

## TV Bet Game rules

1. BLACKJACK
2. ANDAR BAHAR
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4. MEGA6
5. FRUITRACE
6. 1BET
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8. HYPERGAMMON
9. WHEEL
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11. WAR
12. JOKER
13. 5BET
14. 7BET
15. KENO

### 14.1 Blackjack

The dealer deals the cards, two to the player and one to themselves. If the player doesn't get a "blackjack" on the first deal, a second round begins where the player is dealt additional cards until the total value of the cards in their hand is between 17 and 21 or they go bust. If the player's hand is between 17 and 21, the dealer deals cards to themselves in the same manner. If the player goes bust, the dealer wins, and vice versa. The game can end in a draw if both opponents have the same total and have 17 or more without going bust.

Bets can be placed on the winner of the game, a draw, a win with a blackjack, a win by number of cards, a win by number of points, and either side going bust.

In addition to their winnings, bettors can get a fantastic bonus in the form of a jackpot. There may be several in one game.

#### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Event (game) – one complete deal, which begins with the cards being shuffled and ends when either the player or the dealer wins, or there is a draw.

1.2. Betting round – a period of time, measured with a countdown, during which bets are accepted. Each game includes at least one betting round. A second round of betting begins if the player doesn't get a blackjack with their first two cards.

1.3. Odds – a numerical multiplier rounded to two decimal places that is assigned to a particular outcome in the game to determine how much the bettor's total stake on this outcome will be multiplied by. It is used to calculate the bettor's winnings if the result of the game matches the outcome or condition selected by the bettor. The odds indicate the mathematical probability of an outcome: the closer the odds are to one (1.00), the more likely it is that the outcome or condition of the bet will match the result of the game.

1.4. Value – a symbol that indicates a card's position in the deck, from two to ace (2 = two, 3 = three, 4 = four, 5 = five, 6 = six, 7 = seven, 8 = eight, 9 = nine, 10 = ten, J = jack, Q = queen, K = king, A = ace).

1.5. Suit – one of the card attributes. There are four suits (hearts ♥, diamonds ♦, spades ♠, and clubs ♣), and the symbol for each is marked on the card along with the value.

1.6. Deck – a set of 52 (fifty-two) cards with a unique barcode containing cards of all thirteen values (from two to ace) in each of the four suits.

1.7. Shuffling machine – a special, certified device for randomly shuffling cards.

1.8. Shoe – a device from which the cards are taken to be dealt to players during the game.

1.9. Cut card – a special black plastic card that is not used in the game; it is used only to cover the bottom card of the deck after shuffling so that it cannot be seen.

1.10. Blackjack – when the value of the first two cards to be dealt is equal to 21 (Ace + any picture card or 10). It is the highest scoring combination in the game. A blackjack always wins, even if the opponent has 21 or any other cards that aren't a blackjack. If both the dealer and the player have a blackjack, the game ends in a draw.

1.11. Player to win – a result of the game where the player has more points than the dealer, or the dealer goes bust.

1.12. Dealer to win – a result of the game where the dealer has more points than the player, or the player goes bust.

1.13. Draw – a result of the game where the player and the dealer have the same number of points.

1.14. Blackjack win – a result of the game where either the player or the dealer wins with a blackjack.

1.15. Player to win with a blackjack – a result of the game where the player wins with a blackjack.

1.16. Dealer to win with a blackjack – a result of the game where the dealer wins with a blackjack.

1.17. Win with 2 cards – a result of the game where the player or the dealer wins with two cards in their hand.

1.18. Win with 3 cards – a result of the game where the player or the dealer wins with three cards in their hand.

1.19. Win with 4 cards – a result of the game where the player or the dealer wins with four cards in their hand.

1.20. Win with 5 cards – a result of the game where the player or the dealer wins with five cards in their hand.

1.21. Win with 17 – a result of the game where the player or the dealer wins with a total of 17 points.

1.22. Win with 18 – a result of the game where the player or the dealer wins with a total of 18 points.

1.23. Win with 19 – a result of the game where the player or the dealer wins with a total of 19 points.

- 1.24. Win with 20 – a result of the game where the player or the dealer wins with a total of 20 points.
- 1.25. Win with 21 – a result of the game where the player or the dealer wins with a total of 21 points.
- 1.26. Bust – a result of the game where the player or the dealer goes over 21 points.
- 1.27. No bust – a result of the game where neither the player nor the dealer goes over 21 points.
- 1.28. Bet – an outcome or condition, chosen from the list of markets, which the bettor believes will match the actual result of the game.
- 1.29. Stake – the amount of money that the bettor offers to the bookmaker. The stake is multiplied by the odds to determine the amount of winnings awarded in the event that their bet or bets win.
- 1.30. Current game – a round of the game on which bets can be placed at the current moment. A countdown to the next card draw in any round of the current game is shown on the broadcast monitor.
- 1.31. Upcoming games – rounds of the game on which bets can be placed at the current moment, but which will only take place after the current game or others following it.
- 1.32. Bet slip – an electronic or printed document confirming the transaction (bet) concluded between the bettor and the bookmaker on one or more bets. The bet slip contains the following details: date, time, bet slip number, information about the bets, total stakes, overall odds, type of bet (single, accumulator or system), etc. Bets on the current game and/or subsequent games of the same type can be added to the bet slip, as can bets on other games.
- 1.33. Standard bet slip – a bet slip on which the bets, odds and winnings are calculated according to the rules for single bets.
- 1.34. Combination bet slip – a bet slip on which the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.
- 1.35. Single – a way of calculating a bet slip where the total winnings are determined by simply adding up the winnings from each bet on the bet slip.
- 1.36. Accumulator – a way of calculating a combination bet slip where the total winnings are determined by multiplying the overall stake on the bet slip by the overall odds, which are in turn calculated by multiplying together the odds of the constituent bets, provided that all the bets win.
- 1.37. List of markets – a full list of all the markets offered to bettors which includes the following information: market code, market name (winning conditions), and odds. Bets on the game are accepted based on the outcomes in the list of markets.
- 1.38. Outcome – one of the options in the list of markets. This could be an exact result or a condition which must be met that allows the bettor to predict the result of the game with a certain level of probability, which is expressed in the size of the odds for this outcome.
- 1.39. Market code – a unique number included in the printed list of markets or on the monitor showing the broadcast and used to identify a particular market in the betting software.

1.40. Jackpot – a potential bonus available in addition to the bet slip winnings which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and is awarded in all other games.

1.41. Mega jackpot – a potential bonus available in addition to the bet slip winnings which is larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current mega jackpot amount is displayed on the game broadcast monitor and can be won in all games.

1.42. Blackjack jackpot – a potential bonus available in addition to the bet slip winnings which is awarded at random and consists of contributions from bets placed by all bettors in Blackjack games.

## 2. RULES OF THE GAME:

2.1. The game is played between a player and the dealer. The dealer's cards are located closer to the dealer, while the player's cards are further away.

2.2. Points are assigned to the cards in accordance with their value in the deck: 2 – two points, 3 – three points, 4 – four points, 5 – five points, 6 – six points, 7 – seven points, 8 – eight points, 9 – nine points, 10 – ten points. The picture cards are an exception: J (jack) – ten points, Q (queen) – ten points, K (king) – ten points, A (ace) – one or, if possible without causing a bust, eleven points.

2.3. The object of the game is for one opponent to collect more points than the other, without exceeding 21 points.

2.4. Only three outcomes are possible in the game: the player wins, the dealer wins, or there is a draw.

2.5. In the first round, the dealer deals one card to the player, one to the dealer, and then one more to the player.

2.6 If the player gets a blackjack in the first round, and if the dealer has an Ace, King, Queen, Jack or 10, then the dealer receives another card in the second round, and if the dealer then gets a blackjack, the game ends in a draw. Otherwise, the player wins. If the dealer does not have one of the abovementioned cards, they will not receive a second card and the game ends with the player winning.

2.7. The current game can have one or two betting rounds, during which standard and/or combination bet slips are accepted on the game.

2.7.1. It is possible to place more than one bet on the current game using the same bet slip. Bettors can place several bets on the same game using a standard bet slip only.

2.7.2. During the betting rounds for a game, bettors can add one outcome for any upcoming Blackjack games to a combination bet slip in addition to bets on the current game; however, only one bet per game is permitted.

2.7.3. During the betting round for the current Blackjack game, bettors can add several bets for any other Blackjack games or other TVBet games to a combination bet slip; however, only one bet per game is permitted, and the countdown to the start of the LIVE broadcasts of these games must be taken into account to ensure that the outcomes included are still valid when the bet slip is submitted.

2.7.4. Bets on different rounds of the current game cannot be combined.

2.8. If the results of any game included in a combination bet slip are cancelled due to technical or other reasons, the odds for all bets on this game are changed to one (1.00) and are included when calculating the new overall odds for the bet slip.

2.9. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.9.1. The jackpot can only be won by a bettor with a winning bet slip.

2.9.2. The winnings from the jackpot are added to the amount to be paid out for the winning bet slip.

2.10. Game settings that are regulated by the betting company:

2.10.1. Jackpot management

2.10.2. Maximum and minimum stake, the maximum winnings from a bet slip or outcome, and other financial limits

2.10.3. Odds in the list of markets and changes to these odds

3. GAME PROCEDURE:

3.1. Each new game begins with the shuffled deck being removed from the shuffling machine and put in the shoe.

3.2. When the first betting round ends, the dealer gives one card to the player, one to the dealer, and then one more to the player. If the player gets a blackjack in the first round, and if the dealer does not have an Ace, King, Queen, Jack, or 10, the player wins. In all other instances, the second betting round begins.

3.3. When the second betting round ends, the dealer gives cards to the player until they have between 17 and 21 points or go bust. If they go bust, the dealer wins.

3.4. If the player already has 17 to 21 points, the dealer stops giving cards to them and begins giving cards to themselves. The dealer deals cards to themselves until they have between 17 and 21 points or go bust. If they go bust, the player wins.

3.5. If both the player and the dealer get 17 to 21 points, no more cards are dealt, and whoever has more points wins. If both the player and the dealer have the same number of points, the game ends in a draw.

3.6. Whoever gets a blackjack always wins, unless both the player and the dealer get a blackjack, in which case the game ends in a draw.

4. SPECIAL CASES:

4.1. Voided games (results). A game or its result may be voided if:

4.1.1. the scanner cannot read a card, or the scanner readings do not match the card on the table

4.1.2. there are technical issues, including errors on the part of the dealer, internet connection problems, or technical faults in the studio

4.1.3. Errors on the part of the dealer which may lead to the cancelation of a game:

4.1.3.1. a card (or cards) is (are) marked or damaged

4.1.3.2. due to an error on the part of the dealer, a card (or cards) falls (fall) off the table or is (are) not visible on the screen

4.1.3.3. the dealer incorrectly scans a card (or cards) and as a result, the scanner readings do not match the card (or cards) on the table

4.1.4. If the results of a game are voided, all bets on the game in question are voided and refunded to bettors (settled at odds of one (1.00)).

4.2. "Burning" cards. If the dealer draws a card from the shoe during a betting round and, by doing so, reveals the face of that card to bettors, this card is "burned" and cannot be used in that game. The dealer will make this known to the bettors and place the card face down on their right-hand side. Once the betting round has ended, the dealer will draw the next card from the shoe and continue the game.

4.3. Discrepancies between the broadcast of a game and the information on a bet slip accepted on that same round of the game (different odds, a winning or losing hand declared incorrectly) are considered technical errors. Bets placed on such a game will be considered void if the bettor can provide sufficient evidence of an error in the broadcast (such as a photo or video clip).

## 5. ORGANIZATION OF THE GAME:

5.1. Games are held live, 24/7, with maintenance breaks.

5.1.1. TVBet has the right to change the duration of rounds in a game and the time for accepting bets before a round begins.

5.1.2. Scheduled maintenance works are carried out every Tuesday (7:00–8:00 GMT+2).

## 6. CARDS AND THE DECK:

6.1. If one or more cards fall off the table or disappear from bettors' view, the deck is replaced.

6.2. The deck is replaced if one or more cards are marked or damaged.

6.4. The game uses a standard deck of 52 (fifty-two) cards. Each card has a unique bar code which is scanned when the card is dealt using a scanner built into the table.

## 7. ADDITIONAL INFORMATION:

7.1. These rules may be published in several languages for informational purposes, but only the Russian version can be used as a legal basis for resolving disputes between a customer and the betting company.

7.2. Any potential appeals from customers regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if fewer than 30 (thirty) calendar days have passed since the day of the game.

## 14.2 Andar Bahar Rules

Andar Bahar is a popular Indian card game. Despite its simplicity, this unique game is great fun. The game is played live, 24 hours a day and uses one standard deck of 52 cards. After shuffling the deck, the dealer reveals one card – the “joker” card – and places it on the table in a specially-marked spot. They then begin to deal cards to the Andar and Bahar sides, one at a time. The aim of the game is to guess whether a card with the same value as the “joker” card will be dealt to the Andar or the Bahar side.

Before each game, bettors can place bets on both the current game and on upcoming games. Equally, multiple bets on different games can be placed in combination on Andar Bahar and other TVBet games offered by the bookmaker to get increased odds.

Besides cash winnings, bettors can also get their hands on a jackpot bonus. Each game can have up to three jackpots.

### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Event (game) – one complete deal, which begins with the cards being shuffled and ends when the dealer deals a card with the same value as the “joker” card.

1.2. Odds – a numerical multiplier rounded to three decimal places that is assigned to a particular outcome in the game to determine how much the bettor’s total stake on this outcome will be multiplied by. It is used to calculate the bettor’s winnings if the result of the game matches the outcome or condition selected by the bettor. The odds indicate the mathematical probability of an outcome: the closer the odds are to one (1.000), the more likely it is that the outcome or condition of the bet will match the result of the game.

1.3. Value – a symbol that indicates a card’s position in the deck, from ace to king (A = ace, 2 = two, 3 = three, 4 = four, 5 = five, 6 = six, 7 = seven, 8 = eight, 9 = nine, 10 = ten, J = jack, Q = queen, K = king). The king is the highest value card, while ace is the lowest.

1.4. Suit – one of the card attributes. There are four suits (hearts ♥, diamonds ♦, spades ♠, clubs ♣), and the symbol for each is marked on the card along with the value. Hearts ♥ and diamonds ♦ are red, while spades ♠ and clubs ♣ are black.

1.5. Deck – a set of 52 (fifty-two) cards with cards of all thirteen values in each of the four suits.

1.6. Shoe – a device from which the cards are taken to be dealt.

1.7. “Joker” card – the first card to be dealt and placed face up on the table. It determines the value of the card that must be dealt to the Andar or Bahar side.

1.8. Andar – the place on the side of the table closest to the presenter onto which cards are dealt, with “ANDAR” written in capital letters on the table. Bettors can predict whether a card with the same value as the “joker” card will be dealt to this side of the table.

1.9. Bahar – the place on the side of the table furthest from the presenter onto which cards are dealt, with “BAHAR” written in capital letters on the table. Bettors can predict whether a card with the same value as the “joker” card will be dealt to this side of the table.

1.10. Betting round – a period of time, measured with a countdown, during which bets are accepted. One game includes two betting rounds.

1.11. Cut card – a special plastic card that is not used in the game itself; it is only used to cover the bottom card of the deck after shuffling so that it cannot be seen.

1.12. Bet – an outcome or condition, chosen from the list of markets by the bettor, which they believe will match the actual result of the game.

1.13. Stake – the amount of money that the bettor offers to the bookmaker, which is multiplied by the odds to determine the amount of winnings awarded in the event that their bet or bets win.

1.14. Current game – a round of the game on which bets can be placed at the current moment. A countdown to the next card draw in either round of this game is shown on the broadcast monitor.

1.15. Upcoming games – rounds of the game on which bets can be placed at the current moment, but which will only take place after the current game or others following it.

1.16. Bet slip – an electronic or printed document confirming the transaction (bet) concluded between the bettor and the bookmaker on one or more bets. The bet slip contains the following details: date, time, bet slip number, information about the bets, total stake, overall odds, type of bet (single, accumulator or system), etc. Bets on the current game and/or upcoming games of the same type can be added to the bet slip, as can bets on other games.

1.17. Standard bet slip – a bet slip on which the bets, odds and winnings are calculated according to the rules for single bets.

1.18. Combination bet slip – a bet slip on which the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.19. Single – a way of calculating a bet slip where the total winnings are determined by simply adding up the winnings from each bet on the bet slip.

1.20. Accumulator – a way of calculating a combination bet slip where the total winnings are determined by multiplying the overall stake on the bet slip by the overall odds, which are in turn calculated by multiplying the odds of the constituent bets, provided that all the bets win.

1.21. List of Markets – a full list of all the markets offered to bettors which includes the following information: market code, market name (winning conditions), and odds. Bets on the game are accepted according to the outcomes offered in the list of markets.

1.22. Outcome – one of the options in the list of markets. This could be an exact result or a condition which must be met that allows the bettor to predict the result of the game with a certain level of probability, which is expressed in the size of the odds for this outcome.

1.23. Market code – a unique number included in the printed list of markets or on the monitor showing the broadcast and used to identify a particular market in the betting software.

1.24. Jackpot – a potential bonus available in addition to the bet slip winnings which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and can be won in any game.

1.25. Mega Jackpot – a potential bonus available in addition to the bet slip winnings which is larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The



current mega jackpot amount is displayed on the game broadcast monitor and can be won in any game.

1.26. Andar Bahar Jackpot – a potential bonus available in addition to the bet slip winnings which is awarded at random and consists of contributions from bets placed by all bettors, but only from those placed in Andar Bahar games.

## 2. RULES OF THE GAME:

2.1. The game consists of two stages. In the first stage, the “joker” card is dealt. In the second stage, cards are dealt one-by-one to the Andar and Bahar sides alternately until a card with the same value as the “joker” card is dealt.

2.2. How the cards are dealt:

2.2.1. After shuffling the cards, the dealer deals one (1) card face up on the table. This is the “joker” card.

2.2.2. Once the “joker” card has been dealt, the dealer begins to deal one (1) card each to the Andar and Bahar sides alternately, starting with the Andar side.

2.2.3. Once a card with the same value as the “joker” card is dealt, the game ends, the winner is determined, and the next game begins.

2.3. The aim of the game is to guess whether a card with the same value as the “joker” card will be dealt to the Andar or the Bahar side.

2.3.1. The game has only two possible outcomes: ANDAR to win or BAHAR to win. Andar Bahar cannot end in a draw.

2.3.2. During the first betting round, bettors can also predict the colour of the “joker” card, and whether the value of the “joker” card will be over, under, or exactly seven (7).

2.3.2.1. For a bet on “under 7” to win, the “joker” card must have one of the following values: A = ace, 2 = two, 3 = three, 4 = four, 5 = five, 6 = six.

2.3.2.2. For a bet on “over 7” to win, the “joker” card must have one of the following values: 8 = eight, 9 = nine, 10 = ten, J = jack, Q = queen, K = king.

2.3.2.3. For a bet on “exactly 7” to win, the “joker” card must have a value of 7 = seven.

2.4. The “joker” card is not taken into account when counting the number of cards dealt before a card matching the “joker” card's value is dealt to the Andar or Bahar side.

2.5. Each game includes two betting rounds for submitting standard and/or combination bet slips for participation.

2.5.1. It is possible to place more than one bet on the current game using the same bet slip. Bettors can place several bets on the same game using a standard bet slip only.

2.5.2. During the betting rounds for a game, bettors can add one outcome for any upcoming Andar Bahar games to a combination bet slip in addition to bets on the current game; however, only one bet per game is permitted.

2.5.3. During the betting round for the current Andar Bahar game, bettors can add several bets for any other Andar Bahar games or other TVBet games to a combination bet slip; however, only one

bet per game is permitted, and the countdown to the start of the LIVE broadcasts of these games must be taken into account to ensure that the outcomes included are still valid when the bet slip is submitted.

2.5.4. Bets on different rounds of the same game cannot be combined.

2.6. The total winnings from a combination bet slip are calculated by multiplying the overall accumulator odds by the total stake.

2.7. If the results of any game included in a combination bet slip are voided for technical or other reasons, the odds for all bets on this game are changed to one (1.000) and are included in the calculation of the new overall odds for the bet slip.

2.8. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.8.1. The jackpot can only be won by a bettor with a winning bet slip.

2.8.2. The winnings from the jackpot are added to the amount to be paid out for the winning bet slip.

2.9. Game parameters that are regulated by the betting company:

2.9.1. Jackpot management

2.9.2. The maximum and minimum stake, the maximum payout for each bet slip or bet, and other financial limits

2.9.3. Odds in the list of markets and changes to these odds.

### 3. GAME PROCEDURE:

3.1. First betting round. At this point, the dealer shuffles the cards. At this stage, bets can be placed on any of the outcomes offered in the list of markets. Once the betting round ends, the dealer deals the “joker” card face up on the table.

3.2. Second betting round. The “joker” card is already on the table. At this stage, bets can be placed on Andar or Bahar to win, on the colour of the winning card, and on the number of cards that will be dealt before a card with the same value as the “joker” card appears. At the end of the betting round, the dealer begins to deal one (1) card each to the Andar and Bahar sides alternately, starting with the Andar side. Once a card with the same value as the “joker” card is dealt, the dealer announces the winner, takes the remaining cards from the deck and shows them on the table, then collects the cards, shuffles them, and starts a new game.

### 4. SPECIAL CASES:

4.1. Voided games (results). A game or its result may be voided if:

4.1.1. the scanner cannot read a card, or the scanner readings do not match the card on the table;

4.1.2. there are technical issues, including errors on the part of the dealer, internet connection Problems, or technical faults in the studio.

4.1.2.1. Errors on the part of the dealer which may cause a game to be voided:

4.1.2.1.1. a card (or cards) is (are) marked or damaged;

4.1.2.1.2. due to an error on the part of the dealer, a card (or cards) falls (fall) off the table or is (are) not visible on the screen;

4.1.2.1.3. due to improper shuffling, a card (or cards) appears (appear) face up in the deck and the number (image) is visible;

4.1.2.1.4. the dealer incorrectly scans a card (or cards) and as a result, the scanner readings do not match the card (or cards) on the table.

4.1.4. If the results of a game are voided, all bets on the game in question are voided and refunded to bettors (settled at odds of one (1.000)).

4.2. "Burning" cards. If the dealer draws a card from the shoe during a betting round and, by doing so, reveals the face of that card to bettors, this card is "burned" and cannot be used in that game. The dealer will make this known to the bettors and place the card face down on their right-hand side. Once the betting round has ended, the dealer will draw the next card from the shoe and continue the game.

4.3. Discrepancies between the broadcast of a game and the information on a bet slip accepted on that same round of the game (different odds, a winning or losing hand declared incorrectly) are considered technical errors. Bets placed on such a game will be considered void if the bettor can provide sufficient evidence of an error in the broadcast (such as a photo or video clip).

4.4. Technical problems with the finance channel broadcast or an incorrect time being shown on the clock on the wall of the studio are not grounds for voiding the results of a game, and serve only as additional evidence that the game is being broadcast live.

## 5. ORGANIZATION OF THE GAME:

5.1. Games are held live, 24 hours a day, with maintenance breaks.

5.1.1. TVBet has the right to change the duration of the betting rounds in a game.

5.1.2. Scheduled maintenance works are carried out every Tuesday (7:00–8:00 GMT +2).

## 6. CARDS AND THE DECK:

6.1. If one or more cards fall off the table or disappear from bettors' view, the deck is replaced.

6.2. The deck is replaced if one or more cards are marked or damaged.

6.3. The game uses a standard deck of 52 (fifty-two) cards. Each card has a unique bar code which is scanned when the card is dealt using a scanner built into the table.

## 7. ADDITIONAL INFORMATION:

7.1. These rules may be published in several languages for informational purposes; however, only the Russian version can serve as a legal basis for resolving disputes between a bettor and the betting company.

7.2. Any potential appeals by bettors regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if fewer than 30 (thirty) calendar days have passed since the day of the game.

### 14.3 Teen Patti Rules

Teen Patti is an Indian card game, its name translates as "Three Cards". It is also known as "Indian Poker" or "Flush".

The game is played live, 24 hours a day and uses one standard deck of 52 cards. After shuffling the deck, the dealer draws one card for each player until both players have three cards, which make up a hand. The object of the game is to have a better hand than your opponent. Bettors can place bets on which player will win or on the winning hand.

Before each game, bettors can place bets on both the current game and on upcoming rounds. Equally, multiple bets on different rounds can be placed in combination on Teen Patti and other TVBet games offered by the bookmaker to get the best odds.

