Rules for all LEAP games

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Instant Football – game rules

These rules were last updated on 04/09/2018

Game overview

Description

Betting on Instant football is presented in a similar way to betting on a real football match however rather than being based on a real event, the outcomes are determined by a random number generator (RNG) with weighting applied proportional to the listed odds. The big advantage is that here the matches are played on demand which means you can watch them whenever you choose rather than waiting for a match to happen.

Frequency

Matches are played On-Demand, which means that once a bet is placed the game will start specifically for you. Each game is uniquely generated and will run only for you.

Determining Return to Player (RTP)

For all the markets presented in this game, the customer can see all the possible outcomes and the pay-outs offered. This allows the player to calculate the exact RTP of the market if they wish.

Minimum Bet and Maximum Win

Betting in instant football has some limits, we have various minimum and maximum bet limits that may be encountered. These are dynamic and will vary depending on the type of bet but will kick in to prevent you placing bets for which we would not return the full pay-out. We do this to ensure you will always receive the amount listed as a pay-out if your bet wins, if a limit would prevent this pay-out, you will be asked to amend your bet amount before it will accept the submission.

Odds

You can set your odds to be any of Fractional / Decimal / American these all have their own nuances, and it is a personal preference for what you are used too. None of these options affect your returns in any way it is just different systems for calculating or comparing the return.
The default is Decimal, where the stake is multiplied by the decimal to calculate the return.
Users should be aware that, by their nature, fractional and American odds are rounded to a nearest number as appropriate.
Therefore, in cases where the game or the user is playing with Fractional or American odds, the game will calculate based on the Decimal equivalent. The decimal values will be considered the true and correct values to two decimal places.

Basic Navigation

Each game has two randomly selected teams, and the betting options are calculated specifically for those teams. If you do not like the selected teams, you can press the “Change Teams” button at the top of the screen, and it will randomly select two new teams.

The main screen is showing all the details and betting options. The stats bar which is located at the top of the screen shows both teams' information. All the bets for each game that will be played in the matchday can be found below it, where you can either bet on or choose to view more betting options for the different games.
Once a game has finished you will be able to either Rebet or Rebet X2 which will ensure the same teams play again or go to a new match.

Placing a bet

You can select a bet by clicking on the odds, this will add the selection to the betting slip.
The value of the bet can be defined either before adding the bet to the bet slip, by setting a value in the bet amount box or after adding to the bet slip by editing the amount box in line with the selection in the bet slip itself.
The bets for any match are closed and considered submitted once you select "Start Match!" button.
If your match is interrupted for any reason, you can rewatch it from the bet history screen.
Selecting the portrait icon from the top banner will allow you to view your bet history. This includes latest matches, results for those matches and the any wins and returns.
In addition, you will be able to see a replay of the game, so you can always look back and check what happened.
Once the match has started your bets will be presented to the right of the video stream. There is an option to skip the game, not watch it or get immediately to the results. Using this option won't affect the match outcome or your winnings in any way, and you can always go back and watch it from the history screen.
Malfunction leading to a game not being generated correctly for any reason will Void bets for that game and return any stakes.

Bets Explained

We offer a wide range of betting options this section aims to help you understand these bets.

1X2

Single – Full-Time result or 1x2 (93.5%)

This is a straight bet on the outcome of a match, either a home win, a draw, or an away win.

Single – Double Chance (95%)

Just like 1X2 betting, here you can choose from three selections, where different outcomes are grouped. So, you can place bets on 2 out of the 3 outcomes of the match in the same bet (for example a team to win or to lose).

Single – Half-Time result (91%)

This is a straight bet on the team to lead at Half-Time, either the home team will have the lead, the score will be a draw, or the away team will lead.

Single - Under/Over total goals (95%)

Under/Over betting involves betting on the number of goals in the game. The bet is on whether the final number of goals will be over or under the line set by the book (for example under/over 2.5 goals).

More Bets

Single - Asian handicap (95%)

In this bet one team is in favour to win by a certain number of goals, which is known as the handicap, following, and considering the handicap, the bet is a straight bet on the outcome of a match, either a home win or an away win. (If a draw occurs after the handicap modifier, the bet is refunded)

Single- Match total goals (91%)

A winning bet is one that correctly predicts the combined total number of goals scored by both teams in the match.

Single – Full-Time exact score (91%)

If you correctly predict the final exact score of the game, you will win this bet.

Instant Races (Horses, Greyhounds, Speedway, Velodrome, Trotting) – game rules

These rules were last updated on 28/06/2019

Game overview

Description

Betting on virtual races is presented in a similar way to real races however rather than being based on a real event, the outcomes are determined by a random number generator (RNG) with weighting applied proportional to the listed odds.

Random Number Generator (RNG)

The RNG has been independently tested by an accredited testing supplier details are available upon request.

Frequency

Races are run On Demand which means that once a bet is being placed the race will start specifically for you. Each race is a new race and will run only for you.

Determining Return to Player (RTP)

For all the markets presented in this game, the customer can see all the possible outcomes and the prices offered. This allows the player to calculate the RTP of the market if they wish.

Race	Min RTP Win	Max RTP Win	Min RTP Place	Max RTP Place	RTP Forecast
Instant Horses	88.13 %	92.7 %	89.57 %	94.62 %	91.00 %
Instant Greyhounds	88.17 %	92.71 %	89.41 %	94.27 %	91.00 %
Instant Speedway	89.38 %	92.83 %	90.32 %	92.23 %	91.00 %
Instant Velodrome	88.13 %	92.7 %	89.60 %	94.38 %	91.00 %
Instant Trotting	88.13 %	92.69 %	89.60 %	94.38 %	91.00 %

Win Bet

To determine the RTP of a Single Win Bet, divide 100 by each of the potential odds. Add these figures together and divide 100 by the sum and multiply by 100 to obtain a percentage. This gives the overall RTP shown bottom right of the following table.
For example, if the race has four outcomes with the below decimal odds, here is an example of how the RTP can be calculated:

RACER 1	1.25	100/1.25	80.00
RACER 2	8.5	100/8.5	11.76

RACER 3	11	100/11	9.09
RACER 4	23	100/23	4.35
		total	105.20
		(100/100.25)*100	95.05 %

Place Bet

To determine the RTP of a Single Place Bet, divide 100 by each of the potential odds. Add these figures together and divide by the number of prize-winning places, take this and divide 100 by the result and multiply by 100 to obtain a percentage. This gives the overall RTP shown bottom right of the following table.

For example, if the race has 8 runners (thus 3 place winning positions) with the below decimal odds, here is an example of how the RTP can be calculated:

RACER 1	1.74	100/1.74	57.47
RACER 2	1.99	100/1.99	50.25
RACER 3	2.05	100/2.05	48.78
RACER 4	2.1	100/2.1	47.62
RACER 5	2.2	100/2.2	45.45
RACER 6	2.45	100/2.45	40.82
RACER 7	3.12	100/3.12	32.05
RACER 8	6.6	100/6.6	15.15
		total	337.60
		337.6/3	112.53
		(100/112.53)*100	88.86%

Minimum Bet and Maximum Win

Betting in virtual racing has some limits, we have various minimum and maximum bet limits that may be encountered. These are dynamic and will vary depending on type of bet but will kick in to prevent you placing bets for which we would not return at the correct pay-out. We do this to ensure you will always receive the amount listed as a pay-out if your bet wins, if a limit would prevent this pay-out, you will be asked to amend your bet amount before it will accept the submission.

Broadcasts

Races are broadcast as live video streams through an integrated media player, you can switch between any of the sports using the menu across the top of the screen

Odds

You can set your odds to be any of Fractional / Decimal / American these all have their own nuances, and it is a personal preference for what you are used too. None of these options affect your returns in any way it is just different systems for calculating or comparing the return. The default is Decimal, where the stake is multiplied by the decimal to calculate the return.
Users should be aware that, by their nature, fractional and American odds are rounded to a nearest number as appropriate. Therefore, in cases where the game or the user is playing with Fractional or American odds, the game will calculate based on the Decimal equivalent. The decimal values should be considered the true and correct values to two decimal places.

Basic Navigation

Each race has its own broadcast stream and betting options. In the header you have an option to navigate between the different races.
Once selecting a race there are the following options:

- The racers details are being presented one after the other, clicking on the name of racer will expand out their details and give you more information about them, and their history.
- Placing a bet, after you have selected a race, you can select a bet by clicking on the odds, this will add them to the betting slip.
- The amount of the bet can be defined either by a default amount presented below the racer's odds, or/and in the bet slip before placing the bets
- The bets for any race close once you select to place the bets and start the race.
- On the top right side of the header, there is an option to view your latest bets, race outcome for those bets and the bets results including any wins and returns, as well as you will be able to see a replay of the race that had run, so you can always look back and find out if you won.
- Once a race has started your bets will be presented in a header above the race. There is an option to skip the race, not watch it to and get immediately to the race results. Using this option won't affect the race outcome or your winnings in any way.
- Once a race has finished you will be able to select "Rebet" which will place exactly the same bets again on new race with different runners. "Rebet x2" will place the same bets on the new race with double the stake.

Malfunction leading to a race not running for any reason will Void bets for that race and return any stakes.

Bets Explained

We offer a wide range of betting options this section aims to help you understand these bets.

Singles

Single - Win Bet

This is where you submit a bet on a single racer to win, if the selected racer does not finish in 1st place no win is returned

Single - Place Bet

This bet can be slightly different depending on the number of racers in a race and is where you submit a bet on a single racer to finish in a prize-winning place, if the selected racer does not finish in any of these places, then no win is returned.

NUMBER OF RACES	PRIZE WINNING PLACES
16	1^{st} 2^{nd} 3^{rd} 4^{th}
8-15	1^{st} 2^{nd} 3^{rd}
5-7	1^{st} 2^{nd}
4*	1^{st} 2^{nd}
*Normally races would not accept a place bet on 4 or less racers but we offer you that chance	

Forecast (Straight Forecast)

A Forecast bet is where you predict which racer will finish in 1st and 2nd place if you get both racers correctly predicted you win, if just one of the racers is wrong you get no return.
Note: When placing a Forecast bet the amount shown is only an estimate, the exact prize will be calculated when you win and may differ slightly from the estimate.

Instant Euroleague Legends – game rules

These rules were last updated on 12/12/2020

Game overview

Description

The Instant EuroLeague Legends game will allow players to place bets on matchups between EuroLeague teams. These matchups will show real footage from previous years combined with different parts of those games to allow an RNG-based outcome to the matchup. The betting options are presented in a similar way to betting on real basketball matches. However, rather than being based on actual events, the game outcomes are determined by a random number generator (RNG) with weighting applied in proportion to the listed odds.
The significant advantage is that the matches are played on demand, which means you can watch them whenever you choose rather than waiting for a game to happen.

Frequency

Matches are played "On Demand," so once a bet is placed, the game will start specifically for you.
Each game is uniquely generated and will run only for you.

Determining Return to Player (RTP)

The customer can see all the possible outcomes and the pay-outs offered for all markets presented in this game. This feature allows the player to calculate the exact RTP of the market if they wish.

Minimum Bet and Maximum Win

Betting in Instant Euroleague Legends has limits. We have various minimum and maximum bet limits that may be encountered.
These limits are dynamic and will vary depending on the type of bet. However, they will kick in to prevent you from placing bets for which we would not have returned the full pay-out
We do this to ensure that you always receive the amount listed as a pay-out if your bet wins. If a limit would prevent this pay-out, you will be asked to amend your bet amount before the submission is accepted.

Odds

You can set your odds to be Fractional, Decimal, or American. All of these have their nuances, and your preference depends on what you are accustomed to.
These options are just different systems for calculating or comparing the return and have no impact on your returns.
The default is Decimal, where the stake is multiplied by the Decimal to calculate the return.
Users should be aware that, by their nature, Fractional and American odds are rounded to the

nearest number. Therefore, in cases where the game or user is playing with Fractional or American odds, calculations will be based on the Decimal equivalent. The Decimal values should be considered being the proper and correct values to two Decimal places.

Basic Navigation

Each game has two randomly selected teams, and the betting options are explicitly calculated for them.
If you do not like the selected teams, you can press the "Next" button on the top of the screen, and it will randomly choose two new teams. If you wish to return to the previous matchup, you can press the "Prev" button on the top screen, and it will go back to the last matchup that was presented.
The main screen shows all the details and betting options. The stats bar, which is located at the top of the screen, shows both teams' information.
All betting options for the game are presented below the stats bar.
Once a game has finished, you can "REBET" or "REBET X2" for the same teams to play again or go to a new match.

Placing a Bet

You can select a bet by clicking on the odds, which will add the selection to the betting slip. The bet's value can be defined in two ways: either by the default stake on the bet slip which will apply the value to all bets or by editing the amount box in line with the selection in the bet slip itself.
The bets for any match are closed and considered submitted once you select "SUBMIT & START" match. If your game is interrupted for any reason, you can watch it again from the bet history screen.
By selecting the bet history option on the menu, you can view your bet history. This history includes the latest matches, results for those matches, and any wins and returns. Furthermore, you will be able to see a replay of the game so that you can always look back and check what happened.
Once the match beings, your bets are presented to the right of the video stream. There is an option to skip the game and immediately get the results.
Using this option will not affect the match outcome or your winnings, and you can always go back and watch it from the history screen.
A malfunction leading to a game being generated incorrectly for any reason will void bets for that game and return any stakes.

Rewards Bar

After playing ten games, you can unlock the "Choose Matchup" option to pick your favourite matchup.
After every pick, the bar resets, and the rewards are re-activated once you reach ten games again.

Bets Explained

We offer a wide range of betting options. The following section aims to help you understand these bets.

Main Bets

Moneyline – Full-time game winner 1/2 (93.5%)
Moneyline is a straight bet on the match's outcome, either a home win or an away win.

Handicap – Full-time game-winner with a variable spread (94%)
This bet involves each team receiving a "virtual" advantage to balance the odds in several directions to create multiple types of bets.
This is calculated with the result +/- the handicap number to find the handicap winner.
For example: Team A - 6.5 vs Team B + 6.5.
If team A wins by 6 points or less or loses the game, team B wins the handicap bet.

Under/Over (U/O) Full- time – Number of match points (94%)
Betting on how many points will be scored in the game's final score:
For example, U/O 160.5 means that every score of 160 or less will be under, and every score of 161 points or above will be over.

Under/Over (U/O) Team total (Home) – Number of points Home team scored in the match (95%)
Betting on the number of points the home team will score in the match.
For example: Home team U/O - 80.5, Away team U/O – 77.5.

Under/Over (U/O) Team total (Away) – Number of points Away team scored in the match (95%)
Betting on the number of points the away team will score in the match.
For example: Home team U/O - 80.5, Away team U/O – 77.5.

Half-time Bets

Under/Over (U/O) Half-time – Number of points that will be scored by half-time (94%)
Betting on the number of points that both teams will have scored by half-time**.**
For example: U/O - 79.5.

Half-time Handicap – Half-time game-winner with a variable spread (94%)
This bet involves each team receiving a "virtual" advantage to balance the odds.
This is calculated with the half-time result +/- the handicap number to find the handicap winner.
For example: Team A - 3.5 vs Team B + 3.5.
If by half-time, team A leads by 3 points or less or is losing the game, team B wins the handicap bet.

Even/Odd bets

Total game Even/Odd (95%)
Betting on whether both teams' results combined creates an even or odd number.
For example:
Team A – 80 vs. Team B – 78.
80 + 78 = 158, which is an even number.

Team Total Even/Odd (95%)
Betting on whether a team's results will be even or odd.

Winning Margins (91%)
Betting on the final result's winning margins (for both teams).
In this case, you have five options:
1-3, 4-7, 8-12, 13-18, 19+

Football Streak – game rules

These Rules were last updated on 8/8/2021

Game Overview

Football Streak is a virtual football game that offers 3D Football simulation matches 24 hours a day, 7 days a week, in an on-demand mode.
The simulation contains a pool of 16 countries with randomly selected matchups that your selection can change.
The outcome of the games is determined by a Random Number Generator (RNG) with weighting applied proportionally to the stronger team.
The on-demand mode means that games start on the player's demand, and the significant advantage of an on-demand match is that you can play and watch the games whenever you choose rather than waiting for the game to start at a defined time.

On-Demand

Matches start once a bet is placed and the game will begin exclusively for you.
Each game is generated uniquely per player.

Basic Navigation

Two teams will be selected randomly from our 16 teams pool and create different betting options that are calculated for each matchup.
If you do not 'like' the selected teams, you can press the "Next" button on the top of the screen, and it will randomly choose two new teams. If you wish to return to the previous matchup, you can press the "Prev" button on the top screen, and it will go back to the last matchup presented.
The main screen presents all the betting options, statistics, and teams' details.
All betting options for the game are presented below the teams' presentation area. The first tab presents all the betting options, while the Game Line, Goals, and Halftime tabs present the same betting options but filtered respectively.
After each game, you can choose to play the same matchup again by choosing the "REBET" or "REBET X2" options. The options will offer the same matchup with your previous selections (without starting the actual game) while waiting for you to approve or change the selections and place the bets to start the game.

Placing a Bet

Clicking any bet selections will place the selected bet into the bet slip.
The bet's value can be defined in two ways: either by the default stake on the bet slip, which will apply the value to all bets, or by editing the amount manually in the bet slip itself.
The bets will only be submitted once you clicked the "SUBMIT & START" button to submit the bets and start the match. If the game is interrupted for any reason, the reply would be available for you on the bet history page.
Once the match begins, bets will be presented to the right of the video stream on a Desktop view and below the video stream on a Mobile view. There is an option to skip directly into

Halftime to cash out your bets or place Halftime bets according to the game result.
In addition, you can skip directly to the final score and immediately see the match result and the outcome of your bet. Skipping the match to halftime or the end doesn't affect the game outcome or your betting outcome in any way.
By selecting the Bet history option on the menu, you can view your bets history. Bet history includes the latest matches, results for those matches, and any wins and returns. Furthermore, you can always watch the replay of any matchup played to check and explore the match again.
A malfunction leading to a game being generated incorrectly for any reason will void all bets for that game and return all the original stakes to you.

Cash-out

We offer a cash-out option to claim your winnings early during the halftime break of the game. Cashing out means that you can choose to cash out the bet during halftime for the amount offered. In this case, the bet is closed before the game ends, and the funds are transferred to your account.
The RTP on a Cash-out bet will have the same RTP percentage as the correspondent market return to player specified above minus 0.5 from the difference between the return to player and 100%.
For example, if the RTP on the main market is 95%, the RTP on the cash-out for the same market will be 95%-0.5*(100%-95%)=92.5%

Halftime Bets

Two betting options are offered during the halftime of the games. Either watching the game to the halftime or skipping to it will allow you to place bets following knowing the half time score. Those bets will be settled at the end of the game with all other bets that were placed.

Bonus round

Football Streak offers a bonus game.
Every game played in the football streak game in which more than 5 goals are scored in, rewards you with a Bonus Football ball.
Once you collect 6 balls you will be awarded a special bonus penalty play, in which you can decide whether a stand-alone penalty kick will be scored or missed. The stake amount played on the bonus play will be the average betting amount on all games played (wins, losses & cash-outs) from your betting games during the collection of all 6 balls.
The bonus round must be played immediately after collecting the 6^{th} ball. In case of game interruption, a player must come back into the game and play the bonus round in order for the original bet and bonus to settle before moving to the next game.
The average from the total amount gathered during the user's bets until he got into the bonus round will be used as betting money only to generate the wanted win amount if the bonus round is successful.
For example:
100$ Bonus + 1.25 odds would generate 125$ = the user wins 25$

Return to Player (RTP)

You can calculate the return on the different markets offered in the game. For that, all possible outcome for each market is presented with the respective pay out for each of them.

Minimum & Maximum Bet and Maximum Win

Football Streak betters may encounter various minimum and maximum bet limits.
Limits are presented in the game to ensure that players will always receive the amount listed as a pay out if their bet wins. If a limit is breached, a limit message will be presented, and you will be asked to amend your bet amount before your bet will be accepted.
The limits are dynamic and may be different between each bet type.

Odds Variation

Odds are offered in a variety of ways: American, Decimal, or Fractional, while Decimal is the default.
Those are just different ways of calculating or comparing the return, and they do not affect the final return to the player.
The decimal values to two decimal places are the accurate values where the stake is multiplied by the decimal to calculate the exact return, while the American and Fractional presentations are rounded to the nearest appropriate decimal number.

Betting options explanation

Please note: Bonus round RTP will pay additional 1.04% RTP on top of the bets RTP mentioned below.

Fulltime result winner - Moneyline 1X2 (90.5%)

This is a straight bet on the outcome of a match, where Team A wins/Team B wins/Draw.

Handicap – Full-time game-winner with a variable spread (91.5%)

This is a bet where each team gets a "virtual" advantage to balance the odds in several directions to create multiple types of bets.
This is calculated with the result +/- the handicap number to find the handicap winner.
For example: Team A -1.5 vs Team B + 1.5
If team A wins by one goal or less or loses the game, team B wins the handicap bet.

Under/Over (U/O) Total goals, Full time only – Number of goals of the match (91.5%)

Betting on how many goals will be scored in the game's final score:
For example, with U/O 2.5, every game that generates two goals or less will be under. Every game that generates three goals or above will be over.

Full-time exact result (89%)

Betting on the exact match result after 90 minutes (overtime not included).

Match total goals (91.5%)
Betting on the exact total number of goals that will be scored during the match:
0,1,2,3,4+

Double Chance: 1 or X, 2 or X, 1 or 2 (90.5%)
Betting on the game outcome with a double chance of winning out of three results from a 1X2 bet.

Both teams will score - Yes/No (91.5%)
Betting on whether both teams will end up scoring goals in the game.

Halftime Bets:

Halftime result - 1X2 (90.5%)
This is a straight bet on the first half outcome: Team A wins/Team B wins/Draw.

Under / Over (U/O) Halftime – Number of goals that will be scored by halftime (91.5%)
Betting on the number of goals, both teams will score by halftime.
For example, U/O – 1.5

Half with more goals - 1X2 (91%)
3-Way bet on which half will generate more goals: first half/second half/same number of goals on both.

Halftime/Fulltime (89%)
The result of the game at Halftime & Fulltime (1X2).

NASCAR Streak – Game rules

These rules were last updated on 8/10/2021

Game overview

Description

The NASCAR STREAK game provides players with the opportunity to place bets on races between virtual NASCAR racers on the Daytona raceway and allows fast-paced betting options. The Daytona races are combined with 3D virtual NASCAR racing cars with RNG-based outcomes for every race.
The significant advantage is that the races are played “On Demand,” which means you can watch them whenever you choose rather than waiting for a game to happen.

Frequency

Matches are played "On Demand." This means that each game is uniquely generated to start just for you once you place a bet.

Determining Return to Player (RTP)

Players can see all possible outcomes and pay-outs offered for all markets presented in the game. In addition, this feature allows players to calculate the market’s exact RTP if they wish.

Minimum Bet and Maximum Win

Players may encounter various betting limits in NASCAR STREAK. These limits are dynamic and will vary depending on the type of bet. However, they kick in to prevent you from placing bets for which we would not have returned the full pay-out.
We do this to ensure that you always receive the amount listed as a pay-out if your bet wins. If a limit would prevent this pay-out, we will ask you to amend your bet amount before accepting your submission.

Odds

You can set your odds to be Fractional, Decimal, or American. All have their nuances, and your preference depends on what you are accustomed to. These options are simply different systems for calculating or comparing returns, but do not impact them.
The default selection is Decimal, where the Decimal multiplies the stake to calculate the return.
Players should be aware that Fractional and American odds are rounded to the nearest number by their nature.
Therefore, if the game or user is playing with Fractional or American odds, calculations will be based on the Decimal equivalent.
Consider the Decimal values as the proper and correct values to two Decimal places.

Basic Navigation

Each game has 12 randomly selected racers, and the betting options are explicitly calculated for them.
The main screen will contain the major betting options.
The “More” tab will include alternative bets that are directly related to the race.
The main screen also shows all the details and betting options. In addition, the stats bar, which you can find at the top of the screen, shows the racers’ information.
Once a game has finished, you can “REBET” or “REBET X2” for the same racers to race again or go to a new race.

Placing a Bet

You can select a bet by clicking on the odds, which will add the selection to the betting slip.
One can define the bet’s value in two ways: by the default stake on the bet slip, which will apply the value to all bets, or by editing the stake box in line with the selection in the bet slip itself.
The bets for any race are closed and considered submitted once you select the “START RACE” button. If your game is interrupted for any reason, you can watch it again from the bet history screen.
View your bet history by selecting the “bet history” option in the menu. This history includes the latest races, their results, and any wins and returns. Furthermore, you can see a race replay to check what happened.
Once the race beings, your bets are presented to the right of the video stream. There is an option to skip the race and immediately get the results.
Using this option will not affect the race outcome or your winnings, and you can always go back and watch it from the history screen.
A malfunction leading to a game being generated incorrectly for any reason will void bets for that game and return any stakes.

Bonus round

NASCAR Streak offers a bonus game.
Every race played in the NASCAR Streak game that ends with three odd or even numbers winning (places 1-3) will award the user with a wheel.
Once you collect six wheels, you win a special bonus race where you can bet whether the race winner’s outcome will be even or odd.
The stake amount played on the bonus play will be the average amount on all games played (wins, losses) from your games during the collection of all six wheels.
The bonus round must be played immediately after collecting the 6th wheel. If the game is interrupted, the player must return to the game and play the bonus round for the original bet and bonus to settle before moving to the next race.
The average from the total amount accumulated during a user's bets until they entered the bonus round will only be considered betting money to generate the desired win amount if the bonus round is successful.

For example:
$100 Bonus + 1.25 odds would generate $125 = user’s wins $25

Bets Explained

We offer a wide range of betting options. The following section aims to help you understand these bets.

Main Bets

Win – The race winner who finishes 1st
A win is a straight bet where you are betting on the car/racer that wins the race and finishes 1st.

Place – Betting on whether a racer will finish 1st or 2nd or 3rd
Place bet is picking a racer that will finish in the first three places.
The return is the same if the racer finishes in the 1st, 2nd, or 3rd place.

Forecast - Predicting the exact order of the winner & 2nd place
In Forecast betting, you can try to predict the exact order of the 1st and 2nd place in the race.

More Bets

Winner number: Even/Odd
Choosing whether the winning car number will be Even or Odd.
For example:
Car number 1 is winning the race; Odd is the winning bet.
Car number 2 is winning the race; Even is the winning bet.

Winner number 2-Way
Choosing the winning car number 1-6/7-12

Winner number 4-Way
Choosing the winning car number 1-3/4-6/7-9/10-12

Top 3 total number Under/Over
Combining the top 3 racers' numbers into an Under/Over bet.
For example, if the top 3 winners are 3, 7, 9, we calculate 3+7+9=19.

Virtual Races - Game rules

These rules were last updated on 08/05/2019

Overview of Game

Description

Betting on virtual races is presented in a similar way to real races however rather than being based on a real event, the outcomes are determined by a random number generator (RNG) with weighting applied proportional to the listed odds.

Random Number Generator (RNG)

The RNG has been independently tested by an accredited testing supplier details are available upon request.

