of Next Wicket

Description: How many runs will the batting team have scored when the next wicket falls?

Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed.

For settlement purposes, a batsman retiring hurt does not count as a wicket.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

6.18.47. Next Man Out

Description: Which batsman will be the next to be dismissed?

Rules: If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void. If no more wickets fall, all bets will be void.

6.18.48. Batsman Match Bet

Description: Which batsman in the current partnership will score the most runs in this innings?

Rules: Bets will settle based on the official scores for the specified batsmen in the innings, as detailed in the "Batsman Runs" section above.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

6.18.49. Method of Next Wicket Dismissal

Description: How will the next batsman be out?

Rules: The result will be determined by the dismissal method of the next wicket that falls. A batsman retiring hurt does not count as a wicket. If a batsman is retired out, all bets will be void.

If the specified wicket does not fall, all bets will be void.

6.18.50. Player Markets Batsman Matchbet

Description: Which of the named players will score the most runs?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both players must be named in the starting XI, or appear as a substitute. If either does not, then subsequently bat all bets are still settled.

Runs scored in a super over do not count.

6.18.51. Bowler Matchbet

Description: Which of the named players will take the most wickets?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bowl all bets are still settled.

Wickets taken in a super over do not count.

6.18.52. All-Rounder Matchbet

Description: Which of the named players will score the most points in the player performance scoring system?

Rules: Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both players must be named in the starting XI, or appear as a substitute. If either player does not then subsequently bat or bowl then all bets are still settled.

Points scored in a super over do not count.

6.18.53. Keeper Matchbet

Description: Which of the named wicket keepers score more points in the player performance scoring system?

Rules: Points are scored as above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Both named players must start the match as a wicket keeper, or appear as a substitute, but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.

Points scored in a super over do not count.

6.18.54. Pop Up Markets Free Hit

Description: How many team runs will be scored off the free hit delivery?

Rules: The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count.

Extras and penalty runs will count towards settlement.

For example, if a wide is bowled on the free hit delivery specified, the result will be 1. Then another free hit market may be offered.

6.18.55. Race to 'X' Runs

Description: Which batsman will reach the specified number of runs first?

Rules: All bets stand, regardless of any curtailment.

If neither batsman reaches the specified number of runs the markets will be settled as 'Neither'.

6.18.56. Next to Hit Six

Description: Which batsman will hit the next six?

Rules: All bets stand, regardless of any curtailment. If neither batsman scores a six after the bet is offered, then the market will be settled as 'Neither'.

Overthrows and extras do not count.

6.18.57. Next to Take a Wicket

Description: Which bowler will take the next wicket in this innings?

Rules: All bets stand, regardless of any curtailment. If none of the named bowlers take a wicket the market will be settled as 'None of the above'.

For settlement purposes, a batsman retiring hurt does not count as a wicket. Run outs, timed out, retired out and any other method of dismissal not awarded to a particular bowler will be settled as 'None of the above'.

6.18.58. Winning Over

Description: In which over of the named team's innings will the match be completed?

Rules: All bets will be void if there is no official result.

In limited overs matches, all bets will be void if, after placing the bet, the maximum overs possible are reduced in any way.

6.18.59. One-sided Markets Both Teams to Score 'X' Runs

Description: Will both teams score the specified number of runs?

Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled in both innings at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

6.18.60. Either Batsman Method of Dismissal

Description: Will either of the named batsmen be dismissed in the specified method?

Rules: All bets will settle, regardless of either batsman remains not out, or retired hurt, at the end of the innings.

6.18.61. Both Batsmen Method of Dismissal

Description: Will both named batsmen be dismissed in the specified method?

Rules: As "Either Batsman Method of Dismissal".

6.18.62. Runs off Consecutive Deliveries

Description: How many runs will be scored off each of the specified deliveries?

Rules: As “Runs off Delivery” except the specified number of runs must be scored off both named deliveries.

6.18.63. Wicket off Delivery

Description: Will a wicket fall in the specified delivery?

