

Golden Race Game Rules

Horses

1. General description

Frequency: This is a scheduled game, so the video action of the race will start in pre-defined time periods (determined by a countdown) in which the user shall place the bets before the display of the “no more bets” screen (ten seconds before the beginning of the event).

Minimum and Maximum bet: The platform has a Minimum and Maximum bet amount. These amounts will be shown if the Stake entered is less than the Minimum required or more than the Maximum permitted.

Single bets: This is to place a bet on a single event selection. If the result is successful, the prize will be the result of multiplying the stake by the Odds.

Multiple bets: Also known as an accumulator. This allows the user to combine 2 or more selections of different events into a single bet and the odds of the selections are multiplied together to produce a single price. For the bet to win all selections must win.

System bets: All combinations of single and multiple bets are automatically generated for the user depending on the number of selections of different events chosen. For example if 3 selections (a, b and c) were chosen the system bets generated would be 7 separate bets: 3 x Singles (a, b and c), 3 x Doubles (a and b, a and c, b and c) and 1 x treble (where all selections a, b and c must win). The user can then choose which of these options to bet on and the stake. It's not necessary for all selections to win in a system. Odds for multiple bets are calculated by multiplying the odds of the selections together, the same way as Multiple Bets above.

Maximum payout: The platform has a Maximum payout amount. This amount will be shown if the payout of the selection exceeds the Maximum permitted.

Odds: This game offers Odds in the following formats: Decimal, *Fractional, American, Hong Kong and Indo.

*The fractional odds are rounded down to the integer part (e.g. 33.4 will be 32/1) in the representation of the odds, however the calculation of the win will be paid on the basis of the decimal odds. You can switch to a decimal view to see the exact odds.

2. Game description

Horses 6-8-10 or 12 are horse racing betting games based on pre-recorded videos. 6-8-10 or 12 horses are picked from a pool. The first, second, third and fourth ranking positions are determined by the system, and bets can be placed on markets depending on that information.

3. Game rules

The number of horses are 6-8-10 or 12 depending on the selected game.

The first, second, third and fourth positions are determined by the system using an RNG and the rating of the horses.

4. How to place a bet?

Select a betting market using the game dedicated menu.

For each selection, a short description and the corresponding odds are visible. Pick one of the offered markets.

The bet slip will be enabled once the user makes a selection. Enter the bet amount in the bet slip using the fields next to the combination description.

It's possible to remove a selection at any moment by pressing the (X), (Recycle Bin) or (Clear all) button.

The "Stake mode" can be selected:

Stake per bet: the amount is multiplied by the number of selections in the combination.

Split stake: the amount is divided by the number of selections in the combination.

Before confirming the bets, the users can add more bets by pressing on each of the markets or select "Add more bets".

Press the "Place bet" button to register the ticket. A confirmation message pops up, to confirm that the ticket has been registered.

5. How to see the results?

Select the tab "Bet History" of the dedicated game menu.

Select a ticket.

The ticket results are displayed as a list.

6. Game sequence

The game sequence is composed of the following parts:

Preamble: Betting markets and stats are available in this phase, during this stage it is possible to place bets.

No more bets: An animated graphic displays a message that no more bets on the race will be accepted.

Event: A video of the event is shown. The positions are displayed and updated in real time.

Results: The results of the race are displayed.

7. Betting opportunities

Win (W): The selected horse will win the race.

Place §: The selected horse will finish first or second in the race.

Show (S): The selected horse will finish first, second or third in the race.

Second Place: The selected horse will finish in second position. Available for Horses 10 & 12.

Third Place: The selected horse will finish in third position. Available for Horses 10 & 12.

Fourth Place or Worse: The selected horse will NOT finish in first, second or third position. Available for Horses 10 & 12.

Exacta: The two selected horses will finish in the first two places (in exact order).

Quinella: The two selected horses will finish in the first two places (in any order).

Trifecta: The three selected horses will finish in the first three places (in exact order). The users will be shown the possibilities for the positions they chose to select within the trifecta market.

Three in Any Order: The three selected horses will finish in the first three places (in any order). Available for Horses 10 & 12.

Four in Any Order: The four selected horses will finish in the first four places (in any order). Available for Horses 10 & 12.

Even/Odd (E)/ (O): Predict if the number of the winning horse will be odd or even. Available for Horses 6 & 8.

Over/Under (O)/ (U): Predict if the number of the winning horse will be over or under 3.5. Available for Horses 6 & 8.