Frequency

Races are run regularly every 3-30mins 24 hours a day, 7 days a week and players can play at any time, we do however recommend that you limit your time and always gamble responsibly if you feel you are gambling too much then please call the National Gambling Helpline, on Freephone 08088020133 or visit http://www.gambleaware.co.uk

Determining Return to Player (RTP)

For all the markets presented in this game, the customer can see all the possible outcomes and the prices offered. This allows the player to calculate the RTP of the market if they wish.

Each race is unique and due to this there will be some variance in the RTP due to rounding, the number of runners and differing house margins for some sports. The RTP will fall in the ranges shown below.

Race	Min RTP Win	Max RTP Win	Average RTP Win	Min RTP Place	Max RTP Place	Average RTP Place	Average RTP Forecast	Average RTP Tricast
Horses	86.40%	91.37%	88.88%	87.78%	91.47%	89.62%	85.00%	80.00%
Greyhounds	87.96%	92.69%	90.33%	88.93%	92.91%	90.92%	88.00%	84.00%
Speedway	91.24%	94.89%	93.06%	92.25%	94.24%	93.24%	91.00%	N/A
Cycling	86.16%	91.36%	88.76%	87.82%	91.47%	89.64%	85.00%	80.00%
Trotting	86.39%	91.39%	88.89%	87.82%	91.59%	89.64%	85.00%	80.00%

Win Bet

To determine the RTP of a Single Win Bet, divide 100 by each of the potential odds. Add these figures together and divide 100 by the sum and multiply by 100 to obtain a percentage. This gives the overall RTP shown bottom right of the following table.
For example, if the race has four outcomes with the below decimal odds, here is an example of how the RTP can be calculated:

RACER 1	1.25	100/1.25	80.00
RACER 2	8.5	100/8.5	11.76
RACER 3	11	100/11	9.09
RACER 4	23	100/23	4.35

Total 105.20

(100/105.2) *100 95.05%

Place Bet

To determine the RTP of a Single Place Bet, divide 100 by each of the potential odds. Add these figures together and divide by the number of prize-winning places, take this and divide 100 by the result and multiply by 100 to obtain a percentage. This gives the overall RTP shown bottom right of the following table.

For example, if the race has 8 runners (thus 3 place winning positions) with the below decimal odds, here is an example of how the RTP can be calculated:

RACER1	1.74	100/1.74	57.47
RACER 2	1.99	100/1.99	50.25
RACER 3	2.05	100/2.05	48.78
RACER 4	2.1	100/2.10	47.62
RACER 5	2.2	100/2.20	45.45
RACER 6	2.45	100/2.45	40.82
RACER 7	3.12	100/3.12	32.05
RACER 8	6.6	100/6.6	15.15

Total 337.60

337.60/3 112.53

(100/112.53) *100 88.86%

Multiple Bet

If a customer chooses to place a multiple bet, then the RTP is calculated as the product of the RTPs of the selections included in the multiple:

For example, assume that we are placing a treble on three races and that the RTP in each constituent race is 95.5%, calculated as above.

The potential pay-out of the bet being the product of the prices offered for the individual selections. The actual chance of the bet winning will be the product of the individual chances of the constituent selections. These combined statements cause the RTP to be the product of the individual RTPs for each selection. The given example would be calculated as follows.

The change of an accumulator winning is **P(m)=p(s1) *p(s2) * p(s3)**

And the overall price is: **Overall price =price1*price*price3**

Therefore, since RTP of the multiple

P(m) * overall price

{p(s1) *p(S2) *p(s3)} *{price1*price2*price3}

{p(s1) *price1} *{p(2s) *price2}*{p(s3)*price3}

RTP1*RTP2*RTP3

0.95*0.95*0.95

0.86

Minimum Bet and Maximum Win

Betting in virtual racing has some limits, we have various minimum and maximum bet limits that may be encountered. These are dynamic and will vary depending on type of bet but will kick in to prevent you placing bets for which we would not return at the correct pay-out. We do this to ensure you will always receive the amount listed as a pay-out if your bet wins, if a limit would prevent this pay-out, you will be asked to amend your bet amount before it will accept the submission.

Broadcasts

Races are broadcast as live video streams through an integrated media player, you can switch between any of the sports using the menu across the top of the screen.

Odds

You can set your odds to be any of Fractional / Decimal / American these all have their own nuances, and it is a personal preference for what you are used too. None of these options affect your returns in any way it is just different systems for calculating or comparing the return. The default is Decimal, where the stake is multiplied by the decimal to calculate the return.

Users should be aware that, by their nature, fractional and American odds are rounded to a nearest number as appropriate. Therefore, in cases where the game or the user is playing with Fractional or American odds, the game will calculate based on the Decimal equivalent. The decimal values should be considered the true and correct values to two decimal places.

Basic Navigation

Each race has its own broadcast stream and betting options. The tabs running across the top counting down to the next race of each type allow you to switch between

races.
Below the stream are the following options:

- Select which race you want to bet on, the next six are visible by default and you can scroll across to view the next 20 races.
- Clicking on the name of racer will expand out their details and give you more information about them, and their history, clicking on their name again will hide this extra information.
- Placing a bet, after you have selected a race, you can select a bet by clicking on the odds, this will add them to the betting slip.
- The bets for any race close 10 seconds before the start of a race if the Bet slip has not been submitted by this time the bets will get greyed out of the betting slip and cannot be submitted.
- Immediately below the stream on the right-hand side are options for viewing the latest results so you can see who won in any of the past races, in addition you can see your last bets and the outcomes, including any wins and returns, so you can always look back and find out if you won.
- Malfunction leading to a race not running for any reason will Void bets for that race and return any stakes.
- Users should be aware that, by their nature, fractional and American odds are rounded to a nearest number as appropriate. Therefore, in cases where the game or the user is playing with Fractional or American odds, the game will calculate based on the Decimal equivalent. The decimal values should be considered the true and correct values to two decimal places.

Bets Explained

We offer a wide range of betting options this section aims to help you understand these bets.

Singles

Single - Win Bet

This is where you submit a bet on a single racer to win, if the selected racer does not finish in 1st place no win is returned

Single - Place Bet

This bet can be slightly different depending on the number of racers in a race and is where you submit a bet on a single racer to finish in a prize-winning place, if the selected racer does not finish in any of these places, then no win is returned.

NUMBER OF RACERS	PRIZE WINNING PLACES
16	1^{st} 2^{nd} 3^{rd} 4^{th}
8-15	1^{st} 2^{nd} 3^{rd}
5-7	1^{st} 2^{nd}
4*	1^{st} 2^{nd}

*Normally races would not accept a place bet on 4 or less racers but we at 1x2Gaming offer you that chance

Single-E/W (Each Way) bet
This is a combination of the two above bets, win bet and place bet, and will cost double your stake. The E/W bet will pay out the Win and the Place return if the racer finishes in 1st place or will pay out the place return if it places in paying position dependent on the race type.

Forecast (Straight Forecast)
Forecast bet is where you predict which racer will finish in 1st and 2nd place if you get both racers correctly predicted you win, if just one of the racers is wrong you get no return.

Reverse Forecast (Dual Forecast)
You can place this type of bet by using the "Any" button in the Forecast screen, this is an extension to the Forecast bet where you select two racers that need to come in 1st and 2nd place but in any order. This bet will cost double your stake and will return nothing if either racer does not finish in the top two.

Tricast
A Tricast bet is where you predict which racers will finish in 1st, 2nd and 3rd place if you get all 3 racers correctly predicted you win if just one of the racers is wrong you get no return.

Reverse Tricast (Combination Tricast)
You can place this type of bet by using the "Any" button in the Tricast screen, this is an extension to the Tricast bet where you select three horses that need to come in 1st 2nd and 3rd place but in any order. This bet will cost six times your stake and will return nothing if any of the three selected horses does not finish in the top three.
Note: When placing a reverse Tricast bet the prize value is shown as an estimate of the range of the possible win should the selected racers finish in the designated positions.

Multiples bets
To place this type of bet you need to select multiple racers from different races onto your bet slip, if you select more than one entrant for the same race these options will be disabled.
You should be able to select win, place or e/w bets for the multiples but not combinations within the same multiple, if when you selected the entrants from the race screen you use a selection of types they will be converted to whichever bet type is selected for the multiple.
The number in brackets beside the multiple abbreviation i.e., DOU (10) means that to place this bet with the currently selected racers this bet will cost 10 times the stake.
The following table list all the multiples' options with their abbreviations and descriptions of what they mean.

Accumulator [ACC] / X-Fold [XFD]
An Accumulator bet is 1 bet involving 2 or more selections in different races. (Also called an X-Fold Bet)
For example

. Buzzer to win at 10:04 Trowbridge Horse Race.

. Sea Mist to win 10:09 Bridlington Dog Race

All selections must be successful for the bet to win, with returns being reinvested in subsequent races.

Double [DOU]
A double is 1 bet involving 2 selections in different races.
For example

. Buzzer to win at 10:04 Trowbridge Horse Race.

. Sea Mist to win 10:09 Bridlington Dog Race

Both selections must be successful for the bet to win, with returns from the first reinvested on the second.
If more than 2 selection are made this option will enable all combinations of doubles possible and increase the stake to cover placing all those bets.

Treble [TRB]
A treble is 1 bet involving 3 selections in different races.
For example

. Buzzer to win at 10:04 Trowbridge Horse Race.

. Sea Mist to win 10:09 Bridlington Dog Race

. Nick Walter to win at the 10:12 Barnstable Speedway

Returns from the first are reinvested on the second and then onto the third. All selections would all have to win for the bet to be successful.

4-Fold [4FD]
A 4-fold is 1 bet involving 4 selections in different races.
For example

. Buzzer to win at 10:04 Trowbridge Horse Race.

. Sea Mist to win 10:09 Bridlington Dog Race

. Nick Walter to win at the 10:12 Barnstable Speedway

. Life Jacket to win at 10:08 Penrith Horse Race

All selections must be successful for the bet to win. Winning returns are reinvested on successive selections.

5-Fold [5FD]
A 5-fold is 1 bet involving 5 selections in different races. All selections must be successful for the bet to win. Winning returns are reinvested on successive selections.

6-Fold [6FD]
A 6-fold is 1 bet involving 6 selections in different races. All selections must be successful for the bet to win. Winning returns are reinvested on successive selections.

7-Fold [7FD]
A 7-fold is 1 bet involving 7 selections in different races. All selections must be successful for the bet to win. Winning returns are reinvested on successive selections.

8-Fold [8FD]
An 8-fold is 1 bet involving 8 selections in different races. All selections must be successful for the bet to win. Winning returns are reinvested on successive selections.

9-Fold [9FD]
A 9-fold is 1 bet involving 9 selections in different races. All selections must be successful for the bet to win. Winning returns are reinvested on successive selections.

Trixie [TRX]
A Trixie consists of 4 bets involving 3 selections in different races, 3 doubles and 1 treble. Any two winning selections guarantee a return. If any 2 of your selections wins, 1 of the double bets gives a return. If all 3 of your selections wins, all 3 of the doubles, and the treble give a return.

Patent [PAT]
A patent consists of 7 bets involving 3 selections in different races, 3 singles, 3 doubles and 1 treble. Any one winning selection guarantees a return.

For example

. Buzzer to win at 10:04 Trowbridge Horse Race.

. Sea Mist to win 10:09 Bridlington Dog Race

. Nick Walter to win at the 10:12 Barnstable Speedway

If any 1 of your selections wins 1 of the single bets give a return. If any 2 selections win, 2 of the single bets and 1 of the doubles give a return. If all 3 selections win, then all 3 singles, all 3 doubles and the treble give a return.

Yankee [YAN]
A Yankee consists of 11 bets involving 4 selections in different races, 6 doubles, 4 trebles and 1 four-fold. Any two winning selections guarantee a return.

For example

. Buzzer to win at 10:04 Trowbridge Horse Race.

. Sea Mist to win 10:09 Bridlington Dog Race

. Nick Walter to win at the 10:12 Barnstable Speedway

. Life Jacket to win at 10:08 Penrith Horse Race

If any 2 of your selections wins, 1 of the doubles gives a return. If any 3 selections wins, 3 of the double bets and 1 of the trebles give a return. If all 4 selections wins, then all 6 doubles, 4 trebles and the four-fold give a return.

Super Yankee [SYK]
A super Yankee consists of 26 bets involving 5 selections in different races, 10 doubles, 10 trebles, 5 four-folds and 1 five-fold. Any two winning selections guarantee a return.

Lucky 31 [L31]
A lucky 31 consists of 31 bets involving 5 selections in different races, 5 singles, 10 doubles, 10 trebles and 5 four-folds and 1 five-fold. Any one winning selection guarantees a return.

Heinz [HNZ]
A Heinz consists of 57 bets involving 6 selections in different races, 15 doubles, 20 trebles, 15 four-folds, 6 five- folds and 1 six-fold. Any two winning selections guarantee a return.

Lucky 63 [L63]
A lucky 63 consists of 63 bets involving 6 selections in different races, 6 singles, 15 doubles, 20 trebles, 15 four- folds, 6 five-folds and 1 six-fold. Any one winning selection guarantees a return.

Super Heinz [SHZ]
A super Heinz consists of 120 bets involving 7 selections in different races, 21 doubles, 35 trebles, 35 four-folds, 21 five-folds, 7 six-folds and 1 seven-fold. Any two winning selections guarantee a return.

Goliath [GOL]
A goliath consists of 247 bets involving 8 selections in different races, 28 doubles, 56 trebles, 70 four-folds, 56 five-folds, 28 six-folds, 8 seven-folds and 1 eight-fold. Any two winning selections guarantee a return.

Responsible Gambling

1. Don't think of gambling as a way to make money

The venue is using gambling to make money. It's not designed to work the other way around. Over time you will give away more money than you receive! Think of gambling as an entertainment expense – just like buying a movie ticket.

2. Only gamble with money you can afford to lose

Gamble within your weekly entertainment budget, not with your phone bill or rent budget.

3. Set a money limit in advance

Decide how much you can afford to lose before you go to play. When it's gone – it's over! If you win, you've been lucky, but don't be disappointed if your luck doesn't continue

4. Set a time limit in advance

It's easy to lose track of time when you're gambling. Set a time limit or alarm, and when time's up – quit! Odds are that the more time you spend gambling, the more money you will lose.

5. Never chase your losses

If you lose your set money limit and then try to win some of it back before you leave, then you haven't really set a money limit. Chasing your losses will usually just lead to bigger and bigger losses.

6. Don't gamble when you're depressed or upset

Decision-making can be more difficult when you're stressed or emotionally upset. Make sure you only gamble when you're feeling happy and clear headed.

7. Balance gambling with other activities

When gambling becomes your only form of entertainment, it's unlikely that you're still just gambling for the fun of it, and your gambling may even be a problem. Make sure gambling isn't your only pastime.

8. Do not take your bank card with you.,

This is a good way to safeguard your money limit and not let being in the moment warp your judgment.

9. Take frequent breaks,

Gambling continuously can cause you to lose track of time and perspective. Step out for some air or a bite to eat at regular intervals.

10. Do not drink or use drugs when gambling,

Drugs and alcohol cloud judgment, and good judgment stands as your main line of defence against letting gambling get out of control.

It's really up to you

If you are concerned about keeping your gambling under control, sticking to some simple rules such as setting a money or time limit can help make the hard decisions for you when the time comes to walk away. To find further advice and support
visit http://www.gambleaware.co.uk

Virtual (Scheduled) Football – Game Rules

These rules were last updated on 21/11/2017

Description

Virtual football is an application which allows betting on virtual football matches between virtual football teams. The virtual football game is running as a virtual league with 16 teams where each team is playing against the other team twice during the football season. The outcome of the match is generated by a random number generator with weighting applied proportions to the listed odds.

Minimum Bet and Maximum Win

Betting in virtual football has some limits on the bet amount and win amount. The limits are dynamic and will kick in to prevent you placing bets for which we would not return at the correct pay out. We do this to ensure you will always receive the amount listed as a pay out if your bet wins. If a limit would prevent this pay out, you will be asked to amend your bet amount before it will accept the submission.

Odds

You can set your odds to be any of Fractional / Decimal / American. These all have their own nuances, and it is a personal preference for what you are used to. None of these options affect your returns in any way - it is just different systems for calculating or comparing the return.

Basic Navigation

Each football week consists of 8 games split across two matchdays. 4 games are played in parallel in each matchday and you can browse between the different games and watch the one you choose.
Each game has its broadcast stream and betting options. The tabs running across the top allow the option to browse between the different games and the countdown to the next matchday is presented above the betting options.
The main screen is presenting a video area, while below it, there are 2 betting options for each game that will be played in the matchday, where you can either bet on or choose to view more betting options for the different games.
There are also options to see league table, statistics on teams and view your bets and their outcome.

Placing a bet

For pre-game bets on desktop you can select a bet by clicking on the odds. This will add the selection to the betting slip where you can set a stake and submit your bets.
For Half-Time bets you can select a bet by clicking on the odds at the Half-Time, this will open a pop up where you can select the chosen stake to bet on, from there you will directly place the bet without placing it in the bet slip.

On mobile, when placing a pre-game bet, you can decide to select 'Submit Bet' to place the bet directly or select 'Bet Slip' to place the bet on the bet slip to be submitted later.

Bets for a game will be closed when the game starts. If there are any outstanding bets for a game that has started, bet slip has not been submitted by this time, the bets will get greyed out of the betting slip and cannot be submitted.

Frequency

Matches are played constantly 24 hours a day, 7 days a week and players can play at any time, we do however recommend that you limit your time and always gamble responsibly.

Bets Explained

We offer a wide range of betting options; this section aims to help you understand these bets.

1X2

Single – Full-Time result or 1x2 (RTP 94.5%)
This is a straight bet on the outcome of a match, either a home win, a draw or an away win.

Single – Double Chance (RTP 94.5%)
Just like 1X2 betting, here you can choose from three selections, where different outcomes are grouped. So, you can place bet on 2 out of the 3 outcomes of the match in the same bet (for example a team to win or to lose).

Single - Half-Time/Full-Time (RTP 92%)
This is a bet on the match Half-Time result together with the Full-Time result. First you must correctly predict what the outcome will be at Half-Time (either the home team leading, a draw or the away team leading) and then you must correctly predict the final result of the game (either a home win, a draw or an away win).

Single – Half-Time result (RTP 92%)
This is a straight bet on the team to lead at Half-Time, either the home team will have the lead, the score will be draw or the away team will lead.

Single - Asian handicap (RTP 96%)
In this bet one team is in favour to win by a certain number of goals, which is known as the handicap, and following and considering the handicap, the bet is a straight bet on the outcome of a match, either a home win or an away win. (If a draw occurs after the handicap modifier, the bet is refunded)

Goals

Single - Under/Over total goals (RTP 96%)
Under/Over betting involves betting on the number of goals in the game. The bet is on whether

the final number of goals will be over or under the line set by for the book (for example under/over 2.5 goals).

Single- Match total goals (RTP 92%)
A winning bet is one that correctly predicts the combined total number of goals scored by both teams in the match.

Single – Both teams to score (RTP 96%)
This bet is betting if both of the teams will be scoring in the game or not, on this bet you may choose between 'Yes' and 'No'

Score

Single – Full-Time exact score (RTP 92%)
If you correctly predict the final exact score of the game, you will win this bet.

Single – Half-Time exact score (RTP 92%)
If you correctly predict the exact score at Half-Time you will win this bet

Multiples bets

To place this type of bet you need to select multiple bets from different games onto your bet slip. If you select more than one bet from the same game, the multiples bet option will be disabled and only single bets will be allowed to be placed.

The number in brackets beside the multiple abbreviation - i.e. Double (10) - means that to place this bet with the currently selected bets this bet will cost 10 times the stake as it will place 10 bets.

Virtual Golf - Game Rules

Virtual Golf Rules last updated 29/03/2021

Description

Virtual golf is a game which allows betting on virtual golf matches between virtual golf players. The outcome of every point within each match is generated by a random number generator with weighting applied proportions to the listed odds. The odds for each market are allocated after applying the relative strengths of each player and the specific stage of the match.

Basic Navigation

Each match has its own broadcast stream and betting options.
Above the video the current games appear as 'LIVE'. Click on one to open its video and options.
The videos show the current chosen game.
To the right of the video (on desktop) there are Shot by Shot Bets of the chosen game.
Underneath the “Shot by Shot” bets area there are the names of this game's contestants and basic details. Clicking on the '+' button next to the name of the player will expand their details and give you more information about them and their history.
By clicking on the X, you will hide this extra information.
Underneath the video and to the left (on desktop) are Hole Bets.
Underneath the video and to the right (on desktop) are Game Bets.

Placing a bet

After selecting a match, you can select the type of bets you want to select from. Each bet option can be expanded or collapsed in order to see the relevant odds for the bet, by clicking the odds of a bet an interface will be opened in which you can determine the exact amount you would like to place, either by typing the amount or use fixed amounts to choose the amount from. Clicking on “Place Bet” will submit the bet and park it in the “My 24h Bets” section.
Note that the odds of the markets get updated on an ongoing basis and are impacted by the outcomes of the preceding points continuously as time passes and the games continue.
Under the My 24h Bets section you can view your bets and the outcomes, including any wins and returns - so that you can always look back and find out if you won your bet/s.

Bets Explained

We offer a wide range of betting options; this section aims to help you understand these bets.

Two outcome Bets

Those bets are straight-forward two option bets that either one or the other option will be right. If the selected choice is correct then the bet will be a win and pay out, if the non-selected choice is correct then the bet will be a loss.

Will the Player tee land on Fairway?
In this case, you can bet whether the player will hit the fairway or not in the next shot.

Will the Player Hit the Green?
In this case, you can bet whether the player will hit the green or not in the next shot.

Will the Player Make his Putt?
In this case, you can bet whether the player will hit the ball into the putt or not in in the next shot.

Will the Player make Green in Regulation?
In this case, you can bet whether the player will make the green in regulation or not in this hole.

Will the Player hit the greenside Bunker?
In this case, you can bet whether the player will hit the greenside bunker or not in this hole.

Match Winner
This bet is about who will win the current match. The choices are between the two players.

Playoff/Shootout
This bet is whether there would be a playoff/shootout or not in the match.

Multiple outcomes Bets

Those betting option allows you to select the specific outcomes of the corresponding score within the game. If the result is the selected score the bet is a win and will pay out, otherwise the bet is a loss.

Hole Winner
This bet allows you to bet whether one player will win the hole, the other player will win the hole, or whether there will be a draw.

Winning Margins
There are two types of winning margins bets.

- In the first you can bet on the exact possible winning margins of the hole.

- In the second you can bet on the exact possible winning margins of the game.

Player Score
This bet allows you to bet on a specific player's score at the end of the current hole.

Hole Winning & Winning Score
This bet allows you to bet on the hole's winner and the winning score together.

Correct Score
This bet allows you to bet on the exact score at the outcome of the current hole.

When Bets Settle

There are 3 categories of bets which are the Shot by Shot, Hole Bets, and Game Bets. Each respective category will only settle at the end of the given interval. So Game Bets only settle at the end of each game, Shot by Shot Bets only settle at the end of each shot, and Hole Bets are only settled when holes are concluded.

Note that even though some of the outcomes of bets may be known in advance of settling, Game bets will only settle at the end of a Game and Hole Bets at the end of the holes. For example, when betting who will win the hole, even when the first player wins first, we only settle at the end of the Game.

Determining Return to Player (RTP)

For all the markets presented in this game, the customer can see all the possible outcomes and the prices offered. This allows the player to calculate the RTP (average 'Return to Player') of the market if they wish.

Two outcomes bet

To determine the RTP of a Single Two outcome Bet, divide 100 by each of the potential odds. Add these figures together and divide 100 by the sum and multiply by 100 to obtain a percentage. This gives the overall RTP shown bottom right of the following table.
For example, if the bet has two outcomes with the below decimal odds, here is an example of how the RTP can be calculated:

Option 1	**1.64**	100/1.64	60.97
Option 2	**2.10**	100/2.10	47.61
		total	108.58
		(100/103.61)*100 =	**92.09%**

Multiple outcomes bet

To determine the RTP of a multiple outcome Bet, divide 100 by each of the potential odds. Add these figures together and divide 100 by the sum and multiply by 100 to obtain a percentage. This gives the overall RTP shown bottom right of the following table.

For example, if the bet is who will be the hole winner in this game with the below decimal odds, here is an example of how the RTP can be calculated:

Player A	2.82	100/2.82	35.46
Player B	3.77	100/3.77	26.52
A Draw	2.29	100/2.29	43.66
		total	105.64
		(100/105.64)*100 =	**94.6%**

A theoretical return to player (RTP) by markets

Match bets:

Title	RTP
Match Winner	96.74%
Winning Margins	95.29%
Correct Score	95.24%
Playoff/Shootout	96.82%

Hole bets:

Title	RTP
Hole Winner	95.48%
Winning Margins	95.22%
Player Score	95.94%
Hole Winning & Winning Score	95.25%

Will the Player make GIR (Green in Regulation)?	96.46%

Shot by shot bets:

Title	RTP
Will the Player tee land on Fairway?	97.43%
Will the Player Hit the Green?	96.98%
Will the Player Make his Putt?	95.86%
Will the Player hit the greenside Bunker?	96.63%

Minimum Bet and Maximum Win

Betting in the virtual golf application has limits: we have various minimum and maximum bet limits that may be applied. These are dynamic and will vary depending on the type of bet but will kick in to prevent you from placing bets which might be problematic in terms of pay-outs. We do this to ensure you will always receive the amount listed as a pay-out if your bet wins. If a limit prevents this pay-out, you will be asked to amend your bet amount before it will be accepted for submission.

Odds

You can set your odds to be any of Fractional / Decimal / American. These all have their own nuances, and it is a personal preference for what you are used to. None of these options affect your returns in any way - it is just different systems for calculating or comparing the return. The default system is Decimal, where the stake is multiplied by the decimal to calculate the return.

Random Number Generator (RNG)

The RNG has been independently tested by an accredited testing supplier details are available upon request.

Frequency

Matches are played constantly 24 hours a day 7 days a week and players can play at any time, we do however recommend that you limit your time and always gamble responsibly if you feel you are gambling too much then please call the National Gambling Helpline, on Freephone 08088020133 or visit http://www.gambleaware.co.uk

Responsible Gambling

Always gamble responsibly.

If you are concerned about keeping your gambling under control, sticking to some simple rules such as setting a money or time limit can help make the hard decisions for you when the time comes to walk away. To find further advice and support visit http://www.gambleaware.co.uk

Virtual Tennis - Game Rules

Virtual Tennis Rules last updated

Overview of Game

Description

Virtual tennis is an application which allows betting on virtual tennis matches between virtual tennis players. The outcome of every point within each match is generated by a random number generator with weighting applied proportions to the listed odds. The odds for each market are allocated after applying the relative strengths of each contester and the specific stage of the match.

Random Number Generator (RNG)

The RNG has been independently tested by an accredited testing supplier details are available upon request.

