

6+ POKER GAME RULES

SHORT DESCRIPTION

6+ Poker (also known as 'Short-Deck Hold' em') is a poker game very similar to the popular Texas 'hold 'em'.

The game is played between two sides – the Player and the Dealer.

The gameplay sees each side looking to win the best five-card poker hand from any combination of the seven cards (five community cards plus the two cards the player is dealt).

Being a 36-card deck, 6+ Poker does not have twos, threes, fours and fives. This changes the probability of combinations and alters winning hands.

Exciting changes include a flush ranking higher than full house, and a three of a kind beating a straight.

Like traditional poker games, aces are the highest card and can make both low and high straights. For example, the lowest straight would be (A-6-7-8-9) and the highest (10-J-Q-K-A).

1. Terms:

1.1. Draw – one dealing of cards which begins with the first betting round and ends when the dealer announces result of a draw.

1.2. Player hand – one of two sides of the game, marked on the screen, to whom the dealer deals two cards face-up.

1.3. Dealer hand – one of two sides of the game, marked on the screen, to whom the dealer deals two cards face-down. Dealer hand is revealed once the last betting round ends.

1.4. Split (tie) – outcome of a draw, when a dealer and player both have combination of the same value.

1.5. Betting outcome – interpretation of the outcome expressed in odds, which may change in the course of the draw depending on the change of the mathematical probability of the outcome.

1.6. Betting round – time allocated for players' bets to be accepted.

1.7. Betting options – a list of all betting outcomes available to the player.

1.8. Board – five (5) community cards that both positions uses to form the best combination in any given hand.

1.9. Combination (Hand rankings) – five (5) cards made of two (2) pocket cards and five (5) community cards. See par. 2.4. for possible combinations from the lowest to the highest.

1.10. Flop – the first three (3) community cards which are dealt after the Player and Dealer receive their pocket cards and the second betting round ends.

1.11. Turn – the fourth community card which is dealt once the third betting round ends.

1.12. River – the fifth community card which is dealt once the fourth betting round ends.

1.13. Discarded card – card dealt face-down from top of the deck before opening flop, turn, and river.

1.14. Kicker – a set of (hand and board) cards that does not itself take part in determining the rank of the hand but may be used to break ties between hands of the same rank. An ace over a

king for example

1.15. Cut card – special card used to cover the bottom card to prevent it from being exposed.

2. Rules:

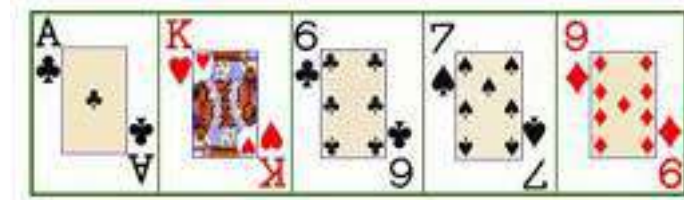
2.1. Player receives two (2) face-up cards and Dealer hand receives two (2) face-down cards. The Board is dealt face-up. Once all cards are dealt, the dealer's cards are revealed. Results are determined based on the video stream and scanner data which captures every face-up card placed on the table.

2.2. The goal of the game is to form the best five card combination using both hand (player or dealer) cards and the 'community' board. The side with the highest combination wins.

2.3. Tie (Split). Tie is possible in the game if both sides have the same combination. In this case, winnings are paid to all players who placed bets on the split.

2.4. Possible poker combinations (from the lowest to the highest):

2.4.1. High Card. Any hand that does not form any of the below mentioned combinations. The hand with the highest card wins.



2.4.2. Pair. Any two (2) cards of the same rank (two aces or two kings for example). If both sides have a pair, then the side with the higher pair wins. If both sides have the same ranking pair, the side with the higher kicker wins.



2.4.3. Two pair. Any two (2) cards of the same rank together with another two (2) cards of the same rank. If both sides have a two pair, the side with the higher pair wins. If both sides have the same rank pairs, the side with the higher kicker wins.



2.4.4. Straight. Any five (5) consecutive cards of different suits. Aces can make both low (A-6-7-8-9) and high (10-J-Q-K-A) end of straights.



2.4.5. Three of a kind. Any three (3) cards of the same rank. If both sides have a three of a kind, the side with the higher three of a kind wins the hand. If both sides have the same three of a kind, the side with the higher fourth or/and fifth card wins.



2.4.6. Full House. Any three (3) cards of the same rank together with any two (2) cards of the same rank. If both sides have a full house, the side with the highest three of a kind wins the hand. If both sides have the same ranking three of a kind, the side with the higher pair wins.



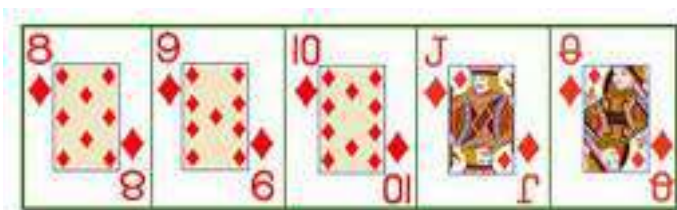
2.4.7. Flush. Any non-consecutive five (5) cards of the same suit. If both sides have a flush, the side with the higher pocket card(s) used to form the best combination wins.



2.4.8. Four of a kind. Any four (4) cards of the same rank. If both sides have a four of a kind, the side with the higher four of a kind wins the hand. If both sides have the same four of a kind, the side with a higher kicker wins the hand.



2.4.9. Straight Flush. Any straight with all five (5) cards of the same suit. If both sides have a straight Flush, the side with the higher straight flush wins.



2.4.10. Royal Flush. A straight from ten (10) to ace with all five (5) cards of the same suit. This is the strongest poker combination.



3. Gameplay:

3.1. The first betting round. The first betting round begins before the first cards are dealt. Players can place their bets on one or more available outcomes.

3.2. The second betting round. Once first betting round is completed the dealer deals 2 face-up cards for Player, then 2 face-down cards for the Dealer's hand. Odds are updated and shown on the screen. The second betting round begins. Bets placed in the first betting round have no impact on the bets made on the following betting rounds.

3.3. The third betting round. Once second betting round is completed dealer deals the flop (the first three (3) community cards) face-up and odds are once again updated. The third betting round begins, and players can place bets on the same or different outcomes more than once.

3.4. The fourth betting round. Once third betting round is completed dealer deals the turn (the fourth community card) card face-up, Odds are updated, and the fourth betting round begins.

3.5. The fifth betting round. Once fourth betting round is completed the dealer deals the river (the fifth community card) card face-up, Odds are updated, and the fifth betting round begins.

3.5.1. There will be cases when some betting outcomes will have no chance of winning after the flop, the turn or the river. These outcomes will have no odds;

3.5.2. If hand forms the highest possible combination after the flop, the turn or the river, then the outcomes will be marked as won. These outcomes will have no odds;

3.5.3. No more bets will be accepted for already won or lost betting outcomes. Bets on other betting outcomes can be placed freely.

3.6. The end of the draw. Once the fifth betting round is completed, the dealer's hand cards are revealed and winnings are determined and paid out to the players.

3.7. Card shuffling:

3.7.1. Two decks are used in the game. One is being used for dealing the cards during the draw, while the other is being shuffled during the draw.

3.7.2. Once the draw ends, the dealer collects used cards and puts them back into the deck. This deck will be shuffled during the next draw.

3.7.3. A newly shuffled deck will be used for each draw.

4. Betting limits:

4.1. Maximum and minimum betting limits are set by the gambling company.

5. Special cases:

5.1. Cancelled draws. 6+ Poker draws might be cancelled if:

5.1.1. The scanner cannot scan the card, or its readings do not match the card on the table;

5.1.2. A card or cards appear in a wrong placement or gets mixed;

5.1.3. Technical problems occur in the studio (internet connection problems, technical failure or dealer's mistake);

5.1.3.1. Dealer's mistakes that can cause the draw to be cancelled:

5.1.3.1.1. The dealing sequence is altered (see 3.1-3.6.);

5.1.3.1.2. A card or cards are marked or damaged;

5.1.3.1.3. A card or cards fall off the table or cannot be seen on a screen due to the dealer's fault;

5.1.3.1.4. A card or cards in the deck are turned face-up due to incorrect shuffling;

5.1.3.1.5. The dealer forgets to use the cut card;

5.1.3.1.6. The dealer incorrectly scans card or cards and readings of the scanner do not match the cards on the table.

5.1.4 If the draw is cancelled, players will receive a refund of their stake (odds are equalized to one (1.00)).

5.2. Card Burning. Cards can be burned during the game if:

5.2.1. The dealer takes and shows a card face-up from the shoe when the betting round is not finished;

5.3. Card burning procedure:

5.3.1. The dealer shows the card face-up to all punters;

5.3.2. The dealer announces that the specified card will be burned;

5.3.3. The dealer places the burned card to her right side near the edge of the table (left side on screen);

5.3.4. The dealer takes a new card from the shoe in the place of the burned card.

6. Game organisation procedure:

6.1. The game runs 24/7 with maintenance breaks on demand. Everything else, including dealer and card changes, is broadcasted live.

7. Equipment used in the game:

7.1. A short deck of 36 (thirty-six) cards (from 6 to Ace). Each card has a unique bar code.

7.2. A cut card (see par. 1.15)

7.3. A table with printed boxes on the layout for Player, Dealer and Board cards.

7.4. An integrated table card scanner is used to scan the bar codes of the cards.

7.5. An integrated card shuffling machine is used to shuffle the deck of cards.

7.6. A shoe with shuffled cards from which the dealer deals the cards.

8. Additional information:

8.1. These Rules & Regulations are published in several languages for informational purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between player and the Operator and in case of any discrepancy between a non-

English version and the English version of these Rules & Regulations, the English version shall prevail.

8.2. All the claims of the player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

BET ON BACCARAT GAME RULES

SHORT DESCRIPTION

"Bet-on-Baccarat" is a real-time game with almost the same procedure and rules as Baccarat (or Punto Banco).

GAME PROCESS

The game is played between two sides – the Player and the Banker. The dealer deals two cards face-up to each side in every draw of the game. Cards are dealt one at a time and the Player always receives the first card. In special situations the third card is dealt to the Player and (or) the Banker. The goal of the game is to collect a total sum of points as close as possible or equal to 9 (nine) after no more cards can be dealt according to the rules. A Tie occurs if the Player and the Banker have the same number of points.

The value of numerical cards from Deuce (2) to Nine (9) is equal to the number of points of the given card. The value of Face cards and Ten (10) is zero (0). Ace has a value of 1 (one) point. All card points are summed up to calculate the total sum of player's points. If the total sum is expressed in a double-digit figure, the score of the Player is the right digit of the total of the cards.

For example, the sum of Nine (9) and Four (4) is 13, so the score will be 3. The sum of Seven (7) and Eight (8) is 15, and the score will be 5.

First round bets can be placed even before the opening of the first card. Punters can bet on one or more available outcomes. Second round bets can be placed when the Player receives the first card and odds are updated. Bets made in the previous betting round have no influence on later bets, therefore punters can place bets on the same or different outcomes more than once. Third round bets can be placed when the Banker receives the first card and odds update. After this betting round the Player and the Banker receive the second and, if necessary, the third card(cards). The results are calculated and the winner of the draw is displayed on screen.

In case of a Tie, punters who placed bets on this outcome are paid their winnings. Bets placed on the Player and (or) the Banker are void and punters get their stakes back (odds are equalised to one (1.00)).

1. Terms:

- 1.1. Betting round – time allocated for accepting player bets.
- 1.2. Odds – numerical expression determined on the basis of mathematical probability of an outcome, which is multiplied by the amount of the player's stake to calculate the winnings.
- 1.3. Value – place of the card in the series of the same suit (e.g., Deuce, Jack, Ace).

- 1.4. Suit – one of the four types of cards (Hearts, Diamonds, Spades, Clubs).
- 1.5. Number type – odd or even.
- 1.6. Deck – a set of 52 (fifty-two) cards consisting of thirteen cards from each of the four suits (Deuce, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Jack, Queen, King, Ace).
- 1.7. Shoe – gaming device where six decks of cards are placed before starting the game.
- 1.8. Draw – one dealing of cards which begins with the first betting round and ends when the dealer announces the outcome of the dealing, collects all used cards face-up on the table and puts them into the box for used cards.
- 1.9. Betting outcome – possible interpretation of the outcome of one draw expressed in odds which may change in the course of the draw depending on the change of the mathematical probability of the outcome.
- 1.10. Betting options – a list of all bets available to the player.
- 1.11. Player – one of the parties of the game to whom the dealer deals the cards.
- 1.12. Banker – one of the parties of the game to whom the dealer deals the cards.
- 1.13. Tie – possible outcome of the game when Player and Banker have identical amount of points at the end of the draw.
- 1.14. Natural hand – a situation when Player or Banker is dealt a total of 8 or 9 points in the first two cards. Natural hand of 9 is over Natural Hand of 8.
- 1.15. Additional bets – betting outcomes that do not depend on the main betting outcomes (Player Pair, Banker Pair, Either Pair, Perfect Pair, Big, Small).
- 1.16. Player Pair – the first two cards of the Player of same value (e.g., a King of Clubs and a King of Spades).
- 1.17. Banker Pair – the first two cards of the Banker of same value (e.g., a Jack of Hearts and a Jack of Diamonds).
- 1.18. Any Pair – the first two cards of the Player or Banker that form a pair (e.g., Queen of Spades and Queen of Hearts).
- 1.19. Perfect Pair – the first two cards of the Player or Banker that form a suited pair (e.g., two Kings of Hearts).
- 1.20. Small – total of dealt Player and Banker cards is 4.
- 1.21. Big – total of dealt Player and Banker cards is 5 or 6.

2. Rules:

- 2.1. The game is played between two sides – the Player and the Banker. The dealer of the game deals two cards to each side in every draw of the game. In special situations the dealer deals the third card to the Player and (or) the Banker. The rules of dealing the third card are described in paragraph 2.6.
- 2.2. Dealing:
 - 2.2.1. Cards are dealt to sides by one card in turn until both sides have two cards face-up.
 - 2.2.2. The Player always receives the first card.
 - 2.2.3. When both sides have two cards face-up, the situation is assessed and in accordance with the fixed rules (see 2.6) it is determined whether the Player and (or) the Banker should receive the third card.
- 2.3. The goal of the game is to collect a total of points as close as possible or equal to 9 (nine). The winner of the game is the side whose sum of points is closer to 9 (nine) after no more cards

can be dealt according to the rules.

2.3.1. Tie. A Tie occurs when the Player and the Banker have an equal sum of points. In the event of a Tie punters who placed bets on this outcome are paid their winnings. Bets placed on the Player and (or) the Banker are void and punters get their stakes back (odds are equalised to one (1.00)).

2.4. Card value in points:

2.4.1. Ace has the value of 1 (one) point.

2.4.2. The sum of points of numerical cards from Deuce (2) to Nine (9) is equal to the number of points of the given card.

2.4.3. The value of Face cards (Jack, Queen, King) and Ten (10) is zero (0).

2.5. Calculation of the total of points:

2.5.1. All card points of each player are summed up to calculate the total sum of player's points.

2.5.2. If the total sum is expressed in a double-digit figure, the score of the Player is the right digit of the total of cards. For example, the sum of Nine (9) and Four (4) is 13, so the score will be 3. The sum of Seven (7) and Eight (8) is 15, and the score will be 5.

2.5.3. Additional bets:

2.5.3.1. In addition to the main bets like Player, Banker or Tie there are extra betting options such as bets on pairs and bets on the total of dealt cards. Odds for these outcomes change with each betting round.

2.5.3.2. Bets on pairs (Player Pair, Banker Pair and Any Pair) apply only for the first two cards of the Player and Banker. The third card does not count and is not used to form pairs.

2.5.3.3. Bets on the total of dealt cards can be placed as well. Bet on Small wins when the total of dealt cards is 4. Bet on Big wins when 5 or 6 cards are dealt.

2.5.3.4. Additional bets are not linked with the main bets. It is possible to place the main bet on Player and additional bet on Banker Pair and vice versa. Additional bets can be placed without betting on the main bets.

2.6. Tables for the rules of dealing the third card:

2.6.1. The Player's table:

The sum of the Player's points after two cards.	Action
0 – 1 – 2 – 3 – 4 – 5	The third card is always dealt.
6 – 7	The third card is not dealt.
8 – 9	<i>Natural hand</i> – the third card is not dealt.

2.6.2. The Banker's table:

The sum of the Banker's points after two cards	The third card is dealt, if the value of the Player's third card is	The third card is not dealt, if the value of the Player's third card is
0 – 1 – 2	The third card is always dealt.	The third card is always dealt.
3	0 – 1 – 2 – 3 – 4 – 5 – 6 – 7 – 9	8
4	2 – 3 – 4 – 5 – 6 – 7	0 – 1 – 8 – 9
5	4 – 5 – 6 – 7	0 – 1 – 2 – 3 – 8 – 9
6	6 – 7	0 – 1 – 2 – 3 – 4 – 5 – 8 – 9
7	The third card is not dealt	The third card is not dealt
8 – 9	<i>Natural hand</i> – the third card is not dealt.	<i>Natural hand</i> – the third card is not dealt.

2.7. Exceptions to the Rules:

2.7.1. If Player or Banker is dealt 8 or 9 points in the first two cards, such hand is called a Natural hand, and no more cards are dealt. The total sums of the Player and the Banker points are calculated and the winner is announced. This rule supersedes all other rules.

2.7.2. If Player is dealt 6 or 7 points in the first two cards, and Banker is dealt 5 points, or less (0, 1, 2, 3, 4) in the first two cards as well, then the Banker gets the third card.