Besides cash winnings, players can also get their hands on a jackpot bonus. Each game can have up to three jackpots.

#### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Event (game) – one complete deal, which begins with the cards being shuffled and ends when the dealer has dealt Player B's third card.

1.2. Betting round – a period of time, measured with a countdown, when bets are accepted. One game consists of six betting rounds.

1.3. Odds – a numerical multiplier rounded to two decimal places that is assigned to a particular outcome in the game to determine how much the bettor's total stake on this outcome will be multiplied by. It is used to calculate the bettor's winnings if the result of the game matches the outcome or condition selected by the bettor. The odds indicate the mathematical probability of an outcome: the closer the odds are to one (1.00), the more likely it is that the outcome or condition of the bet will match the result of the game.

1.4. Value – a symbol that indicates a card's position in the deck, from two to ace (2 = two, 3 = three, 4 = four, 5 = five, 6 = six, 7 = seven, 8 = eight, 9 = nine, 10 = ten, J = jack, Q = queen, K = king, A = ace). Ace is the card with the highest value, while two has the lowest value.

1.5. Suit – one attribute of each card. Each card is marked as belonging to one of the four suits (hearts ♥, diamonds ♦, spades ♠, clubs ♣), with the corresponding symbol, which appears on the card together with its value. Hearts ♥ and diamonds ♦ are red, while spades ♠ and clubs ♣ are black.

1.6. Deck – a set of 52 (fifty-two) cards with cards of all thirteen values in each of the four suits.

1.7. Shoe – a device from which the cards are taken to be dealt.

1.8. Kicker – a card that does not itself form part of a hand combination, but which can be used to establish the winning hand.

1.9. Cut card – a special plastic card that is not used in the game itself; it is only used to cover the bottom card of the deck after shuffling so that it cannot be seen.

1.10. Hand – the set of three cards that Player A and Player B are each dealt.

1.11. High card – the card with the highest value. If neither player has at least a two-card hand combination, the winner is determined according to the high card.

1.12. Pair – a hand combination made up of any 2 cards with the same value (two sixes, two aces, etc.). For example, A ♣ A ♠ 3 ♠.

1.13. Flush – a hand combination made up of any 3 cards of the same suit but with any value. For example, K ♣ Q ♣ 9 ♣.

1.14. Straight – a hand combination made up of any 3 cards with consecutive values. For example, 7 ♥ 8 ♠ 9 ♦. A straight can also begin with an ace, for example, A ♥ 2 ♠ 3 ♦. However, the combination K ♥ A ♠ 2 ♦ is not considered a straight.

1.15. Straight flush – a hand combination made up of any 3 cards with consecutive values, all of the same suit. For example, 8 ♥ 9 ♥ 10 ♥.

1.16. Three of a kind – a hand combination made up of any 3 cards of the same value. For example, J ♦ J ♥ J ♣.

1.17. Player A wins – the result or outcome of a game where Player A has a better hand than their opponent.

1.18. Player B wins – the result or outcome of a game where Player B has a better hand than their opponent.

1.19. BACK – the result or outcome in a game where one of the players has a better hand than their opponent.

Potential winnings = stake x odds.

Potential loss = stake.

1.20. LAY – the opposite of BACK, where the chosen player DOES NOT WIN, i.e. has a worse hand than their opponent.

Potential winnings = stake.

Potential loss = stake x odds.

1.21. Draw – a situation in a game where a winner cannot be determined.

1.22. Bet – an outcome or condition, chosen from the list of markets by the bettor, which they believe will match the actual result of the game.

1.23. Stake – the amount of money that the bettor offers to the bookmaker, which is multiplied by the odds to determine the amount of winnings awarded if their bet or bets win.

1.24. Current game – a round in the game on which bets can be placed at the current moment, where a countdown to the next card draw in any round is shown on the broadcast monitor.

1.25. Upcoming games – rounds on which bets can be placed at the current moment, but which will only take place after the current round or others following it.

1.26. Bet slip – an electronic or printed document confirming the transaction (bet) concluded between the player and the bookmaker on one or more bets. The bet slip contains the following details: date, time, bet slip number, information about the bets, total stakes, overall odds, type of bet (single, accumulator or system), etc. Bets on the current game and/or upcoming games of the same type can be added to the bet slip, as can bets on other games.

1.27. Standard bet slip – a bet slip on which the bets, odds and winnings are calculated according to the rules for single bets.

1.28. Combination bet slip – a bet slip on which the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.29. Single – a way of calculating a bet slip where the total winnings are determined by simply adding up the winnings from each bet on the bet slip.

1.30. Accumulator – a way of calculating a combination bet slip where the total winnings are determined by multiplying the overall stake on the bet slip by the overall odds, which are in turn calculated by multiplying the odds of the constituent bets, provided that all the bets win.

1.31. List of Markets – the full list of all the markets offered to participants together with the following: market code, market name (winning conditions), and odds. Bets on the game are accepted according to the options in the list of markets.

1.32. Outcome – an option in the list of markets. This could be an exact result, or a condition that must be met, which allows the bettor to predict the result of the game with a certain level of probability, which is expressed in the size of the odds for this market.

1.33. Outcome code – a unique number included in the printed list of markets or on the monitor showing the broadcast and used to identify a particular market in the betting software.

1.34. Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and is drawn in all other games.

1.35. Mega Jackpot – a potential bonus additional to the bet slip winnings, but larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current mega jackpot amount is displayed on the game broadcast monitor and is drawn in all games.

1.36. Teen Patti Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random and consists of contributions from bets placed by all players, but only from those placed in Teen Patti games.

## 2. RULES OF THE GAME:

2.1. The object of the game is to have a better hand than your opponent.

2.2. The game consists of six rounds. At each stage of the game, each player is dealt a card until they have three each.

2.3. Draw. If the players have the same hand (including the kicker), a draw is declared and all bets will be refunded, including those on winning hands (no single hand won).

2.4. Ranking of the possible hand combinations, from lowest to highest: 1) High card (weakest), 2) Pair, 3) Flush, 4) Straight, 5) Straight Flush, 6) Three of a Kind (strongest).

2.5 If neither player has at least a two-card hand combination, the winner is determined according to the high card. If the high cards are the same, then the second card is used, if the second cards are also the same, then the third card is used. For example, A87 beats K87, and AK10 beats AK9. If the players have the same hand, a draw is declared and all bets are refunded, including those on winning hands.

2.6. If both players have a Pair, the player with the pair of a higher value wins. If the value of the pairs is the same, the winner is determined according to the kicker (the remaining card). For example, AAQ beats KKQ, and AAK beats AAQ. If the players have the same hand (including the kicker), a draw is declared and all bets are refunded, including those on winning hands.

2.7. If both players have a Flush, the player whose hand contains the high card wins. If the high cards are the same, then the second card is used, if the second cards are also the same, then the third card is used. For example, AK10 ♥ beats KQ10 ♠, and AK10 ♥ beats AK9 ♠. If the players have the same hand, a draw is declared and all bets are refunded, including those on winning hands.

2.8. If both players have a Straight, the player whose hand has the high card wins. For example, AKQ beats KQJ, and A23 beats KQJ.

If the players have the same hand, a draw is declared and all bets are refunded, including those on winning hands.

2.9. If both players have a Straight Flush, the player whose hand has the high card wins. For example, AKQ ♥ beats KQJ ♣, and A23 ♥ beats KQJ ♣.

If the players have the same hand, a draw is declared and all bets are refunded, including those on winning hands.

2.10. If both players have Three of a Kind, the player whose hand consists of higher value card wins. For example, AAA beats KKK.

2.11. Each current game consists of six rounds for submitting standard and/or combination bet slips for participation.

2.11.1. It is possible to place more than one bet on the current draw using the same bet slip. Bettors can place several bets on the same game using a standard bet slip only.

2.11.2. During the betting rounds for the current draw, one outcome for any other upcoming Teen Patti draws can be added to a combination bet slip in addition to bets on the current game; however, only one bet per game is permitted.

2.11.3. During the betting round for the current Teen Patti draw, several bets for any Teen Patti draws or other TVBET games (on which accumulators are valid) can be added to a combination bet slip; however, only one bet per game/draw is permitted, and the countdown to the start of the LIVE broadcasts of these games must be considered (so that the outcomes included are not out of date when the bet slip is submitted).

2.11.4. Bets on different rounds of the current game cannot be combined.

2.12. The total winnings from a combination bet slip are calculated by multiplying the combined accumulator odds by the total stake.

2.13. If the results of any game included in a combination bet slip are voided for technical or other reasons, the odds for all bets on this game are changed to one (1.00) and are included in the calculation of the new overall odds for the bet slip.

2.14. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.14.1. The jackpot can only be won by a player with a winning bet slip.

2.14.2. The winnings from the jackpot are added to the amount to be paid out for the winning bet slip.

2.9. Game parameters that are regulated by the betting company:

2.9.1. Jackpot management

2.9.2. The maximum and minimum stake, the maximum payout for each bet slip or bet, and other financial limits

2.9.3. Odds in the list of markets and changes to these odds

3. GAME PROCEDURE:

3.1. Each new game begins with the deck being shuffled before it is dealt to the players. This is when the first betting round takes place.

3.2. Once the first betting round has ended, the dealer deals the first card to Player A. Then, the second betting round begins.

3.3. Once the second betting round has ended, the dealer deals the first card to Player B. At this stage of the game, each player has one card. Then, the third betting round begins.

3.4. Once the third betting round has ended, the dealer deals a second card to Player A. The fourth betting round then begins.

3.5. Once the fourth betting round has ended, the dealer deals a second card to Player B. At this stage of the game, each player has two cards. Then, the fifth betting round begins.

3.6. Once the fifth betting round has ended, the dealer deals a third card to Player A. Then, the sixth and final betting round begins.

3.7. Once the sixth betting round has ended, the dealer deals a third and final card to Player B. A winner or a draw is then declared.

4. SPECIAL CASES:

4.1. Cancelled games (results). A game or its outcome may be cancelled if:

4.1.1. the scanner cannot read a card, or the scanner readings do not match the card on the table;

4.1.2. there are technical issues, including errors on the part of the dealer, internet connection problems, or technical faults in the studio.

4.1.2.1. Errors on the part of the dealer which may lead to the cancelation of a game:

4.1.2.1.1. a card (or cards) is (are) marked or damaged;

4.1.2.1.2. due to an error on the part of the dealer, a card (or cards) falls (fall) off the table or is not visible on the screen;

4.1.2.1.3. due to improper shuffling, a card (or cards) appears (appear) face up in the deck and the number (image) is visible;

4.1.2.1.4. the dealer incorrectly scans a card (or cards) and as a result, the scanner readings do not match the card (or cards) on the table.



4.1.4. If the results of a game are cancelled, all bets on this game are voided and returned to bettors (settled at odds of one, 1.00).

4.2. "Burning" cards. If the dealer draws a card from the shoe during a betting round, and by doing so reveals the face of that card to the participants, this card is "burned" and will not be used in that game. The dealer will make this known to the bettors and place the card face down on their right hand side. Once the betting round has ended, the dealer draws the next card from the shoe and continues the game.

4.3. Discrepancies between the broadcast of a game and the information in a bet slip accepted on the same round (different odds, a winning or losing hand declared erroneously) are considered technical errors. Bets placed on this game are considered void if the bettor can provide sufficient evidence of an error in the broadcast (such as a photo or video clip).

## 5. ORGANIZATION OF THE GAME:

5.1. Games are held live, 24 hours a day, with maintenance breaks.

5.1.1. TVBet has the right to change the time of the betting rounds in the course of a deal.

5.1.2. Scheduled maintenance works are carried out every Tuesday (7:00–8:00 GMT +2).

## 6. CARDS AND THE DECK:

6.1. If one or more cards fall off the table or disappear from bettors' view, the deck is replaced.

6.2. The deck is replaced if one or more cards are marked or damaged.

6.3. The game uses a standard deck of 52 (fifty-two) cards. Each card has a unique bar code which is scanned when the card is dealt using a scanner built into the table.

## 7. ADDITIONAL INFORMATION:

7.1. These rules may be published in several languages for informational purposes; however, only the Russian version can serve as a legal basis for resolving disputes between a bettor and the betting company.

7.2. Any potential appeals by players regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if fewer than 30 (thirty) calendar days have passed since the day of the game.

#### **14.4 MEGA6**

Mega 6 - is a game based on lottery. Players can place bets and watch in live video streaming the random draw of 6 balls out of 49.

##### **RULES**

Mega6 is a LIVE game in which 6 balls are drawn at random from a total of 49.

49 balls are jumbled in the mixing chamber. As this happens, 6 winning balls are drawn at random and displayed in the result tube. The presenter announces the number and colour of each ball.

The balls are numbered from 1 to 49 and are either white or pink. This means that bets can be placed on both the number and the colour. Bets can be placed on the exact sequence of numbers drawn, or at least on one of four, the first number drawn, the total for all the balls or for balls of a particular colour, odd/even, colour order of the balls drawn, specific criteria for the first or last ball drawn, and much more.

In addition to their winnings, bettors can also get their hands on a jackpot bonus. Each game can have up to three jackpots.

The betting round for the current and upcoming games takes place between LIVE broadcasts and lasts for approximately two minutes. Games are held daily every 3 minutes.

##### **1. TERMS AND DEFINITIONS IN THE GAME:**

1.1. Lottery machine – a certified mechanical device that is designed to mix and then draw six (6) balls at random into the result tube.

1.2. Mixing chamber – the main part of the lottery machine where all the balls are mixed together, and from which six (6) balls are then drawn at random into the result tube.

1.3. Result tube – a transparent tube above the mixing chamber of the lottery machine, into which the balls are randomly drawn from the mixing chamber.

1.4. Result of the game – the first six (6) balls and their corresponding numbers which are randomly drawn from the mixing chamber into the result tube.

1.5. Balls – a set of forty-nine (49) balls of different colours which are used during the game. The balls are numbered from one (1) to forty-nine (49). The balls come in two colours: twenty-five (25) balls are white and twenty-four (24) balls are pink. The numbers on the balls are visible from several angles.

1.6. Odds – a numerical multiplier rounded to three decimal places that is assigned to a particular outcome in the game to determine how much the bettor's total stake on this outcome will be multiplied by. It is used to calculate the bettor's winnings if the result of the game matches the outcome or condition selected by the bettor. The odds indicate the mathematical probability of an outcome: the closer the odds are to one (1.000), the more likely it is that the outcome or condition of the bet will match the result of the game.

1.7. Bet – an outcome or condition, chosen from the list of markets by the bettor, which they believe will match the actual result of the game.

1.8. Stake – the monetary amount that the bettor offers to the bookmaker, which will be multiplied by the odds to determine the amount of winnings if their bet or bets win.

1.9. Current game – a game that bets can be placed on at the current moment – a countdown to the start of the LIVE broadcast and the draw for this game is shown on the broadcast monitor.

1.10. Upcoming games – games that bets can be placed on at the current moment, but the broadcasts of which will take place one after another, after the LIVE broadcast of the current game. Bettors have the opportunity to place bets on games other than the current one: a maximum of four upcoming games if placing bets at betting shops and a maximum of nine upcoming games if placing bets online.

1.11. Bet Slip – an electronic or printed document confirming the transaction (bet) concluded between the bettor and the bookmaker on one or more bets. The bet slip contains the following details: date, time, bet slip number, information about the bets, total stake, overall odds, type of bet (single, accumulator or system), etc. Bets on the current game and/or upcoming games of the same type can be added to the bet slip, as can bets on other games.

1.12. Standard bet slip – a bet slip on which the bets, odds and winnings, are calculated according to the rules for single bets.

1.13. Combination bet slip – a bet slip on which the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.14. Single – a bet slip calculation in which winnings are determined by simply adding up the winnings from each bet on the bet slip.

1.15. Accumulator – the calculation for a combination bet slip in which winnings are determined by multiplying the overall stake on the bet slip by the overall odds, which are in turn calculated by multiplying the odds of the constituent outcomes, provided that all the outcomes win.

1.16. List of markets – a full list of all the markets offered to bettors which includes the following information: market code, market name (winning conditions), and odds. Bets on the game are accepted according to the outcomes offered in the list of markets.

1.17. Outcome – one of the options in the list of markets. This could be an exact result or a condition which must be met that allows the bettor to predict the result of the game with a certain level of probability, which is expressed in the size of the odds for this outcome.

1.18. Outcome code – a unique number given to each outcome

1.19. Numbers to be drawn (all numbers One to Four) – a group of four outcomes in the list of markets which differ in the number of selected numbers. Bets are placed on all the selected numbers being drawn in the same round of the game. Bets are offered on 1 to 4 numbers.

1.20. Numbers to be drawn (one of Two to Four) – a group of four outcomes in the list of markets which differ in the number of selected numbers. Bets are placed on at least one of the selected numbers being drawn into the result tube. Bets are offered on 1 to 4 numbers.

1.21. Main outcomes (first number drawn will be over 15, 25, 35) – a group of three outcomes. Bets are placed on the value of the number on the first ball to be drawn being greater than 15, 25, or 35.

1.22. Main outcomes (first and second numbers drawn will be over/under 25) – a group of two double outcomes. Bets on these outcomes win if both the first and second numbers are higher/lower than 25. If one of the two conditions are not met, the bet loses.

1.23. Colour of numbers drawn – a group of outcomes with ten different options on the colour of the balls. Bets can be placed on all six balls to be white/pink, on the colour of the first ball, on the colours of the first and second balls with a double condition (the sequence must be predicted correctly for double conditions).

1.24. Totals (Odd/Even Total) – two outcomes in the list of markets. Bets are placed on whether the sum total of the numbers on the six balls drawn into the result tube will be even or odd.

1.25. Totals (Total will be under 120, 135, 150, over 155, 170, 185) – a group of six outcomes. Bets are placed on whether the sum total of the numbers on the six balls drawn into the result tube will be over or under the specified number.

1.26. Totals (Sum total on all white balls will be over 100, under 65) – two outcomes in the list of markets. Bets are placed on whether the sum total of the numbers on the white balls drawn into the result tube will be over 100 or under 65.

1.27. Totals (Sum total on all pink balls will be over 100, under 65) – two outcomes in the list of markets. Bets are placed on whether the sum total of the numbers on the pink balls drawn into the result tube will be over 100 or under 65.

1.28. Jackpot – a potential bonus available in addition to the bet slip winnings which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and can be won in any game.

1.29. Mega Jackpot – a potential bonus available in addition to the bet slip winnings which is larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current mega jackpot amount is displayed on the game broadcast monitor and can be won in any game.

1.30. Mega6 Jackpot – a potential bonus available in addition to the bet slip winnings which is awarded at random and consists of contributions from bets placed by all bettors, but only from those placed in Mega6 games.

## 2. RULES OF THE GAME:

2.1. The presenter announces each new game, then activates the mixing chamber from which balls are selected at random, and announces the number of each ball as it is drawn into the result tube.

2.2. Bets can only be placed on outcomes offered in the list of markets (see 7.1).

2.3. Six (6) balls are drawn only once per game.

2.4. A game is considered valid if at least six (6) balls have been drawn from the lottery machine mixing chamber into the result tube.

2.5. Before the start of the draw, all 49 (forty-nine) balls are in the lottery machine mixing chamber.

2.6. The result of the game is the first six (6) balls and their respective numbers to be drawn at random from the lottery machine mixing chamber into the result tube.

2.7. If more than six balls are drawn, only the first six (6) balls drawn are counted in the result of the game. The rest are discounted.

2.8. Each current game consists of only one round for submitting standard and/or combination bet slips for participation.

2.8.1. The betting round for the current game is held between LIVE broadcasts and takes approximately two (2) minutes. When the LIVE broadcast of the current game ends, the betting round for the next game starts immediately.

2.8.2. The LIVE broadcast of the current game starts once the countdown reaches zero, signalling the end of the betting round for the current game.

2.8.3. It is possible to place more than one bet on the current game using the same bet slip. Bettors can place several bets on the same game using a standard bet slip only.

2.8.4. Bettors can add one bet per game on any upcoming games, in addition to bets on the current game, using the same combination bet slip during the betting round for the current game.

2.8.5. Bettors can add one bet per game on any upcoming events and on other TVBET games using the same combination bet slip during the betting round for the current game, while keeping in mind the countdown to ensure that the chosen outcomes are valid when the bet slip is accepted.

2.9. The total winnings from a combination bet slip are calculated by multiplying the overall accumulator odds by the total stake.

2.10. If the results of any game included in a combination bet slip are cancelled due to technical or other reasons, then the odds for all bets on this game are changed to one (1.000) and are included in the calculation of the new overall odds for the bet slip.

2.11. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.11.1. The jackpot can only be won by a bettor with a winning bet slip.

2.11.2. The winnings from the jackpot are added to the amount to be paid out for the winning bet slip.

2.12. Game settings that are regulated by the betting company:

2.12.1. Jackpot management

2.12.2. Maximum and minimum stake, the maximum bet slip or outcome winnings, and other financial limits

2.12.3. Odds in the list of markets and changes to these odds.

### 3. SPECIAL CASES:

3.1. Cancellation of the results of a game:

3.1.1. The results of a game may be cancelled due to technical reasons such as problems with internet connection, technical issues in the studio, or presenter errors.

3.1.2. Disruptions in the operation of the lottery machine which will lead to the cancelation of the results of a game:

3.1.2.1. Fewer than six (6) balls are drawn into the result tube

3.1.2.2. The mixing process does not start

3.1.3. Actions of the presenter which will lead to the cancelation of the results of a game:

3.1.3.1. The presenter does not start the process of drawing all 6 balls

3.1.3.2. The presenter physically disrupts the process of mixing or drawing the balls, or disrupts the display of the balls in the result tube or the start tray.

3.2. If the sound is lost during a broadcast or the presenter announces the wrong number for a ball that is drawn, the number shown in the broadcast is considered correct.

3.2.1. If a bettor is not able to watch the live broadcast of the game due to technical problems on their end (internet connection is lost, browser or PC freezes, power outage, etc.), but the recording of this broadcast is in the archive, then the game is considered to have taken place.

3.2.2. Technical problems with the broadcast of the sports channel or an inexact time shown on the clock in the studio are not grounds for cancelling the results of a game, but serve only as additional confirmation that the game is broadcast live.

3.2.3. The results of each game and the archive of video broadcasts can be found on the game organizer's website.

#### 4. ORGANIZATION OF THE GAME:

4.1. Games are held every 3 minutes, 24/7, with maintenance breaks.

4.1.1. TVBET has the right to change the time of a betting round and the broadcast time.

4.1.2. Scheduled maintenance works are carried out every Tuesday (7:00–8:00 UTC+2).

#### 5. Final provisions

5.1. These rules may be published in several languages for informational purposes, but only the Russian version can be used as a legal basis for resolving disputes between a bettor and the betting company.

5.2. Any potential appeals by bettors regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if less than 30 (thirty) calendar days have passed since the day of the game.

## 14.5 FRUITRACE

A unique game that combines the mechanics of a lottery and a race. The outcome of the draws is determined at random by a lotto machine. The winnings depend on the number of fruit matches.

### RULES

FRUITRACE is a new, unique live game. You won't need to spend time selecting your bet, as there's just one option you can choose. Place a bet and, at the end of the game, see whether your bet won!

Ten balls are used in the game, each with an image: three blue balls with plums, three red with cherries, three yellow with lemons, and one orange ball with the number 7. In each game, the balls are released into the lottery machine. The lottery machine is set out as a racing track, which the balls circle several times before being drawn into the result tube at random. Finally, the balls are stacked alongside the image comparison panel where the results are determined and displayed. The objective of the game is to guess the highest number of matching (aligned) images by placing a bet to take part in the draw. Winnings are awarded for 4 or more matches (max. 10), or if only the 7-ball aligns. To make things easier, bets can be placed up to 100 draws in advance. By default, the stake selected is applied to all draws when you bet on multiple games at once.

In addition to their winnings, bettors can get a bonus in the form of a jackpot. There could be several jackpots in one game.

The betting round for the current and upcoming games lasts for approximately 30 seconds, and the draw lasts for around another 30 seconds. Games are held daily every minute.

### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Lottery machine – a certified mechanical device with an elliptical mixing chamber that resembles a racing track. Ten balls are released to circle the track a number of times, thereby mixing at random. A sideways trap door then opens and the balls fall through into the result tube as they move around the mixing chamber. There, they are stacked one on top of another in the vertical part of the result tube.

1.2. Result tube – a transparent tube on the left of the mixing chamber, alongside the image comparison panel. Trap doors are located at the exit and at the entrance to the result tube, and these catch and release the balls. A panel of images is shown next to the result tube.