Rules: The specified delivery must be completed for bets to stand.

For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

6.18.64. Both Batsmen to Score ‘X’ Runs in Over

Description: Will both batsmen score the specified number of runs in the over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

If the over does not commence for any reason, all bets will be void.

Runs must be scored off the bat to count towards settlement.

Bets will settle regardless of either of the specified batsmen are dismissed or retired hurt before the over commences.

6.18.65. Both Batsmen to Score a Boundary in Over

Description: Will both batsmen score a boundary in the over?

Rules: As “Both Batsmen to Score ‘X’ Runs in Over”. Both fours and sixes count as boundaries. Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

6.18.66. Both a Four and a Six to be Scored in an Over

Description: Will both a four and a six be scored in the over?

Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void.

Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

6.18.67. Batsman and Bowler Combo Milestones

Description: Will the named batsman and the named bowler reach their specified milestones?

Rules: For batsman – same as “Batsman Runs”. In first class games, only runs scored in the first innings will count. If a batsman is not in the starting XI, or substituted in, bets will be void.

For bowler – if a bowler does not bowl, they will be deemed to have taken 0 wickets. If a bowler is not in the starting XI, or substituted in, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed. In First Class games, only first innings wickets will count and runs. Wickets and runs scored in a super over do not count.

6.18.68. Batsmen Combo Milestones

Description: Will both the batsmen reach their specified milestones?

Rules: Same as "Combined Batsman Runs".

6.18.69. Notes for all Markets

Players sent off/retired out A player being sent off is viewed as retired out, so will be settled as a wicket.

Concussion substitutions When a player leaves the field as a concussion substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a concussion substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match.

Penalty runs after the conclusion of an innings Penalty runs added to a team's total after the start of the other team's innings will not count towards settlement of markets in the previous innings.

6.18.70. Player Performances

Description: choose whether a player will score more or less than a certain score - based on Fantasy-style points.

Rules: Players score 1 point per run, 20 points per wicket, 10 points per catch, and 25 points per stumping.

6.19. Squash

6.19.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

6.19.2. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.19.3. If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.19.4. If a player retires, forfeits the match or is disqualified all undecided markets are considered void

6.19.5. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.19.6. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

6.20. Aussie Rules

6.20.1. All markets exclude overtime unless otherwise stated

6.20.2. Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

6.20.3. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

6.20.4. If the team names or category are displayed incorrectly, we reserve the right to void betting

6.21. Counter-Strike: Global Offensive

6.21.1. If no bomb is planted, market ([mapNr!] Map [roundNr!] Round - Bomb defused) will be considered void

6.21.2. Markets do not consider overtime unless otherwise stated.

6.21.3. Markets will be settled based on officially published results.

6.21.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.21.5. In case of a walkover or retirement, all undecided markets are void.

6.21.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.21.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

6.22. Dota 2

6.22.1. Xth map – 1st aegis: Settlement is determined by the team which picks up the Aegis of the Immortal, and not who slays Roshan

6.22.2. Xth map – 1st tower and Xth map – 1st barracks: For settlement purposes every method of tower destruction will be taken into account (Opponent & Creep destroy; destroy by Deny)

6.22.3. Markets will be settled based on officially published results.

6.22.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.22.5. In case of a walkover or retirement, all undecided markets are void.

6.22.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.22.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

6.23. League of Legends

6.23.1. Xth map – 1st inhibitor and Xth map – 1st tower: For settlement purposes every method of destruction will be taken into account

6.23.2. Markets do not consider overtime unless otherwise stated.

6.23.3. Markets will be settled based on officially published results.

6.23.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.23.5. In case of a walkover or retirement, all undecided markets are void.

6.23.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.23.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

6.26. Formula1

6.26.1. All race bets are settled on the official FIA classification at the time of the podium presentation, with subsequent disqualifications/penalties disregarded.

6.26.2. All drivers who complete 90% of the race laps are deemed as classified finishers in line with the official FIA classification. However, all drivers are given a ranking, and for the purpose of head to head betting this ranking shall apply.