3. Gameplay:

3.1. The first betting round. Bets can be placed even before the dealing of the first card. Punters can bet on one or more available outcomes.

3.2. The second betting round. After the first betting round the Player receives the first card and new odds for the betting outcomes are displayed on screen and the second betting round begins. Bets made in the first betting round have no influence for bets of the second betting round therefore punters can place bets on the same or different outcomes more than once.

3.3. The third betting round. After the second betting round the Banker receives the first card and new odds for the betting outcomes are displayed on screen and the third betting round begins. After this betting round the Player and the Banker receives the second and, if necessary, the third card each (see 2.6). The results are calculated and the winner of the draw is displayed on screen.

3.4. Change of cards:

3.4.1. When less than 40 cards remain in the shoe, the dealer announces that the shoe will be changed after the ongoing draw.

3.4.2. The dealer places all used and unused cards to the used card box. Empty shoe is

replaced with a full and ready to use shoe with shuffled cards. The full used card box is replaced with an empty box as well. This change is made real-time when punters and audience can see it.

3.4.3. After change of cards is completed, the dealer announces that 3 – 6 cards from the top of the newly presented shoe will be discarded. Number of cards(3/4/5/6) discarded is generated randomly during each change of cards.

3.5. The shuffling of cards. ; comes and shuffles the cards while everyone sees it and prepares the cards for dealing. Both shoes are visible on screen all the time so punters can see the shuffling and change of cards.

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Special cases:

5.1. Cancelled draws. Bet-on-Baccarat game draws may be cancelled if:

5.1.1. The scanner cannot scan the card or its readings do not match the card on the table;

5.1.2. A card or cards appear in a wrong place or gets mixed;

5.1.3. Technical problems occur (internet connection problems, technical failures in the studio or dealer's mistakes).

5.1.3.1. Dealer's mistakes that can cause the draw to be cancelled:

5.1.3.1.1. The dealing sequence is altered(see 2.2);

5.1.3.1.2. A card or cards are marked or damaged;

5.1.3.1.3. A card or cards fall off the table or cannot be seen on screen due to the dealer's mistake;

5.1.3.1.4. A card or cards in the deck are turned face-up and picture/number is visible due to incorrect shuffling;

5.1.3.1.5. The dealer incorrectly scans a card or cards and readings of the scanner do not match the cards on the table.

5.1.4. If the draw is cancelled, all bets are void and stakes returned to players (odds are equalized to one).

5.2. Card burning. Cards can be burned during the game if:

5.2.1. The dealer takes and shows a card face-up from the shoe when the betting round is not finished;

5.2.2. A card cannot be scanned or read by the program due to technical reasons.

5.3. Card burning procedure:

5.3.1. The dealer shows the card face-up to all players;

5.3.2. The dealer announces that the specified card will be burned;

5.3.3. The dealer places the card into the used card box;

5.3.4. The dealer takes a new card from the shoe in the place of the burned card.

6. Game organisation procedure:

6.1. Draws of the game run 24/7 with maintenance breaks on demand, however, everything else including dealer and card changes are shown live for everyone to see.

7. Equipment used in the game:

7.1. Six standard 52 (fifty-two) card decks. Each card has a unique bar code which is scanned by an integrated table scanner when the cards are dealt on the table.

- 7.2. Integrated table scanner used to scan the bar codes on the cards.
- 7.3. Security card used to cover the bottom card of the deck.
- 7.4. Shoe with shuffled cards from which the dealer deals the cards.
- 7.5. Table with two marked places for the Player and the Banker cards.
- 7.6. Box for used cards where the dealer places the used cards after dealing.

8. Additional information:

8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

BET ON POKER GAME RULES

SHORT DESCRIPTION

"Bet-on-Poker" is a live game with similar rules and gameplay to the most popular poker game – Texas Hold'em Poker.

GAME PROCESS

The dealer deals twelve (12) cards face-up to six (6) Positions one at a time clockwise, so each Position receives two (2) face-up cards. Later five (5) community cards (called the Board) are dealt face-up. The goal of the game is to form the best five card Combination using Position's pocket cards and the Board. The Position or Positions with the highest ranking Hand win. Draw is possible in the game if more than one Position has the same highest Combination.

The first round bets can be placed even before the pocket cards are dealt. Punters can place their bets on one or more available outcomes. Bets can be placed on unlimited number of outcomes. The second round bets can be placed when the pocket cards are dealt and odds are updated. Bets placed in the previous betting round have no impact on bets in the second betting round. The third round bets can be placed after the Flop (the first three (3) community cards) is dealt face-up and odds are updated. The fourth round bets can be placed after the Turn (the fourth community card) is dealt face-up and odds are updated. Finally, the River (the fifth community card) is dealt and draw results are determined.

In case of a draw, winnings are paid to all punters who placed bets on any of the winning Hands in any of the betting rounds. All Positions and Hands win and all punters who placed bets on any Hand are paid their winnings if the best hand is placed on the Board. Draws of the game run for 24/7 with maintenance breaks on demand.

1. Terms:

1.1. Draw – one dealing of cards which begins when the dealer scans the first card and places it at the first Position (Hand 1) and ends when the dealer places the last community card face-up, announces the winner(s) and puts all the face-up cards back to the deck. Before the start of each draw the dealer announces the beginning of the draw and shuffles the cards.

1.2. Position (Pocket cards – Hand 1-6) – two cards placed face-up on the table. A total of six (6) Positions (Hands) participate in a draw and are numbered from 1 to 6.

1.3. Betting outcome – possible interpretation of the outcome of one draw expressed as odds which may change in the course of the draw depending on the change of the mathematical probability of the outcome.

1.4. Betting round – time allocated for punter bets to be accepted. A new betting round begins after each change in the gameplay (before and after the Pocket cards are dealt, after the Flop and after the Turn).

1.5. Betting options – list of all available bets to the punters. Full screen mode may not have the full list of betting options available.

1.6. Board – five (5) community cards that every Position (Hand) uses to form the best

Combination.

1.7. Combination (Hand rankings) – five (5) cards made of two (2) pocket cards and five (5) community cards. See par. 2.4. for Hand strength from the lowest to the highest.

1.8. Flop – the first three (3) community cards which are dealt after all six (6) Positions receive their pocket cards and the second betting round.

1.9. Turn – the fourth community card which is dealt after the third betting round.

1.10. River – the fifth community card which is dealt after the fourth betting round.

1.11. Kicker – a set of (hand and board) cards that does not itself take part in determining the rank of the hand but may be used to break ties between hands of the same rank. An ace over a king for example.

1.12. Cut card – special card used to cover the bottom card so as to prevent it from being exposed.

2. Rules:

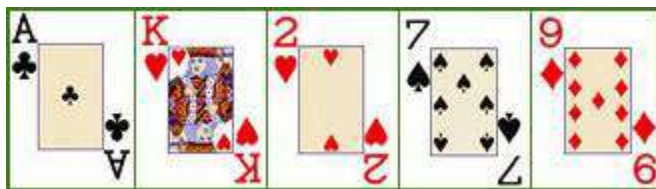
2.1. Each Position receives two (2) face-up cards. The Board is dealt face-up. Results are determined based on the video stream and scanner data which captures every face-up card placed on the table.

2.2. The goal of the game is to form the best five card Combination using Position's pocket cards and the Board. The Position or Positions with the highest Hand ranking win.

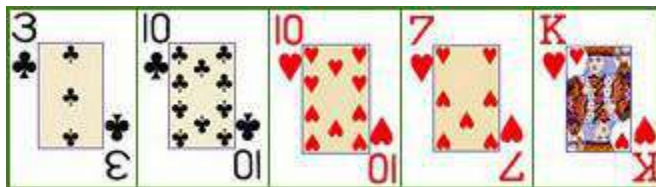
2.3. Draw. Draw is possible in the game if more than one Position has the same Combination. In this case, winnings are paid to all punters who placed bets on any of the winning Hands in any of the betting rounds. All Positions and Hands win and all punters who placed bets on any Hand are paid their winnings if the best hand is placed on the Board.

2.4. Possible poker combinations (from the lowest to the highest):

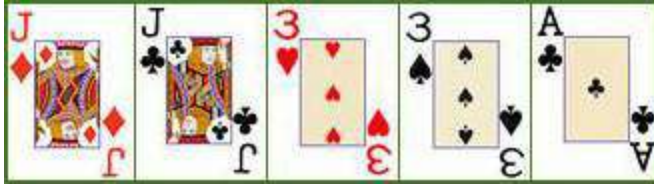
2.4.1. High Card. Any hand that does not form any of the below mentioned combinations. The Hand with the highest card wins.



2.4.2. Pair. Any two (2) cards of the same rank (two aces, two kings and etc.). If several Hands have a Pair, the Hand with the higher Pair wins. If several Hands have the same rank pair, the Hand with the higher kicker wins.



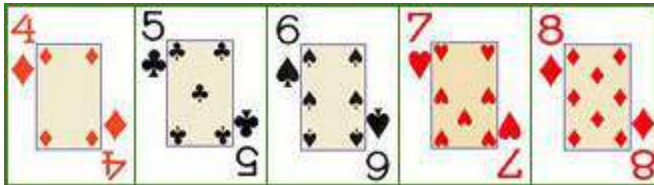
2.4.3. Two pair. Any two (2) cards of the same rank together with another two (2) cards of the same rank. If several Positions have a Two pair Hand, the Hand with the higher pairs wins. If two players have the same rank pairs, the Hand with the higher kicker wins.



2.4.4. Three of a kind. Any three (3) cards of the same rank. If several Hands have Three of a kind, the Hand with the higher Three of a kind wins. If two Hands have the same Three of a kind, the Hand with the higher fourth or/and fifth card wins.



2.4.5. Straight. Any five (5) consecutive cards of different suits. Aces can count as either a low card (A-2-3-4-5) or a high (10-J-Q-K-A).



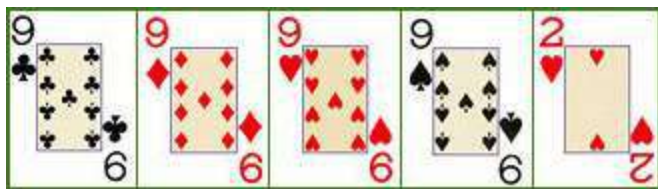
2.4.6. Flush. Any non-consecutive five (5) cards of the same suit. If several Hands have a Flush, the Hand with the higher pocket card(s) used to form the best Hand wins.



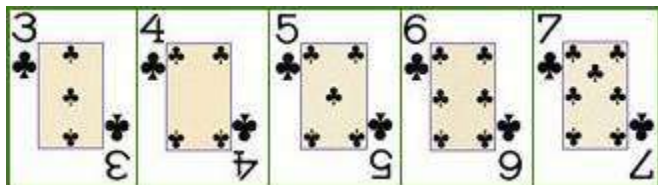
2.4.7. Full House. Any three (3) cards of the same rank together with any two (2) cards of the same rank. If several Hands have a Full House, the Hand with the highest Three of a kind wins. If several Hands have the same Three of a kind, the Hand with the higher Pair wins.



2.4.8. Four of a kind. Any four (4) cards of the same rank. If several Hands have Four of a kind, the Hand with the higher Four of a kind wins. If several Hands have the same Four of a kind, the Hand with a higher kicker wins.



2.4.9. Straight Flush. Any Straight with all five (5) cards of the same suit. If several Hands have a Straight Flush, the Hand with the higher Straight Flush wins.



2.4.10. Royal Flush. A straight from Ten to Ace with all five (5) cards of the same suit. This is the strongest poker Hand.



3. Gameplay:

3.1. The dealer deals twelve (12) cards face-up to six (6) Positions one at a time clockwise. Each Position receives two pocket cards and is numbered from 1 to 6 (Hand 1, Hand 2, Hand 3, Hand 4, Hand 5, Hand 6).

3.2. The first betting round. The first betting round begins even before dealing of the pocket cards. Punters can place their bets one or more available outcomes.

3.3. Bets can be placed on unlimited number of outcomes. Punters can place bets on one, two, three, four, five or all six Hands in one or several betting rounds.

3.4. The second betting round. Pocket cards are dealt after the first betting round and updated odds of each hand are shown on screen. The second betting round begins. Bets placed in the first betting round have no impact on bets in the second betting round.

3.5. The third betting round. The dealer deals the Flop (the first three (3) community cards) face-up after the second betting round and odds of each Hand are updated. The third betting round begins and punters can place their bets on chosen outcome or outcomes.

3.6. The fourth betting round. Turn (the fourth community card) is dealt face-up, odds are updated and the fourth betting round begins.

3.6.1. There will be cases when some betting outcomes will have no chance of winning after the Flop or/and the Turn. These outcomes will be marked as Lost on screen and shown instead of odds;

3.6.2. Some Positions might form the highest possible Hands after the Flop or the Turn. These Hands or outcomes will be marked as Won and shown instead of odds on screen;

3.6.3. No more bets will be accepted for Won and Lost betting outcomes. Bets on other betting outcomes can be placed freely.

3.7. The dealer deals the River (the fifth community card) after the fourth betting round and

the program determines the draw results. Winning Hand or Hands are marked as Won and losing Hand or Hands are marked as Lost. Winning punters are paid their winnings, the dealer announces the winner or winners, shuffles the cards and starts a new draw.

4. Betting limits:

4.1. Maximum and minimum betting limits are set by the gambling company.

5. Special cases:

5.1. Cancelled draws. Poker draws may be cancelled if:

5.1.1. The scanner cannot read the card or it's readings do not match the card on the table;

5.1.2. A card or cards are misplaced or get mixed;

5.1.3. Technical problems occur: internet connection problems, technical failures in the studio or dealer's mistakes.

5.1.3.1. Dealer's mistakes that can cause the draw to be cancelled:

5.1.3.1.1. The dealing sequence is altered (see 3.1.);

5.1.3.1.2. A card or cards are marked or damaged;

5.1.3.1.3. A card or cards fall off the table or cannot be seen on screen due to the dealer's mistake;

5.1.3.1.4. A card or cards in the deck are turned face-up and picture/number is visible due to incorrect shuffling;

5.1.3.1.5. The dealer forgets to use the cut card;

5.1.3.1.6. The dealer incorrectly scans a card or cards and readings of the scanner do not match the cards on the table.

5.1.4. If the draw is cancelled, all bets are void and stakes are returned to punters (odds are equalized to one (1.00)).

5.2. Card Burning. Cards can be burned during the game if:

5.2.1. The dealer takes and shows a card face-up from the shoe when the betting round is not finished;

5.2.2. A card cannot be scanned or read by the program due to technical reasons.

5.3. Card burning procedure:

5.3.1. The dealer shows the card face-up to all punters;

5.3.2. The dealer announces that the specified card will be burned;

5.3.3. The dealer places the burned card to her right side near the edge of the table (left side on screen);

5.3.4. The dealer takes a new card from the shoe in the place of the burned card.

5.4. It is considered to be a technical error if there are mismatches in graphical representation (different betting odds, wrong winning or losing hand) and video stream during a draw in a specific betting shop. Bets placed in a shop will be void if a punter can give sufficient evidence to confirm the mistake with visual information (photo or video clip).

5.5. If winning hand or hands and winning combination are clear after the Flop or Turn community cards are open, Turn or/and River cards are dealt voiding betting rounds.

6. Game organisation procedure:

6.1. Draws of the game run 24/7 with maintenance breaks on demand, however, everything else including dealer and card changes are shown live for everyone to see.

7. Cards:

7.1. The card deck is presented face-up at the beginning or the broadcast. Viewers can see that no cards missing or no extra cards in the deck.

7.2. The card deck is changed if a card falls off the table or is placed where punters cannot see it. If a card or cards are marked or damaged, the deck is changed as well.

7.3. A standard 52 (fifty-two) card deck is used in the game. Each card has a unique barcode which is scanned by an integrated table scanner when the cards are dealt on the table.

8. Equipment used in the game:

8.1. A standard 52 (fifty-two) card deck. Each card with a unique barcode.

8.2. A cut card (see par. 1.12)

8.3. A table with six numbered Positions from 1 to 6 where the pocket cards are placed and a special place in the middle of the table for the Board.

8.4. An integrated table scanner used to scan the barcodes on the cards.

9. Additional information:

9.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

9.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

Candy Coins

Candy Coins is a 6x3 video slot game with 20 paylines.

The RTP-rate (return-to-player) is 95.18%.

Minimum bet: ZAR 1.00

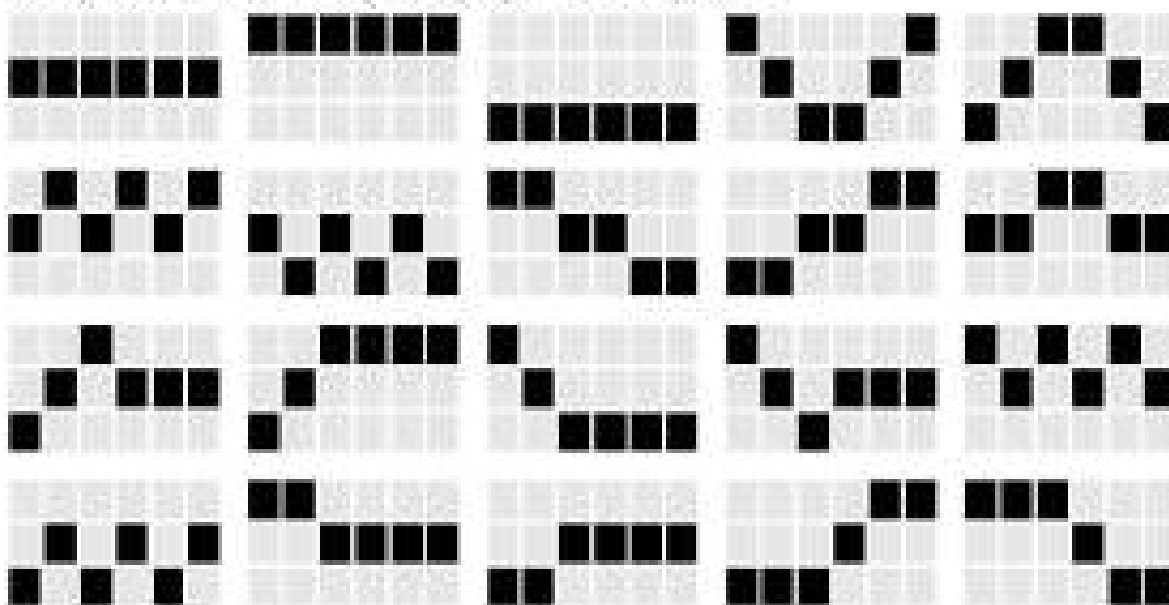
Maximum bet: ZAR 500.00

Paylines

All wins are paid from left to right only. Only the highest win is paid for each active payline.