1.3. Image comparison panel – a special panel depicting drawings of all the images. It is used for comparison with the images on the balls when they are dropped into the result tube. The panel depicts the images in the following order (from bottom to top): 1) three lemons, 2) three cherries, 3) three plums, 4) red seven.

1.4. Result of the game – the number of images in the comparison panel that match (align with) the images on the 10 balls that have dropped into the result tube.

1.5. Balls – a set of ten (10) coloured balls with different images used in the game. The set of balls consists of three (3) blue balls with an image of a plum, three (3) yellow balls with an image of a lemon, three (3) red balls with an image of cherries, and one (1) orange ball with the number 7. The images are visible on the balls from several angles.

- 1.6. Bet – a specific game ID selected by the bettor and the stake wagered on it.
- 1.7. Stake– the monetary amount that the bettor offers to the bookmaker, which will be multiplied by the odds to determine the amount of winnings if their bet or bets win. The stake can be selected from amongst the quick bet buttons at the bottom of the bet slip, entered manually in “one-click” mode, or selected using the + and - buttons to increase or decrease the amount.
- 1.8. Paytable - the table at the top of the video, which determines the possible winnings. The winnings depend on the amount of the bet and the number of matches determined by the result of a particular game.
- 1.9. Current game – a game that bets can be placed on at the current moment, and a countdown to the start of the live stream for this game is shown on the broadcast monitor.
- 1.10. Upcoming games – games that bets can be placed on at the current moment, but the broadcasts for these games will take place one after another, after the live stream of the current game. Bettors can place bets up to 100 draws in advance.
- 1.11. Paytable – a table showing 7 cells with a number of possible matches needed for a bet to win – 4 to 10 – and an eighth cell for the number 7. Payouts are awarded to bettors in accordance with this table. Once the number of images that align during a draw corresponds to one of the cells in the table, that cell turns gold. The number of matches is also shown as a digit over the mixing chamber in the stream – if the bet wins, then the number turns gold. If it loses, the number stays silver.
- 1.12. Bet Slip– an electronic document that confirms an agreement between a player and the betting company about one or more bets. The bet slip contains the following details: date, time, bet slip number, bet information, bet amount, odds, and other. The bet slip allows to add bets on the current and/or future rounds.
- 1.13. Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and may be awarded in all available games.
- 1.14. Mega Jackpot– a potential bonus additional to the bet slip winnings, but larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current mega jackpot amount is displayed on the game broadcast monitor and may be awarded in all games.
- 1.15. Fruitrace Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random and consists of contributions from bets placed by all players, but only from those placed in Fruitrace games.

## 2. RULES OF THE GAME:

- 2.1. A presenter introduces each new Fruitrace game and announces the results (the number of matches) at the end.
- 2.2. In a game or a series of games, bets are accepted on the images in the comparison panel matching those on the balls lined up directly alongside it.
  - 2.2.1. Winnings are settled based on the number of matches (see 6.1.).
  - 2.2.2. The minimum number of balls that need to align with the comparison panel is four (4).



2.2.3. A win is determined by both the number of aligned fruit symbols and whether the number 7 is aligned. E.g. if three (3) fruits and the 7 are aligned, the result is 4 matches.

2.2.4. For a win with one 7, only one clean match is needed (with the 7). No other images need to match (align). When the 7 aligns and one (1) or two (2) fruit symbols also align, this is not considered a clean match. The minimum number of total matches (4) is also not reached.

2.2.5. By default, the stake is accepted in one mode only – on every event.

2.2.6. Bets are placed as “one-click” bets.

2.3. During a single game, all ten (10) balls are mixed and drawn into the result tube once only.

2.4. A game is considered to have taken place successfully if all ten (10) balls are drawn from the mixing chamber into the result tube and are stacked vertically alongside the comparison panel.

2.5. The result of the game is the number of images in the comparison panel that match the images on the balls directly alongside it.

2.6. Bets are accepted as single bets only.

2.7. Each current game includes only one round for submitting bet slips for participation.

2.8. In the current game, a bet can be placed on up to 100 games in advance.

2.9. The betting round for the current game lasts for approximately 30 seconds. When the broadcast of the current game ends, the betting round for the next game starts immediately.

2.10. The live stream for the current game begins at the end of the countdown to the end of the betting round, and lasts for 30 seconds.

2.11. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.11.1. The jackpot can be won only by a player with a winning bet slip.

2.11.2. The winnings from the jackpot are added to the amount to be paid out for a winning bet slip.

2.12. Game settings that are regulated by the betting company:

2.12.1. Jackpot management

2.12.2. Maximum and minimum stake, the maximum winnings from a bet slip or outcome, and other financial limits

2.12.3. Paytable

3. Special cases:

3.1. Cancellation of the results of a game:

3.1.1. The results of a game may be cancelled due to technical reasons such as problems with internet connection, technical issues in the studio, or presenter errors.

3.1.2. Disruptions in the operation of the lottery machine which will lead to the cancellation of the results of a game:

3.1.2.1. The balls are not dropped from the result tube into the mixing chamber to be mixed and drawn, but the game has already started in the program.

3.1.2.2. Fewer than ten (10) balls have been drawn into the result tube by the time the countdown for the round has ended.

3.1.3. Actions of the presenter which will lead to the cancelation of the results of a game:

3.1.3.1. The presenter physically disrupts the process of mixing or drawing the balls, or obstructs the display of the balls in the result tube.

3.2. If during the broadcast the sound disappears or the presenter announces the wrong number of the selected ball, the number shown in the broadcast of the game is considered correct.

3.2.1. If a player is not able to watch the live broadcast of the game due to technical problems on his/her end (internet connection is lost, browser or PC freezes, power outage, etc.), but the recording of this broadcast is in the results archive, then the game is considered to have taken place.

3.2.2. Technical problems with the broadcast of the sports channel or an incorrect time shown on the clock in the studio are not grounds for cancelling the results of a game, but serve only as additional confirmation that the game is broadcast live.

3.2.3. The results of each game that has taken place and the archive of video broadcasts can be found on the website of the game organizer.

4. Organization of the game:

4.1. Games are held every minute, 24/7, with maintenance breaks.

4.1.1. TVBET has the right to change the time of a betting round and the broadcast time.

4.1.2. A digital clock is shown as confirmation for bettors that the game is broadcast live.

4.1.3. Scheduled maintenance works are held every Tuesday (7:00–7:30 GMT +2).

5. Final provisions

5.1. These rules may be published in several languages.

5.2. Any potential appeals by bettors regarding the results of a game and/or other technical issues will be considered only where a hard copy or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if less than 30 (thirty) calendar days have passed since the day of the game.

## 14.6 1BET

1 of 37 lottery balls drops in the game. The numbers and colours of the lottery balls corresponding to the European roulette. Place bets on the number that will be drawn.

### RULES

1BET is fundamentally a new, very simple and fast-paced LIVE game in which 1 of 37 balls is drawn. One advantage of 1Bet from TVBet is that players have a simple and clear game interface that combines the experience of a lottery with wheel of fortune. Players can test out their tactics and strategies in a completely new format. A certified lottery machine ensures the results of the game are 100% fair and totally random.

The game takes place every minute in a continuous LIVE video broadcast. The betting round lasts for about 45 seconds. Before the balls are mixed and one of them is drawn, a countdown is displayed on the broadcast. At the end of the countdown, the balls are mixed and one is drawn at random. After the result of the game is shown, the ball is returned to the lottery machine and is mixed with the others for the next game.

Bets can be placed on the exact number, the colour of the ball, whether the number is even or odd, a selection of 3, 6, 12 or 18 sequential balls within an interval, or on a ball in a group of 12, but not in sequential order.

### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Lottery Machine: A certified mechanical device that is designed to display thirty-seven (37) numbered balls, mix them and draw one (1) ball at random that is then placed into the result tube.

1.2. Mixing Chamber: The main part of the lottery machine where all the balls are located and mixed, and from which one (1) ball is drawn at random and placed into the result tube.

1.3. Result tube: A transparent tube vertically attached to the mixing chamber. One ball is drawn at random from the mixing chamber and placed into this tube.

1.4 Balls: A set of thirty-seven (37) multi-coloured balls that are used during the game. The balls are numbered in order from zero (0) to thirty-six (36). The balls come in three colours: eighteen (18) balls are red (1,3,5,7,9,12,14,16,18,19,21,23,25,27,30,32,34,36), eighteen (18) are black (2,4,6,8,10,11,13,15,17,20,22,24,26,28,29,31,33,35), and one (1) zero is green. The numbers are visible on the balls from several angles.

1.5. Result of the game: One of the thirty-seven balls with a particular number and colour that is drawn at random from the mixing chamber. The results of the game are presented as a colour and a number.

1.6. Odds: The numerical multiplier rounded to three decimal places that is assigned to a game outcome to determine how much the player's total bet for this outcome will be multiplied by. It is used to calculate their winnings if the result of the game matches the outcome or outcome option selected by the player. The odds indicate the mathematical probability of an outcome: the closer the odds are to one (1.000), the more likely it is that the outcome of the bet or the outcome option will match the result of the game.

1.7. Bet: One of the outcomes offered in the list of markets, of which the value or option that is chosen by the player must match the result of the game.

1.8. Stake: The monetary amount that a player offers to the bookmaker, which will be multiplied by the odds to determine the amount of winnings if their bet or bets win.

1.9. Current game: Game on which bets are currently being accepted, and a countdown to the start of the LIVE broadcast and the draw for this game is shown on the broadcast monitor.

1.10. Upcoming games: Games on which bets are currently being accepted, but the broadcast of which will begin after the LIVE broadcast of the current game. Players have the opportunity to place bets on games other than the current one: maximum of four upcoming games if placing bets at betting shops and maximum of nine upcoming games if placing bets online.

1.11. Bet slip: An electronic or printed document confirming the transaction between the player and bookmaker for one or several bets. The bet slip includes the following details: date, time, bet slip number, information about the bet, total stake, total odds and type of bet (single, accumulator, or system), and more. The bet slip allows you to add bets on the current and/or future games within the same type of game and add bets on different games.

1.12. Standard bet slip: A type of bet slip on which the bets, odds, and winnings are calculated according to the rules for single bets.

1.13. Combination bet slip: A type of bet slip on which bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.14. Single: A way of settling a bet slip where the winnings are obtained by simply adding up the winnings on each bet that is included in the bet slip.

1.15. Accumulator: A type of combined bet slip settlement where winnings are obtained by multiplying the total stake on the bet slip by the total odds, which are calculated by multiplying the odds of the outcomes that make up the accumulator, but only if all the outcomes win.

1.16. List of markets: The full list of all the outcomes which are offered to participants and contain the following: outcome code, outcome name (winning conditions), and the odds. Bets on the game are placed according to the outcomes in the list of markets.

1.17. Outcome: One of the options in the list of markets, the exact result or winning conditions, which can be used to predict the result of the game with some degree of probability, and this probability is expressed in the size of the odds for this outcome.

1.18. Outcome code: The unique number stated in the printed list of markets or on the broadcast monitor that is used to identify this outcome in the betting program.

1.19. Selected ball will be drawn (0–36): An outcome option in the list of markets – a bet on exactly one (1) number from the 37 balls, for example 34 or 0.

1.20. On an interval of 3 numbers: Twelve outcome options in the list of markets – bets on three (3) sequential numbers in an interval (the bet is on one of twelve groups of balls, excluding 0). The bet will win if the result of the game falls within the range of numbers specified, for example 1–3.

1.21. On an interval of 6 numbers: Six outcome options in the list of markets – bets on six (6) sequential numbers in an interval (the bet is on one of six groups of balls, excluding 0). The bet will win if the result of the game falls within the range of numbers specified, for example 19, 20, 21, 22, 23, and 24.

1.22. On a dozen (DI–III): Three outcome options in the list of markets – bets on twelve (12) sequential numbers in an interval (the bet is on one of the three groups of balls, excluding 0). The bet will win if

the result of the game falls within the specified range of numbers (DI, DII or DIII), for example DIII – 25, 26, 27, 28, 29, 30,31, 32, 33, 34, 35, 36.

1.23. On a column of 12 numbers (C I–III): Three outcome options in the list of markets – bets on twelve (12) NON-sequential numbers, which instead appear in a given set of numbers (set CI, CII or CIII), for example, CI – 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34.

1.24. On an interval of 18 numbers: A bet on half (18) of the game result options selected from two fixed sets that are proposed (the bet is on half of all the balls, excluding 0). The bet will win if the result of the game falls within the range of numbers specified.

1.25. Over/under: A set of outcome options in the list of markets – bets that the mathematical value of the number drawn in the game is over or under the values selected. If zero (0) is drawn, the bet will be considered lost.

1.26. Red/Black: Two outcome options in the list of markets – bets on one of the two ball colours drawn as the result of the game – red or black.

1.27. Even/odd: Two outcome options in the list of markets – bets on the result of the game being an even or odd number. If zero (0) is drawn, the bet will be considered lost.

1.28. Jackpot: A possible bonus additional to the bet slip winnings, which is awarded at random. The size of the current jackpot is displayed on the game broadcast monitor and is played for in all other games.

1.29. Mega Jackpot: A possible bonus additional to the bet slip winnings, but larger in size than a regular jackpot. It is awarded at random, but less often than the regular jackpot. The size of the current mega jackpot is displayed on the game broadcast monitor and is played for in all games.

1.30. 1Bet Jackpot: A possible bonus additional to the bet slip winnings, which is awarded at random and consists of contributions from bets placed by all players, but only from those placed in this game.

## 2. RULES OF THE GAME:

2.1. The presenter introduces each new 1Bet game and reads out the numbers drawn.

2.2. Bets in the game can only be placed on one of the outcomes from the 1Bet list of markets (see 6.1.).

2.3. During one game, one (1) ball is drawn only once. After it is shown, it is placed back into the mixing chamber.

2.4. The game is considered successful if a ball is successfully drawn from the mixing chamber and placed into the result tube.

2.5. Prior to the ball being drawn, there are 37 (thirty-seven) numbered balls in the mixing chamber: 36 red and black balls and 1 green ball.

2.6. The result of the game is one randomly drawn ball, its colour and number.

2.7. The broadcast of the game takes place on a continuous LIVE stream, except for scheduled maintenance breaks (see 4.1.3.).

2.8. Each current game has only one round for receiving standard and/or combination bet slips.

2.8.1. The betting round for the upcoming game is held between the last completed game and the next live draw. A full game takes one (1) minute: about forty-five seconds (45) to receive the bets and fifteen (15) seconds for the live draw.

2.8.2. Bets are not accepted while the result of the game is being determined. Once the live stream of the current game has ended, the betting round for the next game begins.

2.8.3. The LIVE broadcast for the current game begins at the end of the countdown, which signals the completion of the betting round for this game (betting is closed).

2.8.4. It is possible to place more than one bet on the current game using the same bet slip. Players can place several bets on the same game using a standard bet slip only.

2.8.5. During the betting round for the current game, one outcome for any other upcoming 1Bet games can be added to a combination bet slip in addition to bets on the current game; however, only one bet per game is permitted.

2.8.6. During the betting round for the current 1Bet game, several bets for any other 1Bet events or TVBET games can be added to the combination bet slip in addition to bets on the current game; however, only one bet per game is permitted, and the countdown to the start of the LIVE broadcasts of each game must be considered (so that the outcomes included are not out of date when the bet slip is submitted).

2.9. The total winnings on a combination bet slip are calculated according to accumulator odds multiplied by the total stake.

2.10. If the results of any game included in a combination bet slip are cancelled due to technical or other reasons, then the odds for all bets on this game are changed to one (1.000) and are included in the calculation of the new overall odds for the bet slip.

2.11. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.11.1. The jackpot can only be awarded to a winning bet slip.

2.11.2. The amount of the jackpot won is added to the payout amount for the winning bet slip.

2.12. Game settings which are regulated by the betting company:

2.12.1. Jackpot management

2.12.2. Maximum and minimum stake, the maximum bet slip or outcome winnings, and other financial limits

2.12.3. Odds in the list of markets and changes to them

### 3. SPECIAL CASES:

3.1. Cancellation of the result of a game:

3.1.1. The result of a game can be cancelled for technical reasons such as internet connection issues, technical problems in the studio or presenter errors.

3.1.2. Disruptions in the operation of the lottery machine which will lead to the cancelation of the results of a game:

3.1.2.1. The countdown to the start of the game is over, but the process of mixing and drawing the ball has not started.

3.1.2.2. No ball is drawn and placed in the result tube.

3.1.3. Actions of the presenter which will lead to the cancelation of the results of a game:

3.1.3.1. The ball drawn in the previous round does not fall back into the mixing chamber, and the presenter does not manage to replace it manually before the balls begin to be mixed for the next game.

3.1.3.2. By her physical actions the presenter disrupts the procedure for mixing or drawing the balls or interferes with the presentation of the ball in the result tube or the lottery machine.

3.2. If during the broadcast the sound disappears or the presenter announces the wrong number and/or colour, the game results are determined by the video image.

3.2.1. If a player was not able to watch the live broadcast of the game due to technical problems at their end (the internet connection was lost, their browser or PC froze, there was a power cut, etc.), but the recording of this broadcast is in the archive, it is considered that the game took place.

3.2.2. The results of each game that takes place and the archive of video broadcasts can be found on the game organizer's website.

#### 4. ORGANIZATION OF THE GAME:

4.1. Games are held every minute, 24/7, with breaks for maintenance.

4.1.1. TVBet has the right to change the time of the betting round.

4.1.2. Scheduled maintenance is carried out every Tuesday (7:00–7:30 GMT +2).

#### 5. FINAL PROVISIONS

5.1. These rules may be published in several languages.

5.2. Any potential appeals by players regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if less than 30 (thirty) calendar days have passed since the day of the game.

## 14.7 LUCKY6

The game, the meaning of which is to guess 6 numbers of the drawn numbers as early as possible during the drawing. Place bets on your lucky numbers.

### RULES

LUCKY6 is a dynamic and exciting LIVE game that is popular around the world. 35 numbers are drawn at random from the 48 balls in the lottery machine and the player has to predict 6 balls that will be drawn as early as possible in the process. The main betting option in the game is a bet on 6 numbers (Lucky6). In addition, players can bet on the colour of a ball, whether it is odd or even, and the totals. The game is popular because it is simple and unique in that the probability that the player correctly guesses 6 of the drawn balls when 35 from the total 48 are drawn is very high. All they have to do is monitor their winning odds by watching to see in which cell their sixth number will appear.

Players can place several bets on 6 numbers in the game, so predicting gets even easier. Compared to Keno where players are waiting for balls to be drawn to get winnings, in Lucky6 it's more a case of waiting to find out what the odds will be. The earlier in the game the six balls chosen by the player are drawn, the higher the player's winnings will be.

The game takes place every 5 minutes with breaks for technical maintenance.

#### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Lottery machine – a certified mechanical device that is designed for mixing forty-eight (48) numbered balls, drawing thirty-five (35) balls at random and placing them into the results area to be displayed.

1.2. Mixing chamber – the main part of the lottery machine that contains all the balls that are mixed together, and from which thirty-five (35) balls are then drawn at random into the results area.

1.3. Results area – the part of the machine to the right of the mixing chamber where thirty-five (35) randomly drawn balls are placed to display the results.

1.4. Balls – a set of forty-eight (48) multi-coloured balls which are used during the game. The balls are numbered from one (1) to forty-eight (48) and appear in eight (8) colours: six (6) balls are green – numbers 1, 9, 17, 25, 33 and 41; six (6) are blue – numbers 2, 10, 18, 26, 34 and 42; six (6) are red – numbers 3, 11, 19, 27, 35 and 43; six (6) are purple – numbers 4, 12, 20, 28, 36 and 44; six (6) are yellow – numbers 5, 13, 21, 29, 37 and 45; six (6) are orange – numbers 6, 14, 22, 30, 38 and 46; six (6) are beige – numbers 7, 15, 23, 31, 39 and 47; and six (6) are black – numbers 8, 16, 24, 32, 40 and 48. The numbers are visible on the balls from several angles.

1.5. Result of the game – the thirty-five balls with specific numbers and colours that are drawn at random from the mixing chamber into the results area and are entered into the game results cells.

1.6. Game results cells – a special graphical solution used during the LIVE broadcast which begins as a number of empty cells. When the balls are drawn in the studio, the same balls and numbers will appear and fill in the empty cells in the same order. There are 35 cells in total. There are 5 main cells for the first balls which do not have assigned odds, and then 30 cells that do have assigned odds. The purpose of the game results cells is to clearly display to the player the balls that have been drawn into the



results area of the lottery machine, as well as to help players monitor the selection of the sixth ball and keep track of the odds allocated to correctly predicting this ball.

1.7. Odds– the numerical multiplier rounded to three decimal places that is assigned to a game outcome to determine how much the player’s total bet for this outcome will be multiplied by. It is used to calculate their winnings if the result of the game matches the outcome or outcome option selected by the bettor. The odds indicate the mathematical probability of an outcome: the closer the odds are to one (1.000), the more likely it is that the outcome of the bet or the outcome option will match the result of the game.

1.8. Bet– one of the outcomes proposed in the list of markets. It is chosen by players who believe the value or outcome option will correspond to the result of the game.

1.9. Stake – the amount of money that a player offers to the betting company so that his/her winnings can be calculated according to the odds if the bet(s) wins.

1.10. Current game – a game that bets can be placed on at the current moment, and a countdown to the start of the LIVE broadcast and the draw for this game is shown on the LIVE broadcast monitor.

1.11. Upcoming games – games that bets can be placed on at the current moment, but the broadcasts for these games will take place one after another, after the LIVE broadcast of the current game. Players have the opportunity to place bets on games other than the current one: a maximum of four upcoming games if placing bets at betting shops and a maximum of nine upcoming games if placing bets online. In upcoming games, all the odds on dynamic outcomes for card games are offered with the basic odds without taking into account open cards.

1.12. Bet slip – an electronic or printed document confirming the transaction (bet) concluded between the player and the bookmaker on one or more bets. The bet slip contains the following details: date, time, bet slip number, information about the bets, total stakes, overall odds, type of bet (single, accumulator or system), etc. Bets on the current game and/or the next games of the same type can be added to the bet slip, as well as bets on other games.

1.13. Standard bet slip – a bet slip on which the bets, odds and winnings, are calculated according to the rules for single bets.

1.14. Combination bet slip – a bet slip on which the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.15. 6-number combinations– an automatic solution for accepting a wider range of bets on 6 numbers; when the number of balls in one bet is between 7 and 15, all possible 6-number combinations are created.

1.16. Single – a way of settling a bet slip whereby the winnings are obtained by simply adding together the winnings from each bet included on the bet slip.

1.17. Accumulator – a way of settling a combination bet slip whereby the winnings are obtained by multiplying the total stake for bets on the bet slip by the overall odds, which in turn are calculated by multiplying the odds for the outcomes selected, provided that all the outcomes came to be correct.

1.18. List of Markets– a complete list of all outcomes offered to players with the following parameters: outcome code, outcome names (winning conditions) and the corresponding odds. Bets on the game are accepted only according to the outcomes offered in the list of markets.

1.19. Outcome – one of the options in the list of markets, the exact result or winning conditions, which can be used to predict the result of the game with some degree of probability, and this probability is expressed in the size of the odds for this outcome.

1.20. Outcome code – the unique outcome number stated in the printed list of markets or on the broadcast monitor that is used to identify this outcome in the betting program.

1.21. Jackpot– a potential bonus additional to the bet slip winnings, which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and is awarded in all other games.

1.22. Mega Jackpot– a potential bonus additional to the bet slip winnings, but larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current mega jackpot amount is displayed on the game broadcast monitor and is drawn in all games.

1.23. Lucky6 Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random and consists of contributions from bets placed by all players, but only from those placed in this game.

## 2. RULES OF THE GAME:

2.1. A presenter introduces each new round of a Lucky6 game and calls out the number and colour of each ball that is drawn.

2.2. Only bets on the main and additional outcomes offered in the Lucky6 list of markets are accepted in the game (see point 6.1.).

2.2.1. Bets on the main outcomes of the game can be placed on exactly six numbers, either by choosing specific numbers or through 6-number combinations.

2.3. The aim of the game is to predict 6 balls and match the sixth ball as early as possible in the process of gradually drawing the 35 numbered balls which form the result of the game.

2.4. The odds on the main outcomes depend on the game results cell in which the player's sixth selected ball appears. If the player's sixth ball is also the sixth ball drawn in the game, then the maximum odds apply. If the player's sixth ball is the 35th ball drawn in the game, then the odds are reduced to 1.00.