7. Virtual Sports

7.1. Virtual Football

7.1.1. The Virtual Football Modes provide 24/7/365 real money betting experience on virtual football. Competitions are generated continuously, and bets can be placed at any time, even within a season.

7.1.2. Game structure

Each mode has a different tournament structure:

Virtual Football League Mode VFLM:

- 16 Teams
- Home & away matches
- 30 match days
- 8 concurrent matches per match day
- 240 matches per season Group Stage

Virtual Football World Cup VFWC:

- 32 Teams (8 groups of 4 teams per group)
- 12 match day chunks (3 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 48 matches per group stage
- Knock-Out-Stage
- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);
- 2 concurrent matches (Semi Finals; Final & 3rd Place)

- 16 matches per knock-out-stage.

7.2. Virtual Basketball

7.2.1. The VBL provides 24/7/365 real money betting experience on virtual basketball. The league consists of 16 teams and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time – even within a season.

7.2.2. Season Details.

For the online version one season lasts 106:30 minutes in total, separated into a 'Pre-League' period, a 'Match Day Loop', and a 'Post league' period. The 'Pre-League' period runs prior to the start of a season and lasts 60 seconds. All match days are summarized as the 'Match Day Loop' period with a total duration of 105:00 minutes. At the end of every season there is a 30 second 'Post Season' period.

7.2.3. Betting on a VBL match is allowed up to 10 seconds before tip-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Match Day' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section.

7.3. Virtual horses.

7.3.1. The VHK provides 24/7/365 real money betting experience on virtual horse races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on all future races of the current race days at any time.

7.3.2. Races are generated continuously - a new one will be started as soon as the current one has finished. Betting is possible in the next 10 upcoming races.:

- 2 minutes total event cycle
- 40 seconds betting phase,
- 65 seconds event phase,
- 15 seconds results phase
- 2 grass and 1 dirt track with a 1000m race randomly scheduled
- 8, 10, 12, 14 runners randomly assigned

7.3.3. Markets

- Win - select the runner which will finish first
- Place - select the runner which will finish either 1st, and 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners)
- Forecast (Correct Order) - select the runners that will finish 1st and 2nd in the correct order (exacta)
- Forecast (Any Order) - select the runners that will finish 1st and 2nd in any order (quinella)
- Tricast (Correct Order) - select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta)
- Tricast (Any Order) - select the runners that will finish 1st, 2nd and 3rd in any order (trio)

7.4. Virtual Dogs

7.4.1. The VDK provides 24/7/365 real money betting experience on virtual dog races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on the ten future races at any time.

7.4.2. Game information. Races are generated continuously - a new one will be started as soon as the current one has finished.

- 2-minute total event cycle
- 37 seconds or 67 seconds betting phase,
- 38 seconds or 68 seconds event phase,
- 15 seconds' results phase
- night and day track with distance 360m and 720m randomly scheduled
- 6 or 8 runners randomly assigned

7.4.3. Markets

- Win - select the runner which will finish first
- Place - select the runner which will finish either 1st, and 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners)
- Forecast (Correct Order) - select the runners that will finish 1st and 2nd in the correct order (exacta)
- Forecast (Any Order) - select the runners that will finish 1st and 2nd in any order (quinella)
- Tricast (Correct Order) - select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta)
- Tricast (Any Order) - select the runners that will finish 1st, 2nd and 3rd in any order (trio)

8. Bonuses

8.1. Comboboost

8.1.1.