Paylines are fixed. Simultaneous wins on different paylines are added.

Wild symbols substitute for highest paying non-scatter symbols.



Wins

Calculating Total Win

Win values for matching symbol(s) can be found in the paytable. The second number is the win amount, and the first number is the count of matching symbols required on a payline to win that value. The paytable values are dynamic and update depending on the stake chosen.

To manually calculate a single payline win, determine the number of identical symbols lined up in sequence on the payline(s), starting from the leftmost reel.

To manually calculate your total win, calculate all payline wins individually and add them together.

Scatters

Scatter symbols award anywhere on the reels. Scatters do not need to be on a payline. Scatters can appear on any reel. When matching multiple scatters, only the highest prize is awarded.

Buy Feature

This game includes a Buy Feature button which, when pressed will award one base game spin that is guaranteed to activate the Feature.

The RTP of the Buy Feature is 95.28%.

Free Spins Feature

The Free Spin feature is activated by matching at least 3 scatter symbols. At the end of the Free Spins feature, the total win from the Free Spins is added to any wins from the round that originally activated the Free Spins. Free Spins are played with the same stake as the round that triggered the Free Spins. Max payout during Free Spins is ZAR 2,500,000.00. Upon reaching this amount, Free Spins will end and you will be credited ZAR 2,500,000.00.

All winlines are multiplied by 2.

Expanding Wilds Feature

This game features expanding wilds in Free Spins. When a wild lands in a reel, and is part of a winning payline, it will expand and replace all symbols in that reel with wilds. Scatter and Jackpot symbols that are covered by the expanding wild will remain active. (If applicable - these symbols may not always be present).

Gamble Features

The game features two optional gamble mini-games that provide the opportunity to multiply your winnings up to the max limit. Feature availability is dependent upon the operator and win amount.

Card Gamble

The card gamble feature allows the player to gamble the winnings of their current round. The player is presented with a deck of cards consisting of four aces in the four suits: spades, diamonds, hearts and clubs. The player may either bet on the colour of the card (potentially doubling their winnings) or the suit (potentially quadrupling their winnings). There is a 50/50 chance of the outcome being red/black. The game history is represented by the four card suits shown at the bottom of the feature. If the bet does not match the winning colour or the winning suit, the player's winnings from that round are lost.

Ladder Gamble

The ladder gamble feature allows the player to gamble the winnings of the current round. The ladder allows the player to climb up to the prize shown. In this feature, the player has three lives. If the player bets, they can either move up one rung if they win or move down one rung if they lose. If the player runs out of lives or reaches the bottom rung they lose all winnings. Each rung has independent win/lose odds in order to ensure a fair return-to-player.

In both the card gamble and ladder gamble mini-games the player can choose at any time to end the gamble feature and collect their potential winnings with the 'Collect' button (the money bag icon). Alternatively, in the card gamble mini-game, when the value of half the player's winnings is greater than the player's stake, they may collect half of their winnings with the '½ Collect' button. Neither of the gamble mini-games affects the game's RTP. The maximum win possible in the mini-games is 5000x stake (including base-game wins).

Game Functions

Credit Information

The value next to the 'CREDIT' label indicates the player's current credit balance.

Bet Information

The value next to the 'BET' label indicates the player's current total bet.

Information Area

The information area may display various messages to the user. This includes winnings from the most recent spin.

Stake Level

By pressing the '+' or '-' buttons, the player is able to increase or decrease the stake-level respectively.

Spin Button

By pressing the spin button (the button with the two rotating arrows), the player starts the game (alternatively, by pressing the spacebar on desktop).

Turbo Spin Button

The turbo spin button (two triangles pointing to the right) allows the player to increase the spin speed.

Autoplay Start (and Stop) Button

The autoplay start button (one triangle pointing right within a rotating arrow) allows the player to turn on autoplay. Pressing this button will open a dialog with various options for customising their autoplays. Pressing the autoplay stop button will stop autoplay after the current spin.

Volume Button

The volume button allows the player to turn on or off the sound of the game. In the settings menu of the game, the volume can be adjusted and music and sound effects can be toggled on or off separately.

Card Gamble Button

Following a base-game win, the card gamble button appears (subject to maximum win limit). See 'Card Gamble' section in the rules for an explanation of this feature.

Ladder Gamble Button

Following a base-game win, the ladder gamble button appears (subject to maximum win limit). See 'Ladder Gamble' section in the rules for an explanation of this feature.

Time

Current time (as taken from the players' device) is displayed in the top-right of the game.

Settings**SFX Checkbox**

This checkbox turns game SFX on or off.

Music Checkbox

This checkbox turns game music on or off.

Volume Slider

This slider adjusts the volume of the game.

Autoplay Dialog**Number Of Autoplays Slider**

This slider is used to adjust the number of autoplays.

Stop If Single Win Exceeds Slider

This slider is used to adjust the minimum per-spin win value at which autoplay ends.

Stop If Total Loss Exceeds Slider

This slider is used to adjust the minimum total loss value at which autoplay ends.

Stop On Any Win Checkbox

When checked, autoplays will end after any winning spin.

Start Autoplays Button

This begins autoplay with the settings you have selected.

Additional Information

If your game round is interrupted, all game information and placed bets are stored until you reopen the game. You may continue your unfinished round from the point of interruption. If interrupted games are not resumed within a certain period, then they will be automatically closed. Any potential winnings will be credited to your account.

All monetary values in the game are displayed in the player's currency.

Payouts according to the paytable only take place if the given amount of symbols has been matched.

Malfunction voids all pays and plays.

Not all features described in the rules may be offered in your jurisdiction.

Max win: 200x (1 in 12,428).

Max payout: 5000x max stake (1 in 9,259,259). These payout values and odds are based on the maximum observed payout in a series of over 1,000,000,000 simulations.

Game Certification Version: v1.0

Citrus Splash

Citrus Splash is a 5x3 video slot game with 5 paylines.

The RTP-rate (return-to-player) is 95.40%.

Minimum bet: ZAR 1.00

Maximum bet: ZAR 500.00

Wins

Calculating Total Win

Win values for matching symbol(s) can be found in the payable. The second number is the win amount, and the first number is the count of matching symbols required on a payline to win that value. The payable values are dynamic and update depending on the stake chosen.

To manually calculate a single payline win, determine the number of identical symbols lined up in sequence on the payline(s), starting from the leftmost reel.

To manually calculate your total win, calculate all payline wins individually and add them together.

Scatters

Scatter symbols award anywhere on the reels. Scatters do not need to be on a payline. Scatters can appear on any reel. When matching multiple scatters, only the highest prize is awarded.

Buy Feature

This game includes a Buy Feature button which, when pressed will award one base game spin that is guaranteed to activate the Feature.

The RTP of the Buy Feature is 95.43%.

Free Spins Feature

The Free Spin feature is activated by matching at least 3 scatter symbols. At the end of the Free Spins feature, the total win from the Free Spins is added to any wins from the round that originally activated the Free Spins. Free Spins are played with the same stake as the round that triggered the Free Spins. Max payout during Free Spins is ZAR 2,500,000.00. Upon reaching this amount, Free Spins will end and you will be credited ZAR 2,500,000.00.

Gamble Features

The game features two optional gamble mini-games that provide the opportunity to multiply your winnings up to the max limit. Feature availability is dependent upon the operator and win amount.

Card Gamble

The card gamble feature allows the player to gamble the winnings of their current round. The player is presented with a deck of cards consisting of four aces in the four suits: spades, diamonds, hearts and clubs. The player may either bet on the colour of the card (potentially doubling their winnings) or the suit (potentially quadrupling their winnings). There is a 50/50 chance of the outcome being red/black. The game history is represented by the four card suits shown at the bottom of the feature. If the bet does not match the winning colour or the winning suit, the player's winnings from that round are lost.

Ladder Gamble

The ladder gamble feature allows the player to gamble the winnings of the current round. The ladder allows the player to climb up to the prize shown. In this feature, the player has three lives. If the player bets, they can either move up one rung if they win or move down one rung if they lose. If the player runs out of lives or reaches the bottom rung they lose all winnings. Each rung has independent win/lose odds in order to ensure a fair return-to-player.

In both the card gamble and ladder gamble mini-games the player can choose at any time to end the gamble feature and collect their potential winnings with the 'Collect' button (the money bag icon). Alternatively, in the card gamble mini-game, when the value of half the player's winnings is greater than the player's stake, they may collect half of their winnings with the '½ Collect' button. Neither of the gamble mini-games affects the game's RTP. The maximum win possible in the mini-games is 4000x stake (including base-game wins).

Game Functions

Credit Information

The value next to the 'CREDIT' label indicates the player's current credit balance.

Bet Information

The value next to the 'BET' label indicates the player's current total bet.

Information Area

The information area may display various messages to the user. This includes winnings from the most recent spin.

Stake Level

By pressing the '+' or '-' buttons, the player is able to increase or decrease the stake-level respectively.

Spin Button

By pressing the spin button (the button with the two rotating arrows), the player starts the game (alternatively, by pressing the spacebar on desktop).

Turbo Spin Button

The turbo spin button (two triangles pointing to the right) allows the player to increase the spin speed.

Autoplay Start (and Stop) Button

The autoplay start button (one triangle pointing right within a rotating arrow) allows the player to turn on autoplay. Pressing this button will open a dialog with various options for customising their autoplays. Pressing the autoplay stop button will stop autoplay after the current spin.

Volume Button

The volume button allows the player to turn on or off the sound of the game. In the settings menu of the game, the volume can be adjusted and music and sound effects can be toggled on or off separately.

Card Gamble Button

Following a base-game win, the card gamble button appears (subject to maximum win limit). See 'Card Gamble' section in the rules for an explanation of this feature.

Ladder Gamble Button

Following a base-game win, the ladder gamble button appears (subject to maximum win limit). See 'Ladder Gamble' section in the rules for an explanation of this feature.

Time

Current time (as taken from the players' device) is displayed in the top-right of the game.

Settings

SFX Checkbox

This checkbox turns game SFX on or off.

Music Checkbox

This checkbox turns game music on or off.

Volume Slider

This slider adjusts the volume of the game.

Autoplay Dialog

Number Of Autoplays Slider

This slider is used to adjust the number of autoplays.

Stop If Single Win Exceeds Slider

This slider is used to adjust the minimum per-spin win value at which autoplay ends.

Stop If Total Loss Exceeds Slider

This slider is used to adjust the minimum total loss value at which autoplay ends.

Stop On Any Win Checkbox

When checked, autoplays will end after any winning spin.

Start Autoplays Button

This begins autoplay with the settings you have selected.

Additional Information

If your game round is interrupted, all game information and placed bets are stored until you reopen the game. You may continue your unfinished round from the point of interruption. If interrupted games are not resumed within a certain period, then they will be automatically closed. Any potential winnings will be credited to your account.

All monetary values in the game are displayed in the player's currency.

Payouts according to the payable only take place if the given amount of symbols has been matched.

Malfunction voids all pays and plays.

Not all features described in the rules may be offered in your jurisdiction.

Max win: 1000x (1 in 32,274).

Max payout: 4000x max stake (1 in 1,000,000,000). These payout values and odds are based on the maximum observed payout in a series of over 1,000,000,000 simulations.

Game Certification Version: v1.0

CLASSIC ROULETTE GAME RULES

SHORT DISCRPTION

Classic Roulette is a modern version of European Roulette that utilizes a random number generator (RNG) for its outcomes. The Roulette wheel features 37 numbered slots, ranging from 0 to 36, all available for betting. The wheel is rotated in one direction while a ball is spun in the opposite direction. The ball ultimately settles into one of these numbered slots. If you have placed a bet on the slot where the ball lands, you will receive a payout.

GAME PROCESS

The RNG technology used to determine outcomes, guarantees fairness and unpredictability, simulating the randomness of the roulette wheel. As the wheel spins and the ball lands, the integrated RNG software ensures an unbiased and thrilling gaming experience, echoing the excitement of traditional roulette.

Various chip values offer flexible betting options in Classic Roulette. By selecting a chip from the menu, you can access a range of values in the chip tray. Simply tap on your preferred denomination, and then proceed to place your bets on the Roulette layout by tapping on your chosen betting position. This intuitive process streamlines your gaming experience, allowing you to effortlessly customize your bets and engage with the game.

GAME RULES

1. Gameplay:

1.1. During the designated betting phase, you have the opportunity to place your bets within the allocated timeframe.

1.2. After the betting period concludes, the ball is set into motion within the wheel.

1.3. Eventually, the ball finds its resting place in a numbered pocket on the wheel, and the result is declared.

1.4. Any earned chips are automatically added to your credit, and all chips are cleared from the layout as the game readies for the next round.

2. Betting flow:

2.1. Should you arrive at the table while a game round is already underway, kindly wait for the subsequent round before proceeding to place your bets.

2.2. To initiate a bet, select a chip and position it on your desired betting spot.

2.3. You have the option to place multiple chips on various betting positions simultaneously.

2.4. Keep an eye on the timer displayed in the game window; it indicates the remaining time to place your bets.

2.5. Once the "No more bets" signal is given, the game round commences.

2.6. Winning bets are settled at the conclusion of each game round.

2.7. For the subsequent game round, reposition your bets anew or utilize the "Rebet" button for convenience.

3. Bet types:

Roulette offers a range of betting methods, each associated with a distinct set of numbers

and odds. This system ensures that players can explore different betting approaches, all while understanding the potential outcomes of each.

3.1. **Inside bets:** These figures pertain to the inner section of the Roulette layout, representing individual numbers where you place your bets.

3.2. **Outside bets:** These are the betting positions located along the outer edge of the board, including options like Even, Odd, Red, Black, and more.

3.3. **Straight-up bets:** You have the freedom to place bets on any number, including zero (0), simply by positioning your chip at the center of that number.

3.4. **Split bet:** To cover two numbers, you can place your chip on the line between any two numbers, either on the vertical or horizontal.

3.5. **Street bet:** To place a Street Bet, position your chip on the boundary line at the end of a row on the Roulette table. This bet covers three consecutive numbers within that row. It is worth noting that when you bet on numbers 0, 1, and 2 or 0, 2, and 3, it is considered a special Street Bet. In this case, the chip placement does not go to the end of the row but still covers those three numbers.

3.6. **Corner bet:** You can opt to bet on a quartet of numbers by positioning a chip at the intersection where these four numbers converge. This strategic move opens up an avenue for wagering on multiple outcomes at once.

3.7. **Basket bet:** For a distinctive betting opportunity, you can place a bet on the sequence of numbers 0, 1, 2, and 3. To do so, position your chip on the boundary line where the line connecting zero (0) and the first row intersects. This strategic placement covers this specific sequence of numbers.

3.8. **Line bet:** You can wager on two streets, involving six numbers across two rows, by placing your chip on the boundary line where it intersects the line dividing the two rows on the Roulette table.

3.9. **Column bet:** Betting on an entire column of twelve numbers is achieved by placing your bet in one of the three boxes labeled '2 to 1'. Should any of the numbers within the chosen column be the outcome, you receive a payout at a ratio of 2:1. It's important to remember that zero (0) doesn't favor this bet.

3.10. **Dozen bet:** Wagering on a set of twelve numbers is accomplished by positioning your chip on the designated regions labeled '1st 12', '2nd 12', or '3rd 12'. In the event that any of your chosen dozen numbers is the winning outcome, you receive a payout at a ratio of 2:1. It's essential to bear in mind that zero (0) doesn't work in your favor with this bet.

3.11. **Red/Black/Even/Odd and Low (1-18)/High (19-36) bets:** By selecting one of the boxes located along the elongated side of the table, you can wager on half of the numbers featured on the Roulette layout (excluding zero). Each of these boxes spans 18 numbers, offering a substantial coverage. Should your bet prove successful, you secure an even money payout at a 1:1 ratio. It's important to note that this bet choice is void for the zero (0) outcome.

3.12. **Racetrack view:** Click/tap on the Racetrack icon to view a special oval shaped betting area that allows you to place neighbour bets and other special bets more easily. Re-click/tap the icon to close/re-open this feature.

3.13. **Neighbour bets:** A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers

that neighbour it to the right and left. Click/tap on the circular “-” or “+” button to increase or decrease the set of neighbours to the right and left of the chosen number.