Frequency

Matches are played constantly 24 hours a day 7 days a week and players can play at any time, we do however recommend that you limit your time and always gamble responsibly if you feel you are gambling too much then please call the National Gambling Helpline, on Freephone 08088020133 or visit http://www.gambleaware.co.uk

Determining Return to Player (RTP)

For all the markets presented in this game, the customer can see all the possible outcomes and the prices offered. This allows the player to calculate the RTP of the market if they wish.

Two outcomes bet

To determine the RTP of a Single Two outcome Bet, divide 100 by each of the potential odds. Add these figures together and divide 100 by the sum and multiply by 100 to obtain a percentage. This gives the overall RTP shown bottom right of the following table.

For example, if the bet has two outcomes with the below decimal odds, here is an example of how the RTP can be calculated:

Option 1	**1.64**	100/1.69	60.98
Option 2	**2.10**	100/2.25	47.62
		total	108.59
		(100/103.61)*100 =	**92.09%**

Multiple outcomes bet

To determine the RTP of a multiple outcome Bet, divide 100 by each of the potential odds. Add these figures together and divide 100 by the sum and multiply by 100 to obtain a percentage. This gives the overall RTP shown bottom right of the following table.
For example, if the bet is the outcome of a set-in progress with the below decimal odds, here is an example of how the RTP can be calculated:

Result 1	**6-0**	**25**	100/25	4.00
Result 2	**6-1**	**6.6**	100/6.6	15.15
Result 3	**6-2**	**8.5**	100/8.5	11.76
Result 4	**6-3**	**4.1**	100/4.1	24.39
Result 5	**6-4**	**10**	100/10	10.00
Result 6	**7-5**	**16.5**	100/16.3	6.06
Result 7	**7-6**	**13.5**	100/13.5	7.41
Result 8	**0-6**	**0**	100/0	0.00
Result 9	**1-6**	**245**	100/245	0.41
Result 10	**2-6**	**36**	100/36	2.78
Result 11	**3-6**	**28**	100/28	3.57
Result 12	**4-6**	**9**	100/9	11.11
Result 13	**5-7**	**21**	100/21	4.76
Result 14	**6-7**	**14.5**	100/14.5	6.90
			total	108.30
			(100/103.61)*100 =	**92.33 %**

Minimum Bet and Maximum Win

Betting in the virtual tennis application has some limits: we have various minimum and maximum bet limits that may be applied. These are dynamic and will vary depending on the type of bet but will kick in to prevent you from placing bets which might be problematic in terms of payouts. We do this to ensure you will always receive the amount listed as a payout if your bet wins. If a limit prevents this pay-out, you will be asked to amend your bet amount before it will be accepted for submission.

Odds

You can set your odds to be any of Fractional / Decimal / American. These all have their own nuances, and it is a personal preference for what you are used to. None of these options affect your returns in any way - it is just different systems for calculating or comparing the return. The default system is Decimal, where the stake is multiplied by the decimal to calculate the return.

Basic Navigation

Each match has its own broadcast stream and betting options. The tabs on the top right allow the selection between matches that are currently being played. Below the stream are the following options:

- Player names and the match score are presented. Clicking on the name of the player will expand their details and give you more information about them and their history. By clicking on their name again, you will hide this extra information.
- Placing a bet: after selecting a match, you can select the type of bets you want to select from (you can see all bets or only games, sets or full match bets). Each bet option can be expanded or collapsed in order to see the relevant odds for the bet, by clicking the odds of a bet an interface will be opened in which you can determine the exact amount you would like to place, either by typing the amount or use fixed amounts to choose the amount from. Clicking on “Place Bet” will submit the bet and park it in the “My 24h Bets.
- Note that the odds of the markets get updated on an ongoing basis and are impacted by the outcomes of the preceding points continuously. Under the My 24h Bets section you can view your bets and the outcomes, including any wins and returns - so that you can always look back and find out if you won your bet/s.

Bets Explained

We offer a wide range of betting options; this section aims to help you understand these bets.

Two outcomes bet

Winner of Next Point

This bet is a straightforward two option bet that either player 1 or player 2 will win the next point. If the selected player wins then the bet will be a win and pay out, if the other player wins the bet will be a loss.

Number of Points

With this bet you choose whether the selected game will end up with under or over a specific number of points, the number is generally a half number to avoid ambiguity. So betting under 7.5 will win and pay out if the game has 7 points or less, 8 points or more will result in the bet being a loss, the exact total of 7.5 not being possible to achieve.

Game/Set/Match Winner

This bet is a straightforward two option bet that either player 1 or player 2 will win the current Game/Set/Match. If the selected player wins that Game/Set/Match then the bet will win and pay out, if the other player wins then the bet will be a loss.

Game Going to Deuce

This bet is a straightforward two option bet that the current game will go to Deuce. At the end of a game that goes to a Deuce then all bets on that game being a Deuce will win and pay out, if either player wins without a Deuce being achieved then the bet is a loss.

Multiple outcome Bets

Exact Score

This betting option allows you to select the specific score you predict the game / set / match will finish on. If the result is the selected score the bet is a win and will pay out, otherwise the bet is a loss.

When Bets Settle

There are 3 categories of bets these are Game Bets, Set Bets and Match Bets. Each respective category will only settle at the end of the given interval. So, Game Bets only settle at the end of each games, Set Bets only settle at the end of each set and Match Bets only settle when the match is concluded.

Note that even though some of the outcomes of bets may be known in advance of settling, Game bets will only settle at the end of a Game. This is most commonly noticed with Deuce bets and betting over Total Points, where even though you know your bet will win as soon as the deuce is reached, we only settle at the end of the Game. Similarly Bets regarding the Total number of Games in a Set only settle at the end of that Set not necessarily at the point where it is known if the bet is a win or a loss.

Responsible Gambling

Always gamble responsibly

If you're concerned about keeping your gambling under control, sticking to some simple rules such as setting a money or time limit can help make the hard decisions for you when the time comes to walk away. To find further advice and support visit http://www.gambleaware.co.uk

Virtual Football Cup – game rules

These rules were last updated on 30/06/2021

Game overview

Description

Virtual Football Cup is an application that allows betting on virtual football matches between teams. The game runs a Virtual Football Cup with 16 countries divided into four groups of four teams each. The top two in each group qualify for the Quarterfinals that will be played as a knockout until the finals.
The game outcomes are determined by a Random Number Generator (RNG) with weighting applied proportionally to the listed odds.

Frequency

Matches are played constantly 24 hours a day, seven days a week. Players can play at any time; however, we recommend that you limit your time and always gamble responsibly.

Minimum Bet and Maximum Win

Virtual Football betters may encounter various minimum and maximum bet limits.
These are dynamic and vary depending on the type of bet. However, they will kick in to prevent players from placing bets for which we would not return the total pay-out.
We do this to ensure that players always receive the amount listed as a pay-out if their bet wins.
If a limit prevents this pay-out, the player will be asked to amend their bet amount before their submission is accepted.

Odds

You can set your odds to be Fractional, Decimal, or American. These odds all have their nuances, and it is a personal preference according to which you are familiar.
None of these options affects your returns in any way. They are just different systems for calculating or comparing the return.
The default is Decimal, where the stake is multiplied by the decimal to calculate the return.
By their nature, users should be aware that Fractional and American odds are rounded to the nearest appropriate number.
Therefore, if the game or the user plays with Fractional or American odds, the game will calculate the Decimal equivalent.
The Decimal values should be the proper and correct values to two Decimal places.

Basic Navigation

Each Virtual Football Cup group stage contains three games split into three different matchdays.
Group stage and Quarterfinals matchdays comprise four games played in parallel, while Semi-finals and Finals comprise two games played in parallel.
Each game has a broadcast stream and betting options. The tabs running across the top allow players to browse between the different matches. The countdown to the next matchday is presented above the betting options.
The main screen presents a video area, and below it, there are betting options for each game that will be played on the matchday. Here you can either bet on or choose to view more betting options for the different games.

Placing a Bet

For pre-game bets on desktop, you can select a bet by clicking on the odds. This will add the selection to the betting slip to set a stake and submit your bets.
For Half-Time bets, you can select a bet by clicking on the odds at the Half-Time. This will open a pop-up where you can pick the chosen stake on which to bet. From there, you will directly place your bet without putting it in the bet slip.
On mobile, when placing a pre-game bet, you can decide to select “submit bet” to place the bet directly or select “bet slip” to place the bet on the bet slip to be submitted later.
Bets for a game will be closed when the game starts. If outstanding bets remain for a game that has already begun, and the bet slip has not yet been submitted, the bets will be greyed out of the slip and no longer be submitted.
Malfunction while uploading a game due to it not being generated correctly for any reason will void bets for that game and return any stakes.

Bets Explained:

We offer a wide range of betting options. The following section aims to help you understand these bets

Determining Return to Player (RTP):
The customer can see all the possible outcomes and the pay-out offered for all markets presented in this game.
This allows the player to calculate the exact RTP of the market if they wish.

Main Bets

Moneyline – Full-time result winner 1X2 (93.5%)
This is a straight bet on the outcome of a match, where Team A wins/Team B wins/Draw.

Handicap – Full-time game-winner with a variable spread (94.5%)
This is a bet where each team gets a "virtual" advantage to balance the odds in several directions to create multiple types of bets.
This is calculated with the result +/- the handicap number to find the handicap winner.
For example: Team A -1.5 vs Team B + 1.5
If team A wins by one goal or less or loses the game, team B wins the handicap bet.

Under/Over (U/O) Total goals, Full time only – Number of goals of the match (94.5%)
Betting on how many goals will be scored in the game's final score:
For example, with U/O 2.5, every game that generates two goals or less will be under.
Every game that generates three goals or above will be over.

Draw no bet (94%)
Betting on who will win the matchup. If the game ends up with a draw, the bet is voided and the stakes are returned to the user.

Full-time exact result (92%)
Betting on the exact match result after 90 minutes (overtime not included)

Double Chance: 1 or X, 2 or X, 1 or 2 (93.5%)
Betting on the game outcome with a double chance of winning out of three results from 1X2 bet.

Both teams will score - Yes/No (94%)
Betting on whether both teams will end up scoring goals in the game.

Match total goals (93%)
Betting on the exact total number of goals that will be scored during the match:
0,1,2,3,4,5+

Team A/B Under/Over (94%)
Betting on the number of goals a specific team will score in the next matchup.
For example, Team A – U/O 2.5 Team B – U/O 1.5

Team A/B to score Yes/No (94%)
Betting whether a specific team will score in a particular match.

Team A/B clean sheet Yes/No (94%)
Betting whether a specific team will concede or keep a clean sheet during the match.

Half-time Bets

Half-Time result - 1X2 (93.5%)
This is a straight bet on the first half outcome: Team A wins/Team B wins/Draw.

Under / Over (U/O) Half-time – Number of goals that will be scored by half-time. (94%)
Betting on the number of goals both teams will score by half-time.
For example, U/O – 1.5

Half with more goals - 1X2 (94%)
3-Way Bet on which half will generate more goals: first half/second half/same number of goals on both.

Half-time/Full-time (92%)
The result of the game at Half-time & Full-time (1X2).

Cash-out

We offer a cash-out option to claim your winnings early during the half-time break. Cashing out means that the bet is closed before the game ends, and the funds are transferred to the user's account once he/she decides to do so.
Cash-out options are not available on half-time bets and the "Draw No Bet" option.

Dynamic Odds

As with live sports betting, we offer pre-game bets with dynamic odds for you to catch the best available option influenced by user trends.
Dynamic Odds are offered only on two markets:
1X2 & Under/Over 2.5 pre-game bets
The RTP percentage always stays the same, and the game probabilities cannot be changed with the odds.
All the bets placed are for Full-time only, Overtime is not included.

Football Streak – game rules (help file)

Game Overview

Football Streak is a virtual football game that offers 3D Football simulation matches 24 hours a day, 7 days a week, in an on-demand mode.

The simulation contains a pool of 16 countries with randomly selected matchups that your selection can change.

The outcome of the games are determined by a Random Number Generator (RNG) with weighting applied proportionally to the stronger team.

The on-demand mode means that games start on the player's demand, and the significant advantage of an on-demand match is that you can play and watch the games whenever you choose rather than waiting for the game to start at a defined time.

On-Demand:
Matches start once a bet is placed and the game will begin exclusively for you.
Each game is generated uniquely per player.

Base Navigation
Two teams will be selected randomly from our 16 teams pool and create different betting options that are calculated for each matchup.

If you do not 'like' the selected teams, you can press the "Next" button on the top of the screen, and it will randomly choose two new teams. If you wish to return to the previous matchup, you can press the "Prev" button on the top screen, and it will go back to the last matchup presented.

The main screen presents all the betting options, statistics, and teams' details.

All betting options for the game are presented below the teams' presentation area. The first tab presents all the betting options, while the Game Line, Goals, and Halftime tabs present the same betting options but filtered respectively.

After each game, you can choose to play the same matchup again by choosing the "REBET" or "REBET X2" options. The options will offer the same matchup with your previous selections (without starting the actual game) while waiting for you to approve or change the selections and place the bets to start the game.

Placing a Bet

Clicking any bet selections will place the selected bet into the bet slip.

The bet's value can be defined in two ways: either by the default stake on the bet slip, which will apply the value to all bets, or by editing the amount manually in the bet slip itself.

The bets will only be submitted once you clicked the "START MATCH!" button to submit the bets and start the match. If the game is interrupted for any reason, the reply would be available for you on the bet history page.

Once the match begins, bets will be presented to the right of the video stream on a Desktop view and below the video stream on a Mobile view. There is an option to skip directly into Halftime to cash out your bets or place halftime bets according to the game result.

In addition, you can skip directly to the final score and immediately see the match result and the outcome of your bet. Skipping the match to halftime or the end doesn't affect the game outcome or your betting outcome in any way.

By selecting the bet history option on the menu, you can view your bets history. Bet history includes the latest matches, results for those matches, and any wins and returns. Furthermore, you can always watch the replay of any matchup played to check and explore the match again.

A malfunction leading to a game being generated incorrectly for any reason will void all bets for that game and return all the original stakes to you.

Cash-out

We offer a cash-out option to claim your winnings early during the halftime break of the game.

Cashing out means that you can choose to cash out the bet during halftime for the amount offered. In this case, the bet is closed before the game ends, and the funds are transferred to your account.

The RTP on a Cash-out bet will have the same RTP percentage as the correspondent market return to player specified above minus 0.5 from the difference between the return to player and 100%.

For example, if the RTP on the main market is 95%, the RTP on the cash-out for the same market will be 95%-0.5*(100%-95%)=92.5%

Halftime Bets

Two betting options are offered during the halftime of the games. Either watching the game to the halftime or skipping to it will allow you to place bets following knowing the half time score. Those bets will be settled at the end of the game with all other bets that were placed.

Bonus round

Football Streak offers a bonus game.

Every game played in the football streak game in which more than 5 goals are scored rewards you with a bonus Football ball.
Once you collect 6 balls you will be awarded a special bonus penalty play, in which you can decide whether a stand-alone penalty kick will be scored or missed.
The stake amount played on the bonus play will be the average betting amount from your betting games during the collection of all 6 balls.
The bonus round must be played immediately after collecting the 6th ball. In case of game interruption, a player must come back into the game and play the bonus round for the original bet and bonus to settle before moving to the next game.

Return to Player (RTP)
You can calculate the return on the different markets offered in the game. For that, all possible outcome for each market is presented with the respected pay-out for each of them.

Minimum & Maximum Bet and Maximum Win:
Football Streak betters may encounter various minimum and maximum bet limits. Limits are presented in the game to ensure that players will always receive the amount listed as a pay-out if their bet wins. If a limit is breached, a limit message will be presented, and you will be asked to amend your bet amount before your bet will be accepted.
The limits are dynamic and may be different between each bet type.

Odds Variation:
Odds are offered in a variety of ways: American, Decimal, or Fractional, while Decimal is the default.
Those are just different ways of calculating or comparing the return, and they do not affect the final return to the player.
The decimal values to two decimal places are the accurate values where the stake is multiplied by the decimal to calculate the exact return, while the American and Fractional presentations are rounded to the nearest appropriate decimal number.

Betting options explanation:

Fulltime result winner - Moneyline 1X2 (93.5%)
This is a straight bet on the outcome of a match, where Team A wins/Team B wins/Draw.

Handicap – Full-time game-winner with a variable spread (94.5%)
This is a bet where each team gets a "virtual" advantage to balance the odds in several directions to create multiple types of bets.This is calculated with the result +/- the handicap number to find the handicap winner.

For example: Team A -1.5 vs Team B + 1.5
If team A wins by one goal or less or loses the game, team B wins the handicap bet.

Under/Over (U/O) Total goals, Full time only – Number of goals of the match (94.5%)
Betting on how many goals will be scored in the game's final score:
For example, with U/O 2.5, every game that generates two goals or less will be under. Every game that generates three goals or above will be over.

Full-time exact result (92%)
Betting on the exact match result after 90 minutes (overtime not included).

Match total goals (93%)
Betting on the exact total number of goals that will be scored during the match: 0,1,2,3,4,5+

Double Chance: 1 or X, 2 or X, 1 or 2 (93.5%)
Betting on the game outcome with a double chance of winning out of three results from a 1X2 bet.

Both teams will score - Yes/No (94%)
Betting on whether both teams will end up scoring goals in the game

Halftime Bets:

Halftime result - 1X2 (93.5%)
This is a straight bet on the first half outcome: Team A wins/Team B wins/Draw.

Under / Over (U/O) Halftime – Number of goals that will be scored by halftime (94%)
Betting on the number of goals, both teams will score by halftime.

For example, U/O – 1.5

Half with more goals - 1X2 (94%)
3-Way bet on which half will generate more goals: first half/second half/same number of goals on both.

Halftime/Fulltime (92%)
The result of the game at Halftime & Fulltime (1X2).

These Rules were last updated on 1/8/2021

Football Penalty Duel – Game Rules (Help file)

Game Overview

Description:

Football Penalty Duel is an application that allows betting on virtual football penalty shootout matches between teams. The game is played in a Cup format of 16 countries. A Random Number Generator (RNG) determines the game outcomes with weighting applied proportionally to the listed odds.

Frequency:

Matches are played constantly 24 hours a day, seven days a week. Players can play at any time; however, we recommend limiting your time and gambling responsibly.

Minimum Bet and Maximum Win:

Football Penalty Duel betters may encounter various minimum and maximum bet limits. These are dynamic and vary depending on the type of bet. However, they will kick in to prevent players from placing bets for which we would not return the total pay-out.

In this way, we ensure that players always receive the amount listed as a pay-out if their bet wins. If a limit prevents this pay-out, the player will be asked to amend their bet amount before their submission is accepted.

Odds:

You can set your odds to be Fractional, Decimal, Malay, or American. But, of course, these odds have their nuances, and it is a personal preference according to which you are familiar.

None of these options affects your returns in any way. They are just different systems for calculating or comparing the return.

The default is Decimal, where the stake is multiplied by the Decimal to calculate the return.

By their nature, users should be aware that Fractional, Malay, and American odds are rounded to the nearest appropriate number.
Therefore, if the game or the user plays with Fractional, Malay, or American odds, the game will calculate the Decimal equivalent.
The Decimal values should be the proper and correct values to two Decimal places.

Basic Navigation:

The main screen presents a video area, and below it, there are betting options for each game that will be played on the matchday. Here you can either bet on or view more betting options for the different games.
Each game has a broadcast stream and betting options. In addition, the tabs running across the top allow players to browse between the different matches.
Group stage and Quarterfinals matchdays comprise four games played in parallel. In comparison, Semi-finals and Finals include two games played in parallel.
The countdown to the next matchday is presented above the betting options.

Placing a Bet:

Players can place bets before the game, while the penalties are being kicked, and between the penalties. They can select a bet by clicking on the odds, which opens a pop-up where they can pick the chosen stake on which they want to bet. By clicking "submit bet" at this point, you will directly set your bet without placing it in the bet slip.
Bets for a game/kick will be closed when the game starts. If outstanding bets remain for a game/kick that has already begun, you can no longer submit them. Malfunction while uploading a game due to it not being generated correctly for any reason will void bets for that game and return any stakes.

Determining Return to Player (RTP):

The customer can see all the possible outcomes and the pay-out offered for all markets presented in this game.

Bets Explained:

We offer a wide range of betting options. The following section aims to help you understand these bets.

This clarity allows the player to calculate the exact RTP of the market if they wish.

Main Bets:

Match Winner - 1/2 (91.5%)

This bet is directly on the outcome of a match, where Team A wins/Team B wins.

Next Penalty Score/Miss (90.5%)

This bet is on whether the subsequent penalty will be scored or missed for a specific team.

Handicap – Full-time game-winner with a variable spread (91.5%)

Each team in this bet obtains a "virtual" advantage to balance the odds in several directions to create multiple types of bets.

This is calculated with the result +/- the handicap number to find the handicap winner.

For example: Team A -1.5 vs Team B + 1.5

If team A wins by one goal or less or loses the game, team B wins the handicap bet.

Under/Over (U/O) Total Goals, Number of Penalties Scored on the Match (91.5%)

Betting on how many goals there will be in the game's final score, including Sudden Death.

Under/Over (U/O) Penalties Taken (91.5%)

Betting on the total number of penalties taken in the shootout including Sudden Death.

Will it go to Sudden Death (91.5%)?

Betting whether the shootout will end up with a draw after five penalties for each team and go to Sudden Death.

Match Total Goals (90.5%)

Betting on the exact total number of penalties to be scored during the match, including Sudden Death:

1-5, 6-7, 8+

Both Teams to Score X Penalty (91.5%)

Betting if both teams will score specific penalty rounds.

For example, both teams will score 1st penalty.

Both Team A and B need to score their 1st shot penalties to win.

Both Teams to Miss X Penalty (91.5%)

Betting whether both teams will miss specific penalty rounds.

For example, both teams miss 1st penalty.

Both Team A and B need to miss their 1st shot penalties to win.

Exact Score (89%)

Predicting the exact final score, the penalty shootout.

Cash-Out

We offer a cash-out option to claim your winnings early, You can cash out between

penalties. Cashing out means that the bet is closed before the game ends, and the funds are transferred to the user's account once they decide to do so.
Cash-out options are only available on bets placed before the shootout game stars. No cash-outs are offered for bets placed during play or between penalties. The cash-out bet RTP will have the same percentage as the corresponding market RTP specified above, minus 0.5 from the difference between the RTP and 100%.
For example, if the RTP on the main market is 95%, the RTP on the cash out for the same market will be 95%-0.5*(100%-95%)=92.5%.
Every pre-game bet is available for cash-out except for "Next Penalty" bets.

Bonus Round

We will have a special bonus round with a wheel of fortune for every random number of rounds. The wheel will provide a unique multiplier to the "Next penalty" bets on a game chosen randomly by the RNG.
The possible multipliers:

- 1.2X booster
- 1.4X booster
- 1.7X booster
- 2.0X booster
- 2.5X booster
- 4.5X booster

Boosters will increase the bet's return amount.
The wheel of fortune and the multiplier appears after all bets are closed and the penalty will be taken.
The multiplier is valid only for one shot after the wheel of fortune is presented for both "Score" and "Miss" options.

These rules were last updated on 6/1/2022

Greyhound Streak Game Rules

Game Overview

Description

The Greyhound Streak game allows players to place bets on virtual Greyhounds races and allows fast-paced betting options.

The significant advantage is that the races are played “On Demand,” which means players can watch them whenever they choose rather than waiting for a game to happen.

Frequency

Matches are played "On Demand." This capability means that each game is uniquely generated to start just for you once you place a bet.

Determining Return to Player (RTP)

Players can see all possible outcomes and pay-outs offered for all markets presented in the game. In addition, this feature allows players to calculate the market’s exact RTP if they wish.

Minimum Bet and Maximum Win

Players may encounter various betting limits in Greyhound Streak. These limits are dynamic and will vary depending on the type of bet. However, they kick in to prevent players from placing bets for which there would be no return of the full pay-out.

We ensure that players always receive the amount listed as a pay-out if their bet wins. If a limit would prevent this pay-out, we will ask them to amend their bet amount before accepting their submission.

Odds

One can set odds to be Fractional, Decimal, Malay, or American. All have their nuances, and a player’s preference depends on what a player’s preference are accustomed to.

These options are simply different systems for calculating or comparing returns but do not impact them.

The default selection is Decimal, where the Decimal multiplies the stake to calculate the return.

Players should be aware that Fractional and American odds are rounded to the nearest number by their nature.

Therefore, calculations will be based on the Decimal equivalent if the game or user is playing with Fractional or American odds.

Consider the Decimal values as the proper and correct values to two Decimal places.

Basic Navigation

Each game has 12 randomly selected racers, and the betting options are calculated explicitly for them.

The main screen will contain the major betting options.

The “More” tab will include alternative bets directly related to the race.

The main screen also shows all the details and betting options. In addition, the stats bar, which is at the top of the screen, shows the racers’ information.

Once a game has finished, one can “REBET” or “REBET X2” for the same racers to race again or go to a new race.

Placing a Bet

Players can select a bet by clicking on the odds, which will add the selection to the betting slip. One can define the bet’s value in two ways: the default stake on the bet slip, which will apply the value to all bets, or by editing the stake box in line with the selection in the bet slip itself.

The bets for any race are closed and considered submitted once the player selects the “START RACE” button. If the game is interrupted for any reason, one can watch it again from the bet history screen.

Selecting the "BET HISTORY" option in the menu shows the bet history. This history includes the latest races, results, and any wins and returns. Furthermore, one can see a race replay to check what happened.

Once the race beings, bets are presented to the right of the video stream. There is an option to skip the race and immediately get the results.

Using this option will not affect the race outcome or winnings, and the player can always go back and watch it from the history screen.

A malfunction leading to a game being generated incorrectly for any reason will void bets for that game and return any stakes.

Bonus Round

Greyhound Streak offers a bonus game.

Every race played in the Greyhound Streak game that ends with three odd or even numbers winning (places 1-3) awards users with a Collar.

Collecting six collars rewards a special bonus race where the player can bet whether the race winner's outcome will be even or odd.

The stake amount played on the bonus play will be the average amount of all games played (wins, losses) during the collection of all six collars.

One must play the bonus round immediately after collecting the 6th collar. If the game is interrupted, the player must return to the game and play the bonus round for the original bet and bonus to settle before moving to the next race.

If the bonus round is successful, the average from the total amount accumulated during a user's bets until they entered the bonus round will only be considered betting money to generate the desired win amount.

For example:
$100 Bonus + 1.25 odds would generate $125 = user's wins $25

Bets Explained

We offer a wide range of betting options. The following section aims to help you understand these bets.

Main Bets

Win – The race winner who finishes 1st

A win is a straight bet where you are betting on the Greyhound that wins the race and finishes first.

Place – Betting on whether a racer will finish 1st, 2nd, or 3rd

Place bet is picking a racer that will finish in the first three places.

The return is the same if the racer finishes in 1st, 2nd, or 3rd place.

Forecast - Predicting the exact order of the winner & 2nd place

In Forecast betting, you can try to predict the exact order of the 1st and 2nd place in the race.

More Bets

Winner number: Even/Odd

Choosing whether the winning Greyhound number will be Even or Odd.

For example:

Greyhound number 1 is winning the race; Odd is the winning bet.