Selections	Multiplier
2	1.01
3	1.02
4	1.04
5	1.05
6	1.07
7	1.1

8	1.15
9	1.17
10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85
20	2

8.1.2. The final bonus amount calculation is based on the final odds of the Combo once all outcomes are settled.

8.1.3. Cashed Out bets are not eligible to have a Combo boost.

8.1.4. The operator reserves the right to amend, cancel, reclaim or refuse any promotion at its own discretion.

8.1.5. Combo boost is only available on selections with odds of 1.50 or above.

8.2. Bet refund, freemoney, no risk bet.

8.2.1. Bet refund - player get just a winning part of the bet. For example, freebet 5 on odd 3.5 player get on account $5 \times 3.5 - 5 = 12.5$

8.2.2. Freemoney - player gets a stake and winning a part on the account. For example, freebet 5 on the odd 3.5 the player get on account $5 \times 3.5 = 17.50$

8.2.3. No risk bet - usual bet, but if player loses he get back his money on account

Type of Freebet	Refund or Voided	Half Lost	Half Win
Bet refund	count as a lost bet	count as a lost bet	as a usual bet, but without the stake

$$(2.5 \times 3.5 + 2.5 \times 1) - 5 = 6.25$$

Free Money the player gets stake amount on his account as a usual bet as a usual bet

No Risk Bet as a usual bet the player gets stake amount on his account as a usual bet

9. Betby Games Rules

9.1. General Rules.

9.1.1. Sportsbook platform reserves the right to cancel any bet made on obviously “bad” odds, switched odds or a bet made after an event has started or match was affected by obvious technical problems.

9.1.2. All bets will be settled, when the outcome of the market is decided.

9.2. FIFA

9.2.1. Match duration – 2x6 minutes. This includes injury time but does not include extra time or penalty shootouts.

9.2.2. All Markets will be settled as set out in the General Market Rules.

9.3. NBA 2K

9.3.1. Match duration – 4x6 minutes. This includes overtime.

9.3.2. All Markets will be settled as set out in the General and Basketball Market Rules.

9.4. eTennis

9.4.1. The winner of the match is the first player to win 2 sets.

9.4.2. Player must win 3 games to win a set. If the score is tied at 2-2, then a player can win 4-2, or if players are still tied at 3-3 then the set is decided by a tie-break.

9.4.3. The winner of the tie-break is the first player to win 5 points with a minimum 2 points difference. If the score is tied at 5-5, the player can win 7-5, 8-6, 9-7, etc.

9.5. Rocket League

9.5.1. Match duration – 5 minutes. This doesn't include overtime.

9.5.2. All Markets will be settled as set out in the General Market Rules.

9.6. eFighting

9.6.1. The winner of the match is the character who wins the fight.

9.6.2. Explanation of eFighting market terms.

Health Bar - Each character has 2 Health Bars. The second bar is active only after the first is completely spent.

First damage – first successful attack.

Clash – Situation in the fight, when both characters challenge each other on special occasions. to increase hit points. Both fighters can win the clash, but there can also be a draw.

Supermove – Special move for each character, that occurs very rarely.

9.6.3. All markets will be settled according to the definitions above.

8.3. CVs of the key executives

Jae Hong Kim

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Education

KAIST, Graduate School of Management

Seoul, Korea

Techno-MBA/Business College

Mar.2004 ~ feb.2006

GPA 3.75/4.3

Relevant Coursework: Strategic Management, Strategic Marketing, Corporate Finance

University of Nevada Las Vegas

Las Vegas, NV

M.S / Hotel Administration

Sep, 1999 ~ Dec.2001

GPA 3.6 / 4.3

M.S Thesis: Comparative analysis of Casino Operations on the Strip and in Atlantic City

Kyung Hee University

Suwon, Korea

BS / Nuclear Engineering

Mar.1992 ~ feb.1999

Work Experience

Netmarble

Seoul, Korea

Director, S2 Business Division

Sep.2019 ~ Current

- Managing S2 Business Division, which include sports betting business, corporate marketing and web portal business.