3.14. **Tiers du Cylindre:** This bet covers a total of 12 numbers that include 27, 33, and the numbers that lie in between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

3.15. **Voisins du Zero:** This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

3.16. **Orphelins a Cheval:** This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the Voisins du Zero and Tiers du Cylindre bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split
- 1 chip on the 6/9 split

3.17. **Jeu Zero:** This bet covers zero and the 7 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

4. Payouts and Odds:

4.1. The table below provides a comprehensive breakdown of the various bets and their corresponding odds in the game. Each bet type corresponds to a different number of chips covering specific numbers on the roulette table. The potential wins are structured as follows:

Chip covers	Bet type	Odds
1 number	Straight Up	35:1
2 numbers	Split bet	17:1
3 numbers	Street bet	11:1
4 numbers	Corner bet or Basket bet	8:1
6 numbers	Line bet	5:1
12 numbers	Dozen bet or Column bet	2:1
18 numbers	Red/Black/Even/Odd/Low/High	1:1

4.2. While payout ratios remain constant as fixed odds, the actual return is contingent upon the quantity of chips wagered in the bet.

5. Return to player: The theoretical percentage return to player (RTP) is 97.30%.

6. Betting Limits: Maximum and minimum betting limits are determined by the gambling company.

7. Special Cases:

7.1. **Cancelled Rounds:** Rounds can be cancelled due to technical failures. If a round is cancelled, you will receive a refund of your stake (odds are equalized to one (1.00)). If technical issues prevent players from viewing the game live, but the gameplay video can be

found in the archive, the game is considered to have taken place, and the payouts are determined based on the archived information. The results of each round and the video archives can be found on the "Results" page.

8. Game Organization Procedure:

- 8.1. The game runs 24/7 with maintenance breaks as needed.
- 8.2. The results of each round are generated by a certified random number generation (RNG) technology, thereby ensuring fairness and unpredictability.

9. Additional Information:

9.1. These Rules & Regulations are published in multiple languages for players' convenience. In case of any discrepancy between non-English versions and the English version of these rules & regulations, the English version shall prevail.

9.2. Players must submit their claims regarding draw results or technical issues to the gambling company within thirty (30) days from the date of the relevant draw. The timeframe for submitting player claims may be extended beyond 30 days if required by legal norms in the respective jurisdiction governing the activities of the gambling company.

CLASSIC WHEEL GAME RULES

SHORT DESCRIPTION

NON-LIVE “**Wheel of Fortune**” is a very fast and simple pre-recorded game with clear betting options.

We are thrilled to introduce a new option for players to bet on, as our much beloved "Wheel of Fortune" game can now generate pre-recorded video sessions. The players may choose the same outcomes as with the live mode while the draws and the dealers are selected from pre-recorded catalogue.

GAME PROCESS

Presenter introduces the Wheel of Fortune, spins it counter-clockwise and then spins it clockwise with a light hand stroke. The spin starts when the wheel starts spinning clockwise and the pointer leaves the sector where it was previously standing. The result of the draw is the sector's number or symbol where the pointer lands after the wheel stops turning;

There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about one minute. Draws of the game run every 2 minutes daily.

1. Terms:

- 1.1. Wheel of Fortune – a round-shaped gaming device (Wheel) divided into nineteen (19) sectors, separated by metal holders;
- 1.2. Sector – one out of nineteen (1/19) parts of the wheel numbered from one (1) to eighteen (18) and/or marked with a special symbol (a cup symbol with a star). All sectors are of equal size;
- 1.3. Draw result – sector where the lower end of the pointer stops (closer to the center of the wheel). Results are determined according to the fixed rules (see 2.8.);
- 1.4. Pointer – a part of the gaming device (at the top middle of the wheel) which determines the result of the draw;
- 1.5. Odds – numerical expression which is multiplied by the player's stake to calculate the winnings;
- 1.6 A 'non-live' game - Games that have a set of pre-recorded sessions which are taken from the vast catalogue of broadcasted Wheel of Fortune games. The players may choose the same outcomes as with the live mode while the draws and the dealers are selected from a pre-recorded catalogue;

2. Rules:

- 2.1. The game's presenter introduces the Wheel of Fortune, spins it counter-clockwise and then spins it clockwise with a light 'hand' stroke;
- 2.2. One Wheel of Fortune is used in the game;
- 2.3. A turn starts when the presenter's wheel starts spinning clockwise and the pointer leaves

the sector where it was previously standing;

2.4. The result of the draw is the sector's number or symbol where the pointer lands after the wheel stops turning;

2.5. Results for Wheel of Fortune:

2.8.1. One (1) – black – odd;	2.8.11. Eleven (11) – grey – odd;
2.8.2. Two (2) – grey – even;	2.8.12. Twelve (12) – red – even;
2.8.3. Three (3) – red – odd;	2.8.13. Thirteen (13) – black – odd;
2.8.4. Four (4) – black – even;	2.8.14. Fourteen (14) – grey – even;
2.8.5. Five (5) – grey – odd;	2.8.15. Fifteen (15) – red – odd;
2.8.6. Six (6) – red – even;	2.8.16. Sixteen (16) – black – even;
2.8.7. Seven (7) – black – odd;	2.8.17. Seventeen (17) – grey – odd;
2.8.8. Eight (8) – grey – even;	2.8.18. Eighteen (18) – red – even;
2.8.9. Nine (9) – red – odd;	2.8.19. Cup with a star - (Unless you're betting on the CUP with a star sector, all wagers lose when the pointer lands on the CUP with a star sector);
2.8.10. Ten (10) – black – even;	

3. Gameplay:

3.1. There is only one betting round and punters can place their bets on all available outcomes;

3.1.1. The betting round takes place between the game draws and lasts approximately two (2) minutes. When the first draw is finished, the betting round for the second draw immediately starts. The video starts after the end of the betting round;

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Special cases:

5.1. Cancelled draws:

5.1.1. Draws can be cancelled due to technical failures: internet connection problems.

5.2. If a player cannot see the draw video due to technical reasons (no internet connection, no electricity etc.) but the video can be found in the archive, draw is deemed to have taken place;

5.2.1. Results of each draw and archive for the videos can be found on the "Results" page.

6. Game organization procedure:

6.1. Game draws run 24/7 every two (2) minutes with maintenance breaks on demand;

6.1.1. Organizer has the right to change the time and the duration of the broadcasts;

6.2. Game has set of pre-recorded video sessions that are randomly selected to determine the result of draw;

7. Equipment used in the game:

7.1. Wheel of Fortune (see 1.1.);

8. Additional information:

8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access for players. It is only the English version that is the legal basis of the relationship between the Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

8.2. Players must submit their claims regarding draw results or technical issues to the Operator within thirty (30) days from the date of the relevant draw. The timeframe for submitting Player claims may be extended beyond 30 days if required by legal norms in the respective jurisdiction governing the activities of the Operator.

DICE DULE GAME RULES

SHORT DESCRIPTION

"Dice Duel" is a simple real time dice-rolling game adapted for betting with a wide selection of outcomes.

GAME PROCESS

Two – one red and one blue dice with sides numbered from 1 to 6 pips are used in the game. The presenter puts the dice into a dice box, shuffles and rolls them on the game table. Dice are rolled only once during a draw except in special cases when the roll has to be repeated. A roll is deemed to have taken place when both dice stand on one of their sides and clearly make a two dice combination. The result of the draw is the two dice combination determined by the color of the dice and the pip numbers on the top side of each dice after they are rolled on the table.

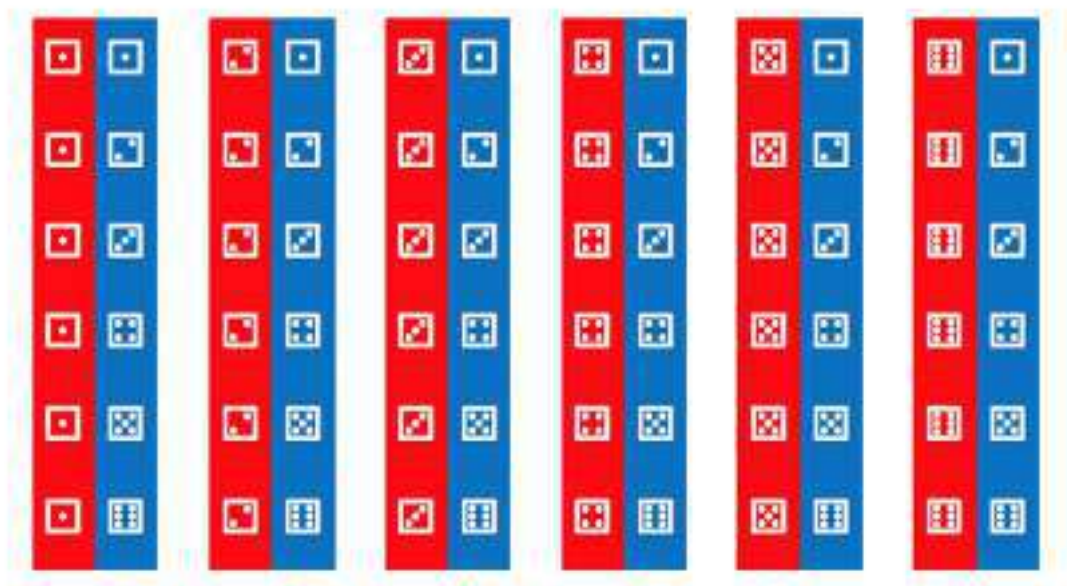
There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about 30 seconds.

1. Terms:

- 1.1. A dice – a small cube with each side having a different number of pips ranging from 1 to 6 rolled in order to generate a random number.
- 1.2. Dice set – a set of 2 dice in which one dice is red and another is blue.
- 1.3. Spare dice set – a set of 2 dice in which one dice is red and another is blue and that is visible in the picture.
- 1.4. Dice box – a container used to hold, shake and roll the dice.
- 1.5. Game table – a special downward sloping table with lighting and a marked place for the lucky combination to be placed.
- 1.6. Lucky combination – the result of the draw determined after the dice have been rolled in the place for the lucky combination on the game table.
- 1.7. Odds – numerical expression which is multiplied by the player's stake to calculate the winnings.

2. Rules:

- 2.1. The presenter of the game puts the dice into the dice box, shakes and rolls the dice on the game table during a live broadcast.
- 2.2. Set in which one of two dice is red and another is blue with sides numbered from 1 to 6 pips are used for the game.
- 2.3. Dice are rolled only once during a draw except in special cases when the roll has to be repeated (see 5).
- 2.4. A roll is deemed to have taken place when both dice stand in the place for the lucky combination on one of their sides and clearly make a two dice combination.
- 2.5. The result of the draw is the two dice combination determined by:
 - 2.5.1. the pip numbers on the top side of the dice after they have been rolled on the table;
 - 2.5.2. the colour of both dice.
- 2.6. Presenter identifies the lucky combination by non-changing rules.
- 2.7. Dice Duel combinations (36):



3. Gameplay:

3.1. There is only one betting round and players can place their bets on all available outcomes for the upcoming draw.

3.1.1. A betting round takes place between the game draws and lasts about 30 seconds. When the ongoing draw is finished, the betting round for the next draw immediately starts. The game is broadcast LIVE 24/7.

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Special cases:

5.1. Cancelled draws:

5.1.1. Draws can be cancelled due to technical failures: internet connection problems, technical problems in the studio or presenter's mistakes;

5.1.2. Presenter's mistakes that can end up with cancelled draws:

5.1.2.1. Dice fall off the table before, during or after the repeated roll;

5.1.2.2. During repeated roll dice stops on its edge after the roll;

5.1.2.3. During repeated roll dice does not stand fully on one of its sides;

5.1.2.4. During repeated roll a dice combination cannot be determined (see 2.7.);

5.1.2.5. After the repeated roll one, or more than one dice fully, or partially covers line of marked zone for lucky combination;

5.2. A repeated roll must be performed if:

5.2.1. Dice stops on its edge after the roll;

5.2.2. Dice does not stand fully on one of its sides;

5.2.3. A dice combination cannot be determined (see 2.7.).

5.2.4. After the roll one, or more than one dice fully, or partially covers line of marked zone for lucky combination;

5.2.5. Dice falls off the table before, during or after the first roll;

5.2.6. Dice were rolled when the betting round was not finished;

5.3. Video and audio streaming do not match or do not exist.

5.3.1. If sound is lost during the broadcast or the presenter announces the wrong winning combination, the correct draw outcomes are determined by the video broadcast.

5.3.2. If a player cannot see the live broadcast due to technical reasons at their end (no internet connection, no electricity etc.) but the broadcast can be found in the archive, draw is deemed to have taken place.

5.3.3. Results of each draw and archive for the broadcasts can be found on the game organizer's website.

6. Game organization procedure:

6.1. The game runs 24/7 with maintenance breaks on demand.

7. Equipment used in the game:

7.1. A set of 2 dice (see 1.2).

7.2. A spare set of 2 dice (see 1.3).

7.3. A dice box (see 1.4).

7.4. A game table (see 1.5).

8. Additional information:

8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

FLASH ROULETTE GAME RULES

SHORT DESCRIPTION

Flash Roulette is a live dealer game similar to a traditional French roulette game – the Roulette wheel features 37 numbered slots, ranging from 0 to 36, all available for betting. What sets Flash Roulette apart is that randomly generated multipliers may be applied to Straight Up bets, significantly enhancing potential payouts.

GAME PROCESS

In Flash Roulette, players place bets on where the ball will land, similar to traditional French roulette. After betting concludes, the Random Number Generator (RNG) selects one to five numbers for multipliers or triggers a feature where every number receives a multiplier. Once multipliers are visible, the live dealer initiates the wheel spin, and the winning number is declared electronically. Multipliers apply only to Straight Up bets.

1. Gameplay

1.1. During the designated betting phase, you have the opportunity to place your bets within the allocated timeframe.

1.2. After the betting period concludes, the Random Number Generator (RNG) selects between one and five numbers and adds multipliers to them. Alternatively, it may trigger a feature game round where every number on the wheel receives a multiplier. These multipliers are displayed on a large screen behind the wheel in the studio and on the user interface.

1.3. The live dealer initiates the wheel spin and sets the ball into motion inside the wheel by pressing a button.

1.4. Eventually, the ball finds its resting place in a numbered pocket on the wheel, and the result is declared.

1.5. Any earned chips are automatically added to your credit, and all chips are cleared from the layout as the game readies for the next round.

2. Betting flow

2.1. Should you arrive at the table while a game round is already underway, kindly wait for the subsequent round before proceeding to place your bets.

2.2. To initiate a bet, select a chip and position it on your desired betting spot.

2.3. You have the option to place multiple chips on various betting positions simultaneously.

2.4. Keep an eye on the timer displayed in the game window; it indicates the remaining time to place your bets.

2.5. Once the "No more bets" signal is given, the game round commences.

2.6. Winning bets are settled at the conclusion of each game round.

2.7. For the subsequent game round, reposition your bets anew or utilize the "Rebet" button for convenience.

3. Bet types

Roulette offers a range of betting methods, each associated with a distinct set of numbers and odds. This system ensures that players can explore different betting approaches, all while understanding the potential outcomes of each.

3.1. Inside bets: These figures pertain to the inner section of the Roulette layout, representing individual numbers where you place your bets.

3.2. Outside bets: These are the betting positions located along the outer edge of the board, including options like Even, Odd, Red, Black, and more.

3.3. Straight-up bets: You have the freedom to place bets on any number, including zero (0), simply by positioning your chip at the center of that number.

3.4. Split bet: To cover two numbers, players can place their chip on the line between any two numbers, either vertical or horizontal.

3.5. Street bet: To place a Street Bet, position your chip on the boundary line at the end of a row on the Roulette table. This bet covers three consecutive numbers within that row. It is worth noting that when you bet on numbers 0, 1, and 2 or 0, 2, and 3, it is considered a special Street Bet. In this case, the chip placement does not go to the end of the row but still covers those three numbers.

3.6. Corner bet: You can opt to bet on a quartet of numbers by positioning a chip at the intersection where these four numbers converge. This strategic move opens up an avenue for wagering on multiple outcomes at once.

3.7. Basket bet: For a distinctive betting opportunity, you can place a bet on the sequence of numbers 0, 1, 2, and 3. To do so, position your chip on the boundary line where the line connecting zero (0) and the first row intersects. This strategic placement covers this specific sequence of numbers.

3.8. Line bet: You can wager on two streets, involving six numbers across two rows, by placing your chip on the boundary line where it intersects the line dividing the two rows on the Roulette table.

3.9. Column bet: Betting on an entire column of twelve numbers is achieved by placing your bet in one of the three boxes labeled '2 to 1'. Should any of the numbers within the chosen column be the outcome, you receive a payout at a ratio of 2:1. It's important to remember that zero (0) doesn't favor this bet.

3.10. Dozen bet: Wagering on a set of twelve numbers is accomplished by positioning your chip on the designated regions labeled '1st 12', '2nd 12', or '3rd 12'. In the event that any of your chosen dozen numbers is the winning outcome, you receive a payout at a ratio of 2:1. It's essential to bear in mind that zero (0) doesn't work in your favor with this bet.

3.11. Red/Black/Even/Odd and Low (1-18)/High (19-36) bets: By selecting one of the boxes located along the elongated side of the table, you can wager on half of the numbers featured on the Roulette layout (excluding zero). Each of these boxes spans 18 numbers, offering a substantial coverage. Should your bet prove successful, you secure an even money payout at a 1:1 ratio. It's important to note that this bet choice is void for the zero (0) outcome.

3.12. Racetrack view: Click/tap on the Racetrack icon to view a special oval shaped betting area that allows you to place neighbour bets and other special bets more easily. Re-click/tap the icon to close/re-open this feature.

3.13. Neighbour bets: A Neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-" or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.

3.14. Tiers du Cylindre: This bet covers a total of 12 numbers that include 27, 33, and the numbers that lie in between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

3.15. Voisins du Zero: This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

3.16. Orphelins a Cheval: This bet covers a total of 8 numbers on the two segments of the Roulette wheel not covered by the Voisins du Zero and Tiers du Cylindre bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split
- 1 chip on the 6/9 split

3.17. Jeu Zero: This bet covers zero and the 7 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

4. Multiplier Functionality

4.1. How it Works: After the betting round concludes, the RNG selects between one and five numbers and adds multipliers to them. Alternatively, it may trigger a feature game round where every number on the wheel receives a multiplier.