Greyhound number 2 is winning the race; Even is the winning bet.

Winner number 2-Way

Choosing the winning Greyhound number 1-3/4-6

Winner number 4-Way

Choosing the winning Greyhound number 1-2/3-4/5-6

Top 3 total number Under/Over

Combining the top 3 racers numbers into an Under/Over bet.

For example, if the top 3 winners are 3, 7, 9, we calculate 3+7+9=19.

These rules were last updated on 7/2/2022

Horses Streak Game Rules

Game Overview

Description

The Horses Streak game allows players to place bets on virtual horse races and allows fast-paced betting options.

The significant advantage is that the races are played “On Demand,” which means players can watch them whenever they choose rather than waiting for a game to happen.

Frequency

Matches are played "On Demand." This capability means that each game is uniquely generated to start just for the player once they place a bet.

Determining Return to Player (RTP)

Players can see all possible outcomes and pay-outs offered for all markets presented in the game. In addition, this feature allows players to calculate the market’s exact RTP if they wish.

Minimum Bet and Maximum Win

Players may encounter various betting limits in Horses Streak. These limits are dynamic and will vary depending on the type of bet. However, they kick in to prevent players from placing bets for which there would be no return of the full pay-out.

We ensure that players always receive the amount listed as a pay-out if their bet wins. If a limit would prevent this pay-out, we will ask them to amend their bet amount before accepting their submission.

Odds

One can set odds to be Fractional, Decimal, Malay, or American. All have their nuances, and a player’s preference depends on what they are accustomed to.

These options are simply different systems for calculating or comparing returns but do not impact them.

The default selection is Decimal, where the Decimal multiplies the stake to calculate the return.

Players should be aware that Fractional and American odds are rounded to the nearest number by their nature.

Therefore, calculations will be based on the Decimal equivalent if the game or user is playing with Fractional or American odds.

Consider the Decimal values as the proper and correct values to two Decimal places.

Basic Navigation
Each game has 12 randomly selected racers, and the betting options are calculated explicitly for them.
The main screen will contain the major betting options.
The “More” tab will include alternative bets directly related to the race.
The main screen also shows all the details and betting options. In addition, the stats bar, which is at the top of the screen, shows racers’ information.
Once a game has finished, one can “REBET” or “REBET X2” for the same racers to race again or go to a new race.

Placing a Bet
Players can select a bet by clicking on the odds, which will add the selection to the betting slip. One can define the bet’s value in two ways: the default stake on the bet slip, which will apply the value to all bets, or by editing the stake box in line with the selection in the bet slip itself.
The bets for any race are closed and considered submitted once the player selects the “START RACE” button. If the game is interrupted for any reason, one can watch it again from the bet history screen.
Selecting the "BET HISTORY" option in the menu shows the bet history. This history includes the latest races, results, and any wins and returns. Furthermore, one can see a race replay to check what happened.
Once the race beings, bets are presented to the right of the video stream. There is an option to skip the race and immediately get the results.
Using this option will not affect the race outcome or winnings, and the player can always go back and watch it from the history screen.
A malfunction leading to a game being generated incorrectly for any reason will void bets for that game and return any stakes.

Bonus Round
Horses Streak offers a bonus game.
Every race played in the Horses Streak game that ends with three odd or even numbers winning (places 1-3) awards users with a Horseshoe.

Collecting six Horseshoes rewards a special bonus race where the player can bet whether the race winner’s outcome will be even or odd.

The stake amount played on the bonus play will be the average amount of all games played (wins, losses) during the collection of all six Horseshoes.

One must play the bonus round immediately after collecting the 6th Horseshoe. If the game is interrupted, the player must return to the game and play the bonus round for the original bet and bonus to settle before moving to the next race.
If the bonus round is successful, the average from the total amount accumulated during a user's bets until they entered the bonus round will only be considered betting money to generate the desired win amount.

For example:
$100 Bonus + 1.25 odds would generate $125 = user's wins $25

Bets Explained
We offer a wide range of betting options. The following section aims to help you understand these bets.

Main Bets

Win – The race winner who finishes 1st
A win is a straight bet where you are betting on the Horse racer that wins the race and finishes first.

Place – Betting on whether a racer will finish 1st, 2nd, or 3rd
Place bet is picking a racer that will finish in the first three places.
The return is the same if the racer finishes in 1st, 2nd, or 3rd place.

Forecast - Predicting the exact order of the winner & 2nd place
In Forecast betting, you can try to predict the exact order of the 1st and 2nd place in the race.

More Bets

Winner number: Even/Odd
Choosing whether the winning horse number will be Even or Odd.

For example:
Horse number 1 is winning the race; Odd is the winning bet.
Horse number 2 is winning the race; Even is the winning bet.

Winner number 2-Way
Choosing the winning Horse number 1-4/5-8

Winner number 4-Way
Choosing the winning Horse number 1-2/3-4/5-6/7-8

Top 3 total number Under/Over
Combining the top 3 racers' numbers into an Under/Over bet.

For example, if the top 3 winners are 3, 7, 9, we calculate 3+7+9=19.

These rules were last updated on 7/2/2022

Virtual Football League – game rules (help file)

Game overview

Description:

Virtual Football League is an application that allows betting on virtual football matches between teams. The game runs a Virtual Football League with 16 teams in 1 league group containing all teams.
Every team will meet twice during the league (30 games in total) in 2 rounds of Home and Away.
A Random Number Generator (RNG) determines the game outcomes with weighting applied proportionally to the listed odds.

Frequency:
Matches are played constantly, 24 hours a day, seven days a week. Of course, players can play at any time; however, we recommend limiting your time of gambling.

Minimum Bet and Maximum Win:

Virtual Football betters may encounter various minimum and maximum bet limits. These are dynamic and vary depending on the type of bet. However, they will kick in to prevent players from placing bets for which we would not return the total payout.
We ensure that players always receive the amount listed as a payout if their bet wins. If a limit prevents this payout, we ask the player to amend their bet amount before accepting their submission.

Odds:
You can set your odds to be Fractional, Decimal, Malay, or American. These odds all have nuances, and it is a personal preference according to which you are familiar. None of the options affect your returns. They are just different systems for calculating or comparing the return.
The default is Decimal, where the decimal odds multiplies the stake to calculate the return.
By their nature, users should be aware that Fractional, American, and Malay odds are rounded to the nearest appropriate number.
Therefore, if the game or the user plays with Fractional, American, or Malay odds, the

game will calculate the Decimal equivalent.
The Decimal values should be the proper and correct values for two Decimal places.

Basic Navigation:
Virtual Football League is a league with two rounds and one table containing all teams. Each game has a broadcast stream and betting options. The tabs running across the top allow players to browse between matches. The countdown to the next matchday appears above the betting options.
The main screen presents a video area, and betting options for each game on the matchday appear below. Here you can either bet on or choose to view more betting options for the different games.

Placing a Bet:
You can select a pre-game bet via desktop by clicking on the odds. This will add the selection to the betting slip to set a stake and submit your bets.
You can select a bet for Half-Time bets by clicking on the odds at Half-Time. Once clicked, a pop-up will open where you can pick the chosen stake on which to bet. You will then directly place your bet without putting it in the bet slip.
On mobile, when placing a pre-game bet, you can select “submit bet” to place the bet directly or “bet slip” to place it on the bet slip for later submission.
Bets for a game will be closed when the game starts. If outstanding bets remain and bets have not yet been submitted, they will be greyed out of the slips and not be submitted.
Malfunction while or before playing a game from the league due to it not being generated correctly for any reason will void bets for that game and return any stakes.

Bets Explained:
We offer a wide range of betting options. The following section aims to help you understand these bets.

Determining Return to Player (RTP):
The customer can see all possible outcomes and pay-outs offered for all markets presented in the game.
This allows players to calculate the exact RTP of the market if they wish.

Bets Offered:

Full-time result winner - Moneyline 1X2 (90.5%)
This is a straight bet on the outcome of a match, where Team A wins/Team B wins/or there is a Draw.

Handicap/Asian Handicap – Full-time game-winner with a variable spread (91.5%)
This is a bet where each team gets a "virtual" advantage to balance the odds in several directions to create multiple types of bets.
This bet is calculated with the result +/- the handicap number to find the handicap winner.

For example: Team A -1.5 vs Team B + 1.5
If team A wins by one goal or less or loses the game, team B wins the handicap bet.

Under/Over (U/O)/Asian Under/Over Total goals, Full time only – Number of goals of the match (91.5%)
Betting on how many goals will be scored in the game's final score:
For example, with U/O 2.5, every game that generates two goals or less will be under. Every game that generates three goals or above is 'over.'

Draw No Bet (91.5%)
Betting on who will win the matchup. If the game ends in a draw, the bet is considered void, and the user receives their stakes back.

Full-time exact result (89%)
Betting on the exact match result after 90 minutes (overtime not included).

Double Chance: 1 or X, 2 or X, 1 or 2 (90.5%)
Betting on the game outcome with a double chance of winning out of three results from a 1X2 bet.

Both teams will score - Yes/No (91.5%)
Betting on whether both teams will end up scoring goals in the game.

Match total goals (90.5%)
Betting on the exact total number of goals that will be scored during the match:
0, 1, 2, 3, 4, 5+

Team A/B Under/Over (91.5%)
Betting on the number of goals a specific team will score in the next matchup.

For example, Team A – U/O 2.5, Team B – U/O 1.5

Team A/B to score Yes/No (91.5%)
Betting whether a specific team will score in a particular match.

Half-Time result - 1X2 (90.5%)
This is a straight bet on the first half outcome: Team A wins/Team B wins/Draw.

Under/Over (U/O) Half-time – Number of goals that will be scored by half-time (91.5%)
Betting on the number of goals both teams will score by half-time.

For example, U/O – 1.5

Half with more goals - 1X2 (91%)
3-Way bet on which half will generate more goals: first half/second half/same number of goals on both.

Half-time/Full-time (89%)
The result of the game at Half-time and Full-time (1X2).

Bonus Rounds

For every Key Matchup in the league, which is a matchup between 2 teams which are ranked in the top 4 places in the league table in the time of the matchup, the game will offer better odds, as described below:

- The bonus rounds will be active only from the 3rd matchday
- The Key Matchup will present better and improved odds for the specific games, only for the following markets :
    - Full-time result winner - Moneyline 1X2 - **96.5%**
    - Under/Over (U/O) Total goals, Full time only - **97.5%**
    - Asian Handicap – Full-time game-winner - **97%**
- The Key Matchup is marked as one on the matchups list.

Cash-out
We offer a cash-out option to claim your winnings early during the half-time break. Cashing out means that the bet is closed before the game ends, and the funds are

transferred to the user’s account once they decide to do so.
Cash-out options are not available on half-time bets, Asian under/over, Asian handicap and the "Draw No Bet” markets, as well as on multiple bets.
The RTP on a cash-out bet will have the same RTP percentage as the corresponding market return to player specified above minus 0.5 from the difference between the return to player and 100%.
For example, if the RTP on the primary market is 95%, the RTP on the cash-out for the same market will be 95%-0.5*(100%-95%) = 92.5%.

These Rules were last updated on 27/4/2022

Football Cup - World – game rules (help file)

Game Overview

Description:

Football Cup - World is an application that allows betting on virtual football matches between national teams. The game runs a Virtual Football Cup with 16 national teams divided into four groups of four teams each (simulating a whole and unique football cup experience). The top two national teams in each group qualify for the Quarterfinals which will be played as a knockout stage until the finals.

The Football Cup - World will allow you to experience a virtual version of a tournament with national teams, offering a vast variety of betting options, that is accessible to you 24/7.

The game outcomes are determined by a Random Number Generator (RNG) with weighting applied proportionally to the listed odds.

Frequency:
Matches are being played constantly 24 hours a day, seven days a week. Players can play at any time; however, we recommend that the users limit their time and always gamble responsibly.

Minimum Bet and Maximum Win:

Football Cup - World users may encounter various minimum and maximum bet limits.
These are dynamic and vary depending on the type of bet. However, they will be enabled to prevent users from placing bets for which the game would not return the total payout.
This happens to ensure that users will always receive the amount listed as a payout if their bet wins. If a limit prevents this payout, the user will be asked to amend their bet amount before their submission is accepted.

Odds:
You can set your odds to be Fractional, Decimal, Malay, or American. These odds all

have their nuances, and it is a personal preference according to the individual's familiarity.
None of these options affects your returns in any way. They are just different systems for calculating or comparing the return. The default is Decimal, where the stake is multiplied by the decimal to calculate the return.
By their nature, users should be aware that Fractional and American odds are rounded to the nearest appropriate number. Therefore, if the game or the user plays with Fractional or American odds, the game will calculate the Decimal equivalent. The Decimal values should be the proper and correct values for two Decimal places.

Basic Navigation:

Each Football Cup - World group stage contains three games for each team split into three different matchdays, offering a 'real life' football cup experience.
Group stage and Quarterfinals matchdays comprise four games played in parallel, while Semi-finals and Finals comprise two games played in parallel.

Each game has a broadcast stream and betting options, offering an amplified game experience. The tabs running across the top allow users to browse between the different matches. The countdown to the next matchday is presented above the betting options.
The main screen presents a video area, and below it, there are betting options for each game that will be played on the matchday. Here you can either bet on or choose to view more betting options for the different games.

Placing a Bet:
For pre-game bets on the desktop, you can select a bet by clicking on the odds. This will add the selection to the betting slip to set a stake and submit bets.
For Half-Time bets, you can select a bet by clicking on the odds at the Half-Time. This will open a pop-up where you can pick the chosen stake on which to bet. From there, you will directly place the bet without putting it in the bet slip.
On mobile, when placing a pre-game bet, you can decide to select "submit bet" to place the bet directly or select "bet slip" to place the bet on the bet slip to be submitted later.
Bets for a game will be closed when the game starts. If outstanding bets remain for a game that has already begun, and the bet slip has not yet been submitted, the bets will be greyed out of the slip and no longer be submitted.
Malfunction while uploading a game due to it not being generated correctly for any reason will void all bets for that game and return any stakes.

Bets Explained:

A wide range of betting options is being offered. The following section aims to help you understand these bets.

Determining Return to Player (RTP):
The user can see all the possible outcomes and the payout offered for all markets presented in this game.
This allows the user to calculate the exact RTP of the market if they wish.

Main Bets:

Full-time result winner - Moneyline 1X2 (90.5%)
This is a straight bet on the outcome of a match, where Team A wins/Team B wins/Draw.

Handicap / Asian Handicap – Full-time game-winner with a variable spread (91.5%)
This is a bet where each team gets a "virtual" advantage to balance the odds in several directions to create multiple types of bets.
This is calculated with the result +/- the handicap number to find the handicap winner.

For example: Team A -1.5 vs Team B + 1.5
If team A wins by one goal or less or loses the game, team B wins the handicap bet.

Under/Over (U/O) / Asian Under/Over Total goals, Full time only – Number of goals of the match (91.5%)
Betting on how many goals will be scored in the game's final score:

For example, with U/O 2.5, every game that generates two goals or less will be under. Every game that generates three goals or above will be over.

Under/Over (U/O) Team total – Number of goals each team scored in the match (91.5%)
Betting on the number of goals any team will score in the match.

For example, Team A U/O – 1.5, Team B U/O – 1.5

Draw No Bet (91.5%)
Betting on who will win the matchup. If the game ends up with a draw, the bet is voided, and the stakes are returned to the user.

Full-time exact result (89%)
Betting on the exact match result after 90 minutes (overtime not included).

Double Chance: 1 or X, 2 or X, 1 or 2 (90.5%)
Betting on the game outcome with a double chance of winning out of three results from 1X2 bet.

Both teams will score - Yes/No (91.5%)
Betting on whether both teams will end up scoring goals in the game.

Match total goals (90.5%)
Betting on the exact total number of goals that will be scored during the match: 0,1,2,3,4,5+

Team A/B to score Yes/No (91.5%)
Betting whether a specific team will score in a particular match

Team A/B clean sheet Yes/No (91.5%)
Betting whether a specific team will concede or keep a clean sheet during the match.

Half-time Bets:

Half-Time result - 1X2 (90.5%)
This is a straight bet on the first-half outcome: Team A wins/Team B wins/Draw.

Under / Over (U/O) Half-time – Number of goals that will be scored by half-time (91.5%)
Betting on the number of goals both teams will score by half-time.

For example, U/O – 1.5

Half with more goals - 1X2 (91%)
3-Way Bet on which half will generate more goals: first half/second half/same number of goals on both.

Half-time/Full-time (89%)
The result of the game at Half-time & Full-time (1X2).

Cash-out

We offer a cash-out option to claim your winnings early during the half-time break.
Cashing out means that the bet is closed and settled (based on the calculation at the time of the cash-out and not the final payout) before the game ends, and the funds are transferred to the user's account once he/she decides to do so.
Cash-out options are not available on half-time bets, Asian under/over, Asian Handicap, the "Draw No Bet" option, as well as on multiple bets.
The RTP on a Cashout bet will have the same RTP percentage as the correspondent market return to the user specified above minus 0.5 from the difference between the return to the user and 100%.
For example, if the RTP on the main market is 95%, the RTP on the cashout for the same market will be 95%-0.5*(100%-95%) =92.5%

Dynamic Odds

Similar to live sports betting, pre-game bets with dynamic odds are being offered, so that you can take advantage of the best available odds influenced by user trends.
Dynamic Odds are offered only in two markets:

1X2 & Under/Over 2.5 pre-game bets

The RTP percentage always stays the same, and the game probabilities cannot be changed with the odds.
Please note: All of the bets placed are for Full-time only (90 minutes). Overtime and penalties are not included.

These Rules were last updated on 21/09/2022

Football Streak Champions game rules

Game Overview

Football Streak Champions is a virtual football game that offers 3D Football simulation matches 24 hours a day, 7 days a week, in an on-demand mode.

The simulation contains a pool of 16 football clubs with randomly selected matchups that your selection can change.

The outcome of the games are determined by a Random Number Generator (RNG) with weighting applied proportionally to the stronger team.

The on-demand mode means that games start on the player's demand, and the significant advantage of an on-demand match is that you can play and watch the games whenever you choose rather than waiting for the game to start at a defined time.

On-Demand:

Matches start once a bet is placed and the game will begin exclusively for you.
Each game is generated uniquely per player.

Base Navigation

Two teams will be selected randomly from our 16 teams pool and create different betting options that are calculated for each matchup.

If you do not 'like' the selected teams, you can press the "Next" button on the top of the screen, and it will randomly choose two new teams. If you wish to return to the previous matchup, you can press the "Prev" button on the top screen, and it will go back to the last matchup presented.

The main screen presents all the betting options, statistics, and teams' details.

All betting options for the game are presented below the teams' presentation area. The first tab presents all the betting options, while the Game Line, Goals, and Halftime tabs present the same betting options but filtered respectively.

After each game, you can choose to play the same matchup again by choosing the "REBET" or "REBET X2" options. The options will offer the same matchup with your

previous selections (without starting the actual game) while waiting for you to approve or change the selections and place the bets to start the game.

Placing a Bet

Clicking any bet selections will place the selected bet into the bet slip.

The bet's value can be defined in two ways: either by the default stake on the bet slip, which will apply the value to all bets, or by editing the amount manually in the bet slip itself.

The bets will only be submitted once you clicked the "SUBMIT & START" button to submit the bets and start the match. If the game is interrupted for any reason, the reply would be available for you on the bet history page.

Once the match begins, bets will be presented to the right of the video stream on a Desktop view and below the video stream on a Mobile view. There is an option to skip directly into Halftime to cash out your bets or place Halftime bets according to the game result.

In addition, you can skip directly to the final score and immediately see the match result and the outcome of your bet. Skipping the match to halftime or the end doesn't affect the game outcome or your betting outcome in any way.

By selecting the Bet history option on the menu, you can view your bets history. Bet history includes the latest matches, results for those matches, and any wins and returns. Furthermore, you can always watch the replay of any matchup played to check and explore the match again.

A malfunction leading to a game being generated incorrectly for any reason will void all bets for that game and return all of the original stakes to you.

Cash-out

We offer a cash-out option to claim your winnings early during the halftime break of the game.

Cashing out means that you can choose to cash out the bet during halftime for the amount offered. In this case, the bet is closed before the game ends, and the funds are transferred to your account.

The RTP on a Cash-out bet will have the same RTP percentage as the correspondent market return to player specified above minus 0.5 from the difference between the return to player and 100%.

For example, if the RTP on the main market is 95%, the RTP on the cash-out for the same market will be 95%-0.5*(100%-95%)=92.5%

Halftime Bets

Two betting options are offered during the halftime of the games. Either watching the game to the halftime or skipping to it will allow you to place bets following knowing the half time score. Those bets will be settled at the end of the game with all other bets that were placed.

Bonus round

Football Streak Champions offers a bonus game.
Every game played in the football streak champions game in which more than 5 goals are scored in, rewards you with a Bonus Football ball.
Once you collect 6 balls you will be awarded a special bonus penalty play, in which you can decide whether a stand-alone penalty kick will be scored or missed. The stake amount played on the bonus play will be the average betting amount on all games played (wins, losses & cash-outs) from your betting games during the collection of all 6 balls.
The bonus round must be played immediately after collecting the 6^{th} ball. In case of game interruption, a player must come back into the game and play the bonus round in order for the original bet and bonus to settle before moving to the next game.
The average from the total amount gathered during the user's bets until he got into the bonus round will be used as betting money only to generate the wanted win amount if the bonus round is successful.
For example:
100$ Bonus + 1.25 odds would generate 125$ = the user wins 25$

Return to Player (RTP)

You can calculate the return on the different markets offered in the game. For that, all possible outcome for each market is presented with the respective payout for each of them.

Minimum & Maximum Bet and Maximum Win:

Football Streak Champions betters may encounter various minimum and maximum bet limits.
Limits are presented in the game to ensure that players will always receive the amount listed as a payout if their bet wins. If a limit is breached, a limit message will be presented, and you will be asked to amend your bet amount before your bet will be

accepted.
The limits are dynamic and may be different between each bet type.

Odds Variation:

Odds are offered in a variety of ways: American, Decimal, or Fractional, while Decimal is the default.
Those are just different ways of calculating or comparing the return, and they do not affect the final return to the player.
The decimal values to two decimal places are the accurate values where the stake is multiplied by the decimal to calculate the exact return, while the American and Fractional presentations are rounded to the nearest appropriate decimal number.

Betting options explanation:

Please note: Bonus round RTP will pay additional 1.04% RTP on top of the bets RTP mentioned below.

Fulltime result winner - Moneyline 1X2 (90.5%)

This is a straight bet on the outcome of a match, where Team A wins/Team B wins/Draw.

Handicap – Full-time game-winner with a variable spread (91.5%)

This is a bet where each team gets a "virtual" advantage to balance the odds in several directions to create multiple types of bets.

This is calculated with the result +/- the handicap number to find the handicap winner.

For example: Team A -1.5 vs Team B + 1.5
If team A wins by one goal or less or loses the game, team B wins the handicap bet.

Under/Over (U/O) Total goals, Full time only – Number of goals of the match (91.5%)

Betting on how many goals will be scored in the game's final score:

For example, with U/O 2.5, every game that generates two goals or less will be under. Every game that generates three goals or above will be over.

Full-time exact result (89%)
Betting on the exact match result after 90 minutes (overtime not included).

Match total goals (91.5%)
Betting on the exact total number of goals that will be scored during the match: 0,1,2,3,4+

Double Chance: 1 or X, 2 or X, 1 or 2 (90.5%)
Betting on the game outcome with a double chance of winning out of three results from a 1X2 bet.

Both teams will score - Yes/No (91.5%)
Betting on whether both teams will end up scoring goals in the game.

Halftime Bets:

Halftime result - 1X2 (90.5%)
This is a straight bet on the first half outcome: Team A wins/Team B wins/Draw.

Under / Over (U/O) Halftime – Number of goals that will be scored by halftime (91.5%)
Betting on the number of goals, both teams will score by halftime.

For example, U/O – 1.5

Half with more goals - 1X2 (91%)
3-Way bet on which half will generate more goals: first half/second half/same number of goals on both.

Halftime/Fulltime (89%)
The result of the game at Halftime & Fulltime (1X2).

These Rules were last updated on 26/5/2022

Hercules Do or Die game rules

This is game rules Version 8, dated 20/11/2019.

Welcome to Hercules Slot game that features Free Spins, Wild substitutes, and progressive Collection features!

Hercules is a Slot game with 5-reels, 3-rows, and 20-bet lines that can be set from a wide range of bet levels and coin values. Select from the panel a Bet level and a Coin value or the "MAX BET "option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected coin value. The spin button plays the game at the current bet level. Alternatively, the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

SCATTER



The Scatter symbols appear only on reels 2, 3, and 4. Scatter symbols appear on all 3 reels, regardless of position on each of the middle 3 reels, then 7 Free Spins are awarded. All Free Spins are played at the same bet level and Coin value specified in the round that activated the Free Spins. At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated the Free Spins.

WILD



The Wild symbol substitutes for all symbols except Scatter and the Gold Symbols. Wilds can exist on all reels and pay. Whenever a Wild appears on the reel, it expands to fill the entire reel. All symbols on that reel will count as "Wild". If a Wild symbol covers a Scatter or a Gold Symbol, the Scatter and Gold Symbol will count as if they are on the reels even though they are covered by a Wild. Wins are calculated after the Wilds have been expanded on all reels.









3. **100**
4. **150**
5. **300**

COLLECTIBLES




Between 1 and 3 Gold Symbols can appear in one spin in the rightmost reel. Gold will be collected in the Amphora on the left of the screen and displayed throughout the game. Coins will be awarded upon collection of 35 Gold Symbols and the Amphora will be reset to 0 once the award is given. There are two levels of awards for collecting Gold, the 35th Gold Symbol will define the level of the award as can be found in the PAYTABLE. When the 30th Gold Symbol is collected, a Second Gold Symbol is added to the reels. Both are collected in the same way as above. However, there are different prizes depending on which of the two symbols the 35th symbol is collected. The Regular Gold Symbol as the 35th symbol earns X10 of the average total bet (see the next item) and the Second Gold Symbol as the 35th coin earns X20 of the average total bet (see the next item). Once the 35th symbol is collected and the prize awarded, the reels return to their original position having only one type of coin. The prizes are multiples of the player's average total bet for the spins in which the player has collected one or more collectible coins.

WINS

If three or more identical symbols line up left to right on an active payline, beginning from the leftmost reel, a win is awarded. In case of multiple combinations on the same winning line, only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other. Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding PAYTABLE multiplier.

PAYTABLE

MID WIN



3. **5**
4. **10**
5. **20**



3. **5**
4. **10**
5. **20**



3. **10**
4. **20**
5. **30**



3. **10**
4. **20**
5. **30**

HIGH WIN



3. **20**
4. **40**
5. **60**



3. **20**
4. **40**
5. **60**

MEGA WIN



3. **30**
4. **60**
5. **80**



3. **50**
4. **80**
5. **120**



3. **60**
4. **100**
5. **200**

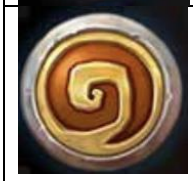
GAME PANEL

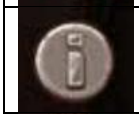
Coin Value - Change your bet size by changing your coin value.
Coins - The player's balance in coins. This appears only on the desktop version, not on mobile.