2.4.1. The odds on the main outcomes are not stated when bets are accepted, as they are determined once the draw is complete.

2.4.2. There are two bonus coefficients in the game, which are determined randomly each time in a new draw for two cells of the results.

2.4.3. If 6 numbers were collected and one of them fell out in a lucky cell, the winning is doubled;

2.4.4. If 6 numbers were collected in both lucky cells, the winning is tripled;

2.5. During a single game, thirty-five (35) balls are drawn into the results area once only.

2.6. The game is considered to have been played properly and been successful if thirty-five balls are drawn at random from the mixing chamber into the results area.

2.7. Before the game begins, forty-eight (48) numbered balls are located in the lottery machine's results area. There are 6 balls in each of the following colours: green, blue, red, purple, yellow, orange, beige and black.

2.8. The result of the game refers to the thirty-five balls and their numbers and colours that are randomly drawn into the results area. At the start of each new draw, the balls are returned to the mixing chamber.

2.9. Bets on an automatic 6-number combination cannot be a part of accumulator bets.

2.10. Each current game consists of only one round for submitting standard and/or combination bet slips for participation.

2.10.1. The betting round for the current game is held between LIVE broadcasts and takes approximately three (3) minutes. When the LIVE broadcast of the current game ends, the betting round for the next game starts immediately.

2.10.2. Bets cannot be placed on the current round while the result is being determined.

2.10.3. The LIVE broadcast for the current game begins at the end of the countdown, which signals the completion of the betting round for this game (betting will be blocked).

2.10.4. It is possible to place more than one bet on the current game using the same bet slip. Players can place several bets on the same game using a standard bet slip only (including bets on 6-number combinations).

2.10.5. During the betting round for the current Lucky6 game, one outcome for any other upcoming Lucky6 games can be added to a combination bet slip in addition to bets on the current game; however, only one bet per game is permitted (apart from bets on 6-number combinations).

2.10.6. During the betting round for the current Lucky6 game, several bets for any other Lucky6 events or TVBET games can be added to the combination bet slip in addition to bets on the current game; however, only one bet per game is permitted (apart from bets on the main markets on a 6-number combination), and the countdown to the start of the LIVE broadcasts of each game must be considered (so that the outcomes included are not out of date when the bet slip is submitted).

2.11. The total winnings on a combination bet slip are calculated according to accumulator odds multiplied by the total stake.

2.12. If the results of any game included in a combination bet slip are cancelled due to technical or other reasons, then the odds for all bets on this game are changed to one (1.000) and are included in the calculation of the new overall odds for the bet slip.

2.13. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.13.1. The jackpot can be won only by a player with a winning bet slip.

2.13.2. The winnings from the jackpot are added to the amount to be paid out for a winning bet slip.

2.14. Game settings that are regulated by the betting company:

2.14.1. Jackpot management

2.14.2. Maximum and minimum stake, the maximum bet slip or outcome winnings, and other financial limits

2.14.3. Odds in the list of markets and changes to these odds

### 3. SPECIAL CASES:

3.1. Cancellation of the results of a game:

3.1.1. The results of a game may be cancelled due to technical reasons such as problems with internet connection, technical issues in the studio, or presenter errors.

3.1.2. Disruptions in the operation of the lottery machine which will lead to the cancellation of the results of a game:

3.1.2.1. If the countdown to the start of a draw ends but the process of mixing and drawing the balls does not start.

3.1.2.2. If balls are not drawn into the results area or fewer than 35 balls are drawn into it.

3.1.2.3. If a ball or balls that was/were part of the game result for the last round are not returned to the mixing chamber.

3.1.3. Actions of the presenter which will lead to the cancellation of the results of a game:

3.1.3.1. The presenter physically disrupts the process of mixing or drawing the balls, or disrupts the display of the balls in the results area or lottery machine.

3.2. If the sound is lost during a broadcast or the presenter announces the wrong number or colour for a ball that is drawn, the result of the game shall be determined according to the results area visible on the video.

3.2.1. If a player is not able to watch the live broadcast of the game due to technical problems on his/her end (internet connection is lost, browser or PC freezes, power outage, etc.), but the recording of this broadcast is in the archive, then the game is considered to have taken place.

3.2.2. The results of each game and the archive of video broadcasts can be found on the website of the game organizer.

### 4. ORGANIZATION OF THE GAME:

4.1. Games are held every 5 minutes, 24/7, with maintenance breaks.

4.1.1. TVBET has the right to change the time of a betting round.

4.1.2. Scheduled maintenance works are held every Tuesday (7:00–8:00 GMT +2).

### 5. FINAL PROVISIONS

5.1. These rules may be published in several languages.

5.2. Any potential appeals by bettors regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if less than 30 (thirty) calendar days have passed since the day of the game.

## 14.8 HYPERGAMMON

Hypergammon in a simplified format. The games are played between two conditional players with white and black checkers, respectively. Choose which checkers will win in the game or which dice the host will roll.

### RULES

BACKGAMMON is known to be one of the oldest and most popular strategic board games. For convenience, the rules of short hyper backgammon apply to this game. Games are played live around the clock between two virtual players, and in TVBET backgammon, they play with white and black checkers. The presenter makes the moves for the players with white and black taking turns, by rolling the dice and moving the checkers according to the general rules and order of priority set out in these rules. The white checkers take the first turn in a new game. Play continues until either the black or white checkers (players) win, which marks the end of the game. In the game, the presenter carries out the turns on the basis of the numbers rolled.

The aim of the game is for players to move their checkers into their own home board and then bear them off. The first player to bear off their checkers wins the game.

TVBET's backgammon gives you the chance to watch the game uninterrupted and place bets on the overall result of the game, the result of a move by the black or white checkers, and different result options (totals, even or odd). As a result, backgammon experts and fans can enjoy the game and earn winnings – whether that be on a minute-by-minute basis by placing bets on the outcome of each move, or over a longer period by betting on the outcome of the game and winning their reward.

Odds on the dice are fixed, but the odds on the game and the checkers are dynamic and change with each turn that is taken.

Aside from the winnings, players can earn a great bonus in the form of a jackpot, and there can be several in a game.

### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Backgammon board: a special, large playing board for short hyper backgammon that features a rectangular recess (tray) in the middle for rolling the dice. In the display for viewers, above and below the tray are the playing sections and bars for the white checkers (above the tray) and the black checkers (below the tray). All the remaining sections are set up as in a standard game. In the display for viewers, the white home board is at the bottom-right of the board and the white outer board is at the bottom-left. The black home board is at the top-right of the board and the black outer board is at the top-left.

1.2. Dice: a set of two large dice (each of the six sides displays a number of dots ranging from 1 to 6) that are rolled and used to determine how far the player's checkers should be moved in one turn, in line with the rules and order of priority.

1.3. Event (game): the entire game of backgammon that starts with the white checkers' first turn and continues for an indeterminate number of turns until one of the players bears all 3 of their checkers off the board.

1.4. Event (move): the basic component of the game that goes on for an equal period of time with the white and black checkers taking turns, and is accompanied by a dice roll and subsequent movement of the checkers (hitting, clearing).

1.5. Result of a game: one of two game scenarios in which the white or black player wins by bearing all 3 of their checkers off the board.

1.6. Result of a move: the state of play after the dice are rolled; the number (points) shown on the dice is entered into the system; between 1 and 3 checkers are moved according to the numbers rolled; and checkers are hit or not hit as part of this turn.

1.7. To Win: an outcome. The state of play after a series of turns when a player has moved all their checkers into their home board and has been the first to bear them off.

1.8. Rolling a double: an outcome for a turn where the dice land on the same number, for example 1 and 1, 2 and 2, 3 and 3, 4 and 4, 5 and 5 or 6 and 6.

1.9. Number rolled: a set of outcomes for a turn. A bet that the dice will land on at least one of the stated numbers.

1.10. Total sum shown on the dice: a set of outcomes for a turn. The total obtained by adding up the numbers that the two dice land on.

1.11. Total sum shown on the dice within a range: a set of outcomes for a turn. A bet that the sum total of the dice will fall within a given range.

1.12. Odds: the numerical multiplier rounded to three decimal places that is assigned to a game outcome to determine how much the player's total bet for this outcome will be multiplied by. It is used to calculate their winnings if the result of the game matches the outcome or outcome option selected by the bettor. The odds define the mathematical probability of an outcome: the closer the odds are to one (1.000), the more likely it is that the outcome of the bet or the outcome option will match the result of the turn or game.

1.13. Dynamic odds: the numerical multiplier rounded to three decimal places that is assigned to a specific outcome for the entire game (checkers, main outcomes) and which changes with each turn (each new movement of the checkers).

1.14. Betting round: the time period within a turn, presented as a countdown, designated for placing bets on the outcome of the turn and the game. It comes to an end when the dice is rolled, indicating the other player's turn.

1.15. Bet on a turn: an outcome chosen by the bettor from the list of markets, which, in their opinion, will correspond to the result of the dice roll or movement of the checkers.

1.16. Bet on a game: an outcome chosen by the bettor from the list of markets, which, in their opinion, will correspond to the result of the game.

1.17. Stake: the monetary amount that the player offers to the bookmaker, which will be multiplied by the odds to determine the amount of winnings if their bet or bets win.

1.18. Bet slip: an electronic or printed document confirming the transaction (bet) concluded between the player and the bookmaker on one or more bets. The bet slip contains the following details: date, time, slip number, information about the bets, total stakes, overall odds, type of bet (single,

accumulator or system), etc. Bets on the current game and/or the next game of the same type can be added to the bet slip, and bets between different games can also be added.

1.19. Standard bet slip: a bet slip on which the bets, odds, and winnings are calculated using single betting rules.

1.20. Combination bet slip: a bet slip on which the bets, odds, and winnings are calculated using accumulator or system betting rules.

1.21. Single: a bet slip calculation in which winnings are determined by simply adding up the winnings from each bet on the bet slip.

1.22. Accumulator: the calculation for a combination bet slip in which winnings are determined by multiplying the overall stake on the bet slip by the overall odds, which are in turn calculated by multiplying the odds of the constituent outcomes, but only if all the outcomes win.

1.23. List of markets: the full list of all the outcomes of a turn or game which are offered to participants and contain the following: outcome code, type (winning conditions) of outcome and the odds. Bets on the game are based on the outcomes in the list of markets.

1.24. Outcome: a bet in the list of markets. A matching result or option makes it possible to predict the result of the turn or game with some probability, and it is expressed in the size of the odds for this outcome.

1.25. Outcome code: the unique outcome number stated in the printed list of markets or on the broadcast monitor that is used to identify this outcome in the betting program.

1.26. Jackpot: an additional bonus to the bet slip winnings that is won at random. The jackpot amount is shown on the game's broadcast monitor and is played for in all the other games.

1.27. Mega jackpot: an additional bonus to the bet slip winnings that is larger than the normal jackpot. It occurs at random, but more rarely than the normal jackpot. The mega jackpot amount is shown on the game's broadcast monitor and is played for in all the games.

1.28. Backgammon jackpot: an additional bonus to the bet slip winnings that is won at random and is formed by contributions from all players' stakes, but only for the backgammon game.

## 2. RULES OF THE GAME:

2.1. Two virtual players take part in the game as the white checkers (white player) and black checkers (black player).

2.2. The board (from the viewer's perspective) is divided into, as standard, the white home board (bottom-right of the board), the white outer board (bottom-left), the black bar (at the bottom under the tray), the white bar (at the top above the tray), the black home board (at the top-right of the board) and the black outer board (top-left).

2.3. The points on the board are numbered from 1 to 24 separately for the white and black checkers and they start from each player's home board.



2.4. The point that is furthest away for the black player is 24, which is also point 1 for the white player, and vice versa.

2.5. Each player has 3 checkers.

2.6. Position of the checkers at the beginning of the game: one checker is placed at point 24, one at point 23, and one at point 22.

2.7. The aim of the game is for players to move their checkers into their own home board and then bear them off. The player who bears all their checkers off the board wins the game.

2.8. The presenter rolls the dice in turn for each player, and makes the move for them.

2.9. The white checkers always take the first turn.

2.10. The number shown on the dice is the number of points the player (presenter) can move the checkers during that turn.

2.11. Moves with checkers:

2.11.1. Checkers can only be moved in one direction, from points with higher numbers to points with lower numbers.

2.11.2. A checker may be moved to a point occupied by other checkers of the same colour or to open points, which are those occupied by no more than one of the opponent's checkers.

2.11.3. If there is a checker on the bar, this checker always goes first, starting the move from the furthest point.

2.11.4. If a player rolls a double, they move one checker twice for each of the two dice, according to the numbers rolled.

2.11.5. Each player must use both numbers rolled if it is possible to do so (or all four, if a double is rolled). If only one number can be played, the player must play that number.

2.11.6. If a player cannot make a move, they miss their turn.

2.11.7. When a checker moves to a point occupied by one opposing checker, the opposing checker is hit and enters the bar.

2.11.8. Each checker move within a turn must take place in line with the order of priority. A priority 1 move takes place first, and if it is not possible, then a priority 2 move is played, and so on. The exception to this rule is when, during a high priority move, a lower priority move can also be made. For example, when a player moves a checker in order to protect another one of their checkers, and an opponent's checker gets hit as a result.

2.11.9. The order of priority for moving checkers within a turn:

No 1: the checker located on the bar moves first. A player cannot move other checkers on the board if they have even one checker on the bar.

No 2: if the combination rolled on the dice makes it possible for a player to place a checker on the field above one of their own single checkers, this is the priority move. This is referred to as protecting their checker. The checker closest to home should be protected first.

No 3: if the combination rolled makes it possible to hit an opposing checker, this is the priority move. The opponent's checker that is furthest away from player's own home should be hit first.

No 4: if all the conditions are met for clearing checkers (see para. 2.12), this is the priority move.

No 5: the checker located furthest from the player's own home moves first.

2.11.10. When making priority move No. 5, the first checker moves the number of spaces shown on the dice with the highest number. If moving this number of spaces is not possible, the player may make any other move that is possible.

2.11.11 Priority No. 2 does not apply if checkers cannot be hit and moved to the bar.


2.12. Clearing checkers:


2.12.1. When a player has all 3 of their checkers in their home board, they can start to bear them off. They cannot bear off any checkers until all 3 of their checkers are in their home board.

2.12.2. The first checkers to be removed from the board are those located on points which correspond to the numbers rolled on the dice.

2.12.3. If there are no checkers on the point indicated by the roll, a checker may be removed or moved from points higher than the number indicated on the dice.

2.13. During turns, the odds on the dice do not change, while the odds on the game may change with each turn.

2.14. Sometimes after a turn in the game, some outcomes become impossible. These outcomes are closed and marked with  on the screen in place of the odds.

2.15. Bets will no longer be accepted on outcomes marked with . Participants will still be able to place bets on other results without any limitation.

2.16. Before the dice are rolled for the next turn, bettors have 30 seconds to place bets on the main outcomes of the game and the turn currently in progress.

2.16.1. Bets on different outcomes of the dice for one single turn may not be combined in a bet slip.

2.16.2. Only one outcome may be added to a single bet slip in an ongoing game.

2.16.3. An accumulator bet may be placed that combines outcomes of different games.

2.17. If the result of one of the games from a combined bet slip is cancelled for technical or other reasons, the odds for the outcomes on all bets on this game change to one (1.000) and the overall odds of the bet slip are updated.

2.18. If a player wins the jackpot, a message about the win appears on the broadcast monitor and the payout slip.

2.18.1. Only a winning bet slip can receive the jackpot.

2.18.2. The jackpot total is added to the total payout on the winning bet slip.

2.19. Game settings that are regulated by the bookmaker:

2.19.1. Jackpot management

2.19.2. The maximum and minimum stakes, the maximum winnings per bet slip or outcome, and other financial limits

2.19.3. The odds of the outcomes and changes to the odds

### 3. SPECIAL CASES:

3.1. If, when the dice are rolled, one of them does not land flat, the presenter will re-roll this die for the turn.

3.2. If, when rolled, one die rolls outside the tray or falls off the table, the presenter will re-roll this die for the turn.

3.3. Technical issues that result in accepted bets being refunded:

3.3.1. Technical problems: a mistake on the part of the presenter, internet connection issues or technical malfunctions in the studio.

3.3.2. If the result of a turn is cancelled, all bets for that turn will also be cancelled and refunded to the participants (settled at odds of one (1.000)). Bets on the winner of the game will stand.

3.4. Discrepancies between the game broadcast and the data on the accepted bet slip for a particular turn in the game (different odds, incorrectly calculated data) constitute a technical error. Bets placed on this turn will be considered invalid if the participant can provide sufficient evidence that there was an error in the broadcast (for example, a photo or video clip).

3.5. Technical problems with the sports channel broadcast do not constitute grounds to cancel the results of a game, and it only serves as additional confirmation that the game is taking place live.

3.6. A dispute over a turn in the game cannot be a reason to stop the entire game.

### 4. ORGANISATION OF THE GAME:

4.1. Games take place live 24/7 with breaks for maintenance.

4.1.1. TVBET is entitled to change the time between each throw (turn) and the time for placing bets.

4.1.2. To ensure that the game is taking place live, you can watch the live broadcast on a 24-hour sports TV channel.

4.1.3. Maintenance is scheduled to take place every Tuesday (7:00–8:00 GMT +1).

### 5. ADDITIONAL INFORMATION:

5.1. These rules may be published in several languages for information purposes, but only the Russian-language version of the rules may be used as the legal basis for resolving disputes between players and the bookmaker.

5.2. Any bettor queries about the outcome of the game and/or other technical issues will be examined, provided that there is documentary or digital confirmation (receipt, screenshot, video) of the bet placed and the game took place within the last 30 (thirty) calendar days.

## 14.9 WHEEL

A game that combines the principles of the wheel of fortune and American roulette. Place bets on the sector that the pointer will indicate after the wheel spinning stops.

### RULES

WHEEL is a fast and simple LIVE game that combines the principles of a simple wheel of fortune with features of American roulette. The presenter starts the game by greeting players, slightly turns the wheel counter clockwise first, and then spins it in a free clockwise rotation to determine the result.

To obtain the result of the game, the wheel is spun only once per LIVE broadcast. If the wheel does not make three full spins, there are technical issues in the studio, or the presenter makes any mistakes, the result does not count and all bets for the game are returned.

The wheel is considered to have been launched when the presenter begins to spin it clockwise, and the pointer leaves the sector in which it was previously located. The result of the game is the sector of a certain number and colour that the pointer lands on when the wheel comes to a complete stop, and this sector is lit up on the wheel.

Before each spin, you can bet on the result of the next game and on subsequent games that follow. At the same time, bets for different spins/draws can be combined on both Wheel games and other TVBet games offered by the betting company to enjoy improved odds.

The betting round for the current and upcoming games takes place between the first and the following game and lasts for about two minutes. Games are held every three minutes daily.

### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Wheel: A special certified circular device fixed on an axis that allows it to spin freely until it stops by itself. The surface of the circle is covered with 38 multi-coloured, equally sized sectors that are assigned numbers from 1 to 36, 0, and 00. Each section of the wheel is a different colour from the next. 18 sectors in total are red, 18 sectors are black, and sectors 0 and 00 are green. The numbers on the wheel are placed so that the next number in the order is opposite the one before it.

1.2. Sector: One of the thirty-eight identical sections on the wheel, which are numbered from 0 (zero) to 36 (thirty-six) and 00, that each have an assigned colour.

1.3. Result of the game (wheel): One of the thirty-eight sectors of a certain number and colour that the pointer lands on when the wheel comes to a complete stop. The results of the completed game are determined as a colour and number option (sector) from the full list of possible outcomes (see 2.7.).

1.4. Pointer: A fixed part of the gaming device in the shape of a red triangle with the apex directed towards the centre of the spinning circle that is mounted above the spinning wheel and determines the result of the game.

1.5. Odds: A numeric multiplier rounded to three decimal places that is assigned to a specific game outcome and determines how many times the player's bet on this outcome will be multiplied to determine their winnings if the outcome of the game and the chosen outcome or its condition match. The value of the odds indicates the mathematical probability of the outcome: the closer the odds are to one (1.000), the more likely it is that the outcome or its condition will match the result of the game.

1.6. Bet: One of the outcomes proposed in the list of markets. It is chosen by players who believe the value or outcome option will correspond to the result of the game.

1.7. Stake: The amount of money that the player offers to the betting company. If their bet(s) win, this amount will be multiplied by the odds to calculate the winnings due.

1.8. Current game: A game that you can currently bet on, and a countdown to the start of the LIVE broadcast and the spin for this game is shown on the broadcast monitor.

1.9. Upcoming games: Games that you can currently bet on, but the broadcasts of these games will take place one by one after the LIVE broadcast of the current game. Players have the opportunity to place bets on games other than the current one: a maximum of four upcoming games if placing bets at betting shops and a maximum of nine upcoming games if placing bets online.

1.10. Bet slip: An electronic or printed document confirming the transaction between the player and the betting company for one or more bets. The bet slip includes the following details: date, time, bet slip number, information about the bets, total stake, total odds, type of bet (single, accumulator, or system) and others. Bets on current and/or upcoming games of the same type can be added to a single bet slip, as well bets on other games.

1.11. Standard bet slip: A type of bet slip where the bets, odds, and winnings are calculated according to the rules for single bets.

1.12. Combination bet slip: A type of bet slip where the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.13. Single: A way of settling a bet slip where the total winnings are obtained by simply adding up the winnings from each bet that is part of the bet slip.

1.14. Accumulator: a way of settling a combination bet slip whereby the winnings are obtained by multiplying the total stake for bets on the bet slip by the overall odds, which in turn are calculated by multiplying the odds for the outcomes selected, provided that all the outcomes came to be correct.

1.15. List of markets: A complete list of all the types of outcomes offered to players with the following parameters: outcome code, outcome names (winning conditions), and the corresponding odds. Bets on the game are accepted only according to the outcomes offered in the list of markets.

1.16. Outcome: One of the options in the list of markets, the exact result or winning conditions, which can be used to predict the result of the game with some degree of probability, and this probability is expressed in the size of the odds for this outcome.

1.17. Outcome code: A unique number for the outcome of the game which is indicated in the printed list of markets or on the broadcast monitor, and which identifies the outcome in the betting shop program.

1.18. Table: A summary of the outcomes in a special table displaying the possible results of the wheel spin to help players place bets on outcomes proposed in the list of markets:

1.19. Layout on the wheel:

1.20. Number (straight): an outcome in the list of markets – an exact bet on one (1) number on the wheel, 0, or 00. For example, straight 34.

- 1.21. One of 2 selected numbers (split): an outcome in the list of markets – a bet on any two (2) numbers located next to each other in the table. For example, split 30 and 29.
- 1.22. One of 3 selected numbers (street): an outcome in the list of markets – a bet on any three (3) numbers located next to each other in the table in a line. For example, street 10 to 12.
- 1.23. One of 4 selected numbers (square): an outcome in the list of markets – a bet on any four (4) numbers located next to each other (in a square) in the table. For example, corner 1, 2, 4, and 5.
- 1.24. One of 6 selected numbers (six line): an outcome in the list of markets – a bet on any six (6) numbers located in 2 lines next to each other in the table. For example, six line 19, 20, 21, 22, 23, and 24.
- 1.25. Dozen: an outcome in the list of markets – a bet on a dozen (12) sequential numbers selected from the three possible set ranges (1–12, 13–24, or 25–36).
- 1.26. Column: A bet on twelve (12) numbers from the three possible set ranges (1–34, 2–35, or 3–36).
- 1.27. One of 18 selected numbers (half): A bet on half (18) of the numbers from the two possible set ranges (1–18 or 19–36).
- 1.28. Sector greater than/lower than: A set of similar outcomes in the list of markets – bets that the mathematical value of the sector number that the pointer lands on in the game will be greater or lower than the values specified in the outcome. If the pointer lands on sector 0 or 00, the bet will be considered lost.
- 1.29. Red/Black sector: Two outcomes in the list of markets – bets that the pointer will land on a sector of a specified colour (red or black).
- 1.30. Odd/even sector: Two outcomes in the list of markets – bets that the sector number will be odd or even. If the pointer lands on sector 0 or 00, the bet will be considered lost.
- 1.31. Red/black sector with odd/even number: a set of similar outcomes in the list of markets – bets on an even or odd sector number with mandatory colour matching condition. If the pointer lands on sector 0 or 00, the bet will be considered lost.
- 1.32. Jackpot: a potential bonus additional to the bet slip winnings, which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and is played for in all other games.
- 1.33. Mega Jackpot: a potential bonus additional to the bet slip winnings, but larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current Mega Jackpot amount is displayed on the game broadcast monitor and is played for in all games.
- 1.34. Wheel Jackpot: a potential bonus additional to the bet slip winnings, which is awarded at random and consists of contributions from bets placed by all players, but only from those placed in Wheel games.