4.2. Limitations: The Multiplier Functionality is only applicable to Straight Up bets, which means all other bets that cover the same number (for example, Split bet, Corner bet, Basket bet etc.) will be paid out as per regular roulette payout odds without applying a multiplier.

4.3. Multiplier Payouts: Straight Up bets can have payouts ranging from 29:1 to 9,999:1, depending on the multiplier value.

5. Payouts and Odds

5.1. The table below provides a comprehensive breakdown of the various bets and their corresponding odds in the game. Each bet type corresponds to a different number of chips covering specific numbers on the roulette table. The potential wins are structured as follows:

Chip covers	Bet type	Odds
1 number	Straight Up	29:1 to 9,999:1
2 numbers	Split bet	17:1
3 numbers	Street bet	11:1
4 numbers	Corner bet or Basket bet	8:1
6 numbers	Line bet	5:1
12 numbers	Dozen bet or Column bet	2:1
18 numbers	Red/Black, Even/Odd, Low/High	1:1

5.2. While payout ratios remain constant as fixed odds, the actual return is contingent upon the quantity of chips wagered in the bet.

6. Betting Limits: Maximum and minimum betting limits are determined by the gambling company.

7. Special Cases

7.1. Cancelled Rounds: Rounds can be cancelled due to technical failures. If a round is cancelled, you will receive a refund of your stake (odds are equalized to one (1.00)). If technical issues prevent players from viewing the game live, but the gameplay video can be found in the archive, the game is considered to have taken place, and the payouts are determined based on the archived information. The results of each round and the video archives can be found on the "Results" page.

8. Game Organization Procedure

8.1. The game runs 24/7 with maintenance breaks as needed.

9. Additional Information

9.1. These Rules & Regulations are published in multiple languages for players' convenience. In case of any discrepancy between non-English versions and the English version of these rules & regulations, the English version shall prevail.

9.2. Players must submit their claims regarding draw results or technical issues to the gambling company within thirty (30) days from the date of the relevant draw. The timeframe for submitting player claims may be extended beyond 30 days if required by legal norms in the respective jurisdiction governing the activities of the gambling company.

FOOTBALL GRID GAME RULES

SHORT DESCRIPTION

Football Grid is a non-live quick and simple pre-recorded game with wide range of betting options.

Players may choose the winner, draw or score values while the games are selected from a pre-recorded catalogue.

GAME PROCESS

Two players, red and blue, compete against each other. Before the game, score values for each target are displayed on-screen. The red player shoots first, then blue. The result of the game is determined by which player scores the most points, or in the event of both accumulating the same scores, the game ends in a draw.

There is only one betting round and players can place their bets on all available outcomes for the upcoming game.

1. Terms:

1.1. Ball – a round, inflated ball covered with a suitable material, used to be kicked toward the target.

1.2. Goal – a rectangular frame consisting of two vertical posts and one horizontal crossbar, with six identically-sized targets. A goal is scored in Football Grid when the ball is kicked into the target.

1.3. Grid – six randomly selected, non-repetitive score values from one to six points, are attributed to each target within the goal. The grid can differ and is always shown at the start of the video. When a player scores the goal, he receives the value of points displayed on that same position on the grid.

1.4. Result – the result of the game is determined after both players score a goal. The lowest score per player is one point, and highest possible score is six.

1.5. Odds – numerical expression which is multiplied by the player's stake to calculate the winnings.

1.6. A non-live game - games that utilise a set of pre-recorded play sessions. Players may choose the outcomes on games selected from a pre-recorded catalogue.

2. Rules:

2.1. A game starts with randomly selected grid values; they are revealed at the start of play and represent each target's point value.

2.2. Red player kicks the ball and scores the goal. He will receive the value of points displayed on the same position on the grid.

2.3. Blue player kicks the ball and scores the goal. He will receive the value of points displayed on the same position on the grid.

2.4. The result of the game is determined by:

2.4.1. The targets where red and blue players score;

- 2.4.2. The value of points displayed on the scored target within the grid.
- 2.5. The result is revealed after both red and blue players have scored.

3. Gameplay:

3.1. There is only one betting round and players can place their bets on all available outcomes for the upcoming draw.

3.1.1. A betting round takes place between the games and lasts about 30 seconds. When the ongoing draw is finished, the betting round for the next draw immediately starts.

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Special cases:

5.1. Cancelled draws:

5.1.1. Draws can be cancelled due to technical failures: internet connection problems, technical problems in the studio or presenter's mistakes;

5.2. If a player cannot see the video due to technical reasons at their end (no internet connection, no electricity etc.) but the video can be found in the archive, draw is deemed to have taken place.

5.2.1. Results of each draw and archive for the videos can be found on the "Results" page.

6. Game organization procedure:

6.1. The game runs 24/7 with maintenance breaks on demand.

6.2. Game has set of pre-recorded video sessions that are randomly selected to determine the result of draw.

7. Additional information:

7.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

7.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

INSTANT LUCKY 7 GAME RULES

SHORT DESCRIPTION

Instant Lucky 7 is a dynamic non-live, lottery-based game where outcomes are determined by a software random number generator. Players are provided with flexible betting outcomes with different risk and reward ratios, where winning a bet can yield a profit thousands of times greater than the initial stake.

GAME PROCESS

Seven (7) winning balls out of forty-two (42) are randomly selected by a random number generator.

There is only one betting round and players can place their bets by predicting the winning numbers, the more numbers are predicted correctly the bigger the payout.

1. Terms:

1.1. RNG – random number generator used to randomly determine the winning balls after the betting round ends.

1.2. Balls – a set of forty-two (42) yellow and black balls used in the game. There are twenty-one (21) balls of each colour and the balls are numbered from one (1) to forty-two (42).

1.3. Payout table – a table which represents odds based on how many numbers were selected by user and how many of them matched winning numbers.

1.4. Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player's stake to calculate the winnings.

1.5. Betting round - the period of time that starts with an announcement (accompanied by a countdown timer) allowing users to place their bets, and ends with an announcement that no more bets can be placed.

2. Rules:

2.1. Seven (7) winning balls out of forty-two (42) are randomly selected by an RNG engine after the betting round ends.

2.2. The draw is considered to have occurred when seven (7) balls are chosen as the winning balls. In other cases, the draw is void and all the stakes are returned.

3. Gameplay:

3.1. There is only one betting round, during which users can select the ball numbers they believe will be drawn as the winning numbers for the upcoming draw. Users may decide how many balls they want to select from the provided betting options.

3.1.1. A betting round occurs prior to the game draw. Once the current betting round is finished, the betting round for the upcoming draw immediately begins.

3.2. The winning odds are determined by the number of balls selected by the user and the number of balls predicted correctly. The greater the number of correctly predicted balls, the higher the potential return. The game interface provides a payout table for users.

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Error handling:

5.1. Cancelled draws.

5.1.1. Draws may be cancelled due to technical failures, such as internet connection issues or server malfunctions;

5.2. If a player is unable to view the draw due to technical reasons on their end (no internet connection, no electricity etc.) but the draw result can be found in the archive, the draw is considered to have taken place.

5.3. In the event of a draw cancellation, all bets are declared void, and stakes are returned to the users (the odds are equalized to one).

6. Game organization procedure:

6.1. The game operates 24/7 with maintenance breaks on demand.

7. Additional information:

7.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access for players. It is only the English version that is the legal basis of the relationship between the Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

7.2. Players must submit their claims regarding draw results or technical issues to the Operator within thirty (30) days from the date of the relevant draw. The timeframe for submitting Player claims may be extended beyond 30 days if required by legal norms in the respective jurisdiction governing the activities of the Operator.

LIVE ROULETTE GAME RULES

SHORT DESCRIPTION

Live Roulette is a live dealer game. The roulette wheel features 37 numbered slots, ranging from 0 to 36, all available for betting. The wheel is rotated in one direction while a ball is spun in the opposite direction. The ball ultimately settles into one of these numbered slots. If you have placed a bet on the slot where the ball lands, you will receive a payout.

GAME PROCESS

In Live Roulette, players must anticipate where the ball will land and strategically place their bets by positioning chips on their desired selections. After the betting round concludes, the live dealer initiates the wheel spin. Following the spin, the winning number is declared electronically. The system, as facilitated by the live dealer, is responsible for managing payouts, collecting lost bets, and distributing winnings to players who made correct predictions, ensuring a professionally conducted gaming process.

GAME RULES

1. **Gameplay**

- 1.1. During the designated betting phase, you have the opportunity to place your bets within the allocated timeframe.
- 1.2. After the betting period concludes, the ball is set into motion within the wheel.
- 1.3. Eventually, the ball finds its resting place in a numbered pocket on the wheel, and the result is declared.
- 1.4. Any earned chips are automatically added to your credit, and all chips are cleared from the layout as the game readies for the next round.

2. **Betting flow**

- 2.1. Should you arrive at the table while a game round is already underway, kindly wait for the subsequent round before proceeding to place your bets.
- 2.2. To initiate a bet, select a chip and position it on your desired betting spot.
- 2.3. You have the option to place multiple chips on various betting positions simultaneously.
- 2.4. Keep an eye on the timer displayed in the game window; it indicates the remaining time to place your bets.
- 2.5. Once the "No more bets" signal is given, the game round commences.
- 2.6. Winning bets are settled at the conclusion of each game round.
- 2.7. For the subsequent game round, reposition your bets anew or utilize the "Rebet" button for convenience.

3. **Bet types**

Roulette offers a range of betting methods, each associated with a distinct set of numbers and odds. This system ensures that players can explore different betting approaches, all while understanding the potential outcomes of each.

- 3.1. **Inside bets:** These figures pertain to the inner section of the Roulette layout, representing individual numbers where you place your bets.

- 3.2. **Outside bets:** These are the betting positions located along the outer edge of the board, including options like Even, Odd, Red, Black, and more.
- 3.3. **Straight-up bets:** You have the freedom to place bets on any number, including zero (0), simply by positioning your chip at the center of that number.
- 3.4. **Split bet:** To cover two numbers, players can place their chip on the line between any two numbers, either vertical or horizontal.
- 3.5. **Street bet:** To place a Street Bet, position your chip on the boundary line at the end of a row on the Roulette table. This bet covers three consecutive numbers within that row. It is worth noting that when you bet on numbers 0, 1, and 2 or 0, 2, and 3, it is considered a special Street Bet. In this case, the chip placement does not go to the end of the row but still covers those three numbers.
- 3.6. **Corner bet:** You can opt to bet on a quartet of numbers by positioning a chip at the intersection where these four numbers converge. This strategic move opens up an avenue for wagering on multiple outcomes at once.
- 3.7. **Basket bet:** For a distinctive betting opportunity, you can place a bet on the sequence of numbers 0, 1, 2, and 3. To do so, position your chip on the boundary line where the line connecting zero (0) and the first row intersects. This strategic placement covers this specific sequence of numbers.
- 3.8. **Line bet:** You can wager on two streets, involving six numbers across two rows, by placing your chip on the boundary line where it intersects the line dividing the two rows on the Roulette table.
- 3.9. **Column bet:** Betting on an entire column of twelve numbers is achieved by placing your bet in one of the three boxes labeled '2 to 1'. Should any of the numbers within the chosen column be the outcome, you receive a payout at a ratio of 2:1. It's important to remember that zero (0) doesn't favor this bet.
- 3.10. **Dozen bet:** Wagering on a set of twelve numbers is accomplished by positioning your chip on the designated regions labeled '1st 12', '2nd 12', or '3rd 12'. In the event that any of your chosen dozen numbers is the winning outcome, you receive a payout at a ratio of 2:1. It's essential to bear in mind that zero (0) doesn't work in your favor with this bet.
- 3.11. **Red/Black/Even/Odd and Low (1-18)/High (19-36) bets:** By selecting one of the boxes located along the elongated side of the table, you can wager on half of the numbers featured on the Roulette layout (excluding zero). Each of these boxes spans 18 numbers, offering a substantial coverage. Should your bet prove successful, you secure an even money payout at a 1:1 ratio. It's important to note that this bet choice is void for the zero (0) outcome.
- 3.12. **Racetrack view:** Click/tap on the Racetrack icon to view a special oval shaped betting area that allows you to place neighbour bets and other special bets more easily. Re-click/tap the icon to close/re-open this feature.
- 3.13. **Neighbour bets:** A neighbour bet covers a particular number as well as other numbers that lie in close proximity to it on the Roulette wheel. To place a neighbour bet, click/tap a specific number on the racetrack. A chip will be placed on the chosen number and on numbers that neighbour it to the right and left. Click/tap on the circular "-" or "+" button to increase or decrease the set of neighbours to the right and left of the chosen number.
- 3.14. **Tiers du Cylindre:** This bet covers a total of 12 numbers that include 27, 33, and the numbers that lie in between them on the side of the Roulette wheel opposite to zero. 6 chips are placed as follows:

- 1 chip on the 5/8 split
- 1 chip on the 10/11 split
- 1 chip on the 13/16 split
- 1 chip on the 23/24 split
- 1 chip on the 27/30 split
- 1 chip on the 33/36 split

3.15. **Voisins du Zero:** This bet covers a total of 17 numbers that include 22, 25 and the numbers that lie between them on the side of the Roulette wheel that contains zero. 9 chips are placed as follows:

- 2 chips on the 0/2/3 street
- 1 chip on the 4/7 split
- 1 chip on the 12/15 split
- 1 chip on the 18/21 split
- 1 chip on the 19/22 split
- 2 chips on the 25/26/28/29 corner
- 1 chip on the 32/35 split

3.16. **Orphelins a Cheval:** This bet covers a total of 9 numbers on the two segments of the Roulette wheel not covered by the Voisins du Zero and Tiers du Cylindre bets above. 5 chips are placed as follows:

- 1 chip on 1 (straight up)
- 1 chip on the 14/17 split
- 1 chip on the 17/20 split
- 1 chip on the 31/34 split
- 1 chip on the 6/9 split

3.17. **Jeu Zero:** This bet covers zero and the 7 numbers in close proximity to zero on the Roulette wheel: 12, 35, 3, 26, 0, 32 and 15. 4 chips are placed as follows:

- 1 chip on the 0/3 split
- 1 chip on the 12/15 split
- 1 chip on 26 (straight up)
- 1 chip on the 32/35 split

4. **Payouts and Odds**

4.1. The table below provides a comprehensive breakdown of the various bets and their corresponding odds in the game. Each bet type corresponds to a different number of chips covering specific numbers on the roulette table. The potential wins are structured as follows:

Chip covers	Bet type	Odds
-------------	----------	------

1 number	Straight Up	35:1
2 numbers	Split bet	17:1
3 numbers	Street bet	11:1
4 numbers	Corner bet or Basket bet	8:1
6 numbers	Line bet	5:1
12 numbers	Dozen bet or Column bet	2:1
18 numbers	Red/Black/Even/Odd/Low/High	1:1

4.2. While payout ratios remain constant as fixed odds, the actual return is contingent upon the quantity of chips wagered in the bet.

5. **Return to player:** The theoretical percentage return to player (RTP) is 97.30%.

6. **Betting Limits:** Maximum and minimum betting limits are determined by the gambling company.

7. **Special Cases:**

7.1. **Cancelled Rounds:** Rounds can be cancelled due to technical failures. If a round is cancelled, you will receive a refund of your stake (odds are equalized to one (1.00)).

If technical issues prevent players from viewing the game live, but the gameplay video can be found in the archive, the game is considered to have taken place, and the payouts are determined based on the archived information. The results of each round and the video archives can be found on the "Results" page.

8. **Game Organization Procedure:**

8.1. The game runs 24/7 with maintenance breaks as needed.

9. **Additional Information:**

9.1. These Rules & Regulations are published in multiple languages for players' convenience. In case of any discrepancy between non-English versions and the English version of these rules & regulations, the English version shall prevail.

9.2. Players must submit their claims regarding draw results or technical issues to the gambling company within thirty (30) days from the date of the relevant draw. The timeframe for submitting player claims may be extended beyond 30 days if required by legal norms in the respective jurisdiction governing the activities of the gambling company.

Lotus Wealth Wonders

Lotus Wealth Wonders is a 5x3 video slot game with 25 paylines.

The RTP-rate (return-to-player) is 95.28%.