Level - Increases or decreases the size of the bet made for each spin.
Bet - The amount of home currency spent by the player on a spin.
Spin Button- Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
Max Bet- Sets the game to the highest possible bet level at the current coin value. Press the Max Bet button again to return to the previous bet level. The button does not initiate a spin.
Auto play - Users can select several spins the game will play for automatically.
Total Bet- The total amount of home currency spent by the player.
Win - The total amount won in the spin that just ended.
Balance - As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

Mute- Turn the sound on or off.
PAYTABLE- Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
Game Settings - Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable) and choose to use the space bar to spin or to stop a spin while playing on their desktop.
“Game Settings” appears only on the desktop, not on mobile.
History - Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning Collectibles, or Scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Button	Function
	Click this button to select the number of spins for AUTOPLAY.
	Click this button to begin the game round at the current coin and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.
	Click this button (on mobile only) to alter bets or coin value for the next round. Should players change the coin value, the balance display will update with the new amount of coins in play. Current game balance will always appear in cash value next to the coin value.

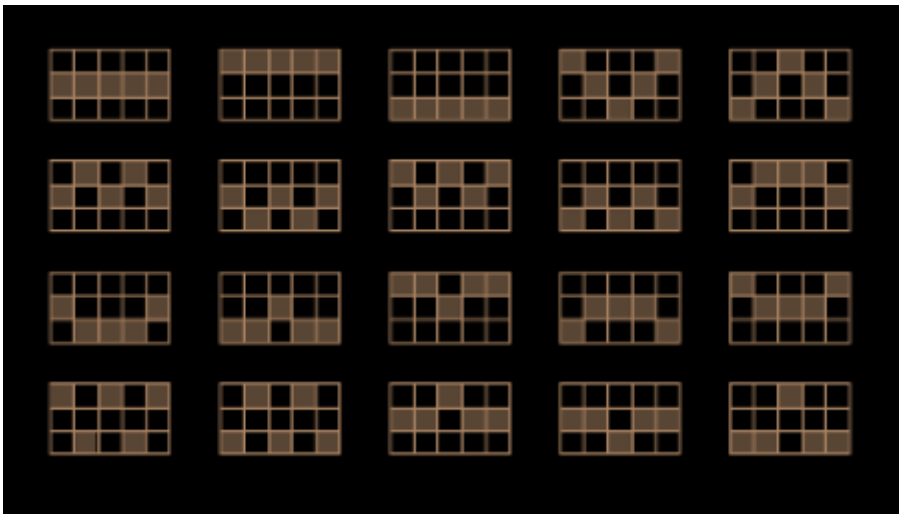
	Click this button (on desktop only) to play the game at the highest bet level and the pre-selected coin value.
	Click the plus or minus signs to adjust the bet level.
	Click the plus sign to increase each coin's value or the minus sign to decrease coin value.
	Click this button to access more game settings.
	Click to return back to the home screen (on mobile only).
	Click to change audio settings or mute the game.
	Click to activate quick spin mode.
	Click to open the Paytable.
	Click to view the History Table.

Autoplay: Users can select a number of Spins the game will play for automatically. By clicking on "Advance", players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session. AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true with exceeding or equalling the cash increase or decrease limits. To end AUTOPLAY the player can click the AUTOPLAY stop button. Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings

PAYLINE WINS

Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE

Only the highest winning combination per line is paid out. To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right. The total win will be the sum of all wins added together.



ADDITIONAL INFO

Rounding Coin Wins. If the coin win amount is in fractions, it will be displayed as an integer in the coin win message and in the game's history. However, the game's backend will keep the correct decimal amount of your winnings.
Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
Malfunctions void all pays and plays.
The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session will automatically end due to inactivity.

RTP
The theoretical return to player for this game is 95.329%

SECRET OF THE NILES Game Rules

This is game rules Version 7, dated Dec. 8, 2019.

Welcome to Secret of the Nile slot game, which features Free Spins, Shifting Wilds, and Random Wilds features!
Secrets of the Nile is a slot game with 5-reels, 3-rows, and 20-bet lines that can be set to a wide range of bet levels and coin values. Select a Bet level and a Coin value from the panel, or the "MAX BET" option to begin spinning. MAX BET plays the game at the highest bet level and the pre-selected coin value. The spin button plays the game at the current bet level, or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

Winning Symbols

WILDS



3. **120**
4. **250**
5. **500**

The WILDS appear only on reels 1 and 5. When they appear, they'll move to the opposite side of the reels with every spin. When 2 WILDS meet, a random WILD (the middle Wild in the table above) is distributed randomly to the reels.
WILD position is per bet size.



3. **60**	3. **40**	3. **30**	3. **20**
4. **100**	4. **80**	4. **60**	4. **40**
5. **200**	5. **150**	5. **100**	5. **60**



3. **10**
4. **20**
5. **50**



3. **5**
4. **20**
5. **30**



3. **5**
4. **20**
5. **30**



3. **5**
4. **10**
5. **20**



3. **5**
4. **10**
5. **20**

FREE SPINS Symbol



Appears only on reels 2, 3 and 4. When appears on all three reels it wins 10 FREE SPINS

Collection symbols

The collection symbol appears only on reel 5. Collect 35 symbols to win. Last symbol collected determines prize.



X 20 AVERAGE TOTAL BET



X 10 AVERAGE TOTAL BET

FREE SPINS

- Scatter symbols appear only on reels 2, 3, and 4.
- If 3 Scatter symbols appear on all 3 reels, regardless of position, then 10 Free Spins are awarded.
- All Free Spins are played at the same bet level and coin value specified in the round that activated the Free Spins.

  At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated the Free Spins.

WILD SYMBOLS

- The wild symbol substitutes for all symbols except the Scatter and collection symbol.
- Wilds appear only on reels 1 and 5.
- Any wild that appeared on reel 5, will shift one position to the left with every new spin, unless it meets another wild coming from the opposite direction.
- Any wild that appeared on reel 1, will shift one position to the right with every spin, unless it meets another wild coming from the opposite direction.
- Wilds can therefore exist on all reels and can pay.
- When 2 wilds meet, they distribute 2 to 4 (the number is chosen randomly) random wilds across the reels in the main game, and 2 to 5 random wilds across the reels during free spins. These wilds land on random positions on the reels. If a wild covers a Scatter or a collection symbol, the Scatter and the collection symbol also count. A random wild can cover an existing wild.
- Wins are calculated after the random wilds have been disbursed onto all intended reels.
- After 2 wilds meet and distribute random wilds, the wilds that have met and the random wilds disappear for the next spin. Wilds that have been covered by a random wild continue to move on the reels as usual and do not disappear.
- It is possible for 2 wilds to be on the same horizontal level from opposite sides and pass each other without meeting if they do not meet on a single symbol on the same spin.

COLLECTION SYMBOL

- Between 1 and 3 collection symbols can appear in one spin on the rightmost reel.
- Cash will be awarded upon collection of 30 gem symbols and the counter reset to 0 once the award is given.

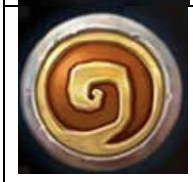
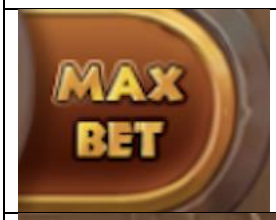
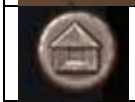
- There are two levels of awards for collecting the gem symbol. The 30th gem symbol will define the level of the award as can be found in the PAYTABLE.
- When the 25th gem symbol is collected, a second gem coin symbol is added to the reels. Both are collected in the same way as above. However, there are different prizes depending on which of the two gem symbols is the 30th coin collected. Once the 30th gem is collected and the prize awarded, the reels return to their original position having only one type of gem.
- The prizes are multiples of the player's average total bet for the spins in which the player has collected one or more collectible symbols.

WINS

- If three or more identical symbols line up left to right on an active payline, beginning from the leftmost reel, a win is awarded. In case of multiple combinations on the same winning line, only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other.
- Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding paytable multiplier.
- Coin Value - Change your bet size by changing your coin value.
- Coins – The player's balance in coins. This appears only on the desktop version, not on mobile.
- Level – Increases or decreases the size of the bet made for each spin.
- Bet – The amount of home currency spent by the player on a spin.
- Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
- Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the Max Bet button again to go back to the previous bet level. The button does not initiate a spin.
- Autoplay - Users can select several spins and the game will play automatically.
- Total Bet – The total amount of home currency spent by the player.
- Win – The total amount won in the spin that just ended.
- Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

- Mute – Turn the sound on or off.
- PAYTABLE – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
- Game Settings – Players can switch the sound on or off, return to the home screen (on mobile), review their betting history, choose the quick spin mode (where applicable), and choose to use the space bar to spin or to stop a spin while playing on their desktop. ‘Game Settings’ appears only on the desktop, not on mobile.
- History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Button	Function
	Click this button to select the number of spins for AUTOPLAY.
	Click this button to begin the game round at the current coin and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.
	Click this button (on mobile only) to alter bets or coin value for the next round. Should players change the coin value, the balance display will update with the new amount of coins in play. Current game balance will always appear in cash value next to the coin value.
	Click this button (on desktop only) to play the game at the highest bet level and the pre-selected coin value.
	Click the plus or minus signs to adjust the bet level.
	Click the plus sign to increase each coin's value or the minus sign to decrease coin value.
	Click this button to access more game settings.
	Click to return back to the home screen (on mobile only).
	Click to change audio settings or mute the game.
	Click to activate quick spin mode.
	Click to open the Paytable.

	Click to view the History Table.

AUTOPLAY

- Users can select several spins and the game will play for automatically.
- By clicking on "Advance," players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session.
- AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true with exceeding or equalling the cash increase or decrease limits.
- To end AUTOPLAY, the player can click the AUTOPLAY stop button.

Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

HOW TO CALCULATE PAYLINE WINS

- Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE. Only the highest winning combination per line is paid out.
- To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
- The total win will be the sum of all wins added together.



ADDITIONAL INFORMATION

- Rounding Coin Wins - If the coin win amount is in fractions, it will be displayed as an integer in the coin win message and in the game's history.
- Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
- Malfunctions void all pays and plays.
- The following game features and settings may be subject to the terms and conditions of the gaming site:
  - The procedures used to manage unfinished game rounds.
  - The length of time allowed before a game session will automatically end due to inactivity.

RETURN TO PLAYER

The theoretical return to player for this game is 95.451%

ALI BABA'S GOLD game rules

This is game rules Version 5, dated 23 January 2020.

Welcome to Ali Baba's Gold slot game, which features Free Spins with an Increasing Multiplier, Wild Multipliers, and an Open Sesame Respin Feature with Reels 2, 3, and 4 Wild!

Ali Baba's gold is a 5-reel, 3-row, and 20-payline slot that can be set to a wide range of bet levels and coin values. Select from the panel a Bet level and a Coin value, or the "MAX BET" option, to begin spinning. MAX BET plays the game at the highest bet level and the pre-selected coin value. The spin button plays the game at the current bet level, or the player can select AUTOPLAY to spin for a specified number of rounds automatically. Only the highest win per active bet line is paid, and pay-outs are made according to the PAYTABLE.

PAYTABLE



The WILDS appear only on reels 2, 3, 4. WILD substitutes for all symbols except SCATTER. They appear stacked on reel 3 in the main game.
WILD MULTIPLIERS multiply line wins while substituting.



APPEARS ONLY ON REEL 2 | APPEARS ONLY ON REEL 3 IN FREE SPINS | APPEARS ONLY ON REEL 4



3. **50**
4. **150**
5. **400**



3. **35**
4. **100**
5. **250**



3. **25**
4. **75**
5. **175**



3. **15**
4. **50**
5. **125**



3. **10**
4. **25**
5. **75**



3. **5**
4. **10**
5. **25**



3. **4**
4. **7**
5. **15**



3. **3**
4. **5**
5. **10**



3. **2**
4. **3**
5. **7**



3. **1**
4. **2**
5. **5**

SCATTER



Appears only on reels 1,3,5. When appears on all 3 reels regardless of position wins 10 FREE SPINS.
When 3 WILDS feel the middle reel Open Sesame re-spin feature starts.





Free Spins

- Scatter symbols appear only on reels 1, 3, and 5.
- If 3 Scatter symbols appear on all 3 reels, regardless of the position, then 10 Free Spins are awarded the Growing Multiplier feature.
- All Free Spins are played at the same bet level and coin value specified in the round that activated the Free Spins.
- All wins in spin 1 are multiplied by X1, all wins in spin 2 are multiplied by X2, and so on until all wins in spin 10 are multiplied by X10.
- At the end of the Free Spins, the total win from the Free Spins is added to any wins from the round that activated the Free Spins.

WILD SYMBOLS

- The wild symbol substitutes for all symbols except the Scatter.
- Wilds appear only on reels 2, 3, and 4.
- Wild multipliers (X2, X3, or X5) multiply the wins in the lines in which they substitute by that number. A line win can have more than one multiplier. The multipliers above are then added to each other (for example, wild X2 and wild X5 participating in the same win will multiply its result by X7).
- Wild X2 appears only on reel 2.
- Wild X3 appears only on reel 3 during Free Spins.
- Wild X5 appears only on reel 4.
- In the main game, the wild is stacked on reel 3.
- When reel 3 has three wilds on it, the Open Sesame Respin Feature is triggered.

OPEN SESAME RESPIN FEATURE

- When reel 3 has three wilds on it, the Open Sesame Respin Feature is triggered.
- Wilds expand to cover reels 2, 3, and 4. Results of the spin win are then counted.
- The reels respin twice more for free, with reels 2, 3, and 4 wild. Results of the spin win are counted for every spin.
- When reels 2 and 4 become wild, wilds cover all symbols, including wild multipliers.

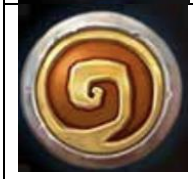
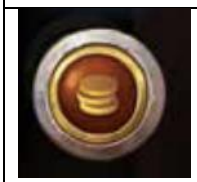
WINS

- A win is awarded if three or more identical symbols line up left to right on an active payline, beginning from the leftmost reel. In case of multiple combinations on the same winning line, only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other.
- Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding paytable multiplier.
- Coin Value – Change your bet size by changing your coin value.
- Coins – The player's balance in coins. This appears only on the desktop version, not on mobile.
- Level – Increases or decreases the size of the bet made for each spin.
- Bet – The amount of home currency spent by the player on a spin.

- Spin Button – Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
- Max Bet – Sets the game to the highest possible bet level at the current coin value. Press the Max Bet button again to return to the previous bet level. The button does not initiate a spin.
- Autoplay – Users can select the number of spins the game will play automatically.
- Total Bet – The total amount of home currency spent by the player.
- Win – The total amount won in the spin that just ended.
- Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency with which the player has available to bet.

GAME OPTIONS

- Mute – Turn the sound on or off.
- PAYTABLE – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
- Game Settings – Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose the quick spin mode (where applicable), and choose to use the spacebar to spin or to stop a spin while playing on their desktop. 'Game Settings' appears only on the desktop, not on mobile.
- History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Button	Function
	Click this button to select the number of spins for AUTOPLAY.
	Click this button to begin the game round at the current coin and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.
	Click this button (on mobile only) to alter bets or coin value for the next round. Should players change the coin value, the balance display will update with the new amount of coins in play. Current game balance will always appear in cash value next to the coin value.

	Click this button (on desktop only) to play the game at the highest bet level and pre-selected coin value.
	Click the plus or minus signs to adjust the bet level.
	Click the plus sign to increase each coin's value or the minus sign to decrease the coin value.
	Click this button to access more game settings.
	Click to return to the home screen (on mobile only).
	Click to change audio settings or mute the game.
	Click to activate the quick spin mode.
	Click to open the Paytable.
	Click to view the History Table.

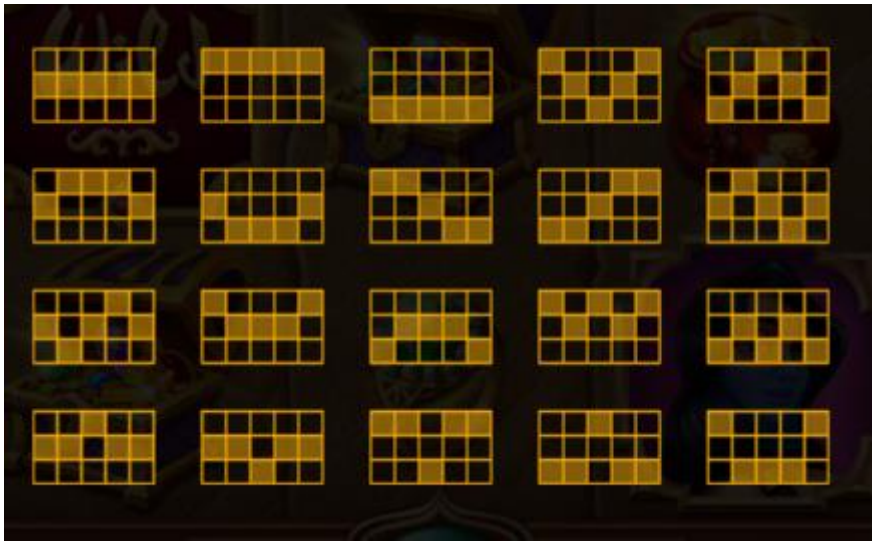
AUTOPLAY

- Users can select several spins and the game will play automatically.
- By clicking on "Advance," players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session.
- AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true with exceeding or equalling the cash increase or decrease limits.
- To end AUTOPLAY, the player can click the AUTOPLAY stop button.

Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop AUTOPLAY to change its settings.

HOW TO CALCULATE PAYLINE WINS

- Players can find the value of 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE. Only the highest winning combination per line is paid out.
- To calculate a single payline win, count the number of identical symbols lined up in sequence on the line from left to right.
- The total win will be the sum of all wins added together.



ADDITIONAL INFORMATION

- Rounding Coin Wins –If the coin win amount is in fractions, it will be displayed as an integer in the coin win message and in game's history.
- Randomization–The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
- Malfunctions void all pays and plays.
- The following game features and settings may be subject to the terms and conditions of the gaming site:
  – The procedures used to manage unfinished game rounds.
  – The length of time allowed before a game session will automatically end due to inactivity.

RETURN TO PLAYER

The theoretical return to player (RTP) for this game is 95.5%.

Mermaid's Love Game Rules

This is game rules Version 1, dated 20 Feb 2020.

Welcome to Mermaid's Love slot game which features expanding wilds and free spins with additional expanding wilds!
Mermaid's Love is a slot game with 5-reels, 3-rows, and 25-bet lines that can be set to a wide range of bet levels and coin values.
Select from the panel a Bet level and a Coin value or the "MAX BET" option to begin spinning. MAX BET plays the game at the highest bet level and the pre-selected coin value.
The spin button plays the game at the current bet level, or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the paytable.

PAYTABLE



WILD

Appears only on reels 2,3,4. The WILD substitutes for all symbols except SCATTER. The WILD appears on reel 1 during the FREE SPINS.



3. **25**
4.**100**
5.**250**



3. **15**
4.**50**
5.**150**



3. **10**
4.**35**
5.**100**



3. **7**
4.**25**
5.**75**



3. **5**
4. **7**
5. **13**



3. **5**
4. **7**
5. **13**



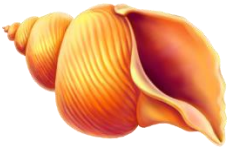
3. **4**
4. **5**
5. **7**



3. **4**
4. **5**
5. **7**



3. **3**
4. **4**
5. **5**



3. **3**
4. **4**
5. **5**

SCATTER



Appears only on reels 1,3, 5. When appears on all 3 reels regardless of position it wins 10 FREE SPINS with Expanding WILD added to reel 1

FREE SPINS

- Scatter symbols appear only on reels 1, 3, and 5.
- If 3 Scatter symbols appear on all 3 reels, regardless of position, then 10 Free Spins are awarded with an Expanding Wild added to reel 1.
- All Free Spins are played at the same bet level and coin value specified in the round that activated the Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated the Free Spins.

WILD SYMBOLS



- The Wild symbol substitutes for all symbols except the Scatter.
- Wilds appear only on reels 2, 3, and 4 during the main game and on reels 1, 2, 3, and 4 during free spins.
- Whenever the Wild appears on the reels, it expands to fill the entire reel. All symbols on that reel will count as 'wild'.
- If a Wild symbol covers a Scatter, the Scatter coin will count as if it is on the reel even though it is covered by a wild.

WINS

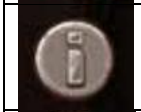
- A win is awarded if three or more identical symbols line up left to right on an active payline, beginning from the leftmost reel. In case of multiple combinations on the same winning line, only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other.
- Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding PAYTABLE multiplier.
- Coin Value – Change your bet size by changing your coin value.
- Coins – The player's balance in coins. This appears only on the desktop version, not on mobile.
- Level – Increases or decreases the size of the bet made for each spin.
- Bet – The amount of home currency spent by the player on a spin.
- Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
- Max Bet – Sets the game to the highest possible bet level at the current coin value. Click the Max Bet-button again to return to the previous bet level. The button does not initiate a spin.
- AUTOPLAY - – Users can select a number of spins the game will play automatically.
- Total Bet – The total amount of home currency spent by the player.
- Win – The total amount won in the spin that just ended.
- Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

- Mute – Turn the sound on or off.
- PAYTABLE – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
- Game Settings – Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable), and choose to use the space bar to spin or to stop a spin while playing on their desktop. 'Game Settings' appears only on the desktop, not on mobile.
- History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of

any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Button	Function
Button	Function
	Click this button to select the number of spins for AUTOPLAY.
	Click this button to begin the game round at the current coin and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.
	Click this button (on mobile only) to alter bets or coin value for the next round. Should you change the coin value, the balance display will update with the new amount of coins in play. Current game balance will always appear in cash value next to the coin value.
	Click this button (on desktop only) to play the game at the highest bet level, and the pre-selected coin value.
	Click the plus or minus signs to adjust the bet level.
	Click the plus sign to increase each coin's value or the minus sign to decrease coin value.
	Click this button to access more game settings.
	Click to return back to the home screen (on mobile only).
	Click to change audio settings or mute the game.

		Click to activate quick spin mode.
		Click to open the PAYTABLE.
		Click to view the History Table.

AUTOPLAY

- Users can select a number of spins the game will play for automatically.
- By clicking on "Advance," players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session.
- AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true with exceeding or equaling the cash increase or decrease limits.
- To end AUTOPLAY, the player can click the AUTOPLAY stop button.

Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

HOW TO CALCULATE PAYLINE WINS

- Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE. Only the highest winning combination per line is paid out.
- To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
- The total win will be the sum of all wins added together.



ADDITIONAL INFORMATION

- Rounding Coin Wins – If the coin win amount is in fractions, it will be displayed as an integer in the coin win message and in the game's history.
- Randomization – The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
- Malfunctions void all pays and plays.
- The following game features and settings may be subject to the terms and conditions of the gaming site:
  – The procedures used to manage unfinished game rounds.
  – The length of time allowed before a game session will automatically end due to inactivity.

RETURN TO PLAYER

The theoretical return to player for this game is 95.1%

DIAMOND HEAVEN Game Rules

This is game rules Version 3, dated March 15, 2020.

Welcome to the Diamond Heaven game, which features Free Spins, Stacked Wilds, and Stacked High Symbols!
Diamond Heaven is a Slot game with 5-reels, 3-rows, and 25-bet lines that can be set to a wide range of bet levels and coin values. Select from the panel a Bet level and a Coin value or the "MAX BET" option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected coin value. The spin button plays the game at the current bet level or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid, and pay-outs are made according to the PAYTABLE.

PAYTABLE

Winning Symbols

WILD



The WILD symbol appears stacked, only on reels 2,3,4.



3. **50**
4. **150**
5. **400**



3. **35**
4. **100**
5. **250**



3. **25**
4. **75**
5. **175**



3. **15**
4. **50**
5. **125**



3. **10**
4. **25**
5. **75**



3. **5**
4. **10**
5. **25**



3. **4**
4. **7**
5. **15**



3. **3**
4. **5**
5. **10**



3. **2**
4. **3**
5. **7**



3. **1**
4. **2**
5. **5**

FREE SPINS symbol



Appears only on reels 1, 3 and 5. When it appears on all 3 reels it awards 15 FREE SPINS without low value symbols

FREE SPINS

- Scatter symbols appear only on reels 1, 3, and 5.
- If 3 Scatter symbols appear on all 3 reels, regardless of the position, each of the middle 3 reels awards 15 Free Spins.
- All Free Spins are played at the same bet level and coin value specified in the round that activated the Free Spins.
- Free spins are played with no low symbols. High symbols and wilds are stacked during free spins, in stacks of 3.
- More Free Spins cannot be retriggered during Free Spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated the Free Spins.

WILD SYMBOLS

- The wild symbol substitutes for all symbols except the Scatter.
- Wilds appear only on reels 2, 3, and 4.

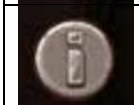
WINS

- If three or more identical symbols line up left to right on an active pay line, beginning from the leftmost reel, a win is awarded. In case of multiple combinations on the same winning line only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other.
- Winning combinations and pay-outs are made according to the PAYTABLE. A successful win line will multiply the line bet by the corresponding pay table multiplier.
- Coin Value - Change your bet size by changing your coin value.
- Coins – The player's balance in coins. This appears only on the desktop version, not on mobile.
- Level– Increases or decreases the size of the bet made for each spin.
- Bet – The amount of home currency spent by the player on a spin.
- Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
- Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the Max Bet button again to return to the previous bet level. The button does not initiate a spin.
- AUTOPLAY - Users can select several spins and the game will play automatically.
- Total Bet – The total amount of home currency spent by the player.
- Win – The total amount won in the spin that just ended.
- Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

- Mute – Turn the sound on or off.
- PAYTABLE – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
- Game Settings – Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable) and choose to use the space bar to spin or to stop a spin while playing on their desktop. 'Game Settings' appears only on the desktop, not on mobile.
- History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Button	Function
	Click this button to select the number of spins for AUTOPLAY.
	Click this button to begin the game round at the current coin and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.
	Click this button (on mobile only) to alter bets or coin value for the next round. Should players change the coin value, the balance display will update with the new amount of coins in play. Current game balance will always appear in cash value next to the coin value.
	Click this button (on desktop only) to play the game at the highest bet level and the pre-selected coin value.
	Click the plus or minus signs to adjust the bet level.
	Click the plus sign to increase each coin's value or the minus sign to decrease coin value.

	Click this button to access more game settings.
	Click to return to the home screen (on mobile only).
	Click to change audio settings or mute the game.
	Click to activate quick spin mode.
	Click to open the PAYTABLE.
	Click to view the History Table.