## 2. RULES OF THE GAME:

2.1. The presenter introduces each new Wheel game and first spins the wheel counter clockwise, then spins it clockwise.

2.2. Only one wheel can be used in the game.

2.3 During the game, the wheel is spun only once.

2.4. The spinning of the wheel is considered successful and the game is deemed to have taken place if the wheel makes at least three full spins clockwise in relation to the pointer.

2.5. The minimum three full spins required begin to count as soon as the presenter starts to spin the wheel clockwise and the pointer leaves the sector it was in previously.

2.6. The result of the game is one (1) single sector of the wheel (number) on which the pointer lands, and which lights up once the wheel comes to a complete stop. If the rules for determining the result are violated in any way, the result of the game will be cancelled, even if the wheel stops and the pointer lands on a sector (see 3.1.).

2.7. All possible Wheel outcomes:

2.7.1. One (1) red – odd number, a dozen 1–12, column 1–34

2.7.2. Two (2) black – even number, dozen 1–12, column 2–35

2.7.3. Three (3) red – odd number, dozen 1–12, column 3–36

2.7.4. Four (4) black – even number, dozen 1–12, column 1–34

2.7.5. Five (5) red – odd number, dozen 1–12, column 2–35

2.7.6. Six (6) black – even number, dozen 1–12, column 3–36

2.7.7. Seven (7) red – odd number, dozen 1–12, column 1–34

2.7.8. Eight (8) black – even number, dozen 1–12, column 2–35

2.7.9. Nine (9) red – odd number, dozen 1–12, column 3–36

2.7.10. Ten (10) black – even number, dozen 1–12, column 1–34

2.7.11. Eleven (11) black – odd number, dozen 1–12, column 2–35

2.7.12. Twelve (12) red – even number, dozen 1–12, column 3–36

2.7.13. Thirteen (13) black – odd number, dozen 13–24, column 1–34

2.7.14. Fourteen (14) red – even number, dozen 13–24, column 2–35

2.7.15. Fifteen (15) black – odd number, dozen 13–24, column 3–36

2.7.16. Sixteen (16) red – even number, dozen 13–24, column 1–34

2.7.17. Seventeen (17) black – odd number, dozen 13–24, column 2–35

2.7.18. Eighteen (18) red – even number, dozen 13–24, column 3–36

2.7.19. Nineteen (19) red – odd number, dozen 13–24, column 1–34

2.7.20. Twenty (20) black – even numbers, dozen 13–24, column 2–35

- 2.7.21. Twenty-one (21) red – odd number, dozen 13–24, column 3–36
- 2.7.22. Twenty-two (22) black – even number, dozen 13–24, column 1–34
- 2.7.23. Twenty-three (23) red – odd number, dozen 13–24, column 2–35
- 2.7.24. Twenty-four (24) black – even number, dozen 13–24, column 3–36
- 2.7.25. Twenty-five (25) red – odd number, dozen 25–36, column 1–34
- 2.7.26. Twenty-six (26) black – even number, dozen 25–36, column 2–35
- 2.7.27. Twenty-seven (27) red – odd number, dozen 25–36, column 3–36
- 2.7.28. Twenty-eight (28) black – even number, dozen 25–36, column 1–34
- 2.7.29. Twenty-nine (29) black – odd number, dozen 25–36, column 2–35
- 2.7.30. Thirty (30) red – even number, dozen 25–36, column 3–36
- 2.7.31. Thirty-one (31) black – odd number, dozen 25–36, column 1–34
- 2.7.32. Thirty-two (32) red – even number, dozen 25–36, column 2–35
- 2.7.33. Thirty-three (33) black – odd number, dozen 25–36, column 3–36
- 2.7.34. Thirty-four (34) red – even number, dozen 25–36, column 1–34
- 2.7.35. Thirty-five (35) black – odd number, dozen 25–36, column 2–35
- 2.7.36. Thirty-six (36) red – even number, dozen 25–36, column 3–36
- 2.7.37. Zero (0) green – odd/even, dozen, and column do not apply
- 2.7.38. Double zero (00) green – odd/even, dozen, and column do not apply

2.8. If the pointer stops exactly between two sectors after three full spins, the sector that is lit up is counted as the result of the game.

2.9. Each current game has only one round for placing standard and/or combination bet slips for participation in the game.

2.9.1. The betting round for the current game takes place between LIVE broadcasts and lasts for about two minutes. When the LIVE broadcast of the current game ends, the betting round for the next game starts immediately.

2.9.2. The live broadcast of the current game begins when the countdown ends, which signals the end of the betting round for participation in the current game.

2.9.3. It is possible to place more than one bet on the current game using the same bet slip. Players can place several bets on the same game using a standard bet slip only.

2.9.4. During the betting round for the current Wheel game, one outcome for any other upcoming Wheel games can be added to a combination bet slip in addition to bets on the current game; however, only one bet per game is permitted.

2.9.5. During the betting round for the current Wheel game, several bets for any other Wheel events or TVBET games can be added to the combination bet slip in addition to bets on the current game;



however, only one bet per game is permitted, and the countdown to the start of the LIVE broadcasts of each game must be considered (so that the outcomes included are not out of date when the bet slip is submitted).

2.10. The total winnings on a combination bet slip are calculated according to accumulator odds multiplied by the total stake.

2.11. If the results of any game included in a combination bet slip are cancelled for technical or other reasons, then the odds for all bets on this game are changed to one (1.000) and are included in the calculation of the new overall odds for the bet slip.

2.12. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.12.1. The jackpot can be won only by a player with a winning bet slip.

2.12.2. The total winnings from the jackpot are added to the amount to be paid out for a winning bet slip.

2.13. Game settings that are regulated by the betting company:

2.13.1. Jackpot management

2.13.2. The maximum and minimum bet amounts, the maximum winnings on a bet slip or outcome, and other financial limits

2.13.3. The size of the odds in the list of markets and any changes to them

### 3. SPECIAL CASES:

3.1. Cancellation of the result of the game:

3.1.1. The result of the game can be cancelled for technical reasons such as internet connection errors, technical issues in the studio, or presenter errors.

3.1.2. Actions by the presenter that can lead to the game result being cancelled:

3.1.2.1. The presenter touches the wheel while it is spinning, disrupts its rotation, or somehow changes its spinning speed.

3.2. If the sound is lost during the broadcast or the presenter announces the wrong number and/or colour, the game results are determined by the wheel's pointer and the light on it.

3.2.1. If a participant was not able to watch the live broadcast of the game due to technical problems at their end (their internet connection was lost, their browser or PC froze, there was a power cut, etc.), but the recording of this broadcast is in the archive, then the game is considered to have taken place.

3.2.2. Technical problems with the broadcast of a sports channel or incorrect time on the wall clock do not constitute grounds for cancelling the result of the game, but only serve as additional confirmation that the games are being broadcast live.

3.2.3. The results of each game and the archive of video broadcasts can be found on the website of the game organizer.

#### 4. ORGANIZATION OF THE GAME:

4.1. Games take place every 3 minutes, 24/7, with breaks for maintenance.

4.1.1. TVBet has the right to change the time of the betting round and the broadcast time.

4.1.2. The wall clock and the live broadcast of the 24-hour sports TV channel serve as evidence that the game is live.

4.1.3. Scheduled maintenance work takes place every Tuesday (7:00–8:00 GMT +2).

#### 5. FINAL PROVISIONS

5.1. These rules may be published in several languages.

5.2. Any potential appeals by players regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if less than 30 (thirty) calendar days have passed since the day of the game.

## 14.10 POKER

The game according to the rules of Texas Hold'em poker with 6 virtual players (hands) at the table. Consists of four rounds (Preflop, Flop, Turn, and River). Place your bets on the player whose combination of cards, in your opinion, will be higher.

### RULES

POKER is a popular online game for betting companies that follows the well-known rules of Texas Hold'em Poker. The game is played LIVE 24 hours a day, without breaks.

As in standard poker rules, there are five rounds in a game (bet, preflop, flop, turn, and river), during which bets on positions and hand combinations are accepted.

Poker is played with one deck of 52 cards. The objective of the game is for players to collect a stronger hand combination than all the others. Bettors can therefore bet on a win for one of the six positions (1st hand, 2nd hand, etc.) or on a winning hand combination, making their choice according to how the game looks when cards are revealed and the betting round is still open.

Before each game, bettors can bet on the current game and upcoming ones, but bets on upcoming games are placed at the odds for the opening round. At the same time, multiple bets on different rounds can be placed in combination on Poker and other TVBET games offered by the bookmaker at the best odds.

In addition to their winnings, bettors can get a bonus in the form of a jackpot. There could be three jackpots in one game.

In the rules below, (!) indicates new and important features of the game.

### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Game – one full card deal with all rounds (bet, preflop, flop, turn and river), beginning with the cards being shuffled and ending with the dealer revealing the fifth and final community card (river) on the table, announcing the winner(s) and showing the remaining cards in the deck. The dealer announces the start of each game.

1.2. Odds – the numerical multiplier rounded to three decimal places that is assigned to a game outcome to determine how much the bettor's stake on this outcome will be multiplied by. It is used to calculate their winnings if the result of the game matches the outcome or outcome option selected by the bettor. The odds indicate the mathematical probability of an outcome: the closer the odds are to one (1.000), the more likely it is that the outcome of the bet or the outcome option will match the result of the game.

1.3. Value – a symbol indicating a card's position in the deck, from two to ace (2 = two, 3 = three, 4 = four, 5 = five, 6 = six, 7 = seven, 8 = eight, 9 = nine, 10 = ten, J = jack, Q = queen, K = king, A = ace). Ace is the highest value card, while two is the lowest.

1.4. Suit – one of the card attributes. There are four suits (hearts ♥, diamonds ♦, spades ♠, clubs ♣), and the symbol for each is marked on the card along with the value.

1.5. Deck – a set of 52 (fifty-two) cards that contains a card of all thirteen values in each of the four suits.

1.6. Shoe – a device from which the cards are taken to be dealt to all positions and for revealing the five community cards.

1.7. Position (hand) – one of the six seats at the table participating in the game, marked as two adjacent cells on the table top, numbered 1 to 6. The number of each position is marked in the centre above the cells for its two cards. On the broadcast monitor, the positions are numbered 1 to 6 from right to left.

1.8. Shared/community cards – 5 (five) cards used by all the positions at the table to create the highest hand combination they can with the help of the cards dealt to their position. They are laid out on the table in three stages: the flop (3 cards are revealed at once), turn (1 more card is turned over), river (1 last card – the fifth – is revealed).

1.9. Betting round – a period of time, measured with a countdown, which is allocated for betting on the outcomes in the list of markets. The end of the betting round signals when the next card will be dealt in a new round in the game.

1.10. Bet (round one) – the first round of the game, where the bets can be placed on positions and hand combinations, but community cards and cards dealt to each position have not yet been revealed.

1.11. Preflop – the second round of the game, where bets can be placed with the cards in all positions having been revealed, but none of the community cards have been revealed yet.

1.12. Flop – the third round of the game, where the first 3 (three) community cards are dealt and revealed after the betting round for round two and all cards in each position have been revealed.

1.13. Turn – the fourth round of the game, when the fourth community card is dealt and revealed after the betting round for round three.

1.14. River – the fifth round of the game, when the fifth community card is dealt and revealed after the betting round for round four. Following this, the game is complete and the results are announced.

1.15. Discarded card – one of the unrevealed cards that is discarded from the deck before the next card is revealed in each round: the flop, turn, or river cards. At the end of the round, the discarded cards are placed next to the deck on the table and later shuffled in with all the cards in preparation for the next game.

1.16. Kicker – a card that does not itself contribute to a hand combination, but can be used to establish the seniority of hands of the same value.

1.17. Cut card – a special plastic card that is not used in the game; it is intended only to cover the bottom card of the deck after shuffling so that it is not seen.

1.18. Hand combination – a set of five cards consisting of the two initial cards dealt to each position and any three of the community cards on the table (pair, two pairs, three of a kind, four of a kind, straight, flush, full house, straight flush, and royal flush).

1.19. High card – a way of determining the winning position: if none of the positions can make a single combination, the high card is determined by comparing the values of the highest cards in each position.

1.20. One pair – a hand combination made up of any 2 (two) cards of the same value (two sixes, two aces, etc.). For example, A ♣ A ♣ 3 ♠ 8 ♣ 10 ♥.

1.21. Two pairs – a hand combination made up of any 2 (two) cards of the same value plus two other cards of the same value. For example, ♠ Q ♥ 7 ♣ 7 ♠ 3 ♥ .

1.22. Three of a kind – a hand combination made up of any 3 (three) cards of the same value. For example, J ♠ J ♥ J ♣ 3 ♥ 8 ♠ .

1.23. Four of a kind – a hand combination made up of any 4 (four) cards of the same value. For example, ♠ A ♣ A ♠ 3 ♣ .

1.24. Straight – a hand combination made up of any 5 (five) cards of consecutive values. For example, 9 ♥ 8 ♠ 7 ♦ 6 ♠ 5 ♥ .

1.25. Flush – a hand combination made up of any 5 (five) cards of the same suit but of any value. For example, K ♣ Q ♣ 9 ♣ 8 ♣ 5 ♣ .

1.26. Full house – a hand combination made up of any 3 (three) cards of the same value plus 2 (two) other cards of the same value. For example, K ♠ K ♣ 8 ♥ 8 ♣ 8 ♥ .

1.27. Straight flush – a hand combination made up of any 5 (five) cards of consecutive values, all of the same suit. For example, 10 ♥ 9 ♥ 8 ♥ 7 ♥ 6 ♥ .

1.28. Royal flush – a hand combination made up of any 5 (five) cards of the same suit, from 10 to Ace. This is the strongest poker hand combination. For example, A ♥ K ♥ Q ♥ J ♥ 10 ♥ .

1.29. Result of the game – the identification of one or more positions in the game that form the highest hand combination and their hand value(s).

1.30. Bet – one of the outcomes offered in the list of markets, of which the value or option that is chosen by the bettor must match the result of the game.

1.31. Stake – the monetary amount that the bettor offers to the bookmaker, which will be multiplied by the odds to determine the amount of winnings if their bet or bets win.

1.32. Current game – a deal in the game that bets can be placed on at the current moment, and a countdown to the next card draw in any round is shown on the broadcast monitor.

1.33. Upcoming games – deals in the game that bets can be placed on at the current moment, but will only take place after the current draw or ones following it. Bettors can place bets on upcoming games at the same time as they bet on the current game, but the odds will be the ones offered in the first betting round.

1.34. Bet Slip – an electronic or printed document confirming the transaction (bet) concluded between the bettor and the bookmaker on one or more bets. The bet slip contains the following details: date, time, bet slip number, information about the bets, total stakes, overall odds, type of bet (single, accumulator or system), etc. Bets on the current game and/or the next games of the same type can be added to the bet slip, as well as bets on other games.

1.35. Standard bet slip – a bet slip on which the bets, odds and winnings, are calculated according to the rules for single bets.

1.36. Combination bet slip – a bet slip on which the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.37. Single – a bet slip calculation in which winnings are determined by simply adding up the winnings from each bet on the bet slip.

1.38. Accumulator – the calculation for a combination bet slip in which winnings are determined by multiplying the overall stake on the bet slip by the overall odds, which are in turn calculated by multiplying the odds of the constituent outcomes, provided that all the outcomes win.

1.39. List of Markets – the full list of all the outcomes which are offered to bettors and contain the following: outcome code, outcome name (winning conditions), and the odds. Bets on the game are placed according to the outcomes in the list of markets. The Poker list of markets reflects the odds for individual betting rounds.

1.40. Outcome – one of the options in the list of markets, the exact result or winning conditions, which can be used to predict the result of the game with some degree of probability, and this probability is expressed in the size of the odds for this outcome.

1.41. Outcome code – the unique number stated in the printed list of markets or on the broadcast monitor that is used to identify this outcome in the betting program.

1.42. Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and is awarded in all other games.

1.43. Mega Jackpot – a potential bonus additional to the bet slip winnings, but larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current mega jackpot amount is displayed on the game broadcast monitor and is drawn in all games.

1.44. Poker Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random and consists of contributions from bets placed by all bettors, but only from those placed in Poker games.

## 2. RULES OF THE GAME:

2.1. Each position receives 2 (two) cards face up. The community cards are also dealt face up. The results are determined by means of video broadcast and data gathered from the scanner which scans the barcode of each card that is revealed and placed on the card table.

2.2. The objective of the game is for each position to form the strongest hand combination consisting of five cards from the two cards dealt to the position and the five community cards on the table. The position(s) with the highest hand combination wins.

2.3. Draw. A draw is possible if two or more positions share the highest value hand combination. When this happens, winnings are paid to all bettors who placed bets on any of the winning positions in any round. If the highest combination consists of the five community cards, winnings are calculated and paid to all bettors who bet on any position.

2.4. Strength of the possible hand combinations, from lowest to highest: 1) High card (weakest), 2) Pair, 3) Two pairs, 4) Three of a kind, 5) Four of a kind, 6) Straight, 7) Flush, 8) Full house, 9) Straight flush, 10) Royal flush (strongest).

2.5. If none of the positions form a hand combination even after the river card has been dealt, the winner is decided according to the highest card rule. When this happens, the values of the non-shared

cards at each position are compared, and the position with the highest card wins. If the highest card is held by several of the six positions, all of these positions with the highest card win.

2.6. If several of the positions have a pair, the one with the highest pair wins. If several of the positions have a pair of the same value, the one with the highest kicker wins.

2.7. If more than one of the positions has two pairs, the one with the highest value cards in their pairs wins. If 2 (two) of the positions have pairs of the same value, the one with the highest kicker wins.

2.8. If several of the positions have three of a kind, the one with the highest value cards in their hand combination wins. If several of the positions have three of a kind with the same value, the one with the highest kicker wins.

2.9. If several of the positions have four of a kind, the one with the highest value cards in their hand combination wins. If several of the positions have four of a kind made up of cards of the same value, the one with the highest kicker wins.

2.10. If more than one of the positions has a straight, the one with the highest card in the sequence wins. In a straight, the ace can be used as the lowest or the highest card.

2.11. If several of the positions have a flush, the one with the highest non-shared card contributing to the flush wins.

2.12. If more than one of the positions has a full house, the one with the highest card in the three-card combination wins. If the other positions have the same three-card combination, the one with the highest pair wins.

2.13. If several of the positions have a straight flush, the one with the highest hand combination wins. If the straight flush is formed with the community cards on the table, all positions win.

2.14. If a royal flush is formed with the community cards on the table, all positions win.

2.15. Each current game consists of four rounds for submitting standard and/or combination bet slips for participation.

2.15.1. There is allocated time for betting on the current and upcoming deals in the following rounds: bet, preflop, flop, and turn.

2.15.2. In any round of the game, the betting round lasts for approximately 50 (fifty) seconds.

2.15.3. It is possible to place more than one bet on the current game using the same bet slip. Bettors can place several bets on the same game using a standard bet slip only.

2.15.4. During the betting rounds for the current game, one outcome for any other upcoming Poker games can be added to a combination bet slip in addition to bets on the current game; however, only one bet per game is permitted.

2.15.5. During the betting round for the current Poker game, several bets for any other Poker games or TVBET games can be added to the combination bet slip in addition to bets on the current game; however, only one bet per game is permitted, and the countdown to the start of the LIVE broadcasts of each game must be considered (so that the outcomes included are not out of date when the bet slip is submitted).

2.15.6. Bets on different rounds of the current game cannot be combined.

2.16. If the results of any game included in a combination bet slip are cancelled due to technical or other reasons, then the odds for all bets on this game are changed to one (1.000) and are included in the calculation of the new overall odds for the bet slip.

2.17. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.17.1. The jackpot can be won only by a bettor with a winning bet slip.

2.17.2. The winnings from the jackpot are added to the amount to be paid out for a winning bet slip.

2.18. Game settings that are regulated by the betting company:

2.18.1. Jackpot management

2.18.2. Maximum and minimum stake, the maximum bet slip or outcome winnings, and other financial limits

2.18.3. Odds in the list of markets and changes to these odds

### 3. GAME PROCEDURE:

3.1. Each new game begins with the deck being shuffled and then dealt.


3.2. The dealer deals 12 (twelve) cards to all of the six positions, one at a time. The positions are numbered on the table, from 1 to 6. The cards are dealt to each position in turn, starting with position 1. Once position 6 receives its first card, position 1 is dealt a second card, and the deal continues until the 12th and last card is dealt to position 6.

3.3. Bet – first betting round. This round begins before the cards are dealt. Bettors can place bets on positions or hand combinations at the starting odds. Bets on future games are placed at these odds.

3.4. Preflop – second betting round. When the first round ends, the positions at the table are dealt two (2) cards in the prescribed order (see 3.2.). The odds for all positions and hand combinations are updated and the second betting round begins.


3.5. Flop – third betting round. At the end of the second round, the dealer discards one unrevealed card from the deck (the first discarded card) and places it next to the card shoe, then reveals three (3) community cards from the deck at once. The odds for all positions and hand combinations are updated and the third betting round begins.


3.6. Turn – fourth betting round. When the third round ends, the dealer discards another unrevealed card from the deck (the second discarded card) and places it next to the card shoe, then reveals another (1) community card – the fourth one – from the deck. The odds for all positions and hand combinations are updated and the fourth round begins.

3.6.1. It sometimes happens after the flop and/or turn that it is no longer possible for some of the positions or hand combinations to win. Such bets are marked with the symbol , which is displayed on the monitor instead of the odds.

3.6.2. After the flop or turn, some positions may already have the highest possible hand combinations for the game. Such hand combinations or positions are marked as won, which is displayed on the monitor instead of the odds.



3.6.3. Bets are no longer accepted on outcomes marked won or with , although bettors may still place bets on other outcomes without any restrictions.

3.7. River – fifth betting round. Once the fourth round has ended, the dealer discards another unrevealed card from the deck (the third discarded card) and places it next to the card shoe, then reveals another (1) community card – the fifth one – from the deck. The result of the current game is decided. Winning positions and hand combinations are marked as won, and losing ones with . The dealer announces the result of the game, shows the remaining cards in the deck on the table, then collects the cards, shuffles them, and starts a new game.

3.8. Card shuffle. When the fifth community card, the river, has been dealt, the dealer announces the result of the game, pulls out the remaining cards from the shoe, and spreads them out on the table so that bettors can see that the deck is complete. The dealer then collects all the cards from each position and all community cards from the table, along with the discarded cards and cards that were laid out from the deck, and carefully shuffles them all. When the shuffle is complete, a cut card is placed under the deck and the shuffled deck is placed in the shoe. Only after that is the shoe ready for the next game.

#### 4. SPECIAL CASES:

4.1. Cancelled games (results). A game or its outcome may be cancelled if:

4.1.1. the scanner cannot read a card, or the scanner readings do not match the card on the table;

4.1.2. a card/cards is/are mixed up and (or) put in the wrong place on the table;

4.1.3. there are technical issues, including errors on the part of the dealer, internet connection problems, or technical faults in the studio.

4.1.3.1. Errors on the part of the dealer which may lead to the cancelation of a game:

4.1.3.1.1. The cards are dealt in the wrong order (see point 3.2.).

4.1.3.1.2. A card (or cards) is (are) marked or damaged.

4.1.3.1.3. Due to an error by the dealer, a card (or cards) falls off the table or is not visible on the screen.

4.1.3.1.4. Due to improper shuffling, a card (or cards) appears face up in the deck and the number (picture) is visible.

4.1.3.1.5. The dealer forgets to use the cut card.

4.1.3.1.6. The dealer incorrectly scans a card (or cards) and as a result, the scanner readings do not match the card (or cards) on the table.

4.1.4. If the results of a game are cancelled, all bets on this game are voided and returned to bettors (odds equal to one, 1.000).

4.2. Discrepancies between the broadcast of a game and the data on a bet slip accepted on this round in the game (different odds, a winning or losing position indicated incorrectly) are considered to be a technical error. Bets placed on this game will be considered invalid if the bettor can provide sufficient evidence of an error in the broadcast (for example, a photo or video clip).

4.3. Technical problems with the broadcast of the finance channel or an inexact time shown on the clock on the wall of the studio are not grounds for cancelling the results of a game, but serve only as additional confirmation that the game is broadcast live.