Minimum bet: ZAR 1.00

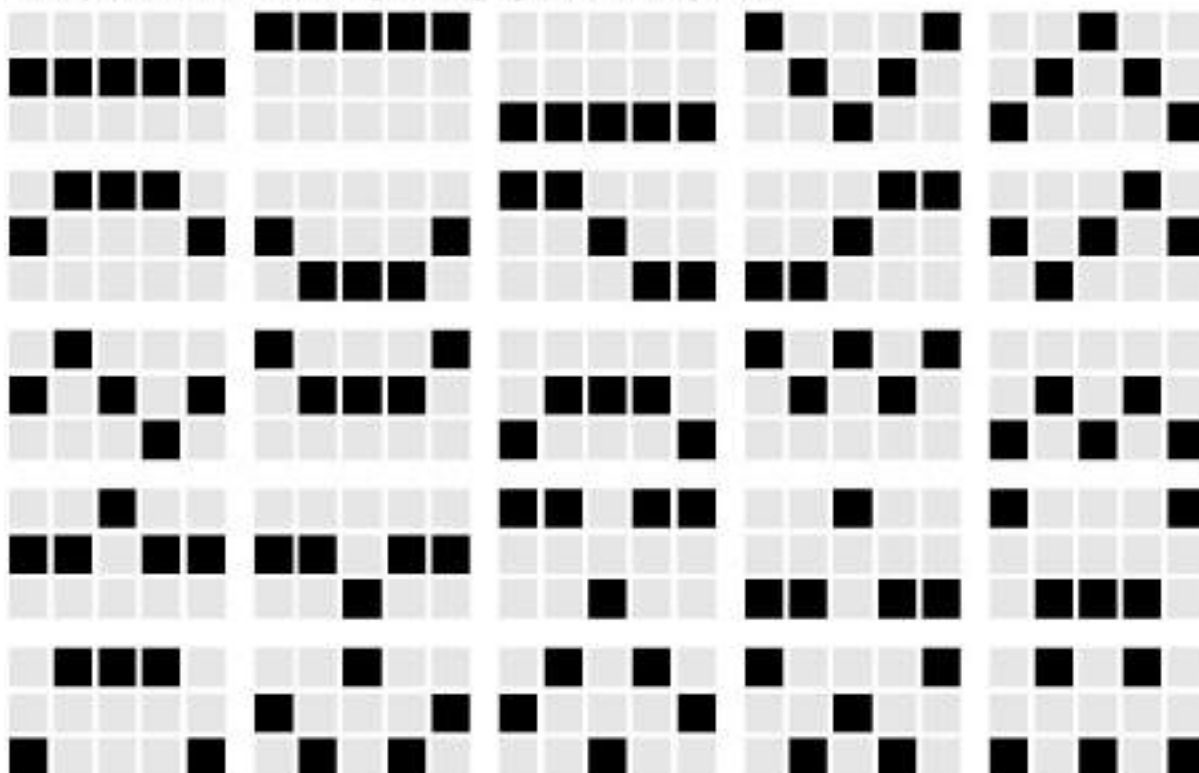
Maximum bet: ZAR 1,000.00

Paylines

All wins are paid from left to right only. Only the highest win is paid for each active payline.

Paylines are fixed. Simultaneous wins on different paylines are added.

Wild symbols substitute for highest paying non-scatter symbols.



Wins

Calculating Total Win

Win values for matching symbol(s) can be found in the paytable. The second number is the win amount, and the first number is the count of matching symbols required on a payline to win that value. The paytable values are dynamic and update depending on the stake chosen.

To manually calculate a single payline win, determine the number of identical symbols lined up in sequence on the payline(s), starting from the leftmost reel.

To manually calculate your total win, calculate all payline wins individually and add them together.

Scatters

Scatter symbols award anywhere on the reels. Scatters do not need to be on a payline. Scatters can appear on any reel. When matching multiple scatters, only the highest prize is awarded.

Hold & Win Feature

5 or more "Hold & Win" symbols trigger the Hold & Win feature. As the feature begins, all normal symbols disappear and the Hold & Win symbols that triggered the feature remain. The normal reels are replaced with special reels containing only Hold & Win symbols and blank symbols. All symbols (except blanks) that hit after each respin remain on the reels until the end of the round. Blank symbols are not evaluated. The feature begins with 3 Hold & Win Spins. Whenever at least one Hold & Win symbol hits, the number of Hold & Win Spins is reset to 3. At the end of the Hold & Win Spins, all winning values will be summed and paid out as winnings. If all reels are filled with cash symbols, the feature will end and the main prize of ZAR 25,000.00 ("Ultra") will be paid.

Buy Feature

This game includes a Buy Feature button which, when pressed will award one base game spin that is guaranteed to activate the Feature.

The RTP of the Buy Feature is 95.31%.

Free Spins Feature

The Free Spin feature is activated by matching at least 3 scatter symbols. At the end of the Free Spins feature, the total win from the Free Spins is added to any wins from the round that originally activated the Free Spins. Free Spins are played with the same stake as the round that triggered the Free Spins. Max payout during Free Spins is ZAR 2,500,000.00. Upon reaching this amount, Free Spins will end and you will be credited ZAR 2,500,000.00.

Expanding Wilds Feature

This game features expanding wilds in Free Spins. When a wild lands in a reel, and is part of a winning payline, it will expand and replace all symbols in that reel with wilds. Scatter and Jackpot symbols that are covered by the expanding wild will remain active. (If applicable - these symbols may not always be present).

Gamble Features

The game features two optional gamble mini-games that provide the opportunity to multiply your winnings up to the max limit. Feature availability is dependent upon the operator and win amount.

Card Gamble

The card gamble feature allows the player to gamble the winnings of their current round. The player is presented with a deck of cards consisting of four aces in the four suits: spades, diamonds, hearts and clubs. The player may either bet on the colour of the card (potentially doubling their winnings) or the suit (potentially quadrupling their winnings). There is a 50/50 chance of the outcome being red/black. The game history is represented by the four card suits shown at the bottom of the feature. If the bet does not match the winning colour or the winning suit, the player's winnings from that round are lost.

Ladder Gamble

The ladder gamble feature allows the player to gamble the winnings of the current round. The ladder allows the player to climb up to the prize shown. In this feature, the player has three lives. If the player bets, they can either move up one rung if they win or move down one rung if they lose. If the player runs out of lives or reaches the bottom rung they lose all winnings. Each rung has independent win/lose odds in order to ensure a fair return-to-player.

In both the card gamble and ladder gamble mini-games the player can choose at any time to end the gamble feature and collect their potential winnings with the 'Collect' button (the money bag icon). Alternatively, in the card gamble mini-game, when the value of half the player's winnings is greater than the player's stake, they may collect half of their winnings with the '½ Collect' button. Neither of the gamble mini-games affects the game's RTP. The maximum win possible in the mini-games is 2500x stake (including base-game wins).

Game Functions

Credit Information

The value next to the 'CREDIT' label indicates the player's current credit balance.

Bet Information

The value next to the 'BET' label indicates the player's current total bet.

Information Area

The information area may display various messages to the user. This includes winnings from the most recent spin.

Stake Level

By pressing the '+' or '-' buttons, the player is able to increase or decrease the stake-level respectively.

Spin Button

By pressing the spin button (the button with the two rotating arrows), the player starts the game (alternatively, by pressing the spacebar on desktop).

Turbo Spin Button

The turbo spin button (two triangles pointing to the right) allows the player to increase the spin speed.

Autoplay Start (and Stop) Button

The autoplay start button (one triangle pointing right within a rotating arrow) allows the player to turn on autoplay. Pressing this button will open a dialog with various options for customising their autoplays. Pressing the autoplay stop button will stop autoplay after the current spin.

Volume Button

The volume button allows the player to turn on or off the sound of the game. In the settings menu of the game, the volume can be adjusted and music and sound effects can be toggled on or off separately.

Card Gamble Button

Following a base-game win, the card gamble button appears (subject to maximum win limit). See 'Card Gamble' section in the rules for an explanation of this feature.

Ladder Gamble Button

Following a base-game win, the ladder gamble button appears (subject to maximum win limit). See 'Ladder Gamble' section in the rules for an explanation of this feature.

Time

Current time (as taken from the players' device) is displayed in the top-right of the game.

Settings

SFX Checkbox

This checkbox turns game SFX on or off.

Music Checkbox

This checkbox turns game music on or off.

Volume Slider

This slider adjusts the volume of the game.

Autoplay Dialog**Number Of Autoplays Slider**

This slider is used to adjust the number of autoplays.

Stop If Single Win Exceeds Slider

This slider is used to adjust the minimum per-spin win value at which autoplay ends.

Stop If Total Loss Exceeds Slider

This slider is used to adjust the minimum total loss value at which autoplay ends.

Stop On Any Win Checkbox

When checked, autoplays will end after any winning spin.

Start Autoplays Button

This begins autoplay with the settings you have selected.

Additional Information

If your game round is interrupted, all game information and placed bets are stored until you reopen the game. You may continue your unfinished round from the point of interruption. If interrupted games are not resumed within a certain period, then they will be automatically closed. Any potential winnings will be credited to your account.

All monetary values in the game are displayed in the player's currency.

Payouts according to the payable only take place if the given amount of symbols has been matched.

Malfunction voids all pays and plays.

Not all features described in the rules may be offered in your jurisdiction.

Max win: 100x (1 in 213,493).

Max payout: 2500x max stake (1 in 3,623,188). These payout values and odds are based on the maximum observed payout in a series of over 1,000,000,000 simulations.

Game Certification Version: v1.0

LUCKY 5 GAME RULES

SHORT DESCRIPTION

"**Lucky 5**" or "**5 out of 36**" is a dynamic game based on a lottery. Players are offered a wide range of betting outcomes and winning bets can return a profit which is a thousand times more than the stake.

GAME PROCESS

5 winning balls out of 36 are randomly drawn into the cylinders of the game machine. The order of the winning balls is determined by the machine cylinders from left to right. The cylinder to the left is considered to be the first.

There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about 3 minutes. Draws of the game run every 4 minutes daily.

1. Terms:

- 1.1. Game machine – a mechanical device used to mix and randomly select the winning balls.
- 1.2. Balls – a set of thirty six (36) balls which is used for the game. The balls are white, blue, green and red. There are 9 balls of each color and all balls are numbered from 1 to 36. Total sum of the numbers on the balls is 666. Total sum of the numbers on the white balls is 45, total sum of the numbers on the green balls is 126, total sum of the numbers on the red balls is 207 and total sum of the numbers on the blue balls is 288.
- 1.3. Drum of the game machine – a part of the game machine where all the balls are mixed.
- 1.4. Tube – part of the game machine that is connected to the drum where the winning balls are drawn one by one.
- 1.5. Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player's stake to calculate the winnings.

2. Rules:

- 2.1. 5 winning balls out of 36 are randomly drawn to the tube of the game machine.
- 2.2. The draw is deemed to have taken place when at least 5 winning balls are selected. In all other cases the draw is void and all the stakes are returned.
- 2.3. If more than 5 balls are placed in the tube only the first 5 balls are named and the other balls in the tube are ignored.
- 2.4. The order of the winning balls of the draw is determined from left to right.

3. Gameplay:

- 3.1. There is only one betting round and players can place their bets on all available outcomes for the upcoming draw.
 - 3.1.1. A betting round takes place before the game draw and lasts about several minutes

(when the current betting round is finished, the betting round for the upcoming draw immediately starts).

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Special cases:

5.1. Cancelled draws.

5.1.1. Technical problems occur (internet connection problems, technical failures in the studio);

5.2. Video and audio streaming do not match or do not exist.

5.2.1. If the sound during the broadcast is lost or the presenter announces the wrong winning ball numbers, the correct draw outcomes and winning numbers are determined by the video broadcast.

5.2.2. If a player cannot see the live broadcast due to technical reasons at his end (no internet connection, no electricity and etc.) but the broadcast can be found in the archive, draw is deemed to have taken place.

6. Game organization procedure:

6.1. Games run 24/7 with maintenance breaks on demand.

7. Equipment used in the game:

7.1. Game machine (see 1.1).

7.2. A set of 36 balls (see 1.2).

8. Additional information:

8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

LUCKY 6 GAME RULES

SHORT DESCRIPTION

"**Lucky 6**" or "**6 out of 60**" is a dynamic game based on a lottery. Players are offered a wide range of betting outcomes.

GAME PROCESS

6 winning balls out of 60 are randomly drawn into the cylinders of the game machine. The order of the winning balls is determined by the machine cylinders from left to right. The cylinder to the left is considered to be the first.

There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about 3 minutes. Draws of the game run every 4 minutes daily.

1. Terms:

1.1. Game machine – a mechanical device used to mix and randomly select the winning balls.

1.2. Balls – a set of sixty (60) balls which is used for the game. There are 30 red and 30 blue balls. The balls are numbered from 0 to 9. Total sum of the numbers on the balls is 270. Total sum of the numbers on the red balls is 138 and total sum of the numbers on the blue balls is 132.

1.3. Drums of the game machine – a part of the game machine where the balls are mixed. There are 6 identical drums in the game machine and each has 10 balls numbered from 0 to 9.

1.4. Cylinder – part of the game machine that is connected to the drum from which winning ball is drawn. There are 6 identical cylinders in the game machine.

1.5. Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player's stake to calculate the winnings.

1.6. Odd numbers are 1, 3, 5, 7, 9.

1.7. Even numbers are 0, 2, 4, 6, 8.

2. Rules:

2.1. 6 winning balls out of 60 are randomly drawn to the cylinders of the game machine.

2.2. The draw is deemed to have taken place when at 6 winning balls are selected. In all other cases the draw is void and all the stakes are returned.

2.3. The order of the winning balls of the draw is determined by the machine cylinders from left to right. The cylinder to the left is considered to be first and the one on the right is the last. The order in which the cylinders are filled doesn't have any influence on the result of the draw.

3. Gameplay:

3.1. There is only one betting round and players can place their bets on all available outcomes for the upcoming draw.

3.1.1. A betting round takes place before the game draw and lasts about several minutes

(when the current betting round is finished, the betting round for the upcoming draw immediately starts).

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Special cases:

5.1. Cancelled draws.

5.1.1. Technical problems occur (internet connection problems, technical failures in the studio);

5.2. Video and audio streaming do not match or do not exist.

5.2.1. If the sound during the broadcast is lost or the presenter announces the wrong winning ball numbers, the correct draw outcomes and winning numbers are determined by the video broadcast.

5.2.2. If a player cannot see the live broadcast due to technical reasons at his end (no internet connection, no electricity and etc.) but the broadcast can be found in the archive, draw is deemed to have taken place.

6. Game organization procedure:

6.1. Games run 24/7 with maintenance breaks on demand.

7. Equipment used in the game:

7.1. Game machine (see 1.1).

7.2. A set of sixty (60) balls (see 1.2).

8. Additional information:

8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

LUCKY 7 GAME RULES

SHORT DESCRIPTION

"**Lucky 7**" or "**7 out of 42**" is a dynamic game based on a lottery. Players are offered a wide range of betting outcomes and winning bets can return a profit which is two thousand times more than the stake.

GAME PROCESS

7 winning balls out of 42 are randomly drawn into the game tube. The draw is deemed to have taken place when at least 7 winning balls are selected. If more than 7 balls are placed in the tube, only the first 7 balls are counted and the other balls in the tube are ignored.

There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about 3 minutes. Draws of the game run every 4 minutes daily.

1. Terms:

1.1. Game machine – a mechanical device used to mix and randomly select the winning balls.

1.2. Balls – a set of forty two (42) yellow and black balls used for the game. There are 21 balls of each colour and the balls are numbered from 1 to 42. Total sum of the numbers on the balls is 903. The total sum of the numbers on the yellow balls is 451 and the total sum of the numbers on the black balls is 452.

1.3. Drum of the game machine – a part of the game machine where all the balls are mixed.

1.4. Tube – part of the game machine that is connected to the drum where the winning balls are drawn one by one.

1.5. Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player's stake to calculate the winnings.

2. Rules:

2.1. 7 winning balls out of 42 are randomly drawn into the game tube.

2.2. The draw is deemed to have taken place when at least 7 winning balls are selected. In all other cases the draw is void and all the stakes are returned.

2.3. If more than 7 balls are placed in the tube only the first 7 balls are named and the other balls in the tube are ignored.

3. Gameplay:

3.1. There is only one betting round and players can place their bets on all available outcomes for the upcoming draw.

3.1.1. A betting round takes place before the game draw and lasts about several minutes (when the current betting round is finished, the betting round for the upcoming draw immediately starts).

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Special cases:

5.1. Cancelled draws.

5.1.1. Technical problems occur (internet connection problems, technical failures in the studio);

5.2. Video and audio streaming do not match or do not exist.

5.2.1. If the sound during the broadcast is lost or the presenter announces the wrong winning ball numbers, the correct draw outcomes and winning numbers are determined by the video broadcast.

5.2.2. If a player cannot see the live broadcast due to technical reasons at his end (no internet connection, no electricity etc.) but the broadcast can be found in the archive, draw is deemed to have taken place.

6. Game organization procedure:

6.1. Games run 24/7 with maintenance breaks on demand.

7. Equipment used in the game:

7.1. Game machine (see 1.1).

7.2. A set of 42 balls (see 1.2).

8. Additional information:

8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

LUCKY KICKS GAME RULES

SHORT DESCRIPTION

Lucky Kicks is a high-frequency, simple, football based 3-penalty game where the result is determined by how many total penalty shots the kicker scores or misses. The game utilizes a random number generator (RNG) for its outcomes.

GAME PROCESS

Once the game round starts, the kicker performs three randomly selected penalty shots. The result of the game is determined by how many total penalties the kicker scores or misses. Bets are accepted before the start of the game and there is only one betting round.

1. Gameplay:


- 1.1. During the designated betting phase, you can place your bet within the allocated timeframe. Should you arrive at the game while a game round is already underway, kindly wait for the subsequent round before proceeding to place your bet.
- 1.2. After the betting period concludes, the kicker starts making the penalty shots.
- 1.3. Once three penalty shots are made, the results of the game round are declared.
- 1.4. Any earned winnings are automatically added to your credit.

2. Winning Outcomes:

- 2.1. A winning outcome is determined based on the bets placed on the number of accurate and missed kicks.
- 2.2. You can place bets on various possible outcomes such as the sequence of goals scored or missed and / or the total number of goals scored.
- 2.3. The Sequence bet type has the following betting options (in the summary

below,  represents a scored penalty shot,  represents a missed penalty shot):

-    – All three kicks scored.
-    – First two kicks scored and third missed.
-    – First kick scored, second missed, third scored.

-  – First kick missed, second and third kicks scored.
-  – First kick scored, second and third kicks missed.
-  – First two kicks missed and third scored.
-  – First kick missed, second scored and third missed.
-  – All three kicks missed.

2.4. The Number of Goals scored bet type has the following betting options:

- 3 goals scored in total in any sequence.
- 2 goals scored in total in any sequence.
- 1 goal scored in total in any sequence.
- 0 goals scored in total in any sequence.