8. Glossary

RTP: The RTP percentage is a measure of the percentage of stakes a game returns to players.

Odds: Numerical expression determined by the operator, which is multiplied by the amount of the player's stake to calculate the winnings.

Stake: Amount of money you bet.

9. Special Cases

Cancellations

The bets, tickets and draws can be cancelled due to:

Technical failures: Internet connection problems, system failure...

In these cases, the related bets are marked as void and the tickets are refunded in full.

*All malfunctions void all pays.

Betting limits

The game limits (max bet, min bet, max payout) are subject to the platform's limit.

The game limits can be lower than the limits of the platform.

*Some markets may be blocked (in gray in the playslip/game interface) and the odds shown for those bets are fictitious.

Greyhound Racing

1. General description

Frequency: This is a scheduled game, so the video action of the race will start in pre-defined time periods (determined by a countdown) in which the user shall place the bets before the display of the “no more bets” screen (ten seconds before the beginning of the event).

Minimum and Maximum bet: The platform has a Minimum and Maximum bet amount. These amounts will be shown if the Stake entered is less than the Minimum required or more than the Maximum permitted.

Single bets: This is to place a bet on a single event selection. If the result is successful, the prize will be the result of multiplying the stake by the Odds.

Multiple bets: Also known as an accumulator. This allows the user to combine 2 or more selections of different events into a single bet and the odds of the selections are multiplied together to produce a single price. For the bet to win all selections must win.

System bets: All combinations of single and multiple bets are automatically generated for the user depending on the number of selections of different events chosen. For example if 3 selections (a, b and c) were chosen the system bets generated would be 7 separate bets: 3 x Singles (a, b and c), 3 x Doubles (a and b, a and c, b and c) and 1 x treble (where all selections a, b and c must win). The user can then choose which of these options to bet on and the stake. It's not necessary for all selections to win in a system. Odds for multiple bets are calculated by multiplying the odds of the selections together, the same way as Multiple Bets above.

Maximum payout: The platform has a Maximum payout amount. This amount will be shown if the payout of the selection exceeds the Maximum permitted.

Odds: This game offers Odds in the following formats: Decimal, *Fractional, American, Hong Kong and Indo.

*The fractional odds are rounded down to the integer part (e.g. 33.4 will be 32/1) in the representation of the odds, however the calculation of the win will be paid on the basis of the decimal odds. You can switch to a decimal view to see the exact odds.

2. Game description

Greyhound Racing is a virtual race betting game based on pre-recorded videos. 6 dogs that are picked from a pool. The first, second and third ranking positions are determined by the system, and bets can be placed on markets depending on that information.

3. Game rules

The number of dogs is 6.

The first, second and third positions are determined by the system using an RNG and the rating of the dogs.

4. How to place a bet?

Select a betting market using the game dedicated menu.

For each selection, a short description and the corresponding odds are visible. Pick one of the offered markets.

The bet slip will be enabled once the user makes a selection.

Enter the bet amount in the bet slip using the fields next to the combination description:

Type in the textbox field,

or click on the chips to increase the amount.

It's possible to remove a selection at any moment by pressing the (X), (Recycle Bin) or (Clear all) button.

The "Stake mode" can be selected:

Stake per bet: the amount is multiplied by the number of selections in the combination.

Split stake: the amount is divided by the number of selections in the combination.

Before confirming the bets, the users can add more bets by pressing on each of the markets or select "Add more bets".

Press the "Place bet" button to register the ticket.

A confirmation message pops up, to confirm that the ticket has been registered.

Once the race has finished the user can see:

Results.

Next upcoming events.

5. How to see the results?

Select the tab "Bet History" of the dedicated game menu.

Select a ticket.

The ticket results are displayed as a list

6. Game sequence

The game sequence is composed of the following parts:

Preamble: Betting markets and stats are available in this phase, during this stage it is possible to place bets.

No more bets: An animated graphic displays a message that no more bets on the race will be accepted.

Event: A video of the event is shown. The positions are displayed and updated in real time.

Results: The results of the race are displayed.

7. Betting opportunities

Win (W): The selected dog will win the race.

Place (P): The selected dog will finish first or second in the race.

Show (S): The selected dog will finish first, second or third in the race.

Exacta: The two selected dogs will finish in the first two places (in exact order).

Quinella: The two selected dogs will finish in the first two places (in any order).