#### 5. GAME ORGANIZATION:

5.1. Games are held in LIVE mode 24/7, with maintenance breaks.

5.1.1. TVBet has the right to change the time of the betting rounds in a game.

5.1.2. A wall clock and the live broadcast of a 24-hour finance TV channel are shown as confirmation that the game is broadcast live.

5.1.3. Scheduled maintenance works are held every Tuesday (7:00–8:00 GMT +2).

#### 6. CARDS AND THE DECK:

6.1. A laid-out deck is shown at the beginning of each new game so that bettors can make sure that all the cards are in place and there are no additional cards in the deck.

6.2. If at least one card falls off the table or disappears from bettors' view, the deck is replaced.

6.3. A deck is replaced if one or more cards are marked or damaged.

6.4. The game uses a standard deck of 52 (fifty-two) cards. Each card has a unique bar code that is scanned when the card is dealt, using the scanner fitted into the table.

#### 7. EQUIPMENT USED IN THE GAME:

7.1. A standard deck of 52 (fifty-two) cards

7.2. A cut card

7.3. A poker table with six pairs of boxes, numbered 1 to 6 for each of the positions, and boxes in the centre of the table for five community cards

7.4. A card shoe

7.5. A built-in scanner

7.6. A service bell for the dealer

#### 8. LIST OF MARKETS AND ODDS

8.1. All Poker odds in the list of markets are displayed with the base odds for the betting round (\*).

#### 9. Additional information:

9.1. These rules may be published in several languages.

9.2. Any potential appeals by bettors regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if less than 30 (thirty) calendar days have passed since the day of the game.

## 14.11 WAR

A game in which the player has to predict which card will be higher in the duel, the player's or the dealer's one. A draw is also possible.

### RULES

WAR OF ELEMENTS - a simple and fast card game between player and dealer. The game takes place in LIVE mode around the clock. The presenter (dealer) welcomes players with each new draw. Bets within the draw can be made before the player's card is dealt and when the player's card is dealt.

WAR uses one simple deck of 52 cards. The first player gets the card, then, after a short period of time the dealer gets a card. Cards on the table are compared and the winner is determined - the result may be the victory of the dealer or player. A WAR is possible in the game if the player's and dealer's cards are the same, then there is no winner and this is the third possible result of the game.

The game offers betting options on the result, colour, suit, the exact value of the next card, over/under, a figure card or a non-figure card.

Before each current card dealing it's possible to bet on it as well as on the next card dealing. At the same time, bets on different draws can be combined both within the framework of the War of Elements, and within the framework of other TV BET games offered by the betting shop, while receiving a complicated and improved odds.

In addition to winning players can get a bonus in the form of a jackpot, which can be three in the game.

These rules above marked with (!) have new and important features of the game.

#### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Odds - a numeric multiplier with thousandths of decimal points assigned to a specific type of game outcome, which determines how many times the player's bet on this type of outcome will be increased to determine his winnings if the outcome of the game and the outcome or his condition matches. The magnitude of the odds determines the mathematical probability of the outcome - the closer the odds is to one (1.000), the more likely the outcome or its condition will coincide with the result of the game;

1.2. Card attributes - the characteristics of any card from the deck, by which it can be distinguished from other cards of the deck: value, colour, suit;

1.3. Value - one of the three attributes of the card, its index number in the deck sequence from two to ace (2 - two, 3 - three, 4 - four, 5 - five, 6 - six, 7 - seven, 8 - eight, 9 - nine, 10 - ten, J - jack, Q - queen, K - king, A - ace). Ace has the highest value, deuce the lowest. Cards of the same value of different and/or identical suits lead to a War;

1.4. Suit - one of three attributes of the card that can have four kinds (hearts ♥, diamonds ♦, spades ♠, clubs ♣) and is marked on the card together with a value;

1.5. Colour - one of the three attributes of the card, the colour of its suit and the value drawn on it. Cards of hearts and diamonds are red, spades and clubs are black;

1.6. Deck - a set of 52 (fifty two) cards, consisting of thirteen cards of all values for each of the four suits;

1.7. Shoe - a gaming device from which cards are dealt for the dealer and the player during the game;

1.8. Discard tray - a gaming device, where the cards are discarded after the end of the round and determination of the result of the game;

1.9. New shoe - a gaming device with a new shuffled deck of cards, which substitutes the shoe when there are no cards left in it;

1.10. Card dealing - one of the continuous successive stages of the game, which is indicated by the number of the game, including card dealing for the player and the dealer;

1.11. Cutting card - a special plastic black card from both sides that is not used in the game, but is only intended to cover the lower card's face of the deck after mixing to hide it;

1.12. Player - one of the sides of the game, for which the first card of the round is dealt and there is a place for it on the table, which is closer to the viewer;

1.13. Dealer - one of the sides of the game, for which the second card of the round is dealt and there is a place for it on the table, which is closer to the dealer;

1.14. War - the situation when comparing the values of the dealer's card and the player's card and their values when are the same, then neither player nor dealer wins;

1.15. Figure card - three cards from the full order of card values, namely: jack, queen or king of any suit;

1.16. Non-figure card - ten cards from the full order of card values, namely: an ace, two, three, four, five, six, seven, eight, nine and ten;

1.17. Round of bets - the time interval in the form of countdown, allocated for receiving bets on the outcome of the line and with its end signalling the revealing of the next card;

1.18. Bet - one of the outcomes proposed in the line; It's chosen by the player, who believes it will match with the result of the game by value or condition;

1.19. Betting sum - the amount of money that the player offers to the betting company so that in case his bet(s) is well-played, it will be recalculated into the winning amount together with the odds;

1.20. Current draw - a game that you can bet on at the current moment, and the LIVE broadcast monitor shows a countdown to the start of the LIVE broadcast with the drawing of this game;

1.21. Upcoming draws - games that you can bet on at the current moment, but the broadcasts of these games will take place one by one after the LIVE broadcast of the current game. Players are given the opportunity to make bets on other draws than the current one;

1.22. Coupon (ticket) - an electronic or printed document confirming the deal between player and betting shop for one or more bets. The coupon has the following details: date, time, coupon number, rate information, total amount of bets, total odds, type of bet (single, accumulator or system) and other. The coupon allows you to add bets on the current and / or the upcoming games within one type of game, as well as add bets between different games;

1.23. Regular coupon (ticket) - a type of coupon where the bets, odds and winnings are calculated according to the rules of the single;

1.24. Combination coupon (ticket) - a type of coupon where the bets, odds and winnings are calculated according to the rules of the accumulator or system;

1.25. Single - a type of coupon calculation where the winning is obtained by simply adding the winnings from each bet that is part of the coupon;

1.26. Accumulator - a type of calculation of a combinational coupon, where the winning equals multiplying the total amount of the coupon bet by the total factor, which is calculated by multiplying the outcome rates which the accumulator consists of, only provided that all outcomes are played;

1.27. Line - a complete list of all types of outcomes offered to players with the following parameters: outcome code, type names of (winning conditions) outcome and its odds. Bets on the game are accepted only within the framework of the outcome of the line;

1.28. Outcome - one of the variations of the line, the exact result or the condition of coincidence with it, which with some probability can predict the result of the game and this is expressed in the value of the odds for this outcome;

1.29. Outcome code - a unique number of the outcome of the game, indicated in the printed line or on the broadcast monitor, according to which this outcome can be determined in the program of the betting shop;

1.30. Jackpot - an additional possible bonus to winning of a coupon (ticket), which falls out randomly. The amount of the current jackpot is displayed on the game broadcast monitor and is played at all other games;

1.31. Mega Jackpot - an additional possible bonus to winning of a coupon (ticket), but larger in the amount than a regular jackpot. It drops out randomly, but less frequently than the regular jackpot. The amount of the current mega jackpot is displayed on the game broadcast monitor and is played at all games;

1.32. War of Elements Jackpot - an additional possible bonus to winning of a coupon (ticket), which falls out randomly and is replenished from the amount of all players' bets, but only within the framework of War of Elements game.

## 2. RULES OF THE GAME:

2.1. The game takes place between two sides - the player and the dealer. The dealer opens up one card to herself and the player each round;

2.2. The sequence of card dealing:

2.2.1. Sides receive one card at a time, until both sides have one open card;

2.2.2. The player's side always gets the card first;

2.2.3. When both sides received one open card, the situation is considered and it is determined whether any of the sides won the draw (player or dealer) or the round ended with war;

2.3. The goal of the game is to get a card that is higher in value than opponent's card;

2.3.1. The side with higher value of the card wins after both sides got one card;

2.3.2. If the player and the dealer have the same card value (no matter which colour) after the cards are dealt, the war is considered as the outcome of the draw;

2.4. Each current draw has two rounds for receiving simple and/or combined coupons with its participation:

2.4.1. The time for accepting bets for current and upcoming draws consists of the first round (Initial Bets) and the second round (Player's Card). Each round lasts for twenty (20) seconds;

2.4.2. In the current draw, one or more outcomes can be added to the same coupon. Players can place bets on a several outcomes of one game as single coupon only;

2.4.3. In the framework of betting rounds for the current draw, in addition to the current draw, it's possible to add only one outcome from any other War Of Elements games to the accumulator coupon;

2.4.4. As a part of the betting round for the current draw, it's possible to add only one outcome from any other War Of Elements game and other TVBET games to the accumulator coupon, taking into account the countdown of the new round or the start of the LIVE broadcasts of these games (so that the component outcomes are not out of date until the coupon is accepted);

2.4.5. Bets from different rounds of the current game cannot be combined with each other;

2.5. The amount of winnings for combination coupon is calculated by a complex rate of the accumulator multiplied by the amount of winning;

2.6. If the result of a game was cancelled for technical or other reasons in a combination coupon with any bets, then the outcome rates for all bets on this game are changed to one (1.000) and these rates participate in the calculation of the new total of the coupon odds;

2.7. When winning the jackpot, the winner is provided with a corresponding message in the coupon and broadcast;

2.7.1. Jackpot can be achieved only by the winning coupon.

2.7.2. The amount of winnings from jackpot is added to the amount of the winning coupon.

2.8. The parameters of the games, which are regulated by the betting shop:

2.8.1. Jackpot management;

2.8.2. The maximum and minimum amount of the bet, the maximum winning of the coupon or the outcome and other financial limits;

2.8.3. The amount of the odds in the line and their change.

3. CARD DEALING PROCESS:

3.1. Initial bets. The first round of betting in the framework of the draw, when no one has yet been dealt a card. This round bets can be made on the player's card, the war or the dealer's card and other outcomes within the line;

3.2. Player's card. Second round of betting. After completing the first betting round, the player receives an open card and new outcome odds are displayed on the screen. This means the start of the second round of betting. Bets made in the first round do not affect the bets of the second betting round, so players can make their bets on the same or different outcomes more than once;

3.3. Dealer's card, the result of the game. After the second betting round, the dealer opens the card to herself and determines the outcome of the draw. After this, the betting round begins. The initial bets of the next draw starts;

3.4. Cards change:

3.4.1. When there are no cards left in the shoe after the current draw, the dealer announces that the shoe will be replaced by a new shoe;

3.4.2. When there are no cards left in the shoe, it is replaced by a new shoe with shuffled cards (one deck). This procedure is carried out by the assistant dealer in real time so that the replacement process can be easily observed;

3.5. Cards shuffling. When the shoe and the new shoe are swapped (Cards change), the assistant dealer carefully removes cards from the played shoe, shuffles them and places them into the empty shoe.

#### 4. SPECIAL CASES:

4.1. Cancellation of the draw. Games of the War of Elements can be cancelled for the following reasons:

4.1.1. The scanner did not scan the card or its readings do not match the card on the table;

4.1.2. The card or cards are in the wrong place or are mixed up;

4.1.3. A technical problem occurs (Internet connection failure, technical failure in the studio, dealer's error).

4.1.3.1. Presenter's mistakes that lead to the cancellation of the game:

4.1.3.1.1. The sequence of card dealing is violated (see p.p.2.2);

4.1.3.1.2. The card or cards are marked or damaged;

4.1.3.1.3. The card or cards fall off the table or are not visible on the screen by a mistake of the dealer;

4.1.3.1.4. The card or cards in the deck are face up, and the picture/number becomes visible due to incorrect shuffling;

4.1.3.1.5. The dealer forgets to use a cutting card;

4.1.3.1.6. The dealer incorrectly scans the card or cards and the scanner readings do not match the card on the table;

4.1.4. In the case of the cancellation of the draw, all bets on it are also cancelled and the bets are returned to players (odds by one);

4.2. In case of technical failure (loss of Internet connection, scanner failure, etc.) or dealer's mistakes (scanned one card or cards are in the wrong place, card fell off the table, etc.), the shoe with the deck is replaced with a new one.

4.3. Technical problems with the broadcast of the financial channel are not grounds for cancelling the result of the game. The channel's broadcast serves only to confirm that the game is being broadcast live.

#### 5. ORGANIZATION OF THE GAME:

5.1. Games take place around the clock in LIVE mode, seven days a week with scheduled maintenance interruptions;

5.1.1. TV BET company has the right to change the time of rounds for receiving bets within the draw.



5.1.2. You can make sure that the game is broadcast live by broadcasting a round-the-clock of the financial TV channel.

5.1.3. Scheduled maintenance works are held on Tuesdays (7:00-8:00 GMT +2).

#### 6. CARDS AND DECKS:

6.1. It's placed in the shoe and used only one (1) deck of cards with the same shirt colour for the draw;

6.2. In whole, two (2) card decks take part in servicing the game process - one deck with a blue shirt and one deck of cards with a red shirt;

6.3. If at least one card falls off the table or goes invisible to players, the card deck is replaced;

6.4. A deck is replaced if one or more cards are marked or damaged;

6.5. The game uses a standard deck consisting of 52 (fifty two) cards. Each card has a unique bar code that is scanned with the built-in scanner in the table when the card is dealt on the table.

#### 7. EQUIPMENT USED IN THE GAME:

7.1. One standard deck of 52 (fifty two) cards;

7.2. Built-in scanner;

7.3. Cutting card;

7.4. Shoe;

7.5. Discard tray;

7.6. A new shoe with a deck of 52 (fifty-two) cards;

7.7. Special table with cells for the dealer's and player's card, a place for cards shuffling;

7.8. Desktop alarm bell for the dealer.

#### 8. ADDITIONAL INFORMATION:

8.1. These rules can be published in several languages;

8.2. All possible appeals of players regarding the result of the game and/or other technical issues will be considered only provided paper or digital confirmation (coupon receipt, screenshot, video) of the bet made and if less than 30 (thirty) calendar days have passed since the day of this game.

## 14.12 JOKER

The game offers to guess the next card from the deck, as well as how quickly the Joker will drop out.

### RULES

JOKER is a unique new card game that is very easy to play, and is available in LIVE mode 24 hours a day. A dealer presents the game and welcomes players with each new card draw.

One draw takes place at regular intervals, at which time the dealer reveals a single card. In Joker, one deck of 54 red- or blue-backed cards is used (standard deck with two jokers – one red and one black). When a deck of one colour is finished, it is replaced by a deck of the other colour, and the game goes on continuously as such.

In the broadcast, players are shown a digital representation of the deck which reflects what is happening LIVE as cards are revealed from the real deck. As each new card is revealed on the table in the studio, the newly revealed card is also displayed in the broadcast and added to the group of previously revealed cards in the current deck. During the draw, the number of unrevealed cards in the deck therefore decreases.

As such, players can see which cards have and have not been revealed while they decide on their bet. And it is important for players to be sure that when one deck is finished, another full set of cards will be used – this way, the game is fair. All deck substitutions and shuffling are performed LIVE.

The Joker rules are simple, meaning there is a simple set of markets available for betting: exact value of the next card, suit, card colour, face card or non-face card.

Before each card draw, players can bet on the current draw and upcoming ones. At the same time, multiple bets on different draws can be placed on Joker and on other TVBET games offered by the bookmaker at higher odds.

In addition to their winnings, players can get a bonus. There could be three in one game.

### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Odds—the numerical multiplier rounded to three decimal places that is assigned to a game outcome to determine how much the player's total bet for this outcome will be multiplied by. It is used to calculate their winnings if the result of the game matches the outcome or outcome option selected by the bettor. The odds indicate the mathematical probability of an outcome: the closer the odds are to one (1.000), the more likely it is that the outcome of the bet or the outcome option will match the result of the game.

1.2. Card attributes—the features of any card in the deck which help to differentiate it from the others: value, colour, suit.

1.3. Value—one of the three card attributes which indicates its position in the deck, from two to joker (2 = two, 3 = three, 4 = four, 5 = five, 6 = six, 7 = seven, 8 = eight, 9 = nine, 10 = ten, J = jack, Q = queen, K = king, A = ace, J<sup>♠</sup> = joker).

1.4. Suit—one of the three card attributes. There are four suits (hearts ♥, diamonds ♦, spades ♠, clubs ♣), and the symbol for each is marked on the card along with the value.

1.5. Colour –one of the three card attributes: the colour of the suit and value indicated. Hearts, diamonds, and one of the jokers are red, and spades, clubs, and the other joker are black.

1.6. Deck—a set of 54 (fifty-four) cards that contains a card of all thirteen values in each of the four suits, plus one red joker and one black joker. Each card has a unique barcode.

1.7. LIVE digital representation of the deck– a purpose-built solution for the broadcast of the game Joker. It shows the cards being revealed in real time, which is performed with a LIVE display of 54 cells, one for each card in the deck in order of value and suit. When a new deck is used, all the cards appear face down, and by the end of the pack, all the cards are revealed. The digital representation of the deck corresponds exactly to the dealer's actions in the studio when she reveals a card and runs it under the scanner located next to the card shoe. Each newly revealed card is thus immediately displayed in the digital representation of the deck.

1.8. Card shoe – a device from which the cards are drawn during the game, next to which a barcode scanner is fitted.

1.9. Discard tray – a transparent case in which cards are placed after they have been drawn from the card shoe and revealed to players.

1.10. New deck tray – a transparent case in which a new deck of cards is placed once all the discarded cards have been shuffled by the assistant dealer.

1.11. New deck—a deck of a different colour which is not used in the game until the cards in the current deck have all been drawn (with just one card remaining). The new deck is made up of all the cards that have been drawn (cards from the discard tray and the last card in the shoe), and is called a “new” deck only when it has been shuffled by the assistant dealer. Once this is done, the new deck is placed on the table to the dealer's right in the new deck tray and can be used in the upcoming draws.

1.12. Draw—one of the continuous, recurring stages of the game in which a single card in the deck is revealed – each card is marked with an identification number. A draw consists of two parts: 1) time for placing bets on the next card to be revealed and 2) the dealer’s actions as she reveals the card and places it into the discard tray.

1.13. Cut card – a special plastic card that is black on both sides and is not used in the game; it is intended only to cover the bottom card of the deck after shuffling so that it is not seen.

1.14. Revealed cards – cards of a single deck that have been taken from the shoe and of which the values have been shown to players on the table and displayed on the broadcast in the LIVE digital representation of the deck.

1.15. Non-revealed cards – cards of a single deck that have not been taken from the shoe and of which the values remain hidden on the broadcast in the LIVE digital representation of the deck.

1.16. Newly revealed card (result of the draw) – the card drawn from the shoe by the dealer in the current draw and placed face up on the table with the value displayed separately at the under of the LIVE digital representation of the deck as a large picture. In the list of all cards in the LIVE digital representation of the deck, it goes from being face down to face up.

1.17. Face card– five non-numerical cards from amongst the full range of card values: jack, queen, king, ace, and jokers.

1.18. Non-face card– nine cards from amongst the full range of card values: two, three, four, five, six, seven, eight, nine, ten.

1.19. Betting round—a period of time, measured with a countdown, which is allocated for betting on the current draw by selecting the outcomes in the list of markets. The end of the betting round signals when the next card in the current draw will be revealed.

1.20. Bet – one of the outcomes offered in the list of markets, of which the value or option that is chosen by the bettor must match the result of the game.

1.21. Stake – the monetary amount that a bettor offers to the bookmaker, which will be multiplied by the odds to determine the amount of winnings if their bet or bets win.

1.22. Current draw – a draw in the game that bets can be placed on at the current moment, and a countdown to the draw of the next card is shown on the broadcast monitor.

1.23. Upcoming draws – draws in the game that bets can be placed on at the current moment, but will only take place after the current draw or ones following it.

1.24. Bet slip – an electronic or printed document confirming the transaction (bet) concluded between the bettor and the bookmaker for one or more bets. The bet slip contains the following details: date, time, bet slip number, information about the bets, total stakes, overall odds, type of bet (single, accumulator or system), etc. Bets on the current game and/or the next games of the same type can be added to the bet slip, as well as bets on other games.

1.25. Standard bet slip – a bet slip on which the bets, odds, and winnings are calculated according to the rules for single bets.

1.26. Combination bet slip – a bet slip on which the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.27. Single – a bet slip calculation in which winnings are determined by simply adding up the winnings from each bet on the bet slip.

1.28. Accumulator – the calculation for a combination bet slip in which winnings are determined by multiplying the overall stake on the bet slip by the overall odds, which are in turn calculated by multiplying the odds of the constituent outcomes, provided that all the outcomes win.

1.29. List of markets – the full list of all the outcomes which are offered to bettors and contain the following: outcome code, outcome name (winning conditions), and the odds. Bets on the game are placed according to the outcomes in the list of markets.

1.30. Outcome – one of the options in the list of markets, the exact result or winning conditions, which can be used to predict the result of the game with some degree of probability, and this probability is expressed in the size of the odds for this outcome.

1.31. Outcome code – the unique number stated in the printed list of markets or on the broadcast monitor that is used to identify this outcome in the betting program.

1.32. Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and is awarded in all other games.

1.33. Mega Jackpot – a potential bonus additional to the bet slip winnings, but larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current mega jackpot amount is displayed on the game broadcast monitor and is drawn in all games.

1.34. Joker Jackpot – a potential bonus additional to the bet slip winnings, which is awarded at random and consists of contributions from bets placed by all players, but only from those placed in Joker games.

## 2. RULES OF THE GAME:

2.1. The game is played LIVE, with one card after another from the deck in the cards shoe drawn and revealed. Only one card is drawn and placed face up in each draw.

2.2. The objective of the game is to predict any of the features of the next card to be revealed (exact value, suit, colour, face card, or non-face card), according to the outcomes offered in the Joker list of markets (see point 8.2.).

2.3. The result of each draw (see point 1.16) or game is the card that is drawn from the deck and placed face up on the table in the studio.

2.4. The broadcast displays the cards in a LIVE digital representation of the deck (see point 1.7.), which, in real time, is linked up to the real deck in the card shoe in the studio. This is done by scanning the barcode on the cards, which depicts the state of play in the live game when cards in the deck have been revealed.

2.5. All cards revealed in previous draws from the same deck are displayed on the broadcast in the LIVE digital representation of the deck, alongside the cards that have not yet been revealed.

2.6. When each newly drawn card is revealed, it is immediately displayed in the LIVE digital broadcast of the game and appears alongside the other face-up cards in the digital representation of the deck. This continues until there is only one (1) card left in the card shoe and the deck is replaced.

2.7. When there is only one card left in the card shoe, the dealer replaces the deck with the new one on her right, and the assistant dealer takes the discarded cards, shuffles them, and uses them to prepare a new deck. At this point in the broadcast, all the cards in the LIVE digital representation of the deck are turned face down again, betting on the first card of the new deck begins, and then the first card is revealed.

2.8. The last card of the deck is not scanned but is shown to all players.

2.9. Each card draw consists of time allocated to the dealer's actions (drawing the card, scanning it, revealing it, placing it into the discard tray) and the betting round.

2.10. Each current card draw consists of only one betting round for creating standard and/or combination bet slips:

2.10.1. The betting round for the current draw lasts for 15 (fifteen) seconds.

2.10.2. It is possible to place more than one bet on the current draw using the same bet slip. Bettors can place several bets on the same game using a standard bet slip only.

2.10.3. During the betting rounds for the current draw, one outcome for any other upcoming Joker events can be added to a combination bet slip in addition to bets on the current game; however, only one bet per game is permitted.

2.10.4. During the betting round for the current Joker draw, several bets for any Joker draws or other TVBET games can be added to a combination bet slip; however, only one bet per game/draw is

permitted, and the countdown to the start of the LIVE broadcasts of these games must be considered (so that the outcomes included are not out of date when the bet slip is submitted).

2.11. The total winnings on a combination bet slip are calculated according to the overall accumulator odds multiplied by the total stake.

2.12. If the results of any game included in a combination bet slip are cancelled due to technical or other reasons, then the odds for all bets on this game are changed to one (1.000) and are included in the calculation of the new overall odds for the bet slip.