2.5. The exact payout depends on the specific outcome and the odds associated with that outcome at the time of betting.

2.6. The probability of each outcome is calculated based on the size of the pre-recorded video pool used in the game. Each outcome is represented by a specific number of clips. The more clips an outcome has in the video pool, the higher its probability of occurring. The RNG selects a clip from this pool, ensuring that each outcome is fairly determined according to its proportion within the pool.

3. Payouts and Odds:

3.1. The table below provides a comprehensive breakdown of the various bets and their corresponding odds in the game. The potential wins are structured as follows:

Bet type - Sequence		Odds
		2.0
		7.0
		7.0
		7.0
		25.0
		25.0
		25.0

Bet type - Sequence	Odds
	100.0
Bet type - Number of Goals scored	Odds
3 scored	2.0
2 scored	2.0
1 scored	8.0
0 scored	100.0

3.2. While payout ratios remain constant as fixed odds, the actual return is contingent upon the amount wagered in the bet.

4. Return to player: The theoretical return to player percentage (RTP) is 92.44%.

5. Betting limits:

5.1. Maximum and minimum betting limits are determined by the gambling company.

6. Special cases:

6.1. **Cancelled Rounds:** Rounds can be cancelled due to technical failures: internet connection problems, technical problems. If a round is cancelled, you will receive a refund of your stake (odds are equalized to one (1.00)). If technical issues prevent players from viewing the game live, but the gameplay video can be found in the archive, the game is considered to have taken place, and the payouts are determined based on the archived information. The results of each round and the video archives can be found on the "Results" page.

7. Game organization procedure:

7.1. The game operates continuously every day, with periodic maintenance breaks as required.

7.2. The results of each round are generated by a certified random number generation (RNG) technology, thereby ensuring fairness and unpredictability.

8. Additional information:

8.1. These Rules & Regulations are published in multiple languages for players' convenience. In case of any discrepancy between non-English versions and the English version of these rules &

regulations, the English version shall prevail.

8.2. Players must submit their claims regarding draw results or technical issues to the gambling company within thirty (30) days from the date of the relevant draw. The timeframe for submitting player claims may be extended beyond 30 days if required by legal norms in the respective jurisdiction governing the activities of the gambling company.

SKYWARD GAME RULES

SHORT DESCRIPTION

Skyward is a non-live game where players can place bets before the take-off of a Flying Object, aiming to cash out at the right moment to maximize their winnings.

GAME PROCESS

Players place bets before the take-off of the Flying Object. The multiplier starts at 1.00 and progressively increases as the flight progresses. The objective is to cash out before the Flying Object flies away to secure winnings.

In eligible jurisdictions, players have the option to configure an Autoplay feature, enabling automated gameplay based on predefined variables.

1. Terms:

- 1.1. **Flying Object:** The object taking off, subject to players' bets.
- 1.2. **Multiplier:** A value that starts at 1.00 and incrementally increases as the flight progresses.
- 1.3. **Cash-out:** The act of withdrawing winnings at a chosen multiplier value before the Flying Object flies away.
- 1.4. **Autoplay:** A feature that enables players, in eligible jurisdictions, to automate their gameplay based on preset variables.

2. Rules:

- 2.1. **Betting:** Players place bets before the Flying Object takes off. Bets must be placed before the round starts or will be carried over to the next round.
- 2.2. **Multiplier Progression:** The multiplier starts at 1.00 and increases as the Flying Object's flight progresses.
- 2.3. **Cash-out:** Players aim to cash out at the right moment to maximize their winnings. The winning payout is calculated by multiplying the odds at the point of cash-out by the original bet amount. The gambling company may disable the cash-out feature at the beginning of the game, particularly when the multiplier is very low, to ensure that the payout does not fall below the initial pay-in amount, which could occur due to tax regulations in the respective player's jurisdiction.
- 2.4. **Payout Considerations:** Players should be aware that the winning amount may not be the exact result of multiplying the Multiplier and the placed bet, as the final amount could be subject to tax deductions based on the player's jurisdiction.
- 2.5. **Objective:** The goal is to initiate a withdrawal before the Flying Object flies away. Failure to do so results in losing the bet.
- 2.6. **Autoplay Feature:** Players can use the Autoplay feature to automate gameplay in eligible jurisdictions. They can set their bet size, define an automatic withdrawal threshold, and determine the number of rounds to be played.
- 2.7. **Autoplay Stop Conditions:** Autoplay stops under the following conditions:
 - 2.7.1. Termination upon achieving a designated level of winnings, based on a predefined increase in the player's balance. The designated level is determined by players when they set up

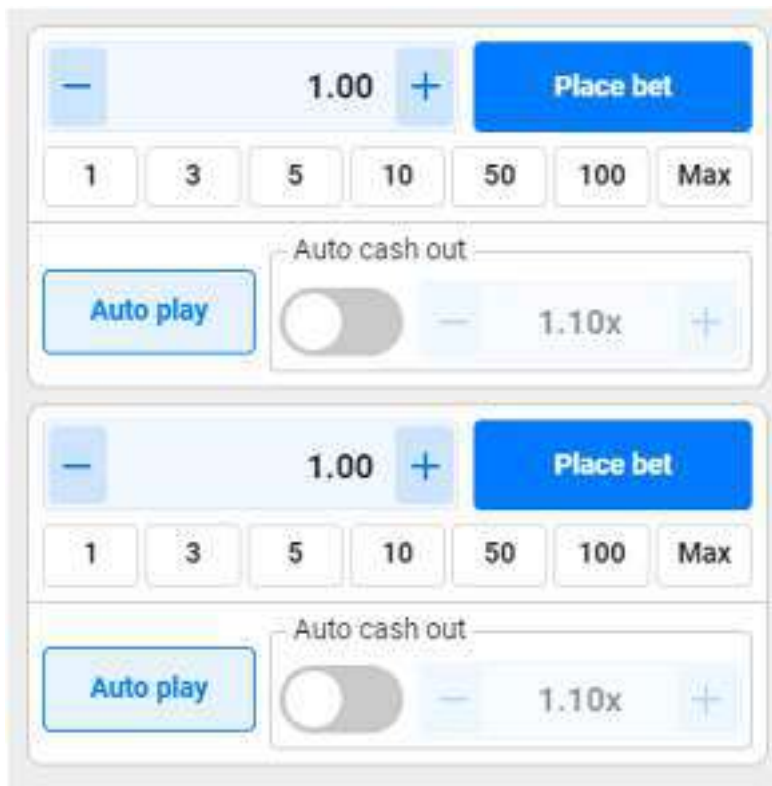
Autoplay.

2.7.2. Cessation if the player's balance experiences a predetermined level of losses. Players define this level during Autoplay setup.

2.7.3. Halt when the player accumulates a specified amount of winnings within a single round, as determined by the player's configuration in the Autoplay settings.

2.8. **Restricted Jurisdictions:** In jurisdictions where the Autoplay feature is not allowed, this functionality will be disabled and inaccessible to players in order to comply with local regulations and restrictions.

2.9. **Dual Simultaneous Betting:** Players can engage in concurrent betting across two active windows. These windows are identical in functionality and operate independently.



3. Gameplay:

3.1. **Betting Round:** There is one betting round before the take-off of the Flying Object. Players can place bets on available outcomes for the upcoming round.

4. Limits:

4.1. Maximum wins as well as maximum and minimum betting limits are determined by the gambling company.

4.2. If a player reaches a multiplier that would result in a win amount equal to or larger than the maximum win value set by the gambling company, the player will receive the maximum win amount automatically without the need to cash out, provided they have not already done so before reaching the maximum win. In such cases, an informational icon will be displayed in the bet results to indicate that the player was automatically cashed out due to reaching the maximum win cap or maximum multiplier.

4.3. If a player sets an auto cash-out multiplier, the game will automatically cash out when the specified condition is met. The only exception is when a player manually overrides the auto cash-out by clicking the cash-out button earlier.

5. Special Cases:

5.1. **Cancelled Rounds:** Rounds can be cancelled due to technical failures. If a round is cancelled, the player will receive a refund of the stake (odds are equalized to one (1.00)). If a player cashes out before the game round is cancelled, they will receive their winnings.

5.2. **Player Disconnection:** In the event of a player disconnection while a bet is active:

5.2.1. The active bet will continue to play until the current round concludes. If the player returns before the round ends, they have the option to manually collect their winnings. Otherwise, the bet will persist until it either loses or reaches the maximum win limit predefined by the player using the 'autoplay' feature.

5.2.2. If the 'autoplay' feature is enabled, any winnings will automatically be collected if the specified multiplier is reached during the game. The resulting winning amount will be credited to the player's balance.

6. Game Organization Procedure:

6.1. The game operates continuously every day, with periodic maintenance breaks as required.

6.2. The multiplier for each round is generated using certified random number generation (RNG) technology, ensuring that it is both fair and unpredictable.

7. Additional Information:

7.1. These Rules & Regulations are published in multiple languages for players' convenience. In case of any discrepancy between non-English versions and the English version of these rules & regulations, the English version shall prevail.

7.2. Players must submit their claims regarding draw results or technical issues to the gambling company within thirty (30) days from the date of the relevant draw. The timeframe for submitting player claims may be extended beyond 30 days if required by legal norms in the respective jurisdiction governing the activities of the gambling company.

STARZLE GAME RULES

Terms

1. Audio streaming – is a type of media streaming in which the data from an audio file is continuously delivered via the Internet to a remote user.
2. Balls – a set of forty-eight (48) red, blue and white balls used for the Main game. There are 16 balls of each color and the balls are numbered from 1 to 48.
3. Betting round - the period of time commencing with the announcement to Players to place their bets and concludes with the announcement that no more bets can be placed.
4. Booster – increases multiplier in Bonus round at 1st, 3rd, 5th and 7th opened bonus card if it is a Star or Multiplier card. If all 8 Digital cards except Bust cards (Multiplier and Star cards) are opened, it will make total of x500 multiplier.
5. Bonus number – one, two or three numbers from 1 to 48, which is(are) randomly selected by a random number generator once the Betting round finishes. If a Bonus number(s) matches at least one out of 6 drawn Balls selected by the Game machine, then game continues with a Bonus round.
6. Bonus round – part of the game with 10 Digital cards: 3 Multiplier cards, 5 Star cards and 2 Bust cards. Digital cards are revealed one by one until either a Bust card is opened, or all Multiplier and Star cards are opened, or 5 Star cards are consecutively opened. In each scenario, the Bonus round will end.
7. Broadcast – is the distribution of audio and video content to the remote user.
8. Bust card – 2 out of 10 Digital cards in the Bonus round. Bust cards are red, expressed with the uppercase "X" symbol. When a Bust card is revealed, it ends the Bonus round.
9. Cash out - feature that gives a Player the opportunity to not continue the Bonus round and leave with the current multiplier before next Digital card is opened.
10. Digital card - an online hosted, digital virtual representation of any plastic card presented on TV screens.
11. Draw – the period of time commencing when a Player initiates a Main game online by committing a wager and ending at the time of a final game outcome for that Main game.
12. Drum - a part of the Game machine where all the Balls are placed. Later, the Balls are shuffled, and 6 Balls are randomly selected.
13. Game machine – a mechanical device used to mix and randomly select 6 Balls.

14. Game organizer - provider of live betting games where Players are not directing or participating in the games themselves but are betting on Outcomes occurring in the Game.
15. Maintenance break - Planned downtime of Starzle game and/or Software, - "Maintenance", is used for deploying new functionality, bug fixes, server/hardware upgrades and maintenance, cleaning of studio and/or equipment, technical breaks, etc.
16. Main bet – betting outcome for predicting drawn ball number(s) and a chance of participating in the Bonus round.
17. Main game – ball game where Game machine randomly selects 6 balls out of 48 and Bonus number is determined. Bonus round is not a part of the Main game.
18. Multiplier – numerical and lowercase "x" symbol expression determined in the Bonus round.
19. Multiplier card – 3 out of 10 Digital cards in the Bonus round with values of x5, x10 and x20. Multiplier cards are green, expressed with numbers 5, 10 and 20.
20. Odds – numerical expression determined by the Game organizer, which is multiplied by the amount of the Player's Stake to calculate the winnings.
21. Outcomes – The results of a game.
22. Player - a person who is taking part in a Starzle game.
23. Side bets – expanded betting offer for Main game Outcome without Bonus round entry.
24. Stake – the amount of money risked or invested on a bet.
25. Star card – 5 out of 10 Digital cards in the Bonus round. Star cards are yellow, expressed with a star symbol. 3 Star cards consecutively opened adds x50 multiplier to the bonus multiplier and 5 Star cards consecutively opened make total of x1000 multiplier.
26. Tube – part of the Game machine that is connected to the Drum where the winning Balls are drawn one by one.
27. Video streaming – is a type of media streaming in which the data from a video file is continuously delivered via the Internet to a remote user.

Short Description

Starzle is a unique game show based on a lottery type Main game with a wide range of betting Outcomes. You can play Side bets and return a profit up to x250 000 times more than your Stake, or play the Main bet with a chance to enter the Bonus round.

Main Betting round

Place your Main bets or Side bets on the Outcomes of the Main game that will randomly draw 1, 2 or 3 Bonus numbers and draw 6 Balls. By playing Main bets (predicting exact single number(s) that will be drawn by Game machine) a Player has a chance to enter the Bonus round if triggered.

Bonus round

Once the Betting round finishes – one, two or three numbers from 1 to 48 is(are) randomly selected and presented on the Broadcast video on the back wall.

Main Game

6 Balls out of 48 are randomly drawn by the Game machine into the game Tube.

The Draw is deemed to have taken place when at least 6 Balls are selected. In all other cases the Draw is void and all the Stakes are returned.

If more than 6 Balls are placed in the Tube only the first 6 Balls are named and the other Balls in the Tube are ignored.

The Outcome of the Draw is determined, the winnings are calculated and paid out to all the Players.

The occurrence of Bonus round

If a Bonus number(s) matches at least one out of 6 drawn balls selected by the Game machine, then game continues with a Bonus round.

Participation in Bonus Round

All Players who won the Main bet will play in the Bonus round with the original Stake placed on the number drawn by Game machine.

If a Player won more than one Main bet, their Stakes on each of the drawn numbers will be summed up for the Bonus round.

The rest of the Players (who are not playing the Bonus round) will have a chance to place Side bets on Bonus round next card being Multiplier, Star or Bust.

Bonus Round rules:

There are 10 Digital cards in Bonus round: 3 Multiplier cards, 5 Star cards and 2 Bust cards. Digital cards are randomly revealed one by one until either a Bust card is opened, or 3 Multiplier and 5 Star cards are opened, or 5 Star cards consecutively opened.

The objective of the Bonus round is to collect multipliers by staying in the Bonus round as long as possible while trying to avoid revealing a Bust card.

Possible multipliers in the Bonus round:

There are 10 Digital cards in Bonus round: 3 Multiplier cards, 5 Star cards and 2 Bust cards. Digital cards are randomly revealed one by one until either a Bust card is opened, or 3 Multiplier and 5 Star cards are opened, or 5 Star cards consecutively opened.

The objective of the Bonus round is to collect multipliers by staying in the Bonus round as long as possible while trying to avoid revealing a Bust card.

Possible multipliers in the Bonus round:

Event	Multiplier
Multiplier card x5	adds x5
Multiplier card x10	adds x10
Multiplier card x20	adds x20
1st card Booster	adds x5
3rd card Booster	adds x10
5th card Booster	adds x50
7th card Booster	adds x100

3 stars in a row	adds x50
3 multiplier and 5 Star cards opened	Makes total of x500
Starzle (5 stars in a row)	Makes total of x1000

All multipliers will be summed up in the Bonus round, except in the event of 5 consecutive Star cards opened in a row, then the Bonus round ends with the maximum final multiplier of x1000; and in the event of 8 cards opened (3 Multiplier cards and 5 Star cards) game ends with the maximum final multiplier of x500.

Before revealing each Digital card, a Player will have the option to Cash out with the current multiplier, which will be multiplied by the original Stake placed on the drawn number from the Main game.

If no decision is made, then the Player will automatically continue the Bonus round play.

In the event a Player experiences network problems and is disconnected during Cash out availability and no Cash out has been accepted, this will be deemed as no decision made and the Bonus round will automatically continue to play out.

If a Player continues to play the Bonus round and the next card is a Bust card, then the Player loses the Bonus round multiplier and receives only the payout for winning from the Main game.

Bonus round ends if:

- - Bust card is revealed. All who continued are losing bonus multiplier and will be paid out only with winnings from the Main game.
- - All 8 cards except Bust cards are revealed (in no particular order, the 3 Multiplier cards and 5 Star cards). All who continued win final x500 multiplier.
- - 5 Star cards consecutive opened. All who continued win final x1000 multiplier.

The Outcomes of the Main Game and Bonus round (if applicable) are determined, the winnings are calculated and paid out to all the winning Players.

Payout Table

Bet type	Outcome	Multiplier	RTP
Main bet	Ball drawn	up to x1005	Up to 97.02%
Side bet	Pick 6 Balls	up to x250000	93,85%
Side bet	Total UNDER 147.5	x 1.9	95,00%
Side bet	Total OVER 147.5	x 1.9	95,00%
Side bet	First ball RED	x 2.85	95,00%
Side bet	First ball BLUE	x 2.85	95,00%
Side bet	First ball WHITE	x 2.85	95,00%
Side bet	All 3 colors - YES	x 1.25	97.31%
Side bet	All 3 colors - NO	x 4.25	94.15%
Side bet	Bonus number(s) drawn	x 44	94.11%
Side bet	Bonus number ODD	x 1.9	96,21%
Side bet	Bonus number EVEN	x 1.9	96,21%
Side bet	Bonus number UNDER 24.5	x 1.9	96,21%
Side bet	Bonus number OVER 24.5	x 1.9	96,21%
Side bet	Bonus number RED	x 2.8	94,96%
Side bet	Bonus number BLUE	x 2.8	94,96%
Side bet	Bonus number WHITE	x 2.8	94,96%

Bonus round Side bets	Next card multiplier	x 3.15*	95,00%
Bonus round Side bets	Next card star	x 1.9*	94,50%
Bonus round Side bets	Next card bust	x 4.75*	95,00%

* - First bonus betting round. Multipliers will change during in-play betting based on the Digital cards left to be opened.