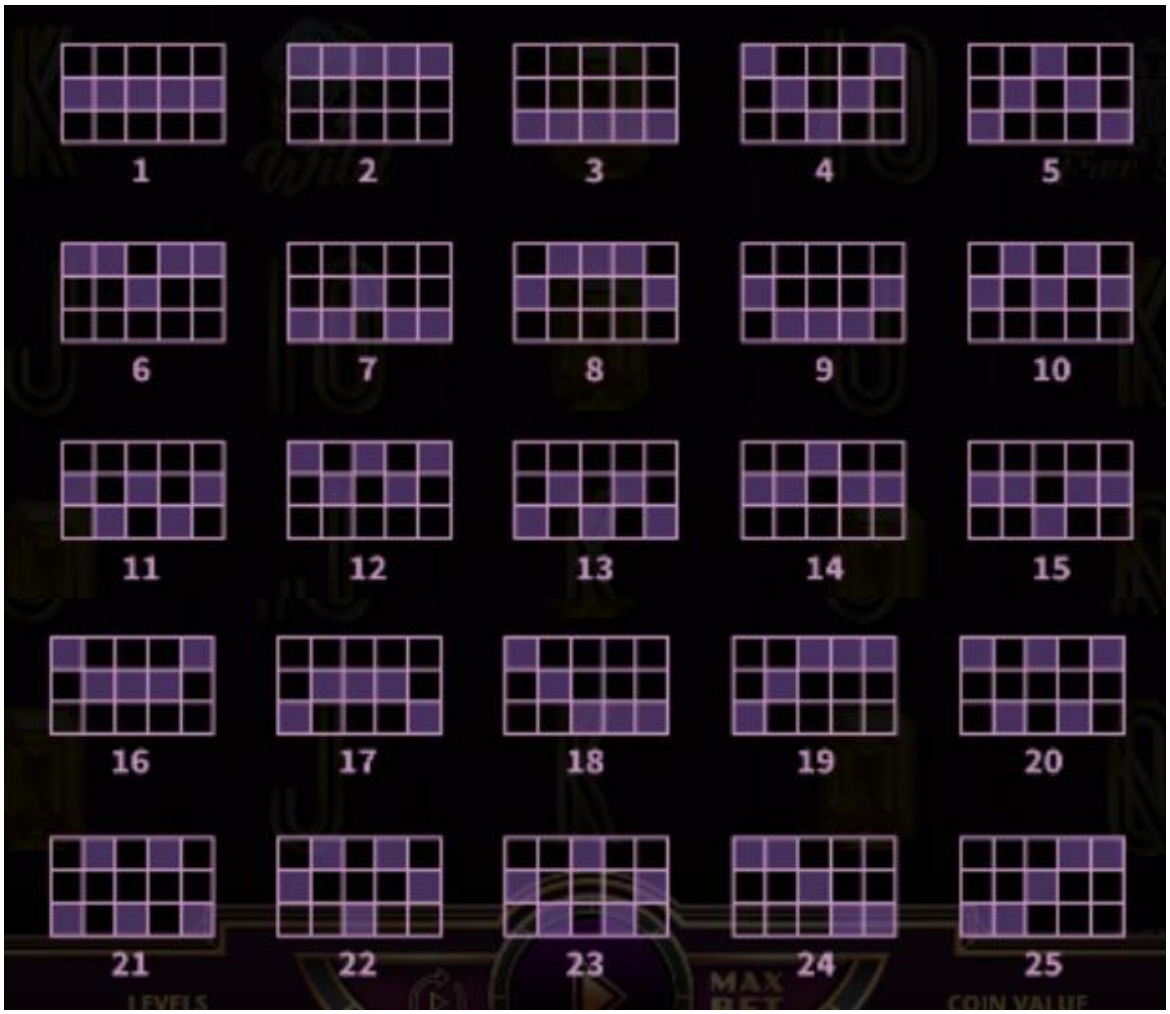
AUTOPLAY

- Users can select a number of spins the game will play for automatically.
- By clicking on "Advance," players can also set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session.
- AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true when exceeding or equalling the cash increase or decrease limits.
- To end AUTOPLAY, the player can click the AUTOPLAY stop button.

Note: AUTOPLAY cannot be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

HOW TO CALCULATE PAYLINE WINS

- Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE. Only the highest winning combination per line is paid out.
- To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
- The total win will be the sum of all wins added together.



ADDITIONAL INFORMATION

- Rounding Coin Wins: If the coin win amount is in fractions, it will be displayed as an integer in the coin win message and in the game's history.
- Randomization: The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
- Malfunctions void all pays and plays.
- The following game features and settings may be subject to the terms and conditions of the gaming site:
  - The procedures used to manage unfinished game rounds.
  - The length of time allowed before a game session will automatically end due to inactivity.

RETURN TO PLAYER

The theoretical return to player for this game is 95.5%

Gold Bonanza game rules

This is game rules Version 6, dated 20/05/2021.

Welcome to the Gold Bonanza Slot game which features Free Spins, Shifting Wilds, and Random Wilds features!
Gold Bonanza is a Slot game with 5-reels, 3-rows, and 20-bet lines that can be set to a wide range of bet levels and coin values. Select from the panel a Bet level and a Coin value or the "MAX BET" option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected coin value. The spin button plays the game at the current bet level, or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

PAYTABLE

SCATTER



symbols appear only on reels 2, 3, and 4.
Scatter symbols appear on all 3 reels, regardless of position, then 10 Free Spins are awarded.
All Free Spins are played at the same bet level and coin value specified in the round that activated the Free Spins.
At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated the Free Spins.

WILDS





3. **120**
4. **250**
5. **500**

The wild symbols substitute for all symbols except Scatter and the collection symbol.
Wilds appear only on reels 1 and 5. Any wild that appeared on reel 5, will shift one position to the left with every new spin unless it meets another wild coming the opposite direction.
Any wild that appeared on reel 1, will shift one position to the right with every spin unless it meets another wild coming the opposite direction.
Wilds can therefore exist on all reels and can pay.

When 2 wilds meet, they distribute 2 to 4 (the number is chosen randomly) Random WILDS



across the reels in the main game and 2 to 5 random wilds across the reels during free spins. These wilds land on random positions on the reels. If a wild covers a Scatter or a collection symbol, the Scatter and the collection symbol also count. A random wild can cover an existing wild.

Wins are calculated after the random wilds have been disbursed onto all intended reels.

After 2 wilds meet and distribute random wilds, the wilds that have met and the random wilds disappear for the next spin. Wilds that have been covered by a random wild continue to move on the reels as usual and do not disappear.

It is possible for 2 wilds to be on the same horizontal level from opposite sides and pass each other without meeting if they do not meet on a single symbol on the same spin.

COLLECTIBLES



X 10 AVERAGE TOTAL BET



X 20 AVERAGE TOTAL BET

Appear only on reel 5

Collect 30 symbols to win

Between 1 and 3 collection symbols can appear in one spin on the rightmost reel.

Cash will be awarded upon collection of 30 symbols and the counter reset to 0 once award is given.

There are two levels of awards for collecting the symbol, the 30th symbol will define the level of the award as can be found in the PAYTABLE.

When the 25th symbol is collected, a second collection symbol is added to the reels. Both are collected in the same way as above. However, there are different prizes depending on which of the two collection symbols is the 30th symbol collected. Once the 30th collection symbol is collected and the prize awarded, the reels return to their original position having only one collection symbol.

The prizes are multiples of the player's average total bet for the spins in which the player has collected one or more collection symbols.

Game Panel

Coin Value - Change your bet size by changing your coin value.

Coins - The player's balance in coins. This appears only on the desktop version, not on mobile.

Level - Increases or decreases the size of the bet made for each spin.

Bet - The amount of home currency spent by the player on a spin.

Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.

Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the Max Bet-button again to go back to the previous bet level. The button does not initiate a spin.
Auto play - Users can select a number of spins the game will play for automatically.
Total Bet - The total amount of home currency spent by the player.
Win - The total amount won in the spin that just ended.
Balance - As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with. Game Options
Mute- Turn the sound on or off.

Game Settings - Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable) and choose to use space bar to spin or to stop a spin while playing on their desktop. “Game Settings” appears only on the desktop, not on mobile.
History - Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

PAYTABLE



3. **60**
4. **100**
5. **200**



3. **40**
4. **80**
5. **150**



3. **30**
4. **60**
5. **100**



3. **20**
4. **40**
5. **60**



3. **10**
4. **20**
5. **50**



3. **5**
4. **20**
5. **30**



3. **5**
4. **20**
5. **30**



3. **5**
4. **10**
5. **20**



3. **5**
4. **10**
5. **20**

Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
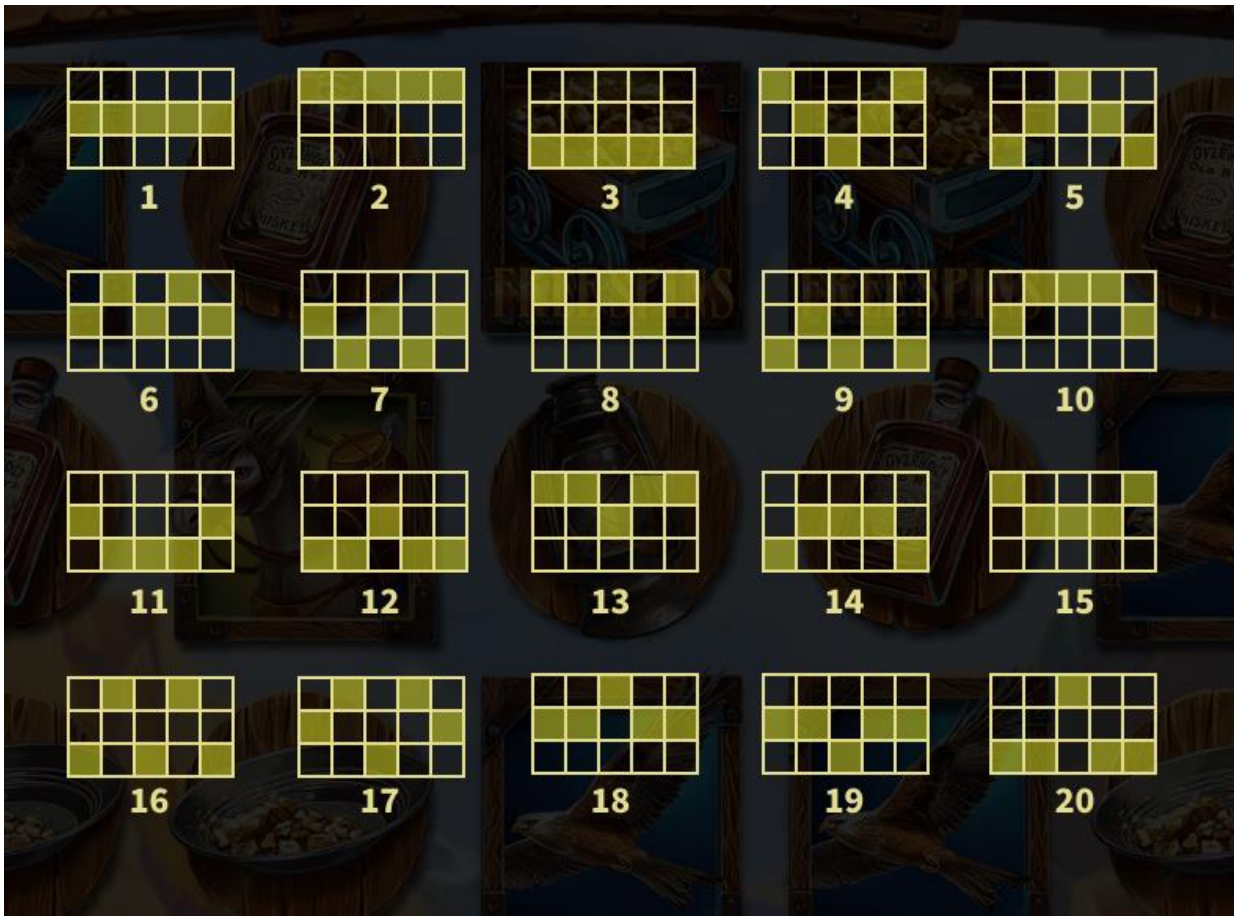
Wins description

If three or more identical symbols line up left to right on an active payline, beginning from the leftmost reel, a win is awarded. In case of multiple combinations on the same winning line only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other.
Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding paytable multiplier.

Users can select a number of spins the game will play for automatically.
By clicking on “Advance,” players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session.
AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true when exceeding or equalling the cash increase or decrease limits.
To end AUTOPLAY the player can click the AUTOPLAY stop button.
Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

Payline wins

Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE.
Only the highest winning combination per line is paid out.
To calculate a single bet line win, count the number of identical symbols lined up in sequence \non the line from left to right.
The total win will be the sum of all wins added together.



Additional Info

Rounding Coin Wins. If the coin win amount is in factions, it will be displayed as an integer in the coin win message and in the game's history.
Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
Malfunctions void all pays and plays.
The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session will automatically end due to inactivity.

RTP: The theoretical return to player for this game is 95.451%

Vampire Kiss game rules

This is game rules Version 6, dated 20/05/2021.

Welcome to the Vampire Kiss Slot game which features a Growing Wild Multiplier, and Free Spins with greater Wild Multipliers!

Vampire Kiss is a Slot game with 5-reels, 3-rows, and 25 bet lines that can be set to a wide range of bet levels and coin values. Select from the panel a Bet level and a Coin value or the "MAX BET" option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected coin value. The spin button plays the game at the current bet level, or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

WILDS



APPEARS ONLY ON REELS 2, 3, 4 WILD MULTIPLIER RANGES BETWEEN X1 AND X10 WILD MULTIPLIER IS PER BET SIZE

The wild symbols substitute for all symbols except Scatter.
Wilds appear only on reels 2, 3, and 4. There are 10 multipliers on the reels in the main game: X1, X2, X2, X2, X2, X3, X3, X3, X5, X10 in that order. The first spin in the game has multiplier X1, the second, third, fourth, and fifth are X2, the sixth X3, and so on until the 10th being X10. The 11th spin will begin this cycle from the beginning, until the 20th spin, and so on ad infinitum.
The multiplier changes from spin to spin regardless of whether there are wilds on the reels or not.
All wilds during a spin will have the same multiplier as the UI indicates for that spin.
Two or more wild multipliers that are not X1 participating in a single win will add the multipliers.
Wins are calculated after the multipliers are distributed.
During free spins, the cycle of the growing multiplier from the first spin to the tenth free spin is: X3, X3, X4, X4, X5, X5, X7, X7, X10, X10

SCATTER



ONLY ON REELS 1, 3, 5.
APPEARING ON ALL 3 REELS WINS 10 FREE SPINS WITH GREATER GROWING WILD MULTIPLIERS

Scatter symbols appear only on reels 1, 3, and 5.
If 3 Scatter symbols appear on all 3 reels, regardless of position, then 10 Free Spins are awarded.
All Free Spins are played at the same bet level and coin value specified in the round that activated the Free Spins.
During free spins, the cycle of the growing wild multipliers from the first spin to the tenth free spin is: X3, X3, X4, X4, X5, X5, X7, X7, X10, X10

At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated the Free Spins.

Wins description

If three or more identical symbols line up left to right on an active payline, beginning from the leftmost reel, a win is awarded. In case of multiple combinations on the same winning line only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other.
Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding paytable multiplier.

PAYTABLE



3. **50**
4. **150**
5. **250**



3. **25**
4. **50**
5. **125**



3. **15**
4. **40**
5. **50**



3. **15**
4. **40**
5. **50**



3. **10**
4. **15**
5. **40**



3. **10**
4. **15**
5. **40**



3. **5**
4. **10**
5. **25**



3. **5**
4. **10**
5. **25**

Payline Wins

Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE.

Only the highest winning combination per line is paid out.
To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
The total win will be the sum of all wins added together.

Autoplay

Users can select a number of spins the game will play for automatically.
By clicking on “Advance,” players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session. AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true when exceeding or equalling the cash increase or decrease limits. To end AUTOPLAY the player can click the AUTOPLAY stop button.

Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings

Game Panel

Coin Value - Change your bet size by changing your coin value.
Coins - The player's balance in coins. This appears only on the desktop version, not on mobile.
Level - Increases or decreases the size of the bet made for each spin.
Bet - The amount of home currency spent by the player on a spin.
Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the Max Bet-button again to go back to the previous bet level. The button does not initiate a spin.
Auto play - Users can select a number of spins the game will play for automatically.
Total Bet - The total amount of home currency spent by the player.
Win - The total amount won in the spin that just ended.
Balance - As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with. Game Options
Mute- Turn the sound on or off.

Game Settings - Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable) and choose to use space bar to spin or to stop a spin while playing on their desktop. “Game Settings” appears only on the desktop, not on mobile.
History - Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

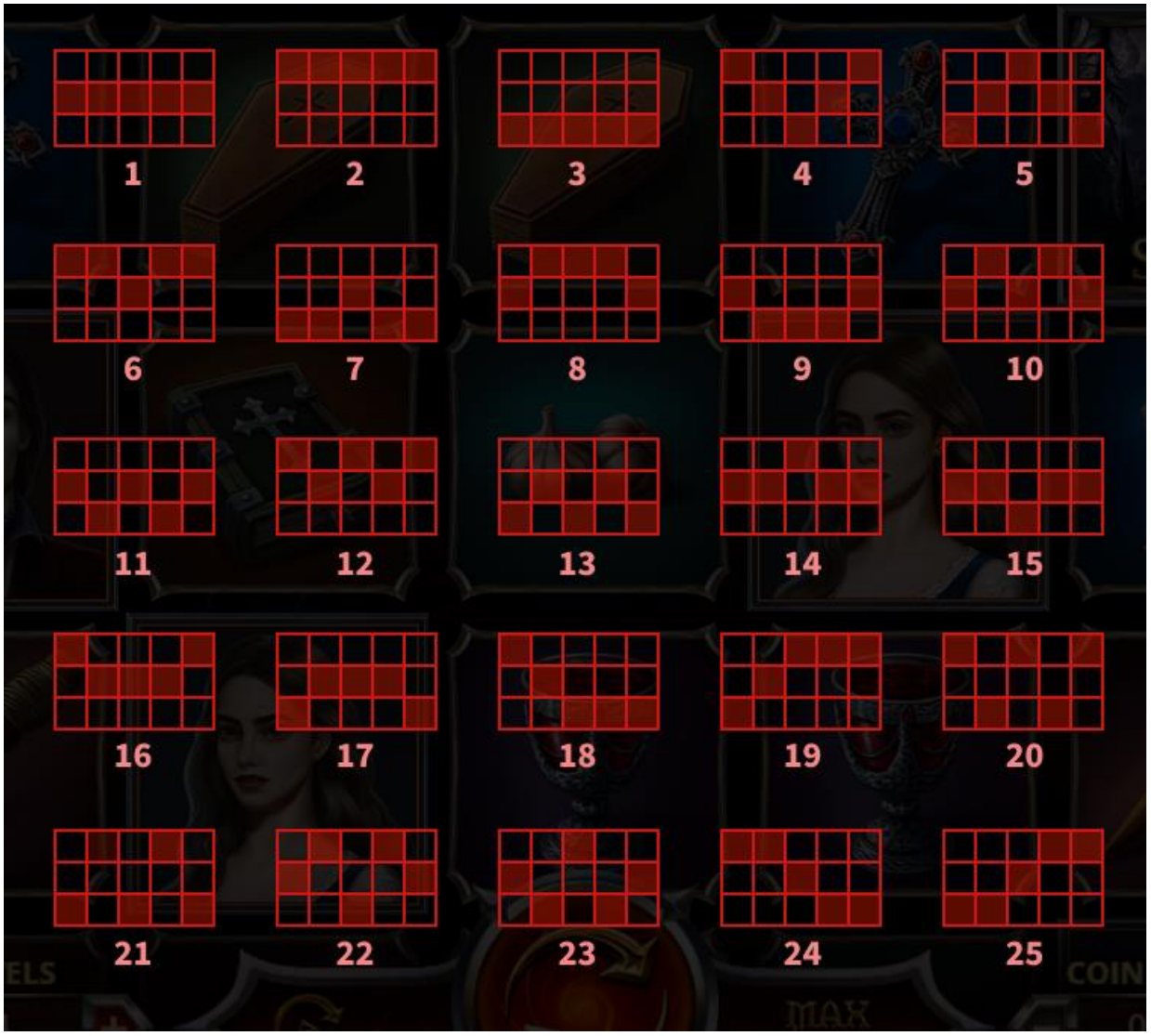
Additional info

Rounding Coin Wins. If the coin win amount is in fractions, it will be displayed as an integer in the coin win message and in the game’s history.

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
Malfunctions void all pays and plays.
The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session will automatically end due to inactivity.

Winning Combinations



RTP

The theoretical return to player for this game is 95.038%

Feast O'Fruits game rules

This is game rules Version 6, dated 20/05/2021.

Welcome to the Feast O'Fruit game which features Free Spins, Stacked Wilds, and Stacked High Symbols features!
Feast O'Fruit is a Slot game with 5-reels, 3-rows, and 25-bet lines that can be set to a wide range of bet levels and coin values. Select from the panel a Bet level and a Coin value or the "MAX BET" option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected coin value. The spin button plays the game at the current bet level, or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

PAYTABLE

WILDS



WILD appear stacked only on reels 2,3,4. WILD substitutes for all symbols except SCATTER.

FREE SPINS



Scatter symbols appear only on reels 1, 3, and 5. If 3 Scatter symbols appear on all 3 reels, regardless of position, then 15 Free Spins are awarded.
All Free Spins are played at the same bet level and coin value specified in the round that activated the Free Spins.
Free spins are played with no low symbols. High symbols and wilds are stacked during free spins, in stacks of 3. More Free Spins cannot be retriggered during Free Spins. At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated the Free Spins.



3. **50**
4. **85**
5. **125**



3. **35**
4. **60**
5. **100**



3. **25**
4. **45**
5. **85**



3. **15**
4. **35**
5. **50**



3. **10**
4. **15**
5. **25**



3. **7**
4. **10**
5. **15**



3. **5**
4. **7**
5. **10**



3. **3**
4. **5**
5. **7**



3. **2**
4. **3**
5. **5**



3. **1**
4. **2**
5. **3**

Payline Wins

Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE. Only the highest winning combination per line is paid out.

To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
The total win will be the sum of all wins added together.

Autoplay

Users can select a number of spins the game will play for automatically.
By clicking on “Advance,” players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session. AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true when exceeding or equalling the cash increase or decrease limits. To end AUTOPLAY the player can click the AUTOPLAY stop button.

Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings

Game Panel

Coin Value - Change your bet size by changing your coin value.
Coins - The player's balance in coins. This appears only on the desktop version, not on mobile.
Level - Increases or decreases the size of the bet made for each spin.
Bet - The amount of home currency spent by the player on a spin.
Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the Max Bet-button again to go back to the previous bet level. The button does not initiate a spin.
Auto play - Users can select a number of spins the game will play for automatically.
Total Bet - The total amount of home currency spent by the player.
Win - The total amount won in the spin that just ended.
Balance - As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

Game Options

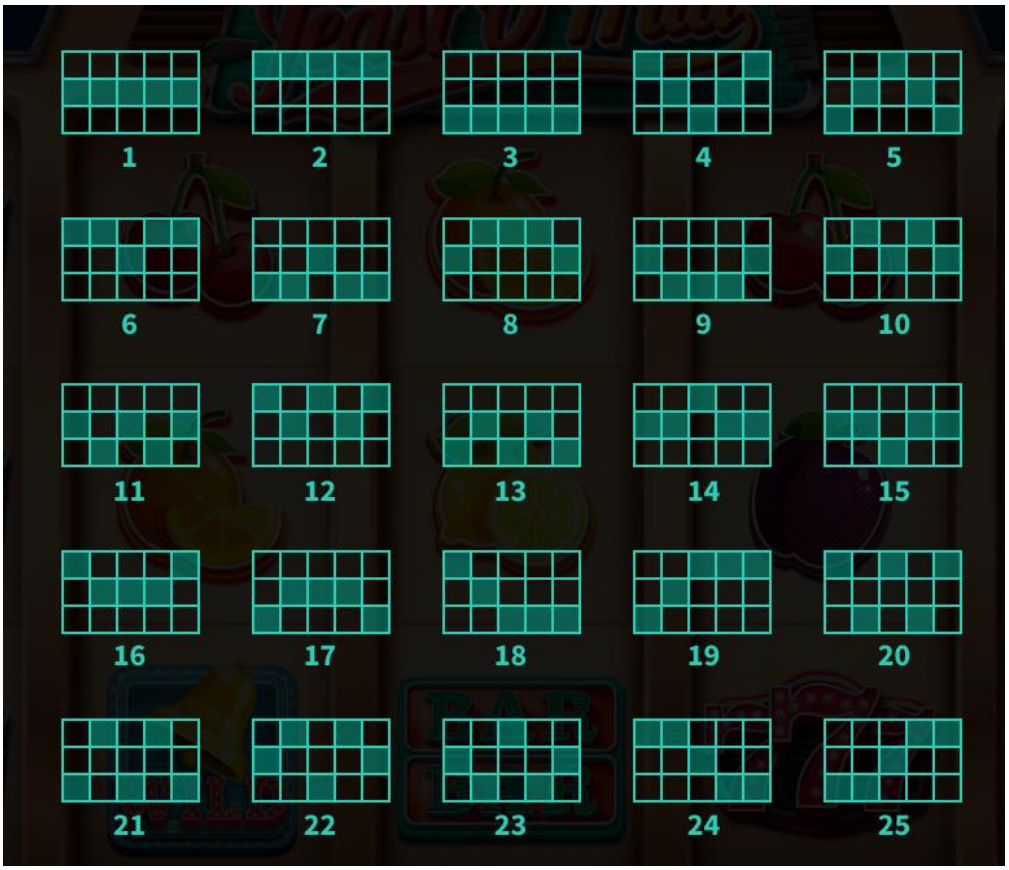
Mute- Turn the sound on or off.
Game Settings - Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable) and choose to use space bar to spin or to stop a spin while playing on their desktop. “Game Settings” appears only on the desktop, not on mobile.
History - Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Additional info

Rounding Coin Wins. If the coin win amount is in fractions, it will be displayed as an integer in the coin win message and in the game's history.
Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
Malfunctions void all pays and plays.
The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session will automatically end due to inactivity.

Winning Combinations



Unicorn Forest game rules

This is game rules Version 2, dated July 15, 2020.

Welcome to the Unicorn Forest Slot game which features Big Symbols, and Free Spins with more Big Symbols added to the reels!

Unicorn Forest is a Slot game with 5-reels, 3-rows, and 25 bet lines that can be set to a wide range of bet levels and coin values. Select from the panel a Bet level and a Coin value or the "MAX BET" option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected coin value. The spin button plays the game at the current bet level, or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

SYMBOLS



3. **100**
4. **500**
5. **5000**



3. **40**
4. **150**
5. **1500**



3. **30**
4. **60**
5. **1000**



3. **20**
4. **40**
5. **500**



3. **20**
4. **40**
5. **500**



3. **10**
4. **20**
5. **100**



3. **10**
4. **20**
5. **100**



3. **5**
4. **10**
5. **30**



3. **5**
4. **10**
5. **30**

WILD SYMBOLS







- The wild symbols substitute for all symbols except Scatter.
- Wilds appear only on reels 2, 3, and 4.
- There are 3 sizes of wilds: 1X1, 2X2 and 3X3.
- Any position within the big symbols is considered a wild.
- 1X1 wilds appear only on reels 2, 3, and 4.
- 2X2 wilds begin on reel 2 to appear on reels 2 and 3.
- 3X3 wilds begin on reel 2 to appear on reels 2, 3, and 4.