2.13. When the jackpot is won, the winner is notified by a message on their bet slip and in the broadcast.

2.13.1. The jackpot can be won only by a player with a winning bet slip.

2.13.2. The winnings from the jackpot are added to the amount to be paid out for a winning bet slip.

2.14. Game settings that are regulated by the betting company:

2.14.1. Jackpot management

2.14.2. Maximum and minimum stake, the maximum bet slip or outcome winnings, and other financial limits

2.14.3. Odds in the list of markets and changes to these odds

3. CARD DRAW process:

3.1. Betting round. The period of time before a new card is revealed, when bets can be placed on the exact value of the card, or on its other attributes. The betting round begins once the dealer places the previously revealed card into the discard tray and the countdown for the betting round has begun in the broadcast. It finishes at the end of the countdown, when the next card draw begins.

3.2. Card reveal. Result of the draw (game). At the end of the betting round countdown, the dealer reveals a new card from the deck in the card shoe and shows it to bettors. The value of the card is the result of the current draw. The newly revealed card is laid on the table for a few seconds and then placed face down in the discard tray. After that, the betting round for the next card begins, and the process is repeated until there is only one card left in the deck – meaning the deck needs to be replaced.

3.3. Replacing the deck during the standard course of the game:

3.3.1. During the standard course of the game, the deck is replaced when there is one (1) card remaining in the card shoe after the current draw. When this happens, the dealer announces that a new deck will be placed in the shoe.

3.3.2. Procedure for replacing the deck during the standard course of the game. As soon as the dealer reveals the penultimate card in the deck and announces that the deck will be replaced, she removes the last unrevealed card from the card shoe and shows it to bettors, then moves it to the discard tray with the cards that were revealed during the game. The card shoe is then empty. At this point, the dealer takes the new, shuffled deck on her right and places it in the card shoe and the game continues: she reveals the first card of the new deck after the next betting round. The deck is replaced in real time so that the procedure can easily be monitored live.

3.4. Card shuffle. The assistant dealer can shuffle the cards as the deck is replaced, or shortly afterwards. When the dealer shows the last card in the old deck and places it in the discard tray, she (the assistant dealer) removes all the discarded cards from the tray and places them to the right of the dealer to be shuffled. Once the dealer has replaced the deck and is drawing the cards, the assistant dealer shuffles the cards on her right. When the cards have been thoroughly shuffled, they become the new deck to be used next, and are placed in the new deck tray accordingly.

#### 4. Special cases:

4.1. A game of Joker can be cancelled for the following reasons:

4.1.1. A card was not scanned or the newly revealed card in the broadcast does not match the card that is revealed on the table in the studio.

4.1.2. A technical issue occurs (such as internet connection problems, a technical fault in the studio, or an error on the part of the dealer).

4.1.3. Cancelling the current draw requires the current deck to be replaced with the new one before the next card is drawn.

4.1.4. Errors by the dealer that result in the next draw being cancelled and the deck being replaced earlier than it normally would be:

4.1.4.1. The dealer draws two (2) cards instead of one.

4.1.4.2. There is a mark on the card/cards, or the cards are damaged.

4.1.4.3. Due to an error by the dealer, a card falls off the table or is not visible on the table.

4.1.4.4. A card or cards appear face up in the deck before they are scanned, and any of the card attributes are seen.

4.1.4.5. The dealer scans the card(s) incorrectly and the card displayed in the live digital representation of the deck on the broadcast does not match the card on the table.

4.1.5. Mistakes that result in the cancellation of the current draw and all previous draws involving this deck, and the deck being replaced earlier than it normally would be:

4.1.5.1. The assistant dealer mistakenly fails to shuffle the discarded deck and places it in the new deck tray, and this new deck is then used in the game.

4.1.6. If a draw is cancelled, all bets on the draw are voided and returned to bettors (with odds of one).

4.1.7. If a deck is replaced earlier than it normally would be (if the game does not follow its usual course), bets on all future draws for this deck are voided and returned to bettors (with odds of one).

4.2. Technical problems with the broadcast of the LIVE channel in the studio are not grounds for cancelling the results of a draw. The channel is shown only as further confirmation that the game is broadcast live.

#### 5. GAME ORGANIZATION:

5.1. Games are held in LIVE mode 24/7, with maintenance breaks.

5.1.1. TVBet has the right to change the time of the betting round in a draw.

5.1.2. A live broadcast of a 24-hour TV channel is shown as confirmation for bettors that the game is broadcast live.

5.1.3. Scheduled maintenance works are held every Tuesday (7:00–8:00 GMT +2).

## 6. CARDS AND DECKS:

6.1. Only one (1) deck of cards of the same colour back is placed into the card shoe and used during the game.

6.2. Normally, two (2) decks of cards, one red and one blue, are used in the game. One of them is placed in the card shoe and the other is lined up as the new deck on the right of the dealer.

6.3. A non-standard deck of 54 (fifty-four) cards is used: a standard set of 52 cards plus two (2) jokers, one black and one red. Each card has a unique bar code that is scanned when the card is dealt on the table, using the scanner located next to the card shoe.

## 7. EQUIPMENT USED IN THE GAME:

7.1. One non-standard deck of 54 (fifty-four) cards

7.2. A scanner located next to the card shoe

7.3. A cut card

7.4. A card shoe

7.5. A discard tray

7.6. A new deck tray containing a non-standard pack of 54 (fifty-four) cards

7.7. A specially designed table with a box marked out for the newly revealed card

7.8. A bell for the dealer

## 8. LIST OF MARKETS AND ODDS

8.1. All odds in the Joker list of markets are displayed as they appear when a new deck containing all 54 cards has been placed into the card shoe.

## 9. ADDITIONAL INFORMATION:

9.1. These rules may be published in several languages.

9.2. Any potential appeals by bettors regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if less than 30 (thirty) calendar days have passed since the day of the game.



### 14.13 5BET

In the process of mixing 36 lottery balls, 5 lottery balls are randomly selected. Try to guess which numbered balls will fall out. The more numbers the player chooses for the bet, the greater the possible winnings.

#### RULES

5BET - a popular and fast LIVE game where 5 of 36 ball are selected randomly by the lottery machine. A feature of TV BET's 5 of 36 is that the player is given the opportunity to bet on their favourite combinations of numbers and colours for several draws in advance under the terms of an accumulator or single and to combine 5Bet bets with other TV BET games to get even more pleasure from the game.

The presenter of each new game begins with a greeting to players after which 36 balls are dropped into the mixing chamber of the lottery machine and the mixing begins. In the process of mixing 5 lucky balls are randomly selected into the result tube. The presenter calls out the numbers of the selected balls one by one.

The balls are numbered from 1 to 36 and painted in four colours – blue, green, red and yellow. This allows to create various combinations on both the numbers and the colour of the balls. Outcomes are available for exact dropout selection, non-dropout selection, guessing of exact number, total sum for all balls or colour, odd/even for all balls or colour, order of colour of selected balls, condition of the first or last ball and many others.

In addition to winning, players can get a bonus in the form of a jackpot, which can be three in the game.

A round of bets on current and upcoming games takes place between the first upcoming and the following game and lasts for about two minutes. Games are held every 3 minutes daily.

Rules below marked with (!) contain new and important features of the game.

#### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. A lottery machine - a certified mechanical device, which at the first stage of its work is intended to demonstrate thirty-six (36) numbered balls, next mix them and then, during the process of mixing, randomly select five (5) balls into the result tube;

1.2. The mixing chamber of the lottery machine - the main part of the lottery machine, where all the balls fall down and mixed after the demonstration and from which five lucky (5) balls are randomly selected into the result tube;

1.3. The result tube - one transparent tube under the chamber of the lottery machine, where the balls are randomly selected from the chamber of the lottery machine;

1.4. The result of the game - the first five (5) balls and their numbers that were randomly selected from the lottery machine's mixing chamber into the result tube;

1.5. Balls - a set of thirty-six (36) multi-coloured balls, which are used for the process of the game. The balls are numbered in order from one (1) to thirty-six (36). The balls are painted in four colours: nine (9) balls are yellow – from 1 to 9, nine (9) are green – from 10 to 18, nine (9) are red – from 19 to 27 and nine (9) are blue – from 28 to 36. The total sum of numbers on the balls is 666 (six hundred and

sixty six). The sum of yellow ones is 45, the sum of greens is 126, the sum of red ones is 207 and the sum of blue ones is 288. Each number is stuck on the balls from several sides;

1.6. Start tray - the upper part of the lottery machine, which consists of six (6) tubes arranged vertically in a row behind the chamber of the lottery machine. This part of the machine is intended to demonstrate the balls before the beginning of mixing;

1.7. Odds - a numeric multiplier with thousandths of decimal points assigned to a specific type of game outcome, which determines how many times the player's bet on this type of outcome will be increased to determine his winnings if the outcome of the game and the outcome or his condition matches. The magnitude of the odds determines the mathematical probability of the outcome - the closer the odds is to one (1.000), the more likely the outcome or its condition will coincide with the result of the game;

1.8. Bet - one of the outcomes proposed in the line; It's chosen by the player, who believes it will match with the result of the game by value or condition;

1.9. Betting sum - the amount of money that the player offers to the betting company so that in case his bet(s) is well-played, it will be recalculated into the winning amount together with the odds;

1.10. Current game - a game that you can bet on at the current moment, and the LIVE broadcast monitor shows a countdown to the start of the LIVE broadcast with the drawing of this game;

1.11. Upcoming games - games that you can bet on at the current moment, but the broadcasts of these games will take place one by one after the LIVE broadcast of the current game. Players are given the opportunity to make bets on other games than the current one, from four (betting shops) to nine (online sites) of upcoming games;

1.12. Coupon (ticket) - an electronic or printed document confirming the deal between player and betting shop for one or more bets. The coupon has the following details: date, time, coupon number, rate information, total amount of bets, total odds, type of bet (single, accumulator or system) and other. The coupon allows you to add bets on the current and / or the upcoming games within one type of game, as well as add bets between different games;

1.13. Regular coupon (ticket) - a type of coupon where the bets, odds and winnings are calculated according to the rules of the single;

1.14. Combination coupon (ticket) - a type of coupon where the bets, odds and winnings are calculated according to the rules of the accumulator or system;

1.15. Single - a type of coupon calculation where the winning is obtained by simply adding the winnings from each bet that is part of the coupon;

1.16. Accumulator - a type of calculation of a combinational coupon, where the winning equals multiplying the total amount of the coupon bet by the total factor, which is calculated by multiplying the outcome rates which the accumulator consists of, only provided that all outcomes are played;

1.17. Line - a complete list of all types of outcomes offered to players with the following parameters: outcome code, type names of (winning conditions) outcome and its odds. Bets on the game are accepted only within the framework of the outcome of the line;

1.18. Outcome - one of the variations of the line, the exact result or the condition of coincidence with it, which with some probability can predict the result of the game and this is expressed in the value of the odds for this outcome;

1.19. Outcome code - a unique number of the outcome of the game, indicated in the printed line or on the broadcast monitor, according to which this outcome can be determined in the program of the betting shop;

1.20. One (two three) selected - three outcomes of the line, a bet on the exact one, two or three numbers, which will all fall out among the five numbers of the game result;

1.21. The chosen one will not fall out - the outcome of the line, a bet on one exact number, that it will not be among the five numbers of the game result;

1.22. The first one will be... (will not be...) - two outcomes of the line, a bet on the exact number of the first ball of the result of the game that it will match or not match with the bet;

1.23. More/less even - two outcomes of the line, a bet on that the amount of even numbers relatively to odd amount among the five numbers of the game result will be more/less;

1.24. The sum of even/odd numbers is more - two outcomes of the line, a bet on that the sum of even/odd numbers relatively to the sum of the other numbers of the result of the game will be greater;

1.25. Over/Under 92.5 - two outcomes of the line, a bet on that the sum of all five numbers of the result of the game will be more/less than 92.5;

1.26. From 1 (13/19/25) to 12 (18/24/36) Greater than 10.5 (23.5 / 31.5 / 55.5 / 67.5) - a group of five outcomes of the line, a bet on that the sum of the numbers dropped out of the game from the numbering interval balls FROM and TO (inclusive) specified in the condition of the outcome, will be greater than the specified value (10.5 /23.5/31.5/55.5/67.5);

1.27. From 1 (13/19/25) to 12 (18/24/36) Less than 10.5 (23.5 / 31.5 / 55.5 / 67.5) - five outcomes of the line, a bet on that the sum of the numbers that will drop out as a result of the game from the numbering of balls FROM and TO (inclusive) specified in the condition of the outcome will be less than the specified value (10.5 /23.5/31.5/55.5/67.5);

1.28. The difference between the largest and smallest numbers is less/greater than 25.5 - two outcomes of the line, a bet on that the difference between the largest and smallest numbers from the result of the game will be more/less than 25.5;

1.29. The sum of the largest and smallest numbers Less/greater than 36.5 - two outcomes of the line, a bet on that the sum of the largest and smallest numbers from the game result will be more/less than 36.5;

1.30. Even Over/under 46.5 - two outcomes of the line, a bet on that the sum of even numbers among all five numbers of the game result will be over/under 46.5;

1.31. Odd Over/under 43.5 - two outcomes of the line, a bet on that the sum of odd numbers among all five numbers of the game result will be over/under 43.5;

1.32. The sum of the smallest and largest numbers Even/odd - two outcomes of the line, a bet on that the sum of the largest and smallest number from the game result will be even/odd;

1.33. The difference between the smallest and largest numbers Even/odd - two outcomes of the line, a bet on that the difference between the largest and smallest numbers from the result of the game will be even/odd;

1.34. From 15 (-125) to 60 (-170) - a group of eight outcomes of the line, a bet on that the sum of all five numbers from the game result will be in the specified condition of the outcome, the interval of the FROM and TO sum (inclusive), for example, from 71 to 80;

1.35. At least one number of green (red/blue/yellow) colour will be drawn - a group of four outcomes of the line that differ in the colour of the ball, a bet on that the result of the game will contain at least one ball of a given colour;

1.36. The ball of green (red/blue/yellow) colour will not fall out - a group of four outcomes of the line that differ in the colour of the ball, a bet on that the result of the game will not contain an exact ball of a given colour;

1.37. Ball numbers of green (red/blue/yellow) colour selected will be over/under 2.5 - a group of eight outcomes of the line that differ in colour of the ball with the condition of their amount, a bet on that the result of the game will contain balls of a given colour and their amount will be over/under 2.5;

1.38. Five numbers of green (red/blue/yellow) colour will fall out - a group of four outcomes of a line that differ in the colour of the ball, a bet on that the result of the game will contain all the balls of the same colour specified in the condition;

1.39. One ball of green (red/blue/yellow) colour will fall out/will not fall out - a group of eight outcomes of the line differing in the colour of the ball with an equal amount, a bet on that the result of the game will contain/will not contain exactly one ball of specified colour;

1.40. Two balls of green (red/blue/yellow) colour will/will not fall out - a group of eight outcomes of the line differing in the colour of the ball with an equal amount, a bet on that the result of the game will contain/will not contain exactly two balls of specified colour;

1.41. Three balls of green (red/blue/yellow) colour will/will not fall out - a group of eight outcomes of the line differing in the colour of the ball with an equal amount, a bet on that the result of the game will contain/will not contain exactly three balls of specified colour;

1.42. Four balls of green (red/blue/yellow) will drop out - a group of four outcomes of the line that differ in the colour of the ball with the condition of an even amount, a bet on that the result of the game will contain exactly four balls of specified colour;

1.43. The first number of green (/not) (red/blue/yellow) colour - a group of eight outcomes of the line, a bet on that the selected balls will/will not be the colour indicated by the outcome;

1.44. The smallest over/under 4.5 - two outcomes of the line, a bet on that the smallest number among the five numbers of the game result will be over/under 4.5;

1.45. The smallest even/odd - two outcomes of the line, a bet on that the smallest number among the five numbers of the game result will be even/odd;

1.46. The largest over/under 32.5 - two outcomes of the line, a bet on that the highest number among the five numbers of the game result will be over/under 32.5;

1.47. The largest even/odd - two outcomes of the line, a bet on that the highest number among the five numbers of the game result will be even/odd;

1.48. Any multiple of (not a multiple of) 5 (7/10) - six outcomes of the line, a bet on that any number among the five balls of the game result will be a multiple/non-multiple of 5, 7 or 10 (divisibility into it without a remainder);

1.49. From 1 (13/19/25) to 12 (18/24/36) over 2/under 2/-2 - a group of fifteen outcomes of the line, a bet on the amount of selected numbers as the game result in the interval of balls FROM and TO of a given outcome condition, that it will be over 2/under 2/exactly 2;

1.50. Even/odd over 2/under 2/2 - a group of six outcomes of the line, a bet on that the amount of even/odd numbers among all five balls of the result of the game will be over 2/under 2/exactly 2;

1.51. Jackpot - an additional possible bonus to winning of a coupon (ticket), which falls out randomly. The amount of the current jackpot is displayed on the game broadcast monitor and is played at all other games;

1.52. Mega Jackpot - an additional possible bonus to winning of a coupon (ticket), but larger in the amount than a regular jackpot. It drops out randomly, but less frequently than the regular jackpot. The amount of the current mega jackpot is displayed on the game broadcast monitor and is played at all games;

1.53. 5Bet Jackpot - an additional possible bonus to winning of a coupon (ticket), which falls out randomly and is replenished from the amount of all players' bets, but only within the framework of 5Bet game.

## 2. RULES OF THE GAME:

2.1. The presenter introduces each new round of 5Bet game and calls out each ball number selected into the result tube;

2.2. Bets in the game are accepted within the framework of the outcomes offered only in the line of 5bet (pp.6.1.);

2.3. During one round, five (5) balls are selected only once;

2.4. The game is considered that it took place successfully, if at least five (5) balls were selected from the mixing chamber into the result tube;

2.5. Before the balls are dropped into the mixing chamber, there are 36 (thirty-six) clearly visible numbered balls in in the start tray;

2.6. The result of the game is the first five (5) balls and their numbers that were randomly selected into the result tube from the mixing chamber;

2.7. If more than five (5) balls are dropped, then only the first five are considered and the rest are ignored;

2.8. Each current game has only one round for receiving simple and/or combined coupons with its participation;

2.8.1. The round of betting on the current game lasts between LIVE broadcasts and takes for about two (2) minutes. After the LIVE broadcast of the current game ends, the betting round for the next game starts immediately;

2.8.2. LIVE-broadcast of the current game begins after the expiration of the countdown time, which signals the completion of the betting round with participation of this game;

2.8.3. In the current game it's possible to add one or more outcomes in the same coupon. Players can place bets on several outcomes of one game, but in a single coupon only;

2.8.4. As a part of betting round for the current game of 5Bet, besides the current game itself, it's possible to add only one outcome from any following 5Bet games to the accumulator coupon;

2.8.5. As a part of betting round for the current game of 5Bet it's possible to add only one outcome from any other 5Bet game and other TVBET games to the accumulator coupon, taking into account the countdown to the start of LIVE-broadcasts of those games (so that the component outcomes are not out of date until the coupon is accepted);

2.9. The amount of winnings on a combination coupon is calculated by a complex rate of the accumulator multiplied by the amount of winning bet;

2.10. If the result of a game was cancelled for technical or other reasons in a combination coupon with any bets, then the outcome rates for all bets on this game are changed to one (1.000) and these rates participate in the calculation of the new total of the coupon odds;

2.11. When winning the jackpot, the winner is provided with a corresponding message in the coupon and broadcast;

2.11.1. Jackpot may be achieved only with the winning coupon.

2.11.2. The amount of the winnings from jackpot is added to the amount of the coupon winnings.

2.12. The parameters of the games, which are regulated by the betting shop:

2.12.1. Jackpot management;

2.12.2. The maximum and minimum amount of the bet, the maximum winning of the coupon or the outcome and other financial limits;

2.12.3. The amount of the odds in the line and their change.

### 3. SPECIAL CASES:

3.1. Cancellation of the result of the game:

3.1.1. The result of the game can be cancelled for technical reasons such as errors in the Internet connection, technical issues in the studio or presenter errors;

3.1.2. Violations of the work of the lottery machine, which lead to the cancellation of the result of the game:

3.1.2.1. If the balls did not fall out of the start tray into the mixing chamber for selection;

3.1.2.2. If the balls dropped into the mixing chamber, but the process of selecting the balls did not begin;

3.1.2.3. If the result tubes were filled with less than five (5) balls;

3.1.3. Actions of the presenter, which lead to the cancellation of the result of the game:

3.1.3.1. If the presenter did not make it to prepare the balls and place them in the starting tubes or the balls in the six (6) tubes are less than thirty-six (36) (p.p.1.5 and p.p.1.6);

3.1.3.2. If the presenter by their physical actions violates the process of mixing or selecting the balls, interferes with the display of the balls in the result tubes or the start tray;

3.2. If the sound disappears during the broadcast or the presenter announces the wrong number of the selected ball, the number shown in the broadcast of the game is considered correct;

3.2.1. If the participant was not able to watch the live broadcast of the game due to technical problems on his behalf (internet connection was lost, browser or PC got frozen, electricity was lost, etc.), but the recording of this broadcast is in the archive, then it is considered that the game took place;

3.2.2 Technical problems with the broadcast of the sports channel or not exact time of the clock at the studio are not grounds for cancelling the result of the game, but serves only as an additional confirmation that the game is being broadcast live.

3.2.3. The results of each game and the archive of video broadcasts can be found on the website of the game organizer.

#### 4. ORGANIZATION OF THE GAME:

4.1. Games are held every 3 minutes, around the clock, 7 days a week with planned maintenance interruptions;

4.1.1. TV BET has the right to change the time of the betting round and the broadcast time.

4.1.2. An electronic clock and the live broadcast of a 24-hour sports TV channel makes sure that the game is broadcast live.

4.1.3. Scheduled maintenance works are held every Tuesday (7:00-8:00 GMT +2).

#### 5. EQUIPMENT USED IN THE GAME:

5.1. Lottery machine (p.p. 1.1);

5.2. A set of 36 (thirty-six) balls (p.p. 1.5);

#### 6. FINAL PROVISIONS:

6.1. These rules can be published in several languages.

6.2. All possible player's appeals regarding the result of the game and/or other technical issues will be considered only provided paper or digital confirmation (receipt, screenshot, video) of the bet made, if less than 30 (thirty) calendar days have passed since the day of this game.

#### **14.14 7BET**

The lottery drum randomly determines 7 winning balls out of 42. Select the number of lottery balls and the numbers on which you want to bet. The more you selected, the greater the possible winnings are.

#### **RULES**

7BET - a popular and fast LIVE game where 7 of 42 ball are selected randomly by the lottery machine. A feature of TV BET's 7 of 42 is that the player is given the opportunity to bet on their favourite combinations for several draws in advance under the terms of an accumulator or single and to combine 7Bet bets with other TV BET games to get even more pleasure from the game.

The presenter of each new game begins with a greeting to players after which 42 balls are dropped into the mixing chamber of the lottery machine and the mixing begins. In the process of mixing 7 lucky balls are randomly selected into the result tube. The presenter calls out the numbers of the selected balls one by one.

The balls are numbered from 1 to 42 and painted in two colours - blue and black. This allows to bet on both the numbers and the colour of the balls. Outcomes are available for exact dropout selection, non-dropout selection, guessing of exact number, total sum for all balls or colour, odd/even for all balls or colour, order of colour of selected balls, condition of the first or last ball and many others.

In addition to winning, players can get a bonus in the form of a jackpot, which can be three in the game.

A round of bets on current and upcoming games takes place between the first upcoming and the following game and lasts for about two minutes. Games are held every 3 minutes daily.

Rules below marked with (!) contain new and important features of the game.