Trifecta: The three selected dogs will finish in the first three places (in exact order). The users will be shown the possibilities for the positions they chose to select within the trifecta market.

Even/Odd (E)/ (O): Predict if the number of the winning dog will be odd or even.

Over/Under (O)/ (U): Predict if the number of the winning dog will be over or under 3.5.

8. Glossary

RTP: The RTP percentage is a measure of the percentage of stakes a game returns to players.

Odds: Numerical expression determined by the operator, which is multiplied by the amount of the player's stake to calculate the winnings.

Stake: Amount of money you bet.

9. Special cases

Cancellations

The bets, tickets and draws can be cancelled due to:

Technical failures: Internet connection problems, system failure...

In these cases, the related bets are marked as void and the tickets are refunded in full.

*All malfunctions void all pays.

Betting limits

The game limits (max bet, min bet, max payout) are subject to the platform's limit.

The game limits can be lower than the limits of the platform.

*Some markets may be blocked (in gray in the playslip/game interface) and the odds shown for those bets are fictitious.

Tournaments - Libertadores

1. General description

A series of association Football matches in 3D animation involving fictional teams. The Tournaments - Libertadores game aims to mimic the Cups competitions format.

Frequency: This is a scheduled game, so the video action of the games will start in pre-defined time periods (determined by a countdown) in which the user shall place the bets before the display of the “no more bets” screen (ten seconds before the beginning of the event).

Single bets: This is to place a bet on a single event selection. If the result is successful, the prize will be the result of multiplying the stake by the Odds.

Multiple bets: Also known as an accumulator. This allows the user to combine 2 or more selections of different events into a single bet and the odds of the selections are multiplied together to produce a single price. For the bet to win all selections must win.

System bets: All combinations of single and multiple bets are automatically generated for the user depending on the number of selections of different events chosen. For example if 3 selections (a, b and c) were chosen the system bets generated would be 7 separate bets: 3 x Singles (a, b and c), 3 x Doubles (a and b, a and c, b and c) and 1 x treble (where all selections a, b and c must win). The user can then choose which of these options to bet on and the stake. It's not necessary for all selections to win in a system. Odds for multiple bets are calculated by multiplying the odds of the selections together, the same way as Multiple Bets above.

Maximum payout: Each bet type has a Maximum payout amount. This amount will be shown if the payout of the selection exceeds the Maximum permitted.

Minimum and Maximum bet: Each bet type has a Minimum and Maximum bet amount. These amounts will be shown if the Stake entered is less than the Minimum required or more than the Maximum permitted.

Odds: This game offers Odds in the following formats: Decimal, *Fractional, American, Hong Kong and Indo.

*The fractional odds are rounded down to the integer part (e.g. 33.4 will be 32/1) in the representation of the odds, however the calculation of the win will be paid on the basis of the decimal odds. You can switch to a decimal view to see the exact odds.

2. Game description

Tournaments - Libertadores is a scheduled game and offers the possibility to bet on a series of Football matches.

3. Game rules

1. Each tournament has an even number of teams.
2. The matches are grouped into match days or weeks.

3. The competition is divided in two phases:

Group stage

32 teams take part in the group stage. 8 groups of 4 teams. Each team playing two matches against each of the other teams in the same group, with three points for a win, one point for a draw and none for a defeat. The number of rounds is 6, the number of match-days is 2.

Total matches per group is 6 (rounds). The two first teams are qualified per group. The group ranking is established following these criteria:

Greater number of points.

Best goal difference.

Greater number of goals scored.

Team level.

Knockout stage

16 teams take part in this stage. 4 stages (Round of 16, quarter-finals, semi-finals, final).

2 matches knockout (Round of 16, quarter-finals, semi-finals), 1 match knockout (final).

In case of a draw, the goals scored away count double and finally a penalty session is held.

Qualify market is offered only at this phase.

4. Single, combination and system bets are also available.

5. The winnings are calculated by multiplying the stake by the odds.

4. How to place a bet?

Select a betting market using the game dedicated menu.

For each selection, a short description and the corresponding odds are visible. Pick one of the offered markets.

The bet slip will be enabled once the user makes a selection.

Enter the bet amount in the bet slip using the fields next to the combination description:

Type in the textbox field, or click on the chips to increase the amount.

It's possible to remove a selection at any moment by pressing the (X), (Recycle Bin) or (Clear all) button.