FREE SPINS

- Scatter symbols appear only on reels 1 and 5.



- If 2 Scatter symbols appear on both reels, regardless of position, then 10 Free Spins are awarded.
- All Free Spins are played at the same bet level and coin value specified in the round that activated the Free Spins.
- All free spin wins are multiplied by 3.
- More free spins cannot be retriggered during free spins.
- At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated the Free Spins.

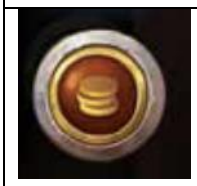
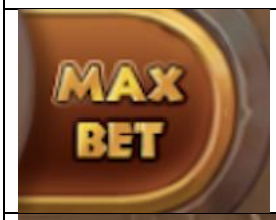
WINS

- If three or more identical symbols line up left to right on an active payline, beginning from the leftmost reel, a win is awarded. In case of multiple combinations on the same winning line only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other
- Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding paytable multiplier.
- Coin Value - Change your bet size by changing your coin value.
- Coins – The player's balance in coins. This appears only on the desktop version, not on mobile.
- Level– Increases or decreases the size of the bet made for each spin.
- Bet – The amount of home currency spent by the player on a spin.
- Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
- Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the Max Bet-button again to go back to the previous bet level. The button does not initiate a spin.
- Auto play - Users can select a number of spins the game will play automatically.
- Total Bet – The total amount of home currency spent by the player.
- Win – The total amount won in the spin that just ended.
- Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

- Mute – Turn the sound on or off.
- PAYTABLE – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
- Game Settings – Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable) and choose to use space bar to spin or to stop a spin while playing on their desktop. ‘Game Settings’ appears only on the desktop, not on mobile.
- History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of

any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Button	Function
	Click this button to select the number of spins for AUTOPLAY.
	Click this button to begin the game round at the current coin and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.
	Click this button (on mobile only) to alter bets or coin value for the next round. Should players change the coin value, the balance display will update with the new amount of coins in play. Current game balance will always appear in cash value next to the coin value.
	Click this button (on desktop only) to play the game at the highest bet level, and the pre-selected coin value.
	Click the plus or minus signs to adjust the bet level.
	Click the plus sign to increase each coins' value or the minus sign to decrease coin value.
	Click this button to access more game settings.
	Click to return to the home screen (on mobile only).
	Click to switch sound on and off

	Click to activate quick spin mode
	Click to open the Pay Table and info page
	Click to view the History Table.

AUTOPLAY

- Users can select several spins the game will play for automatically.
- By clicking on "Advance," players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session.
- AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true when exceeding or equalling the cash increase or decrease limits.
- To end AUTOPLAY the player can click the AUTOPLAY stop button.

Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

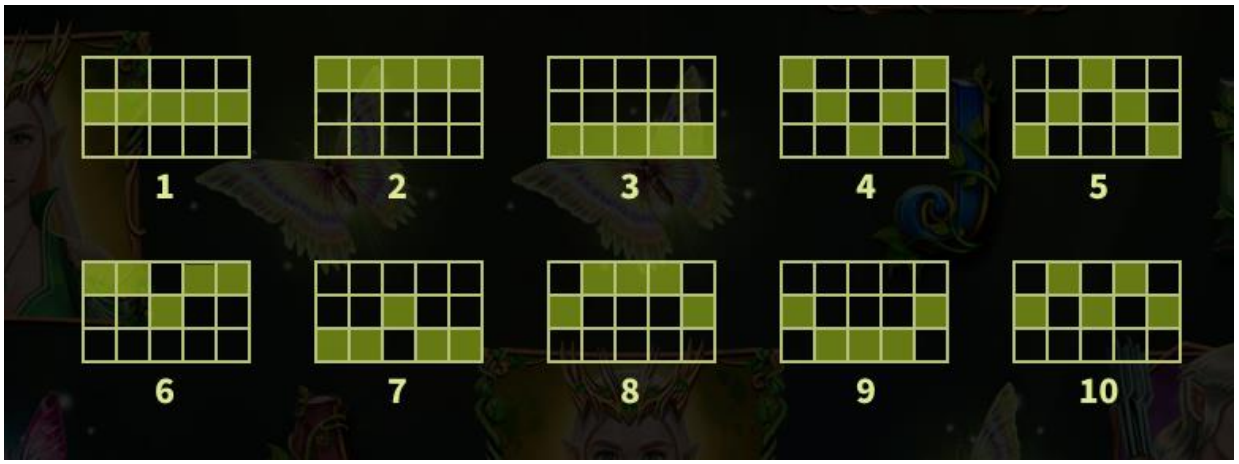
HOW TO CALCULATE PAYLINE WINS

- Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE. Only the highest winning combination per line is paid out.
- To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
- The total win will be the sum of all wins added together.

ADDITIONAL INFORMATION

- Rounding Coin Wins. If the coin win amount is in factions, it will be displayed as an integer in the coin win message and in the game's history.
- Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
- Malfunctions void all pays and plays.
- The following game features and settings may be subject to the terms and conditions of the gaming site:
  - The procedures used to manage unfinished game rounds.
  - The length of time allowed before a game session will automatically end due to inactivity.

WINNING COMBINATIONS



RETURN TO PLAYER

The theoretical return to player for this game is 96.14%

SANTA’S GIFTS Game Rules

This is game rules Version 6, dated 20/05/2021.

Welcome to the Santa’s Gift’s game which features Free Spins, stacked mystery symbols during free spins, and a great Santa’s Gift’s re-spin bonus during the base game, where you may win huge!
Santa’s Gift’s is a Slot game with 5-reels and 3-rows, and 20 fixed Winlines the game can be set to a wide range of bet levels and coin values. Which may be selected from the Bet level and a Coin value option in the games user interface or if you are feeling lucky hit the “MAX BET” option to begin spinning. MAX BET this plays the game at the highest bet level, and the pre-selected coin value.
The spin button plays the game at the current bet level or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

PAYTABLE

Wild Symbols



The wild symbol substitutes for all symbols except Scatter and special symbols. Wilds appear only on reels 2, 3, 4 and 5.

Santa’s Gift’s Bonus



The Santa’s Gift’s bonus game is awarded in the base game, when you collect 6 or more Santa Sacks. A re-spin round will then be awarded where you will have the chance to win some truly Epic wins. Stake multiplier values which are shown on the sack will be added to your total win at the end of the re-spin round. The re-spin counter will be reset each time a new Santa’s Sack has been awarded.

Mystery Win Bonus



Collect the mystery symbol to be awarded large cluster wins during the free spins game, the mystery symbol will reveal the same value symbol on all positions where it lands even wilds may be hidden in the mystery gift for some truly Epic Wins!

Free Spins Bonus



Collect x3 Bonus symbols to begin 7 free spins with the addition of the mystery wins bonus.



3. 50
4. 500
5. 2000



3. 40
4. 200
5. 1000



3. 30
4. 50
5. 300



3. 20
4. 30
5. 100



3. 10
4. 20
5. 40



3. 5
4. 10
5. 20



3. 5
4. 10
5. 20



3. 5
4. 10
5. 20

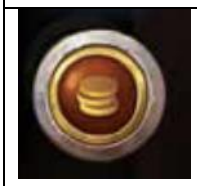
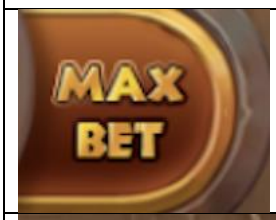
WINS

- If three or more identical symbols line up left to right on an active payline, beginning from the leftmost reel, a win is awarded. In case of multiple combinations on the same winning line only the highest winning combination will be paid. Simultaneous wins on different bet lines are possible and added to each other
- Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding paytable multiplier.
- Coin Value - Change your bet size by changing your coin value.
- Coins – The player's balance in coins. This appears only on the desktop version, not on mobile.
- Level– Increases or decreases the size of the bet made for each spin.
- Bet – The amount of home currency spent by the player on a spin.
- Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.
- Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the Max Bet-button again to go back to the previous bet level. The button does not initiate a spin.
- Auto play - Users can select a number of spins the game will play automatically.
- Total Bet – The total amount of home currency spent by the player.
- Win – The total amount won in the spin that just ended.
- Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

- Mute – Turn the sound on or off.
- PAYTABLE – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
- Game Settings – Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable) and choose to use space bar to spin or to stop a spin while playing on their desktop. ‘Game Settings’ appears only on the desktop, not on mobile.
- History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of

any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Button	Function
	Click this button to select the number of spins for AUTOPLAY.
	Click this button to begin the game round at the current coin and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.
	Click this button (on mobile only) to alter bets or coin value for the next round. Should players change the coin value, the balance display will update with the new amount of coins in play. Current game balance will always appear in cash value next to the coin value.
	Click this button (on desktop only) to play the game at the highest bet level, and the pre-selected coin value.
	Click the plus or minus signs to adjust the bet level.
	Click the plus sign to increase each coins' value or the minus sign to decrease coin value.
	Click this button to access more game settings.
	Click to return to the home screen (on mobile only).
	Click to switch sound on and off

	Click to activate quick spin mode
	Click to open the Pay Table and info page
	Click to view the History Table.

AUTOPLAY

- Users can select several spins the game will play for automatically.
- By clicking on "Advance," players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session.
- AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true when exceeding or equalling the cash increase or decrease limits.
- To end AUTOPLAY the player can click the AUTOPLAY stop button.

Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

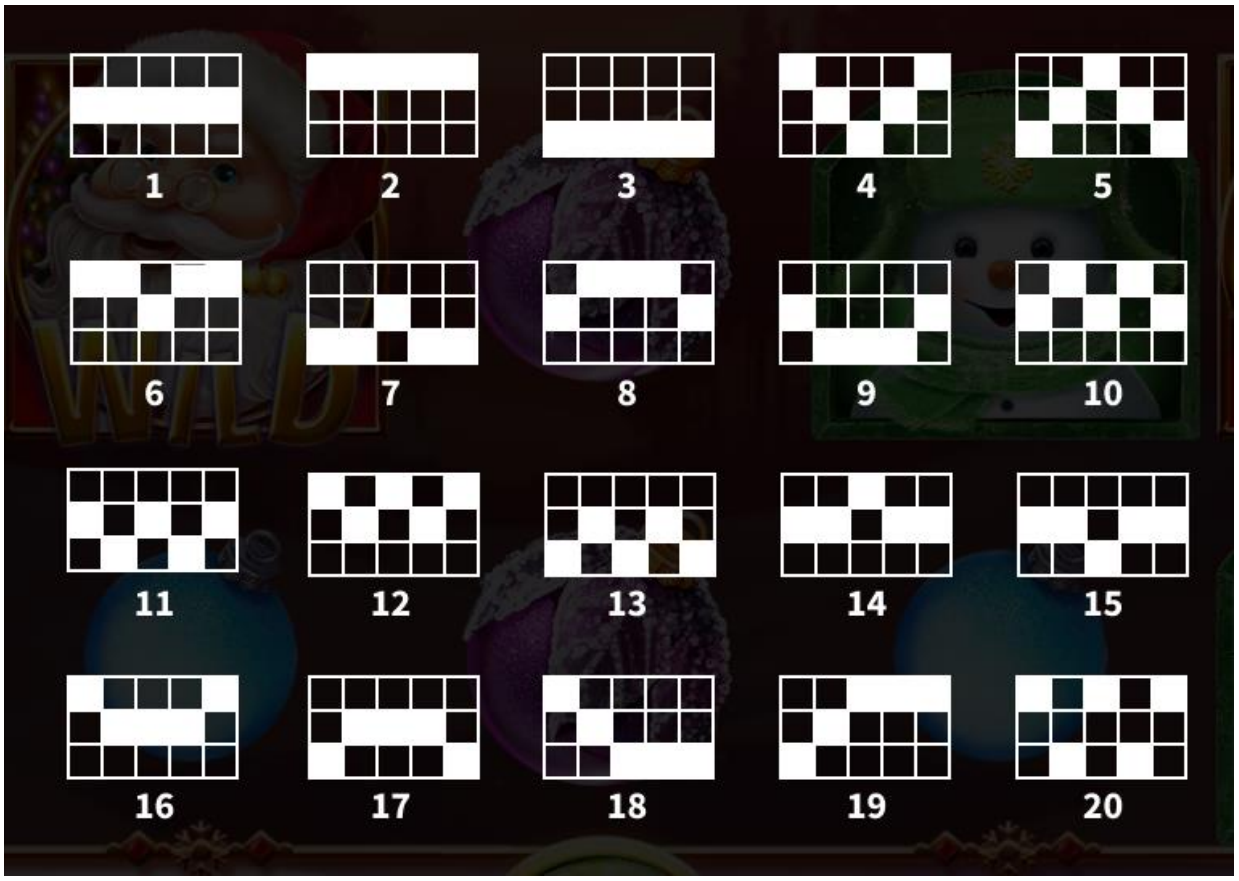
HOW TO CALCULATE PAYLINE WINS

- Players can find the value for 3, 4, or 5 identical symbols lined up in a row in the PAYTABLE. Only the highest winning combination per line is paid out.
- To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
- The total win will be the sum of all wins added together.

ADDITIONAL INFORMATION

- Rounding Coin Wins. If the coin win amount is in factions, it will be displayed as an integer in the coin win message and in the game's history.
- Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
- Malfunctions void all pays and plays.
- The following game features and settings may be subject to the terms and conditions of the gaming site:
  - The procedures used to manage unfinished game rounds.
  - The length of time allowed before a game session will automatically end due to inactivity.

WINNING COMBINATIONS



RETURN TO PLAYER

The theoretical return to player for this game is 96.14%

WILD GODS Game Rules

This is game rules Version 01, dated December 20th, 2020.

GAME RULES:

Wild Gods is a 1024 WAYS Game that comprises five columns and four rows. Wins are awarded from any three or more matching symbols across three or more consecutive reels, starting with the furthest left.

The game can be set to a wide range of stake levels from the "Bet value" options in the game's user interface. If you're feeling lucky, hit the "MAX BET" option to begin spinning. MAX BET plays the game at the highest possible stake, set by the game's bet levels.

The spin button plays the game at the current stake, or the player can select "AUTOPLAY" to spin for a specified number of rounds automatically. Only the highest win per active WAY/WAYS is paid, and pay-outs are made according to the PAYTABLE.

Wild Symbols

The wild symbols substitute for all symbols except the Scatter and the Gift of the Gods Bonus. Wilds appear only on reels 2, 3, 4, and 5 and expand whenever it forms part of an active WAY or Ways.





Free Spins:









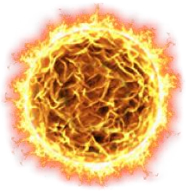
Free spins are awarded when three or more free spins land anywhere in the game view. When the player is playing as Zeus, the golden eagle is the free spins symbol that triggers the free spins bonus game.

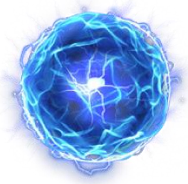
When the player is playing as Amun Ra, the hawk is the free spins symbol that awards the free spins bonus game.

- 3 free spins symbols award7 free spins
- 4 free spins symbols award 10 free spins
- 5 free spins symbols award 15 free spins

During the free spins game, both the hawk and eagle symbols award +1 free game. Multiple free games may be awarded from a single spin; however, free spins may not be re-triggered. During the free spins game, the lightning orb and fireball collection symbol may be awarded, and the Gift of the Gods bonus may be awarded if the player collects all 100 symbols during the free game. In such a scenario, the free games will pause while the collection pop-up animation is played out. Upon completion, the free spins game resumes.

Gift of the Gods Bonus





The player will be randomly awarded collectibles either in the form of a lightning ball or a fireball, depending on which base game they are playing. If they are playing as Amun Ra, the fireball will be the collectible reel symbol. If they are playing as Zeus, the Lightning ball will be the collectible symbol.

When the player has collected 100-reel collectibles, he/she will be awarded the “Gift of the Gods”, which will be a cash value based on the overall stake which has been played up to the collection point.

WINS



3. **1.25**
4. **3.75**
5. **5.00**



3. **1.25**
4. **3.75**
5. **5.00**



3. **1.25**
4. **3.75**
5. **5.00**



3. **1.00**
4. **2.50**
5. **3.00**



3. **0.75**
4. **2.00**
5. **2.50**



3. **0.50**
4. **1.50**
5. **2.00**



3. **0.25**
4. **1.00**
5. **1.50**



3. **0.13**
4. **0.50**
5. **1.00**



3. **0.13**
4. **0.50**
5. **1.00**



3. **0.13**
4. **0.25**
5. **0.50**



3. **0.13**
4. **0.25**
5. **0.50**

A win is awarded if three or more identical symbols appear anywhere in view from left to right on an active WAY or WAYS, beginning from the leftmost reel.

In the case of multiple combinations on the same winning WAY, only the highest winning combination is paid. Simultaneous wins on different WAYS are possible and added to each other.

Winning combinations and pay-outs are made according to the PAYTABLE. A winning WAY will pay that way per the PAYTABLE value.

GAME OPTIONS

Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button becomes a stop button allowing the player to stop the reels at any time.
Stake Up Button - Click on the stake up button to increase your stake, which will be one of several value increments until the maximum bet has been selected.
Stake Down Button - Click on the stake down button to decrease your stake, which will be one of several value increments until the minimum bet has been selected.
Max Bet - Sets the game to its highest possible stake.
Max Win - The max win in this game is no greater than 3416 times any stake being played.
Auto Play - Users can select several spins the game will play automatically.
Total Bet – The total amount of home currency spent by the player.

Win – The total amount won in the spin that just ended.
Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.
Mute – Turn the sound on or off.
Pay Table – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
Game Settings – Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose the quick spin mode (where applicable), and decide to use the spacebar to spin or stop a spin while playing on their desktop. 'Game Settings' appears only on the desktop, not on mobile.
History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

FUNCTION BUTTONS:

Click this button to select the number of spins for AUTOPLAY.
Click this button to begin the game round at the current stake. Alternatively, press the spacebar to perform the same function if you have enabled this feature through the desktop version settings. Press and hold the button to play the game in TURBO mode.
Click this button (on mobile only) to alter bets or coin value for the next round. Should players change the coin value, the balance display will be updated with the new coins in play. The current game balance will always appear in cash value next to the coin value.
Click to activate turbo spin mode.
Click to activate the quick spin mode.
Click to open menu.
Click to view the History Table.
Click to open the Pay Table and info page.
Click to access more game settings.
Click to return to the home screen (on mobile only).
Click to activate the sound.
Click to mute the sound.

AUTOPLAY

Users can select the number of spins the game will play for automatically.
By clicking on "Advance," players can also set a limit for a single win or prevent themselves from losing or winning above a set amount of cash during the AUTOPLAY session.
Autoplay will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true with exceeding or equalling the cash increase or decrease limits.
To end AUTOPLAY click the AUTOPLAY stop button, which will now replace the spin button.

Note: AUTOPLAY cannot be changed during AUTOPLAY. Stop AUTOPLAY to change its settings.

How to calculate WAYS wins

Players can find the value for 3, 4, or 5 identical symbols lined up in a PAYTABLE row. Only the highest winning combination per WAY is paid out.

To calculate a single bet way win, count the number of identical symbols anywhere in view on the WAY from left to right.

The total win is the sum of all wins added together.

Additional Information

Rounding Wins - If the bet win amount is in fractions, it will be displayed as an integer in the winning message and the game's history.

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session automatically ends due to inactivity.

1024 WAYS



RETURN TO PLAYER:

The theoretical return to player for this game is 96.1%.

PARTY FRUITS Game Rules

This is game rules Version 1, as of 11th May 2021.

Party Fruits is a slot game with 5-reels, 3-rows, and 25 fixed bet lines that can be set to a wide range of bet levels. Select from the bet panel and then select a Bet Level or press the "MAX BET" option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected currency value. The "Spin" button plays the game at the current bet level, or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

WILD Symbol



Appears stacked on reels 2, 3, 4.
The Wild symbol substitutes for all symbols except for the Scatter symbol.

SCATTER Symbol and Free Spins

Available on reels 1, 3 and 5.

When the symbol appears on all 3 reels, regardless of the position, then 15 Free Spins with no low value symbols are awarded.



All Free Spins are played at the same stake they were awarded.

During the Free Spins, high value symbols and Wilds are stacked in stacks of three.

During the Free Spins, there is no re-trigger for additional Free Spins.

At the end of the Free Spins rounds, the total win is added to any wins from the game which activated the feature.

WINS



3. **4.00**
4. **6.80**
5. **10.00**



3. **2.80**
4. **4.80**
5. **8.00**



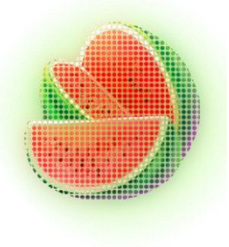
3. **2.00**
4. **3.60**
5. **6.80**



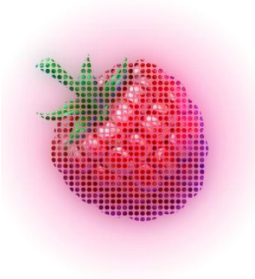
3. **1.20**
4. **2.80**
5. **4.00**



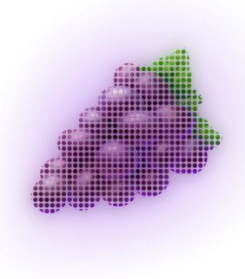
3. **0.80**
4. **1.20**
5. **2.00**



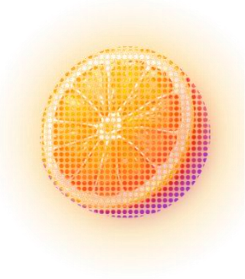
3. **0.56**
4. **0.80**
5. **1.20**



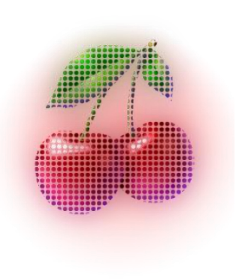
3. **0.80**
4. **0.56**
5. **0.40**



3. **0.56**
4. **0.40**
5. **0.24**



3. **0.40**
4. **0.24**
5. **0.16**



3. **0.24**
4. **0.16**
5. **0.08**

A win is awarded if three or more identical symbols line up left to right on an active pay-line, beginning from the leftmost reel. If multiple combinations on the same

winning line occur, only the highest will be paid. Simultaneous wins on different bet lines are possible and accumulated.

Winning combinations and pay-outs are made according to the PAYTABLE. A successful win line multiplies the line bet by the corresponding paytable multiplier.

Bet – The amount of home currency spent by the player on a spin.

Spin Button - Click on the “spin” button to begin each round. When the reels are spinning, this button will disappear on mobile.

Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the “Max Bet” button again to return to the previous bet level.
The button does not initiate a spin.

Max Win - The max win in this game is no greater than 1878 times any stake being played.

AUTOPLAY - Users can select the number of spins the game will play for automatically.

Total Bet – The total amount of home currency spent by the player.

Win – The total amount won in the spin that just ended.

Balance – Displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

Mute – Turn the sound on or off.

Paytable – Use this table to discover the pay-out or Free Spins allotted to each symbol combination and to read this page.

Game Settings – Players can switch the sound on or off, return to the home screen (on mobile), review their betting history, choose “quick spin” mode (where applicable), and choose to use the space bar to spin or stop a spin while playing on their desktop. Game Settings appears only on the desktop, not mobile.

History – Players can click on the "History Table” to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in the Free Game mode.

FUNCTIONS

Click this button to:

- Click this button to select the number of spins for AUTOPLAY.
- Click this button to begin the game round at the current cash and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.

- Click this button (on mobile only) to alter bets or cash value for the next round. Should players change the cash value, the balance display will update with the new amount of cash in play. Current game balance will always appear in cash value next to the cash value.
- Click to activate turbo spin mode.
- Press to change cash value.
- Click to activate quick spin mode.
- Click to open menu.
- Close menu.
- Click to view the History Table.
- Click to open the Pay Table and info page.
- Click this button to access more game settings.
- Click to return to the home screen (on mobile only).
- Click to activate sound.
- Click to mute the sound.

AUTOPLAY

Users can select the number of spins the game will play for automatically.

By clicking on "Advance," players can set a limit for a single win or prevent themselves from losing or winning above a set amount of cash during the AUTOPLAY session.

Autoplay will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true for exceeding or equalling the cash increase or decrease limits.

To end AUTOPLAY, click the AUTOPLAY stop button.

Note: AUTOPLAY cannot be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

How to calculate pay-line wins

The PAYTABLE shows the value for 3, 4, or 5 identical symbols lined up in a row. Only the highest winning combination per line is paid out.

To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.

The total win will be the sum of all wins added together.

ADDITIONAL INFORMATION

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session automatically ends due to inactivity.

RETURN to PLAYER

The theoretical return to player for this game is 94.8%.

AZTEC STARGEMS Game rules

Game rules 15/04/2021

Overview

Welcome to Aztec STARGEMS in this 3-reel, 3 row, 5 fixed Winlines game.
Experience the magic of the Aztecs through the mighty StarGem bonus which randomly swaps all connecting symbols to the same paying symbol, potentially awarding you with some truly epic wins.

Feel the true power of the Aztecs when the mighty Wild multiplier is awarded, giving you up to x10 the value of any line win. Be amazed by the “locked reels” Bonus where you will be awarded 3 re-spins when reels 1 and 2 match. The matching reels will remain locked for the three re-spins, increasing your chances of winning.

The game can be set to a wide range of bet levels. This will be selected from the Bet level. MAX BET plays the game at the highest bet level.

The spin button plays the game at the current bet level or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

Wild Multiplier



The Wild Multiplier is available on reel 3 only and offers a random multiplier from x2 to x1. This will multiply your line win by the multiplier value which has been awarded.

StarGem Bonus

The STARGEM bonus replaces a random symbol of the same



all connecting symbols with value.

Locked Reels



When reels 1 & 2 match, you will be awarded with 3 re-spins, while reel 1 & 2 will be locked for each of those 3 re-spins.

Wild Symbols



The Wild symbols substitute for all symbols other than the STARGEM symbol. Wilds can appear on all reels.

Wins



3. **240**



3. **30.00**



3. **20.00**



3. **10.00**



3. **4.00**


3. **1.60**


3. **1.20**


3. **0.80**


3. **0.40**

If three identical symbols line up left to right on an active pay-line, beginning from the leftmost reel, a win is awarded.

Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding paytable multiplier.

Bet – The amount of home currency spent by the player on a spin.

Spin Button - Click on the spin button to begin each round. When the reels are spinning, this button will disappear on mobile.

Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the Max Bet-button again to go back to the previous bet level.
The button does not initiate a spin.

Max Win - the max win in this game is no greater than 5000 times any stake which is being played.

Auto play - Users can select several spins and the game will play automatically.

Total Bet – The total amount of home currency spent by the player.

Win – The total amount won in the spin that just ended.

Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

Game Options

Mute – Turn the sound on or off.

Paytable – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.