Chainplus

Seoul, Korea

CEO / Founder

Dec.2018 ~ Sep.2019

- Operating sports betting business, based on blockchain.
- Issuing and marketing the coin, based on the ERC-20

Futureplus

Seoul, Korea

CEO / Founder

Oct.2011 ~ Jan.2018

- Managing and operating prediction games, poker and other games

NHN

Bundang, Korea

Director, Web-board Business Games

Apr.2007 ~ Sep.2011

- Managing web-board games, such as poker, go-stop games, TETRIS and Baduk Game
- Achieved \$2 billion accumulated revenue during my job as a director

Lotte Hotel Paradise Casino, Jeju

Jeju, Korea

Audit, Business Planning Team

Apr.2022 ~ Feb.2004

- Audit the flow of chips and cash within the casino
- Evaluating the comp rating system, based on the customer's play history

JIN KU YOU

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102-dong 1404-ho, 350-12, Hoesan-daero,
Gwangju-si, Gyeonggi-do, South Korea

PHONE: +82 (0)10 4445 0679

EMAIL: dingu79@gmail.com

PROFESSIONAL SUMMARY

Build a business & MKT strategy, design a game system.

WORK EXPERIENCE

11/2019 - 07/2021

System Planner, Zempot, Seoul Korea

Responsibilities:

- Design a system in web service
- Management for web services as project manager.

09/2015 – 08/2018

Strategy planner, Virtual Reality Startup, Seoul Korea

Responsibilities:

- Investment strategy establishment.
- Business management such as accounting, HR, etc.

05/2008 – 10/2014

Strategy planner, NHN, Gyeonggi-do Korea

Responsibilities:

- Design a mobile game system
- Design a IGA(In-Game Advertisement) system and PC café billing system.
- B2B(Business to business) strategy establishment

05/2003 – 04/2008

Account Executive, Advertising Agency, Seoul Korea

Responsibilities:

- Planning Advertising campaign and Marketing Strategy

EDUCATION

1996 – 2003

Advertisement & Public Relation, Hanyang University (Korea)

ADDITIONAL SKILLS

Microsoft Office Powerpoint, Excel, Word

BONG SU LEE

ADDRESS:

102-dong 705-ho, 390, Hanui-ro,
Dongan-gu Anyang-si, Gyeonggi-do, South Korea

EMAIL: Eugene.lee@gmail.com

PROFESSIONAL SUMMARY

Server&Platform Engineer

WORK EXPERIENCE

10/2016 - 11/2021

Server Team Leader, XL Games, Gyeonggi-do Korea

Responsibilities:

- Develop and Maintenance Server for MMORPG, "Archiage"
- Design a MMORPG Server System

04/2014 – 09/2016

Technical Director, Gamevill, Seoul Korea

Responsibilities:

- Design a MMORPG Server System
- Build a Test Environment of MMORPG

08/2010 – 03/20014

Chief of platform division, Flap Soft, Seoul Korea

Responsibilities:

- Programming and designing of MMORPG
- Design a Billing System

03/2004 – 07/2010

Server Engineer, SK Communications, Seoul Korea

Responsibilities:

- Develop and Maintenance Server for Online Messenger
- Design a Nonstop Server for 4 years

ADDITIONAL SKILLS

Python, Node.js, ASP, .NET

JEONG PHILL OH

ADDRESS:

103-2405, 300, Gwanggyohosugongwon-ro,
Yeongtong-gu, Suwon-si, Gyeonggi-do,
South Korea

PHONE: +82 (0)10 2709 3828

EMAIL: oswpapa@naver.com

PROFESSIONAL SUMMARY

Art director and creative director of game production

WORK EXPERIENCE

08/2014 - 12/2021

Art Director, HNC Games Inc., Seoul Korea

Responsibilities:

- Social Casino, Online Casino Product Manager
- UI/UX, Brand Design Art Directing

04/2002 – 08/2014

Art Director, NHN Corp., Gyeonggi-do Korea

Responsibilities:

- Head of Game portal UI/UX Design
- Head of Online Marketing, BTL Marketing Design
- Member of NHN Design Strategy Committee

EDUCATION

1992 – 1998

Bachelor of visual communication Design, Chung-ang University(Korea)

ADDITIONAL SKILLS

Graphics : Adobe Photoshop, Illustration, After Effect, Premere Pro

Web Design : Html, CSS, JS

UA Marketing, Affiliate Marketing Operation Design