The "Stake mode" can be selected:

Stake per bet: the amount is multiplied by the number of selections in the combination.

Split stake: the amount is divided by the number of selections in the combination.

Before confirming the bets, the users can add more bets by pressing on each of the markets or select “Add more bets”.

Press the “Place bet” button to register the ticket.

A confirmation message pops up, to confirm that the ticket has been registered.

5. How to see the results?

Select the tab “Bet History” of the dedicated game menu.

You can select one of any bets that show in the list and the screen will expand to show the specific information about the bet.

6. Game sequence

The game sequence is composed of the following parts:

Preamble: Betting markets and stats are available in this phase, during this stage it is possible to place bets.

No more bets: An animated graphic displays a message that no more bets on the match will be accepted.

Event: A video of the event is shown. The positions are displayed and updated in real time.

Results: The results of the match are displayed.

7. Betting opportunities

Match Result (1X2): A bet to predict whether the home team will win, the away team will win or there will be a draw.

Double Chance: A bet on two out of three possible events (Home-Draw, Away-Draw, Away-Home).

Half Time/Full Time: A bet to predict the result of a game would be at halftime and also what the outcome of the same game would be at full time.

Goal Goal/No Goal: A bet to predict whether at least one of the teams will not score on a full football match.

Over/Under: A bet to predict whether there will be more or less than 1.5, 2.5, 3.5 or 4.5 goals during a full football match. The market Over/Under within the tab “1x2 + Handicap + Over/Under” is related to the Match Asian Handicap market of the Asian Handicap tab.

1x2 + Over/Under 2.5 + Goal goal/No Goal: A bet to predict the match result, whether there will be more or less than 2.5 goals during a full football match and whether at least one of the teams will not score on a full football match.

Total Goals: A bet to predict the exact number of goals scored in the match.

1x2 + Total Goals: A bet to predict the match result and the number of scored goals.

Correct Score: A bet to predict the final score of a football match, in the correct order (home – away).

Multigoal: A bet to predict a range of goals of the match.

Qualify: A bet to predict how far in the competition the selected team will get.

Asian Handicap (HDP): This market effectively adds or takes away goals from the Home and Away teams and so the market is based on the Margin of Victory (or Difference in Scores). There are essentially four different types of handicaps.

Total Asian Handicap (OV/UN) (Results table)

Total Asian Handicap means to place a bet in total goals. It works like over/under market .

8. Glossary

Odds: Numerical expression determined by the operator, which is multiplied by the amount of the player's stake to calculate the winnings.

Markets: The betting opportunities.

RTP: The RTP percentage is a measure of the percentage of stakes a game returns to players.

Stake: Amount of money you bet.

Half win: Half of the potential win is won and half of the stake is refunded.

Half lose: Half of the stake is refunded.

9. Special cases

Cancellations

The bets, tickets and draws can be cancelled due to:

Technical failures: Internet connection problems, system failure...

In these cases, the related bets are marked as void and the tickets are refunded in full.

*All malfunctions void all pays.

Betting limits

The game limits (max bet, min bet, max payout) are subject to the platform's limit.

The game limits can be lower than the limits of the platform.

The platform limits are displayed in the User Interface.

*Some markets may be blocked (in gray in the playslip/game interface) and the odds shown for those bets are fictitious.

Bonus Combi

A bonus is applied starting from a defined multi selection. This bonus increases based on the number of selections. The bonus is done by multiplying the profit by the bonus percentage.

Football League

1. General description

Each team has to play every other team in the league home and away over the course of a full season. These games are played over a number of (fictional) weeks, so that in each week a different set of games are played.

Frequency: This is a scheduled game, so the video action of the games will start in pre-defined time periods (determined by a countdown) in which the user shall place the bets before the display of the “no more bets” screen (ten seconds before the beginning of the event).

Single bets: This is to place a bet on a single event selection. If the result is successful, the prize will be the result of multiplying the stake by the Odds.

Multiple bets: Also known as an accumulator. This allows the user to combine 2 or more selections of different events into a single bet and the odds of the selections are multiplied together to produce a single price. For the bet to win all selections must win.

System bets: All combinations of single and multiple bets are automatically generated for the user depending on the number of selections of different events chosen. For example if 3 selections (a, b and c) were chosen the system bets generated would be 7 separate bets: 3 x Singles (a, b and c), 3 x Doubles (a and b, a and c, b and c) and 1 x treble (where all selections a, b and c must win). The user can then choose which of these options to bet on and the stake. It's not necessary for all selections to win in a system. Odds for multiple bets are calculated by multiplying the odds of the selections together, the same way as Multiple Bets above.