Error Handling

Cancelled Draws.

Technical problems occur (internet connection problems, technical failures in the studio).

Video and Audio streaming do not exist.

In case the sound during the Broadcast is lost or the presenter announces the wrong drawn ball numbers, the correct Draw Outcomes and winning numbers are determined by the video Broadcast.

In case a Player cannot see the live Broadcast due to technical reasons at his end (no internet connection, no electricity etc.) but the Broadcast can be found in the archive, Draw is deemed to have taken place.

In case the Draw is canceled during the Main game, all bets are void and Stakes are returned to the Players (Odds are equalized to one).

In case the Draw is canceled during the Bonus round, Player will receive the winning with last accumulated multiplier before technical problem occurred, together with the winning from the Main game.

Game Organization Procedure

Starzle Games run twenty-four hours a day, seven days a week with Maintenance breaks on demand.

Equipment used in the Game

Game machine (see 1.1).

A set of 48 Balls (see 1.2).

20 TVs for Digital cards.

2 TVS for Bonus numbers

Button on a stand to reveals Digital cards in the Bonus round.

Additional Information

These Rules & Regulations are published in a number of languages for information purposes and ease of access by Players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

All the claims of the Player related to the results of the Draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the Draw in question.

T-BASKET 24/7 GAME RULES

SHORT DISCRIPTION

RNG T-Basket is a non-live quick and simple pre-recorded basketball themed game with wide range of betting options.

Two athletes compete on a court to score the most points for a win. A single game lasts 60 seconds, with players aiming to hit as many shots as possible from 3 different racks.

Players may choose the winner, draw or score values while the games are selected from a pre-recorded catalogue.

All videos are pre-recorded and stored on servers.

GAME PROCESS

Two players, blue and yellow, compete against each other. The result of the game is determined by which player scores the most points, or in the event of both accumulating the same scores, the game ends in a draw. The regular duration of the game is 60 seconds of play, plus a final shot if there is still an active rack left when the time expires. Bets are accepted before the start of the game. No bets are allowed on the ongoing match during the play of the game. If bets are made on ongoing match during the play of the game due to technical error, the bets will be voided and funds returned to the bettors.

GAME RULES

1. Main

1.1 Match Result (3-way)

Market Name

Match Result – Player 1/ Draw/ Player 2.

1.2 Correct score

Range of correct score 8-8 through to 14-14.

1.3 Double chance

Double Chance is a bet on two possible outcomes out of three. Double Chance in bets is a derivative of the Match Result (3-way) outcomes.

Market Name

Double Chance - Player 1, Draw/ Player 1, Player 2/ Player 2.

1.4. Draw no Bet

Draw no bet is a betting market which removes the outcome of a draw on Match Result (3-Way) markets, allowing bettors to bet on either a Player 1 or Player 2. If the game ends in a Draw, your stake will be returned to you.

Market Name

Draw No Bet - Player 1/Player 2.

2. Handicap

2.1. Handicap betting offers you the opportunity to bet on the outcome of an event where one player has been given a number of points to start. Bets are settled after adjusting for the handicaps.

Market Name Handicap – Player 1 (+1,5/-1,5)/ Player 2 (+1,5/-1,5).

3. Totals

3.1. Total Points

Bettors place bets on whether the total points scored in the match will be over or under X points.

Market Name

Match Total Points – Over/Under

Player 1 Total Points - Over/Under

Player 2 Total Points - Over/Under

4. Special

Perfect run

Bettors may place bets on the possibility of player scoring “Perfect Run” during the match.

Market Name

Perfect Run – Yes

Perfect Run Player 1 – Yes

Perfect Run Player 2 – Yes

5. Odd or Even

Bettors place bets on whether the total amount of points scored in the match will be an odd or even number.

Market Name

Total Points – Odd / Even

Player 1 Total Points – Odd / Even

Player 2 Total Points – Odd / Even

T-KICK 24/7 GAME RULES

SHORT DISCRIPTION

RNG T-KICK is a non-live quick and simple pre-recorded football themed game with wide range of betting options.

Two players compete on a court to score the most points for a win. A single game lasts 60 seconds, with players aiming to hit as many shots as possible from 3 different racks.

Players may choose the winner, draw or score values while the games are selected from a pre-recorded catalogue.

All videos are pre-recorded and stored on servers.

GAME PROCESS

Two players, blue and yellow, compete against each other. The result of the game is determined by which player scores the most points, or in the event of both accumulating the same scores, the game ends in a draw. The regular duration of the game is 60 seconds of play, plus a final shot if there is still an active rack left when the time expires. Bets are accepted before the start of the game. No bets are allowed on the ongoing match during the play of the game. If bets are made on ongoing match during the play of the game due to technical error, the bets will be voided and funds returned to the bettors.

GAME RULES

1. Main

1.1. Match Result (3-way)

Market Name

Match Result – Player 1/ Draw/ Player 2.

1.2. Correct score

Range of correct score 2-2 through to 8-8.

1.3. Double chance

Double Chance is a bet on two possible outcomes out of three. Double Chance in bets is a derivative of the Match Result (3-way) outcomes.

Market Name

Double Chance - Player 1, Draw/ Player 1, Player 2/ Player 2.

1.4. Draw no Bet

Draw no bet is a betting market which removes the outcome of a draw on Match Result (3-Way) markets, allowing bettors to bet on either a Player 1 or Player 2. If the game ends in a Draw, your stake will be returned to you.

Market Name

Draw No Bet - Player 1/Player 2.

2. Handicap

2.1. Handicap betting offers you the opportunity to bet on the outcome of an event where one player has been given a number of points to start. Bets are settled after adjusting for the handicaps.

Market Name Handicap – Player 1 (+1,5/-1,5)/ Player 2 (+1,5/-1,5)

3. Totals

3.1. Total Points

Bettors place bets on whether the total points scored in the match will be over or under X points.

Market Name

Match Total Points – Over/Under

Player 1 Total Points - Over/Under

Player 2 Total Points - Over/Under

4. Special

Bettors may place bets on the possibility of player scoring “Perfect Run” during the match.

Market Name

Perfect Run – Yes

Perfect Run Player 1 – Yes

Perfect Run Player 2 – Yes

5. Odd or Even

Bettors place bets on whether the total amount of points scored in the match will be an odd or even number.

Market Name

Total Points – Odd / Even

Player 1 Total Points – Odd / Even

Player 2 Total Points – Odd / Even

WAR OF BETS GAME RULES

SHORT DESCRIPTION

"**War of Bets**" is a card game involving two sides - Player and Dealer. It uses a standard playing card deck. The higher card wins. If the two cards played are of equal value, then there is a "War".

GAME PROCESS

The game is played between two sides – the Player and the Dealer. The dealer deals one card face-up to each side in every draw of the game. Cards are dealt one at a time and the Player always receives the first card. The goal of the game is to get a higher card according to the ranking (Aces counts as highest cards only and deuces counts as lowest). A War (Tie) occurs if the Player and the Dealer have the same value cards. In this situation War (Tie) outcome wins, both Dealer and Player loses.

First round bets can be placed even before the cards are dealt. Punters can bet on one or more available outcomes. Second round bets can be placed after the Player receives the first card and odds are updated. Bets made in the previous betting round have no influence on further bets therefore punters can place bets on the same or different outcomes more than once.

In the event of a War (Tie) punters who placed bets on this outcome are paid their winnings. Bets placed on the Player and (or) the Dealer are lost.

1. Terms:

- 1.1. Betting round – time allocated for accepting player's bets.
- 1.2. Odds – numerical expression determined on the basis of mathematical probability of an outcome, which is multiplied by the amount of the player's stake to calculate the winnings.
- 1.3. Value – place of the card in the series of the same suit (e.g. Deuce, Jack, Ace), where the deuce has the lowest and the ace has the highest value.
- 1.4. Suit – one of the four types of cards (Hearts, Diamonds, Spades, Clubs).
- 1.5. Deck – a set of 52 (fifty-two) cards consisting of thirteen cards from each of the four suits (Deuce, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Jack, Queen, King, Ace).
- 1.6. Shoe – gaming device where six decks of cards are placed before beginning of the game.
- 1.7. Draw – one dealing of cards which begins with the first betting round and ends when the dealer announces the outcome of the dealing, collects all used cards face-up on the table and puts them into the box for used cards.
- 1.8. Betting outcome – possible interpretation of the outcome of one draw expressed in odds which may change in the course of the draw depending on the change of the mathematical probability of the outcome.
- 1.9. Betting options – a list of all betting outcomes available to the player.
- 1.10. Player – one of the parties of the game that is marked in a picture and to whom the

dealer deals the cards.

1.11. Dealer – one of the parties of the game that is marked in a picture and to whom the dealer deals the cards.

1.12. War – outcome of a draw, when after a deal of cards for the Player and the Dealer, both have cards that have the same value.

1.13. Face card – Jack, Queen or King of any suit.

2. Rules:

2.1. The game involves two sides – the Player and the Dealer. The dealer of the game deals one card face-up to each side in every draw.

2.2. Dealing:

2.2.1. Cards are dealt to sides by one card in turn until both sides have one card face-up.

2.2.2. The Player always receives the first card.

2.2.3. When both sides each have one card face-up, the situation is assessed and in accordance with the fixed rules it is determined if draw was won by one of the sides – the Player or the Dealer, or if it ended in War.

2.3. The goal of the game is to receive a card that has a higher value than of opposing side's.

2.3.1. The winning side is the one that has a card of a higher value after each side have one card face-up.

2.3.2. If after a deal of cards for the Player and the Dealer, both have cards that have the same value, then draw finishes in War outcome.

3. Gameplay:

3.1. The first betting round. Bets can be placed even before the cards are dealt, during the first betting round. Punters can bet on one or more available outcomes.

3.2. The second betting round. After the first betting round the Player receives the card and new odds for the betting outcomes are displayed on the screen and the second betting round begins. Bets made in the first betting round have no influence on bets of the second betting round, therefore punters can place bets on the same or different outcomes more than once.

3.3. End of the game, result announcement. After the second betting round Dealer gets card face-up, outcome of the draw is determined and new draw begins.

3.4. The change of cards:

3.4.1. When less than 40 cards remain in the shoe the dealer announces that the shoe will be changed after a draw.

3.4.2. The dealer places all used and unused cards to the box of used cards. Empty shoe is replaced with a full and ready to use shoe with shuffled cards. The full box of used cards is emptied and placed back on the table. This change is made real-time when punters and audience can see it.

3.4.3. After change of cards is completed, the dealer announces that 3 – 6 cards from the top of the newly presented shoe will be discarded. Number of cards(3/4/5/6) discarded is generated randomly during each change of cards.

3.5. The shuffle of cards. When the shoes are changed, the second dealer comes and shuffles the cards while everyone sees it and prepares the cards for dealing.

4. Betting limits:

4.1. Maximum and minimum betting limits are set by the gambling company.

5. Special cases:

- 5.1. Cancelled draws. War-of-Bets game draws may be cancelled if:
 - 5.1.1. The scanner cannot scan the card or its readings do not match the card on the table;
 - 5.1.2. A card or cards appear in a wrong place or gets mixed;
 - 5.1.3. Technical problems occur (internet connection problems, technical failures in the studio or dealer's mistakes).
 - 5.1.3.1. Dealer's mistakes that can cause the draw to be cancelled:
 - 5.1.3.1.1. The dealing sequence is altered (see 2.2);
 - 5.1.3.1.2. A card or cards are marked or damaged;
 - 5.1.3.1.3. A card or cards fall off the table or cannot be seen on a screen due to the dealer's fault;
 - 5.1.3.1.4. A card or cards in the deck are turned face-up and picture/number is visible due to incorrect shuffling;
 - 5.1.3.1.5. The dealer incorrectly scans a card or cards and readings of the scanner do not match the cards on the table.
 - 5.1.4. If the draw is cancelled, all bets are void and stakes are returned to the players (odds are equalized to one).
- 5.2. Card's burning. Cards can be burned during the game if:
 - 5.2.1. The dealer takes the card out of the shoe and shows it face-up when the betting round is not finished;
 - 5.2.2. A card cannot be scanned or read by the program due to technical reasons.
- 5.3. Card's burning procedure:
 - 5.3.1. The dealer shows the card face-up to all players;
 - 5.3.2. The dealer announces that the specified card will be burned;
 - 5.3.3. The dealer places the card into the box of used cards;
 - 5.3.4. The dealer takes a new card from the shoe and puts it in the place of the burned card without cancelling the draw.

6. Game organization procedure:

- 6.1. Games run 24/7 with maintenance breaks on demand, however, everything else including dealer and card changes are shown live for everyone.

7. Equipment used in the game:

- 7.1. Six standard 52 (fifty-two) card decks. Each card has a unique bar code which is scanned by an integrated table scanner during the deal of cards.
- 7.2. Integrated table scanner which is used to scan the bar codes of the cards.
- 7.3. Cutting card which is used to cover the bottom card of the deck.
- 7.4. Shoe with shuffled cards from which the dealer deals the cards.
- 7.5. Table with two printed boxes on the layout for the Players and the Dealers cards.
- 7.6. Box of used cards where the dealer places used cards after each draw.

8. Additional information:

- 8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall

prevail.

8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

WHEEL OF FORTUNE GAME RULES

SHORT DESCRIPTION

"**Wheel of Fortune**" is one of our classic live broadcast betting games. The spinning wheel offers multiple outcomes, generous fixed odds and thrilling action.

GAME PROCESS

The game starts off with the presenter introducing the Wheel of Fortune, thus activating the spin of the wheel. The wheel spins clockwise, and concludes with a result when the pointer lands on a sector's number or symbol.

There is one betting round, and players can place bets on all available outcomes for the upcoming spin. A betting round takes place in between spins. Draws for the game run every two minutes.

1. Terms:

- 1.1. Wheel of Fortune – a round gaming device divided into nineteen (19) sectors.
- 1.2. Sector – one out of nineteen (1/19) parts of the wheel numbered from one (1) to eighteen (18) or marked with a special symbol (the cup). All sectors are of equal size;
- 1.3. Draw result – sector where the lower end of the pointer stops. Results are determined according to fixed rules (see 2.5.);
- 1.4. Pointer – a part of the gaming device (at the top middle of the wheel) which determines the result of the draw;
- 1.5. Odds – numerical expression which is multiplied by the player's stake to calculate the winnings.
- 1.6. Start button – activates the spin of the wheel (can be found next to wheel).

2. Rules:

- 2.1. The Wheel starts spinning, after the betting round and once the presenter presses the start button.
- 2.2. Only one spin is made per draw.
- 2.3. A spin starts when the wheel starts spinning clockwise and the pointer leaves the sector where it was previously standing;
- 2.4. The result of the draw is the sector's number or symbol where the pointer lands after the wheel stops turning;
- 2.5. Results for Wheel of Fortune:

2.5.1. **One (1)** – **black** – odd;

2.5.2. **Two (2)** – **grey** – even;

2.5.3. **Three (3)** – **red** – odd;

2.5.4. **Four (4)** – **black** – even;

2.5.5. **Five (5)** – **grey** – odd;

2.5.11. **Eleven (11)** – **grey** – odd;

2.5.12. **Twelve (12)** – **red** – even;

2.5.13. **Thirteen (13)** – **black** – odd;

2.5.6. **Six (6)** – **red** – even;

2.5.7. **Seven (7)** – **black** – odd;

2.5.8. **Eight (8)** – **grey** – even;

2.5.9. **Nine (9)** – **red** – odd;

2.5.10. **Ten (10)** – **black** – even;

2.5.14. **Fourteen (14)** – **grey** – even;

2.5.15. **Fifteen (15)** – **red** – odd;

2.5.16. **Sixteen (16)** – **black** – even;

2.5.17. **Seventeen (17)** – **grey** – odd;

2.5.18. **Eighteen (18)** – **red** – even;

2.5.19. **The CUP** - *(Unless you're betting on the CUP sector, all wagers lose when the pointer lands on the CUP sector)*

3. Gameplay:

3.1. There is only one betting round and punters can place their bets on all available outcomes;

3.1.1. The betting round takes place between the game draws and lasts approximately one minute. When the first draw is finished, the betting round for the second draw immediately starts. The broadcast of the game is streamed non-stop LIVE.

4. Betting limits:

4.1. Maximum and minimum betting limits are determined by the gambling company.

5. Special cases:

5.1. Cancelled draws:

5.1.1. Draws can be cancelled due to technical failures: internet connection problems, technical problems in the studio or presenter's mistakes;

5.2. If the sound during the broadcast is lost or the presenter announces the wrong winning sector, the correct draw results are determined by the video broadcast;

5.2.1. If a player cannot see the live broadcast due to technical reasons (no internet connection, no electricity etc.) but the broadcast can be found in the archive, draw is deemed to have taken place;

5.2.2. Results of each draw and archive for the broadcasts can be found on the game organizer's website.

6. Game organization procedure:

6.1. Game draws run 24/7 every 2 minutes with maintenance breaks on demand.

6.1.1. Organizer has the right to change the time and the duration of the broadcasts;

7. Equipment used in the game:

7.1. Wheel of Fortune (see 1.1.).

8. Additional information:

8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.

8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.