#### **1. TERMS AND DEFINITIONS IN THE GAME:**

1.1. A lottery machine - a certified mechanical device, which at the first stage of its work is intended to demonstrate forty-two (42) numbered balls, next mix them and then, during the process of mixing, randomly select seven (7) balls into the result tube;

1.2. The mixing chamber of the lottery machine - the main part of the lottery machine, where all the balls fall down and mixed after the demonstration and from which seven lucky (7) balls are randomly selected into the result tube;

1.3. The result tube - one transparent tube under the chamber of the lottery machine, where the balls are randomly selected from the chamber of the lottery machine;

1.4. The result of the game - the first seven (7) balls and their numbers that were randomly selected from the lottery machine's mixing chamber into the result tube;

1.5. Balls - a set of forty-two (42) multi-coloured balls, which are used for the process of the game. The balls are numbered in order from one (1) to forty-two (42). The balls are painted in two colours: twenty-one (21) balls are blue and twenty-one (21) balls are black. The total sum of numbers on the balls is 903 (nine hundred and three). Each number is stuck on the balls from several sides;



1.6. Start tray - the upper part of the lottery machine, which consists of five (5) tubes arranged vertically in a row above the chamber of the lottery machine, which can hold up to nine (9) balls in each tube. This part of the machine is intended to demonstrate the balls before the beginning of mixing. Before the start of the game it's allowed that the tubes won't be full of balls to the top, as there are 42 balls, but five tubes of start tray may hold up to 45 balls;

1.7. Odds - a numeric multiplier with thousandths of decimal points assigned to a specific type of game outcome, which determines how many times the player's bet on this type of outcome will be increased to determine his winnings if the outcome of the game and the outcome or his condition matches. The magnitude of the odds determines the mathematical probability of the outcome - the closer the odds is to one (1.000), the more likely the outcome or its condition will coincide with the result of the game;

1.8. Bet - one of the outcomes proposed in the line; It's chosen by the player, who believes it will match with the result of the game by value or condition;

1.9. Betting sum - the amount of money that the player offers to the betting company so that in case his bet(s) is well-played, it will be recalculated into the winning amount together with the odds;

1.10. Current game - a game that you can bet on at the current moment, and the LIVE broadcast monitor shows a countdown to the start of the LIVE broadcast with the drawing of this game;

1.11. Upcoming games - games that you can bet on at the current moment, but the broadcasts of these games will take place one by one after the LIVE broadcast of the current game. Players are given the opportunity to make bets on other games than the current one, from four (betting shops) to nine (online sites) of upcoming games. In the following games, all odds for dynamic outcomes of card games are offered with basic odds without taking into account open cards;

1.12. Coupon (ticket) - an electronic or printed document confirming the deal between player and betting shop for one or more bets. The coupon has the following details: date, time, coupon number, rate information, total amount of bets, total odds, type of bet (single, accumulator or system) and other. The coupon allows you to add bets on the current and / or the upcoming games within one type of game, as well as add bets between different games;

1.13. Regular coupon (ticket) - a type of coupon where the bets, odds and winnings are calculated according to the rules of the single;

1.14. Combination coupon (ticket) - a type of coupon where the bets, odds and winnings are calculated according to the rules of the accumulator or system;

1.15. Single - a type of coupon calculation where the winning is obtained by simply adding the winnings from each bet that is part of the coupon;

1.16. Accumulator - a type of calculation of a combinational coupon, where the winning equals multiplying the total amount of the coupon bet by the total factor, which is calculated by multiplying the outcome rates which the accumulator consists of, only provided that all outcomes are played;

1.17. Line - a complete list of all types of outcomes offered to players with the following parameters: outcome code, type names of (winning conditions) outcome and its odds. Bets on the game are accepted only within the framework of the outcome of the line;

1.18. Outcome - one of the variations of the line, the exact result or the condition of coincidence with it, which with some probability can predict the result of the game and this is expressed in the value of the odds for this outcome;

1.19. Outcome code - a unique number of the outcome of the game, indicated in the printed line or on the broadcast monitor, according to which this outcome can be determined in the program of the betting shop;

1.20. One - five selected (numbers) - a group of five outcomes of the line, differing in the number of the selected numbers, a bet on the condition of falling out of all selected numbers at once among the game result numbers. Offered bet on from 1 to 5 numbers;

1.21. The chosen one will not fall out - the outcome of the line, a bet on the condition that among all the numbers of the result of the game the number indicated in the bet will not fall out;

1.22. The seven chosen ones will not fall out - the outcome of the line, a bet on the condition that any of the seven selected numbers in the bet won't match with the seven numbers of the result of the game;

1.23. At least one (- five) of the seven selected - a group of five outcomes of the line, differing in the condition of the number of matched numbers; A bet on the fact that among the seven selected numbers with the result of the game at least one, two, three, four or five numbers will match. The bet will play if the fact of the amount of match(-es) of the result balls with the player's chosen balls is exact or greater than the condition of the player's chosen outcome;

1.24. The first fallen out is... (the first fallen out is not...) - the two outcomes of the line, a bet that the number of the first ball that goes into the result tube (the first of seven) will match (will not match) with one specified number in the bet;

1.25. More Even/Odd - two outcomes of the line, a bet on comparing the number of even and odd numbers among the seven numbers of the game result. There will be more balls with even numbers or balls with odd numbers.

1.26. Sum - Odd/Even number - two outcomes of the line, a bet on the sum of the numbers of seven numbers of the game result, that it will be even or odd;

1.27. First/Last number - Even/Odd - a group of four outcomes of the line, a bet on that the number of the first/last ball (the first of seven/the last of seven) will be an even or odd number;

1.28. The first two Even/Odd - the two outcomes of the line, a bet on the condition that the first two balls in a row from the result of the game (the first two of seven) are even or odd;

1.29. The first is Odd/Even; Second - Even/Odd - two outcomes of the line, a bet on the evenness or oddness of the number of the first and the second drawn ball separately as a result of the game;

1.30. The first is Odd/Even; Last - Even/Odd - two outcomes of the line, a bet on the evenness or oddness of the number of the first and the last ball separately as a result of the game;

1.31. Under/Over 50.5, (75.5, 100.5, 125.5, 150.5, 175.5, 200.5) - a group of fourteen outcomes of the line, a bet on the condition that the sum of the numbers of the game result will be over or under the value specified in the condition;

1.32. The first and second are the same/not the same - two outcomes of the line, a bet on the condition that the colour of the first ball as a result of the game will / will not be the same as the colour of the second ball (for example, the first two are blue or black - the same; the first is blue, the second is black or vice versa - not the same);

1.33. The first number is blue /not-blue - two outcomes of the line, a bet on the condition that the first ball that fell in the result tube will be blue/not-blue;

1.34. The first number is black/not-black - the two outcomes of the line, a bet on the condition that the first ball that fell in the result tube will be black / non-black;

1.35. Blue over/under 1.5 (2.5, 3.5) - six outcomes of the line, a bet on the condition that the number of blue balls as a result of the game will be more or less than the value specified in the condition;

1.36. Black over/under 1.5 (2.5, 3.5) - six outcomes of the line, a bet on the condition that the number of black balls as a result of the game will be more or less than the value specified in the condition;

1.37. There will be no blue/black balls - two outcomes of the line, a bet on the condition that among the balls of the result of the game there will be no balls of black or blue colour (in other words, all the balls will be of the same colour);

1.38. Blue (1 - 7) - seven outcomes of the line, a bet on the number of blue balls in the range from 1 (one) to 7 (seven), with the condition that exactly that many blue balls will fall out as the result of the game;

1.39. Black (1 - 7) - seven outcomes of the line, a bet on the number of black balls in the range from 1 (one) to 7 (seven), with the condition that exactly that many black balls will fall out as the game result;

1.40. Blue over/under 73.5 - two outcomes of the line, a bet on the sum of the numbers of the balls as the result of the game, but only blue ones;

1.41. Black over/under 73.5 - two outcomes of the line, a bet on the sum of the numbers of balls as the result of the game, but only black ones;

1.42. Jackpot - an additional possible bonus to winning of a coupon (ticket), which falls out randomly. The amount of the current jackpot is displayed on the game broadcast monitor and is played at all other games;

1.43. Mega Jackpot - an additional possible bonus to winning of a coupon (ticket), but larger in the amount than a regular jackpot. It drops out randomly, but less frequently than the regular jackpot. The amount of the current mega jackpot is displayed on the game broadcast monitor and is played at all games;

1.44. 7Bet Jackpot - an additional possible bonus to winning of a coupon (ticket), which falls out randomly and is replenished from the amount of all players' bets, but only within the framework of 7Bet game.

## 2. RULES OF THE GAME:

2.1. The presenter introduces each new round of 7Bet game and calls out each ball number selected into the result tube;

2.2. Bets in the game are accepted within the framework of the outcomes offered only in the line of 7bet (pp.7.1.);

2.3. During one round, seven (7) balls are selected only once;

2.4. The game is considered that it took place successfully, if at least seven (7) balls were selected from the mixing chamber into the result tube;

2.5. Before the balls are dropped into the mixing chamber, there are 42 (forty-two) clearly visible numbered balls in in the start tray; it is assumed that the amount of balls in some tubes of the start tray may be different (p.p.1.6);

2.6. The result of the game is the first seven (7) balls and their numbers that were randomly selected into the result tube from the mixing chamber;

2.7. If more than seven (7) balls are dropped, then only the first seven are considered and the rest are ignored;

2.8. Each current game has only one round for receiving simple and/or combined coupons with its participation;

2.8.1. The round of betting on the current game lasts between LIVE broadcasts and takes for about two (2) minutes. After the LIVE broadcast of the current game ends, the betting round for the next game starts immediately;

2.8.2. LIVE-broadcast of the current game begins after the expiration of the countdown time, which signals the completion of the betting round with the participation of this game;

2.8.3. In the current game it's possible to add one or more outcomes in the same coupon. Players can place bets on several outcomes of one game but in a single coupon only;

2.8.4. As a part of betting round for the current game of 7Bet, besides the current game itself, it's possible to add only one outcome of any other upcoming 7Bet games into accumulator coupon;

2.8.5. As a part of betting round for the current game of 7Bet it's possible to add only one outcome from any 7Bet game and other TVBET games into the accumulator coupon, taking into account the countdown to the start of LIVE-broadcasts of those games (so that the component outcomes are not out of date until the coupon is accepted);

2.9. The amount of winnings on a combination coupon is calculated by a complex rate of the accumulator multiplied by the amount of winning bet;

2.10. If the result of a game was cancelled for technical or other reasons in a combination coupon with any bets, then the outcome rates for all bets on this game are changed to one (1.000) and these rates participate in the calculation of the new total of the coupon odds;

2.11. When winning the jackpot, the winner is provided with a corresponding message in the coupon and broadcast;

2.11.1. Jackpot may be achieved only with the winning coupon.

2.11.2. The amount of jackpot winning is added to the amount of the winnings of the coupon.

2.12. The parameters of the games, which are regulated by the betting shop:

2.12.1. Jackpot management;

2.12.2. The maximum and minimum amount of the bet, the maximum winning of the coupon or the outcome and other financial limits;

2.12.3. The amount of the odds in the line and their change.

3. SPECIAL CASES:

### 3.1. Cancellation of the result of the game:

3.1.1. The result of the game can be cancelled for technical reasons such as errors in the Internet connection, technical issues in the studio or presenter errors;

3.1.2. Violations of the work of the lottery machine, which lead to the cancellation of the result of the game:

3.1.2.1. If the balls did not fall out of the start tray into the mixing chamber for selection;

3.1.2.2. If the balls dropped into the mixing chamber, but the process of selecting the balls did not begin;

3.1.2.3. If the result tubes were filled with less than seven (7) balls;

3.1.3. Actions of the presenter, which lead to the cancellation of the result of the game:

3.1.3.1. If the presenter did not make it to prepare the balls and place them in the starting tubes or the balls in the five (5) tubes are less than forty-two (42) (p.p.1.5 and p.p.1.6);

3.1.3.2. If the presenter by their physical actions violates the process of mixing or selecting the balls, interferes with the display of the balls in the result tubes or the start tray;

3.2. If the sound disappears during the broadcast or the presenter announces the wrong number of the selected ball, the number shown in the broadcast of the game is considered correct;

3.2.1. If the participant was not able to watch the live broadcast of the game due to technical problems on his behalf (internet connection was lost, browser or PC got frozen, electricity was lost, etc.), but the recording of this broadcast is in the archive, then it is considered that the game took place;

3.2.2. Technical problems with the broadcast of the sports channel or not exact time of the clock at the studio are not grounds for cancelling the result of the game, but serves only as an additional confirmation that the game is being broadcast live.

3.2.3. The results of each game and the archive of video broadcasts can be found on the website of the game organizer.

### 4. ORGANIZATION OF THE GAME:

4.1. Games are held every 3 minutes, around the clock, 7 days a week with scheduled maintenance interruptions;

4.1.1. TV BET has the right to change the time of the betting round and the broadcast time.

4.1.2. An electronic clock and the live broadcast of a 24-hour sports TV channel makes sure that the game is broadcast live.

4.1.3. Scheduled maintenance works are held every Tuesday (7:00-8:00 GMT +2).

### 5. EQUIPMENT USED IN THE GAME:

5.1. Lottery machine (p.p. 1.1);

5.2. A set of 42 (forty two) balls (p.p. 1.5);

### 6. FINAL PROVISIONS:

6.1. These rules can be published in several languages.

6.2. All possible player's appeals regarding the result of the game and/or other technical issues will be considered only provided paper or digital confirmation (receipt, screenshot, video) of the bet made, if less than 30 (thirty) calendar days have passed since the day of this game.

## 14.15 KENO

In a game of 80 numbered balls, 20 randomly drop out. Try to guess which lottery balls will fall out. The amount of the win depends on the number of chosen and guessed numbers.

### RULES

KENO is a simple and fast-paced LIVE game where 20 of 80 balls are selected. The game is popular all over the world. A special feature of TVBet's LIVE Keno is that players are given the opportunity to bet on their favourite combinations of balls for several draws in advance according to the terms of the accumulator or single bets, and even combine their Keno bet with bets on other TVBet games so they can enjoy the game even more.

The presenter greets players and then 80 balls drop into the lottery machine and start to mix. One by one, twenty balls are drawn at random and placed into the result tubes. The presenter calls out the number of each ball drawn. If more than twenty balls are drawn, then only the first 20 balls are counted, and the rest are ignored. If fewer balls are drawn then the game is cancelled, and the bets are returned to players.

Various betting options are available: players can guess a certain quantity of numbers, the exact list of numbers, certain numbers not to be drawn, whether the total will be over/under a certain amount, and whether the numbers will be even or odd.

In addition to their winnings, players can win a great bonus in the form of a jackpot. There are three to be won in the game.

A betting round on the current game and upcoming games takes place between the LIVE broadcasts of games and lasts for about 3 minutes. Games take place every 4 minutes, daily.

#### 1. TERMS AND DEFINITIONS IN THE GAME:

1.1. Lottery machine: A certified mechanical device. First it displays eighty (80) numbered balls, and then it mixes them and draws twenty (20) balls at random during the mixing process and places them into the result tubes.

1.2. Mixing chamber: The main part of the lottery machine into which all the balls are dropped and mixed once they have been displayed and from which twenty (20) balls are drawn at random and placed into the result tubes.

1.3. Result tubes: Two transparent tubes below the mixing chamber of the lottery machine into which the balls drawn from the mixing chamber of the lottery machine are placed.

1.4. Result of the game: The numbers of the first twenty (20) balls dropped into the result tubes from the chamber of the lottery machine at random.

1.5. Balls: The set of eighty (80) balls used in the game. The balls are numbered in order from one (1) to eighty (80). The total sum of the numbers is 3240. The numbers on the balls are visible from several angles.

1.6. Start tray: The upper part of the lottery machine, composed of five (5) vertical tubes arranged in a row above the mixing chamber of the lottery machine, each holding sixteen (16) balls. This part displays the balls before the start of mixing.

1.7. Odds: A numeric multiplier rounded to three decimal places that is assigned to a specific type of game outcome and determines how many times the player's stake on this outcome will be multiplied to determine their winnings if the outcome of the game matches the chosen outcome or its condition. The size of the odds indicates the mathematical probability of the outcome: the closer the odds are to one (1.000), the more likely it is that the outcome or its condition will match the result of the game.

1.8. Bet: One of the outcomes offered in the list of markets and displayed as a value or condition that is chosen by the player who believes it will match the result of the game.

1.9. Stake: The amount of money that the player offers the betting company. If the bet wins, this amount will be multiplied by the odds to calculate the winnings.

1.10. Current game: A game that you can currently bet on, and for which a countdown to the start of the live broadcast of the draw for this game is displayed on the broadcast monitor.

1.11. Upcoming games: Games that you can currently bet on, but the broadcasts of which will take place one by one once the LIVE broadcast of the current game has ended. Players can place bets on games other than the current one: a maximum of four upcoming games if placing bets at betting shops and a maximum of nine upcoming games if placing bets online.

1.12. Bet slip: An electronic or printed document confirming the transaction between the player and betting company for one or more bets. The bet slip includes the following details: date, time, bet slip number, information about the bets, total stake, overall odds, and type of bet (single, accumulator, or system). Bets on the current and/or upcoming games within one type of game can be added to a single bet slip, as well as bets on other games.

1.13. Standard bet slip: A type of bet slip where the bets, odds, and winnings are calculated according to the rules for single bets.

1.14. Combination bet slip: A type of bet slip where the bets, odds, and winnings are calculated according to the rules for accumulator or system bets.

1.15. Single: A type of bet slip settlement where the total winnings are calculated by simply adding up the winnings from each bet that is part of the bet slip.

1.16. Accumulator: A type of combined bet slip settlement where the winnings equal the total stakes on the bet slip multiplied by the overall odds, which are calculated by multiplying the outcome odds of the accumulator, provided that all the outcomes win.

1.17. List of markets: A complete list of all outcomes offered to players that includes the following parameters: outcome code, outcome names (conditions for the winnings), and the corresponding odds. Bets on the game are only accepted on outcome options included in the list of markets.

1.18. Outcome: One of the options in the list of markets, the exact result or winning conditions, which can be used to predict the result of the game with some degree of probability, and this is expressed in the size of the odds for this outcome.

1.19. Outcome code: A unique number allocated to the outcome of the game indicated in the printed list of markets or on the broadcast monitor which can be used to identify this outcome in the betting shop program.



1.20. Some of the selected numbers will be drawn: Similar outcomes in the list of markets. Winnings from these bets are calculated according to how many numbers selected by the player match the result of the game. Bets can be placed on 2 to 10 numbers and the numbers selected are compared with the 20 numbers drawn in the game to determine how many numbers coincide. The odds depend on the amount of numbers guessed from the set and are provided in the chart table (see 6.2.).

1.21. All selected numbers will be drawn: Similar outcomes in the list of markets that differ in the amount of numbers selected. Bets that all the numbers chosen by the player will be drawn in the game. Bets on 1 to 10 numbers are available.

1.22. All selected numbers will not be drawn: Similar outcomes in the list of markets that differ in the amount of numbers selected. Bets that all the numbers chosen by the player will not be drawn in the game. Bets on 1 to 10 numbers are available.

1.23. Overall total over/under 810.5: Two outcomes in the list of markets – bets that the sum total of all twenty (20) numbers drawn in the game will be over or under 810.5.

1.24. First 5 total over/under 202.5: Two outcomes in the list of markets – bets that the sum total of the first five (5) numbers drawn in the game will be over or under 202.5.

1.25. First drawn number will be higher than/lower than 40.5: Two outcomes in the list of markets – bets that the first number drawn in the game will be over or under 40.5.

1.26. Last drawn number will be higher than/lower than 40.5: Two outcomes in the list of markets – bets that the last number, the twentieth (20) ball drawn in the game, will be over or under 40.5.

1.27. First drawn number will be even/odd: Two outcomes in the list of markets – bets that the number of the first drawn ball will be even or odd.

1.28. Last drawn number will be even/odd: Two outcomes in the list of markets – bets that the last of the twenty (20) numbers drawn in the game will be even or odd.

1.29. First drawn number to contain one/more than one digit: Two outcomes in the list of markets – bets that the first number drawn in the game will consist of one digit (numbers 1, 2, 3, 4, 5, 6, 7, 8, 9) or two digits (numbers 10–80).

1.30. Last drawn number to contain one/more than one digit: Two outcomes in the list of markets – bets that the last of the twenty (20) numbers drawn in the game will consist of one digit (numbers 1, 2, 3, 4, 5, 6, 7, 8, 9) or two digits (numbers 10–80).

1.31. Jackpot: A possible bonus additional to the bet slip winnings that is awarded at random. The current jackpot amount is displayed on the game broadcast monitor and is played for in all other games.

1.32. Mega jackpot: A possible bonus additional to the bet slip winnings that is larger than a regular jackpot. It is awarded at random, but less frequently than the regular jackpot. The current mega jackpot amount is displayed on the game broadcast monitor and is played for in all games.

1.33. Keno jackpot: A possible bonus additional to the bet slip winnings that is awarded at random and consists of contributions from bets placed by all players, but only from those placed in Keno games.

## 2. RULES OF THE GAME:

2.1. The presenter announces each new Keno game and calls out each ball number drawn into the result tube.

2.2. Bets in the game are only accepted on the outcomes offered in the Keno list of markets (see 6.1.).

2.3. During one game, twenty (20) balls are drawn only once.

2.4. The game is considered to have been played properly and to have been successful if at least twenty (20) balls were drawn from the mixing chamber of the lottery machine and placed into the result tubes.

2.5. Before the balls are dropped into the mixing chamber, each of the five tubes of the start tray must contain 16 (sixteen) clearly visible numbered balls.

2.6. The result of the game is the numbers of the first twenty (20) balls drawn at random and placed into the result tubes from the mixing chamber of the lottery machine.

2.7. If more than twenty (20) balls have been drawn, then only the first 20 balls are considered and the rest are ignored.

2.8. Each current game has only one betting round for accepting standard and/or combination bet slips:

2.8.1. The betting round for the current game is held between the LIVE broadcasts and takes around two minutes. Once the LIVE broadcast of the current game ends, the betting round for the next game starts immediately.

2.8.2. The LIVE broadcast of the current game begins when the countdown ends, which signals the end of the betting round for participation in this game.

2.8.3. It is possible to place more than one bet on the current game using the same bet slip. Players can place several bets on the same game using a standard bet slip only.

2.9. The total winnings on a combination bet slip is calculated using accumulator odds multiplied by the total stake.

2.10. If the results of any game included on a combination bet slip are cancelled due to technical or other reasons, then the odds for all bets on this game are changed to one (1.000) and are included in the calculation of the new overall odds for the bet slip.

2.11. When the jackpot is won, the winner is notified by a message on the bet slip and in the broadcast.

2.11.1. The jackpot can only be won with a winning bet slip.

2.11.2. The jackpot amount is added to the bet slip winnings.

2.12. Game settings that are regulated by the betting company:

2.12.1. Jackpot management

2.12.2. The maximum and minimum stakes, the maximum winnings on a bet slip or outcome, and other financial limits

2.12.3. Odds in the list of markets and any changes to them

### 3. SPECIAL CASES:

#### 3.1. Cancellation of the game result:

3.1.1. The result of the game can be cancelled for technical reasons such as internet connection errors, technical issues in the studio or presenter errors.

#### 3.1.2. Lottery machine malfunctions that lead to the game result being cancelled:

3.1.2.1. The balls do not fall out of the start tray into the chamber for mixing and drawing.

3.1.2.2. The balls drop into the mixing chamber, but the process of drawing the balls does not begin.

3.1.2.3. The result tubes are filled with fewer than twenty (20) balls.

#### 3.1.3. Actions by the presenter that lead to the game result being I:

3.1.3.1. The presenter does not prepare the balls and does not place them into the starting tubes, or not all the balls are in the tubes (see 1.6.).

3.1.3.2. The presenter disturbs the process of mixing or drawing the balls through her physical actions, or interferes with the display of the balls in the result tubes or the start tray.

3.2. If the sound cuts out during the broadcast or the presenter announces the wrong number for a ball that is drawn, the number shown in the game broadcast is considered correct.

3.2.1. If the participant was not able to watch the live broadcast of the game due to technical problems at their end (their internet connection was lost, their browser or PC froze, power outage, etc.), but the recording of this broadcast is in the archive, then the game is considered to have taken place.

3.2.2 Technical problems with the broadcast footage of Warsaw city centre in the studio background are not grounds for cancelling the result of the game. The background is only additional confirmation that the game is being broadcast live.

3.2.3. The results of each game and the archive of video broadcasts can be found on the website of the game organizer.

### 4. ORGANISATION OF THE GAME:

4.1. Games take place every 4 minutes, 24/7, with maintenance breaks.

4.1.1. TVBet has the right to change the time of the betting round and the broadcast time.

4.1.2. You can make sure that the game takes place live by viewing the broadcast footage of Warsaw city centre in the background.

4.1.3. Scheduled maintenance takes place every Tuesday (7:00–8:00 GMT +2).

### 5. FINAL PROVISIONS

5.1. These rules may be published in several languages

5.2. Any potential appeals by players regarding the results of a game and/or other technical issues will be considered only where paper or digital confirmation (receipt, screenshot, video) of the bet placed is provided, and if less than 30 (thirty) calendar days have passed since the day of the game.