Maximum payout: Each bet type has a Maximum payout amount. This amount will be shown if the payout of the selection exceeds the Maximum permitted.

Minimum and Maximum bet: Each bet type has a Minimum and Maximum bet amount. These amounts will be shown if the Stake entered is less than the Minimum required or more than the Maximum permitted.

Odds: This game offers Odds in the following formats: Decimal, *Fractional, American, Hong Kong and Indo.

*The fractional odds are rounded down to the integer part (e.g. 33.4 will be 32/1) in the representation of the odds, however the calculation of the win will be paid on the basis of the decimal odds. You can switch to a decimal view to see the exact odds.

2. Game description

Football League is a scheduled game and offers the possibility to bet on a series of Football matches. The football matches are virtual and represented using computer graphics.

3. Game rules

Each league has an even number of teams. The matches are grouped into match days or weeks.

For each week's matches, teams are paired in such a way that, at the end of the league, each of the teams will have matched up against each of the opposing teams twice: one match at home and one away.

Single, combination and system bets are also available.

The winnings are calculated by multiplying the stake by the odds.

4. How to place a bet?

Select a betting market using the game dedicated menu.

For each selection, a short description and the corresponding odds are visible. Pick one of the offered markets.

The bet slip will be enabled once the user makes a selection. Enter the bet amount in the bet slip using the fields next to the combination description:

It's possible to remove a selection at any moment by pressing the (X), (Recycle Bin) or (Clear all) button.

The "Stake mode" can be selected:

Stake per bet: the amount is multiplied by the number of selections in the combination.

Split stake: the amount is divided by the number of selections in the combination.

Before confirming the bets, the users can add more bets by pressing on each of the markets or select "Add more bets".

Press the "Place bet" button to register the ticket. A confirmation message pops up, to confirm that the ticket has been registered.

Once the match has finished the user can see:

Results, Next upcoming events.

5. How to see the results?

Select the tab "Bet History" of the dedicated game menu.

You can select one of any bets that show in the list and the screen will expand to show the specific information about the bet.

6. Game sequence

The game sequence is composed of the following parts:

Preamble: Betting markets and stats are available in this phase, during this stage it is possible to place bets.

No more bets: An animated graphic displays a message that no more bets on the match will be accepted.

Event: A video of the event is shown. The positions are displayed and updated in real time.

Results: The results of the match are displayed.

7. Betting opportunities

Match Result (1X2): Also known as 1X2. A bet to predict whether the home team will win, the away team will win or there will be a draw.

Double Chance: A bet on two out of three possible events.

Half Time/Full Time: Predict the Half Time Result AND the Full Time Result. Eg Home Winning Half Time AND Home Win Full Time (1/1) or Draw Half Time AND Away Win Full Time (X/2).

Goal Goal/No Goal: A bet to predict whether at least one of the teams will not score on a full football match. Own goals also count.

Over/Under: A bet to predict whether there will be goals over or under a specific amount. The market Over/Under within the tab "1x2 + Handicap + Over/Under" is related to the Match Asian Handicap market of the Asian Handicap tab.

Total Goals: The exact number of goals scored by BOTH teams COMBINED in the match.

Correct Score: The exact final score of BOTH teams at the end of the match.

Multigoal: A bet on the number of goals to be scored on a football match to fall within a range. Own goals also count.

Asian Handicap (HDP): This market effectively adds or takes away goals from the Home and Away teams and so the market is based on the Margin of Victory (or Difference in Scores). There are essentially four different types of handicaps.

Total Asian Handicap (OV/UN) (Results table)

Total Asian Handicap means to place a bet in total goals. It works like over/under market.

8. Glossary

Odds: Numerical expression determined by the operator, which is multiplied by the amount of the player's stake to calculate the winnings.

Markets: The betting opportunities.

RTP: The RTP percentage is a measure of the percentage of stakes a game returns to players.

Stake: Amount of money you bet.

Half win: Half of the potential win is won and half of the stake is refunded.

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Technical failures: Internet connection problems, system failure...

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The platform limits are displayed in the User Interface.

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Bonus Combi

A bonus is applied starting from a defined multi selection. This bonus increases based on the number of selections. The bonus is done by multiplying the profit by the bonus percentage.

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