Game Settings – Players can switch sound on or off, return to the home screen (on mobile), review their betting history, choose quick spin mode (where applicable) and

choose to use space bar to spin or to stop a spin while playing on their desktop. 'Game Settings' appears only on the desktop, not on mobile.

History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in Free Game mode.

Function Buttons

Click this button to select the number of spins for AUTOPLAY.

Click this button to begin the game round at the current coin and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.

Click this button (on mobile only) to alter bets or coin value for the next round. Should players change the coin value, the balance display will update with the new amount of coins in play. Current game balance will always appear in cash value next to the coin value.

Click to activate turbo spin mode

Press to change coin level and coin value

Click to activate quick spin mode

Click to open menu

Click to close menu

Click to view the History Table.

Click to open the Pay Table and info page.

Click this button to access more game settings.

Click to return to the home screen (on mobile only).

Click to activate sound

Click to mute the sound

Autoplay

Users can select for how many spins the game will play automatically.
By clicking on “Advance,” players also have the option to set a limit for a single win or to prevent them from losing or winning above a set amount of cash during the AUTOPLAY session.
Autoplay will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true with exceeding or equalling the cash increase or decrease limits.
To end AUTOPLAY player can click the AUTOPLAY stop button

Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

How to calculate pay-line wins

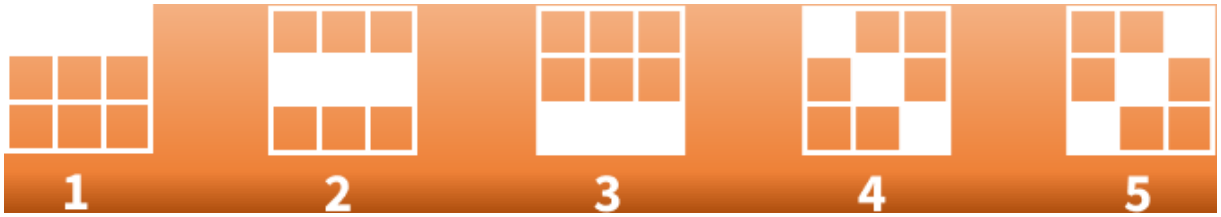
Players can find the value for 3, identical symbols lined up in a row in the PAYTABLE.
Only the highest winning combination per line is paid out.
To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
The total win will be the sum of all wins added together.

Additional Information

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session will automatically end due to inactivity.

Winning Combinations



Return to Player

The theoretical return to player for this game is 96.020%

GANGSTAR Game-Rules

This is game rules Version 01, as of 24 June 2021.

GANGSTAR INTRO PAGES:

Page 1: Six or more cash bags awards the Drive by Shooting Re-Spin Bonus

Page 2: Multiplier values may be increased during the Re-Spin Bonus

Page 3: During Free Games, stacked Mystery Symbols will be available

GANGSTAR Game Rules

Welcome to the GANGSTAR video slot game which features Free Spins, stacked Mystery Symbols during Free Spins, and a great "Lock and Spin bonus game" which is available in the base game and may reward you with some truly epic wins!

GANGSTAR is a slot game with 5-reels, 3-rows, and 20 fixed bet lines that can be set to a wide range of bet levels. Select from the bet panel and then select a Bet Level or press the “MAX BET” option to begin spinning. MAX BET plays the game at the highest bet level and pre-selected currency value.

The “Spin” button plays the game at the current bet level, or the player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

WILD Symbol



The Wild symbol substitutes for all symbols except for the Scatter and special symbols.

Wilds appear only on reels 2, 3, 4, and 5 and are not available on reel 1.

Drive by Shooting Bonus



The Drive by Shooting bonus game is awarded in the base game when you collect 6 or more Cash Bags. A re-spin round will then be awarded where you will have the chance to win some fantastic rewards. Stake multiplier values which are shown on the bags will be added to your total win at the end of the re-spin round. The re-spin counter will be reset each time a new Cash Bag has been awarded. Values of the Cash Bags may be increased during the

randomly triggered shootout bonus, which occurs when shots are fired at the values. These shots will increase their multiplier values.

Mystery Win Bonus



The Mystery Win bonus is awarded during FREE GAMES. The Mystery symbol will appear randomly and offer both stacked and none stacked symbols of the same value when the symbols are revealed. Even Wilds may be hidden in the mystery ammo crates which could award some amazing wins!

Free Spins Bonus

Collect x3 Bonus symbols to begin 7 Free Spins with the addition of the Mystery Win bonus.

SCATTER Symbol and Free Spins



Available on reels 2, 3 and 4.
If 3 Scatter symbols appear on all 3 reels, regardless of the position, then 7 Free Spins are awarded.
All Free Spins are played at the same bet level where they were awarded.
More Free Spins may not be re-triggered during Free Spins.
At the end of Free Spins, the total win from Free Spins is added to any wins from the round that activated them.



3 **5.00**
4. **50.00**
5. **200**



3 **4.00**
4. **20.00**
5. **100**



3 **3.00**
4. **5.00**
5. **30.00**



3 **2.00**
4. **3.00**
5. **10.00**



3 **1.00**
4. **2.00**
5. **4.00**



3 **0.5**
4. **1.00**
5. **2.00**



3 **0.5**
4. **1.00**
5. **2.00**



3 **0.5**
4. **1.00**
5. **2.00**

WINS
A win is awarded if three or more identical symbols line up from the leftmost reel to the right on an active pay-line. If multiple combinations on the same winning line occur, only the highest will be paid. Simultaneous wins on different bet lines are possible and accumulated.

Winning combinations and pay-outs are made according to the PAYTABLE. A successful win line multiplies the line bet by the corresponding paytable multiplier.

Bet – The amount of home currency spent by the player on a spin.

Spin Button - Click on the "spin" button to begin each round. When the reels are spinning, this button will disappear on mobile.

Max Bet - Sets the game to the highest possible bet level at the current coin value. Click the "Max Bet" button again to return to the previous bet level.
The button does not initiate a spin.

Max Win - The max win in this game is no greater than 5000 times any stake being played.

AUTOPLAY - Users can select the number of spins the game will play for automatically.

Total Bet – The total amount of home currency spent by the player.

Win – The total amount won in the spin that just ended.

Balance – Displayed at the bottom of the game screen, the balance reflects the total amount of home currency that the player has available to bet with.

GAME OPTIONS

Mute – Turn the sound on or off.

Paytable – Use this table to discover the pay-out or Free Spins allotted to each symbol combination and to read this page.
Game Settings – Players can switch the sound on or off, return to the home screen (on mobile), review their betting history, choose “quick spin” mode (where applicable), and select the space bar to spin or stop a spin while playing on their desktop. Game Settings appear only on the desktop, not mobile.
History – Players can click on the "History Table” to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in the Free Game mode.

FUNCTIONS
Click this button to:

- Select the number of spins for AUTOPLAY.
- Begin the game round at the current cash and bet level. Alternatively, press the space bar to perform the same function if this feature was enabled through settings on the desktop version.
- On mobile only, click to alter bets or cash value for the next round. Should players change the cash value, the balance display will update with the new amount of cash in play. Current game balance will always appear in cash value next to the cash value.
- Activate turbo spin mode
- Change cash value
- Activate quick spin mode
- Open menu
- Close menu
- View the History Table
- Open the Paytable and info page
- Access more game settings
- Return to the home screen (on mobile only)
- Activate sound
- Mute sound

AUTOPLAY
Users can select the number of spins the game will play for automatically.

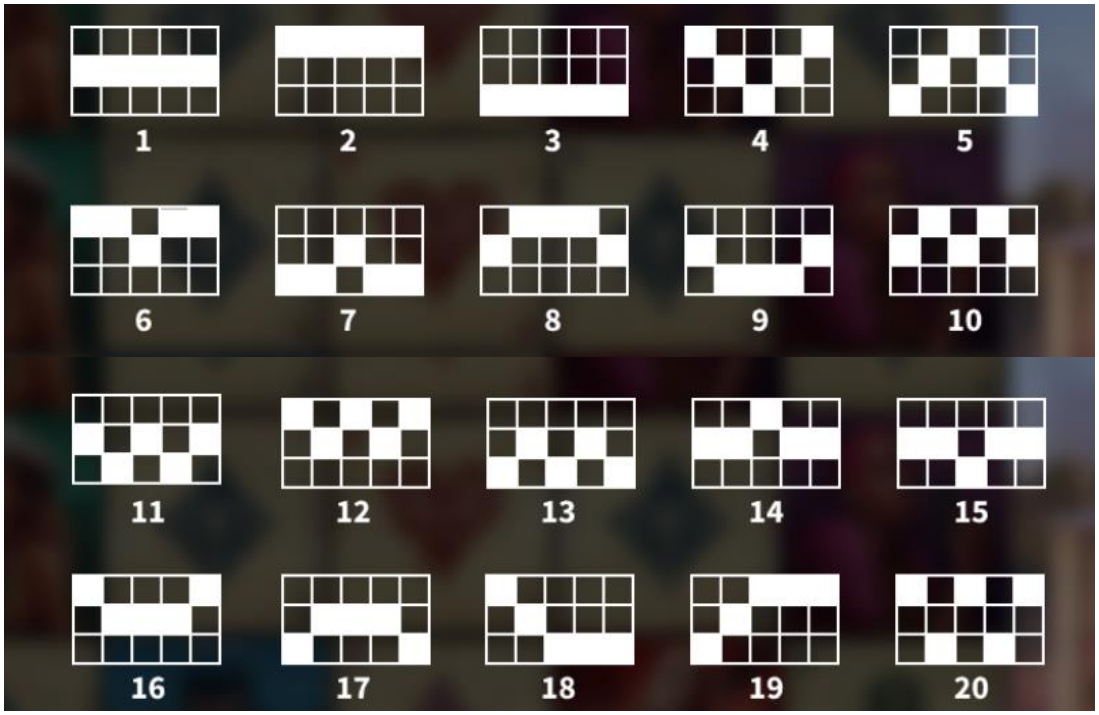
By clicking on “Advance,” players can set a limit for a single win or prevent themselves from losing or winning above a set amount of cash during the AUTOPLAY session.

AUTOPLAY will stop if a single win exceeds or equals the win limit specified by the player before the round began. The same is true for exceeding or equalling the cash increase or decrease limits.
To end AUTOPLAY, click the AUTOPLAY stop button.
Note: AUTOPLAY cannot be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

HOW TO CALCULATE PAY-LINE WINS
The PAYTABLE shows the value for 3, 4, or 5 identical symbols lined up in a row. Only the highest winning combination per line is paid out.
To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
The total win will be the sum of all wins added together.

ADDITIONAL INFORMATION
Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.
Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session automatically ends due to inactivity.



RETURN TO PLAYER
The theoretical return to player for this game is 96.05%.

C-PUNK 5K Game-Rules

This is game rules Version 1, as of 11 June 2021.

C-Punk-5K Game Rules

C-Punk-5K is a slot game with a six-reel slot, a 4x5x5x5x5x4 configuration, and 10,000 pay ways. Wins are awarded from any three or more matching symbols across three or more consecutive reels, starting with the furthest left.

The game can be set to a wide range of bet levels from the "Bet Value" options in the game's user interface. Bet levels can also be set from the stake option in the game menu. If your feeling lucky, you can set the "MAX BET" option, which plays the game at its maximum stake.

The spin button plays the game at the currently selected stake though this may be changed by pressing either the + or -. These can be found next to the stake amount in the game's user interface. The player may also decide to play the game in "AUTOPLAY" to spin for a specified number of games automatically. Only the highest win per active WAY/WAYS is paid and pay-outs are made according to the PAYTABLE.

WILD Symbol





Appears stacked and not stacked on reels 2, 3, 4 and 5.
The Wild symbol substitutes for all symbols except for the Free Spins symbol.

WILD Fusion Bonus



- If a stack of two or more wilds lands in view, a free re-spin is awarded.
- During the re-spin, the stacked wild symbols combine into a single symbol (a wild 'fusion') and show a wild multiplier based on the number that formed it: two symbols = x2, three symbols = x3, up to x5.
- Wins are paid as per normal after the re-spin when they occur.
- If a second stack of wilds lands in view on the re-spin, they will trigger a second re-spin and combine to create a new wild fusion.
- If the first wild fusion was used in a win, it will spin off during this second re-spin. However, if the first wild fusion was not used up, it will stick in place.
- If a wild fusion is formed partway up a reel, it will drop down to the bottom during the re-spin.
- Re-spins continue as long as new wild stacks appear.
- Once no more wild stacks appear, the re-spin feature ends and play continues as normal.
- Wild fusions may produce infinite re-spins being awarded until the game's maximum win of 5000X the player's stake is reached at which point the current game ends.

DRONE BONUS



When the drone randomly appears on the reels it creates a win from a non-winning outcome. These symbols may be any symbol from the game and can create **Free Spins** symbols or even **Wild** symbols.

The drone may trigger a **Wild Fusion** by swapping a non-wild symbol into a wild symbol and creating a stack of wilds.

The drone may trigger **Free Spins** by awarding 1 or more additional **Free Spins** symbols by swapping non-**Free Spins** symbols to free spins symbols creating a total of x4 **Free Spins** symbols.

During **Free Spins**, the drone may trigger **Free Spins** by awarding 1 or more additional **Free Spin** symbols by swapping non-**Free Spins** symbols to free spins symbols creating a total of x4 Free Spins symbols.

FREE SPINS Symbol



Available on reels 2, 3, 4 and 5.

When the symbol appears on all 4 reels, regardless of the position, then this will trigger the wheel of fortune mini game which will award one of the outcomes bellow.

On entry, a 'wheel of fortune' will show two concentric rings:

- The outer ring will award several free spins.
- The inner ring will award a bonus feature.
- The number of free spins available are: 5, 7, 10, 12, 15 or 20.

The free spins bonus features are:

- Remove x2 low value reel symbols from the reels.
- Remove x4 low value reel symbols from the reels.
- Add x2 roaming wild symbols.
- Add x4 floating wild symbols.

Free Spins may be re-triggered during free games. These will award additional free spins that will be added to any existing free spins remaining in the game. Any additional free spins will be played with the same bonus granted upon entry to the Free Spins bonus game.
All Free Spins are played at the same stake they were awarded.
During Free Spins, Wild Fusions may still be awarded which will trigger the Wild Fusion bonus.
During Free Spins, the player may be awarded the Drone Bonus.
When the Free Spins rounds end, the total win is added to any wins from the game that activated the feature. This will award the player with the total win and the balance will be updated.



3 **1.00**
4. **2.00**
5. **4.00**
6. **10.00**



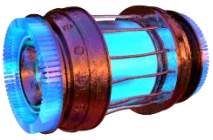
3 **0.80**
4. **1.20**
5. **2.00**
6. **3.00**



3 **0.60**
4. **1.00**
5. **1.50**
6. **2.00**



3 **0.50**
4. **0.80**
5. **1.20**
6. **1.50**



3. **0.40**
4. **0.60**
5. **0.80**
6. **1.20**



3. **0.40**
4. **0.60**
5. **0.80**
6. **1.20**



3. **0.30**
4. **0.40**
5. **0.60**
6. **0.80**



3. **0.30**
4. **0.40**
5. **0.60**
6. **0.80**



3. **0.20**
4. **0.30**
5. **0.40**
6. **0.50**



3. **0.20**
4. **0.30**
5. **0.40**
6. **0.50**

WINS

A win is awarded if three or more identical symbols line up left to right on a WAY/WAYS, beginning from the leftmost reel. If multiple combinations on the same winning symbol occur, only the highest will be paid. Simultaneous wins on different WAYS are possible and accumulated into a total win, with the winning values and paid out in accordance with the values set in the pay-table.

Any winning combinations and pay-outs are made according to the PAYTABLE.

Bet – The amount of home currency spent by the player on a spin.

Spin Button - Click the “spin” button to begin each round. When the reels are spinning, this button will disappear on mobile.

Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the “Max Bet” button again to return to the previous bet level.
The button does not initiate a spin.

Max Win - The max win in this game is no greater than 5000x any stake being played.

AUTOPLAY - Users can select the number of spins the game will play for automatically.

Total Bet – The total amount of home currency spent by the player.

Win – The total amount won in the spin that just ended.

Balance – Displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

Mute – Turn the sound on or off.

Paytable – Use this table to discover the pay-out or Free Spins allotted to each symbol combination and to read this page.

Game Settings – Players can switch the sound on or off, return to the home screen (on mobile), review their betting history, choose “quick spin” mode (where applicable), and choose to use the spacebar to spin or stop a spin while playing on their desktop. Game Settings appears only on the desktop, not mobile.

History – Players can click on the "History Table” to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in the Free Game mode.

FUNCTIONS

Click this button to:

· Select the number of spins for AUTOPLAY.

· Begin the game round at the current cash and bet level. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.

· Alter bets or cash value for the next round. Should players change the cash value, the balance display will update with the new amount of cash in play. The Current game balance will always appear in cash value next to the cash value (on mobile only).

· Activate turbo spin mode.

· Change cash value.

· Activate quick spin mode.

· Open menu.

· Close menu.

· View the History Table.

· Open the Paytable and info page.

· Access more game settings.

· Return to the home screen (on mobile only).

· Activate sound.

· Mute the sound.

AUTOPLAY

Users can select the number of spins the game will play for automatically.

By clicking on "Advance," players can set a limit for a single win or prevent themselves from losing or winning above a set amount of cash during the AUTOPLAY session.

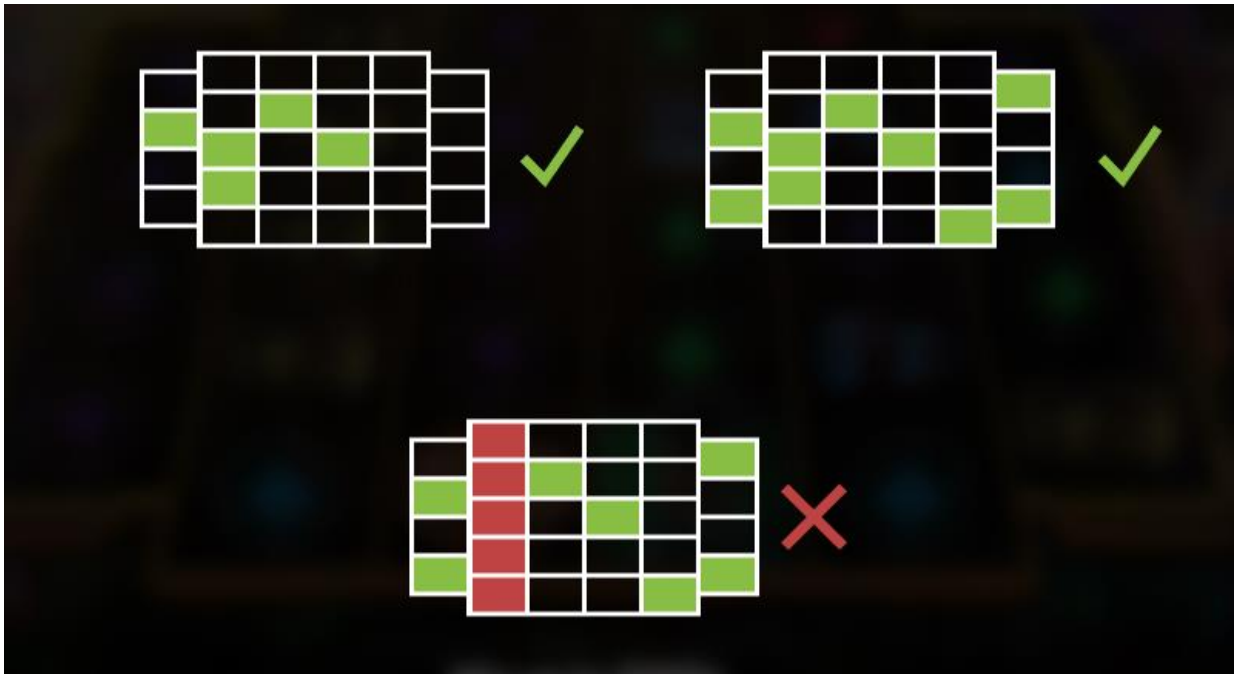
Autoplay will stop if a single win exceeds or equals the win limit specified by the player before the round started. The same is true for exceeding or equalling the cash increase or decrease limits.

To end AUTOPLAY, click the AUTOPLAY stop button.

Note: AUTOPLAY cannot be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

How to calculate pay-line wins
The PAYTABLE shows the value of 3, 4, 5, or 6 identical symbols paying anywhere in view. Only the highest winning combination per WAY/WAYS is paid out.

To calculate a single bet WAY/WAYS win, count the number of identical symbols lined up in sequence on the line from left to right.
The total win will be the sum of all wins added together.



ADDITIONAL INFORMATION

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session automatically ends due to inactivity.

RETURN to PLAYER
The theoretical return to player for this game is 96.077%.

Wild Jokers Game-Rules

GAME RULES

Wild Joker is a slot game with 5625 Fixed WAYS. Select from the bet panel to select from a choice of stake options or the + - in the games main UI to select your bet level. The “Spin” button plays the game at the current bet level, only the highest win per active WAY/WAYS is paid and pay-outs are made according to the PAYTABLE.

WILD SYMBOL

Appears anywhere during the main game and triggers a re-spin bonus game whenever it forms part of a winning WAY/WAYS, 3 re-spins will be awarded, re-spins are re-triggered whenever there is a win. **WILD does NOT substitute for MYSTERY symbol.**



WILD JOKER RESPINS

The wild also becomes a wild multiplier during the re-spins bonus game only when it forms part of a WAY/WAYS win, the wild multiplier is increased each time it forms part of a winning WAY/WAYS during the wild re-spins game. The Wild symbol substitutes for all symbols except the mystery symbol. Any additional WILD symbols that will appear on reels during re-spin will not become WILD-MULTIPLIERS unless they form part of an active winning WAY/WAYS.



MYSTERY SYMBOL



Available on reels 2, 3, 4, and 5
When the symbol appears on any reel position the symbol will stack, this symbol will reveal a symbol of the same kind whenever the reels stop.
The MYSTERY symbol will drop down the reels by one position for each spin of the reels and will always reveal a random symbol of the same value in all reel positions where a MYSTERY symbol is available.

WINS
A win is awarded if three or more identical symbols line up left to right on any WAY/WAYS, beginning from the leftmost reel,. If multiple combinations on the same winning WAY/WAYS occur, only the highest win will be paid. Simultaneous wins on different WAY/WAYS are possible and wins may be accumulated.

Winning combinations and pay-outs are made according to the PAYTABLE.

Bet – The amount of home currency spent by the player on a spin.

Spin Button - Click this button to start the game. Press the spacebar to start the game on desktop.
Press and hold to play in Turbo Mode. 'If Applicable' Press to stop the game. 'If Applicable'

Max Bet - Sets the game to the highest possible bet level at the current coin value. Press the “Max Bet” button again to return to the previous bet level.
The button does not initiate a spin.

Max Win - The max win in this game is no greater than 10000 times any stake being played.

AUTOPLAY - Users can select the number of spins the game will play for automatically. if applicable.

Total Bet – The total amount of home currency spent by the player. if applicable.

Win – The total amount won in the spin that just ended.

Balance – Displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

Mute – Turn the sound on or off.

Paytable – Use this table to discover the pay-out allotted to each symbol combination and to read this page.

Game Settings – Players can switch the sound on or off, return to the home screen (on mobile), review their betting history, choose “quick spin” mode (where applicable), and choose to use the space bar to spin or stop a spin while playing on their desktop. Game Settings appears only on the desktop, not mobile.

History – Players can click on the "History Table” to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details

are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in the Free Game mode.

How to calculate WAY/WAYS wins

The PAYTABLE shows the value for 3, 4, 5, 6 identical symbols which form part of a winning WAY/WAYS. Only the highest winning combination per line is paid out.



6. **1.20**
5. **0.80**
4. **0.50**
3. **0.30**



6. **1.20**
5. **0.80**
4. **0.50**
3. **0.30**



6. **1.80**
5. **1.20**
4. **0.80**
3. **0.50**



6. **1.80**
5. **1.20**
4. **0.80**
3. **0.50**



6. **3.00**
5. **1.80**
4. **1.20**
3. **0.80**



6. **4.00**
5. **2.50**
4. **1.80**
3. **1.20**



6. **6.00**
5. **4.00**
4. **2.50**
3. **1.50**



6. **8.00**
5. **5.00**
4. **3.00**
3. **2.00**



6. **25.00**
5. **12.00**
4. **7.50**
3. **5.00**

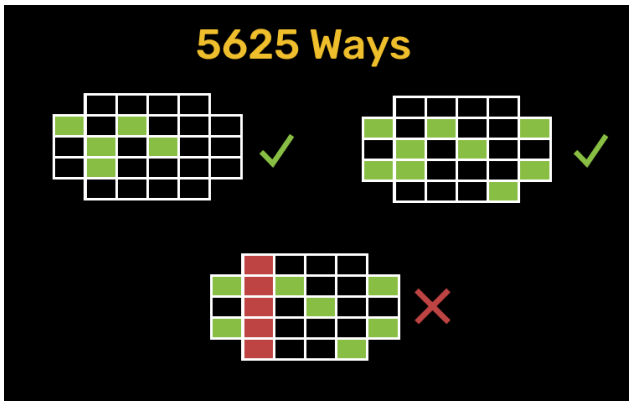


6. **12.00**
5. **7.50**
4. **4.50**
3. **3.00**

To calculate a single bet WAY/WAYS, count the number of identical symbols lined up in sequence on the WAY/WAYS left to right.

The total win will be the sum of all wins added together.

Fig_01: The image below shows how winning combinations are made.



ADDITIONAL INFORMATION

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session automatically ends due to inactivity.

RETURN to PLAYER

The theoretical return to player for this game is 95.18%.

This is game rules Version 1, as of 31st May 2022.

Sweet Vegas Game Rules

Sweet Vegas is a slot game with 5-reels, 3-rows, and 25 fixed bet lines that can be set to a wide range of bet levels. Select from the bet panel and then select a Bet Level or press the “MAX BET” option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected currency value. The “Spin” button plays the game at the current bet level. The player can select AUTOPLAY to automatically spin for a specified number of rounds. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

WILD Symbol



Appears stacked on reels 2, 3, and 4.
The Wild symbol substitutes for all symbols except for the Scatter symbol.

FREE SPINS



Available on reels 1, 3 and 5.
When the symbol appears on all 3 reels, regardless of the position, then 15 Free Spins with no low value symbols are awarded.
All Free Spins are played at the same stake they were awarded.
During the Free Spins, high value symbols and Wilds are stacked in stacks of three.
During the Free Spins, there is no re-trigger for additional Free Spins.
At the end of the Free Spins rounds, the total win is added to any wins from the game which activated the feature.

WINS

A win is awarded if three or more identical symbols line up left to right on an active pay-line, beginning from the leftmost reel. If multiple combinations on the same winning line occur, only the highest will be paid. Simultaneous wins on different bet

lines are possible and accumulated.
Winning combinations and pay-outs are made according to the PAYTABLE. A successful win line multiplies the line bet by the corresponding paytable multiplier.

Bet – The amount of home currency spent by the player on a spin.

Spin Button - Click on the “spin” button to begin each new game round.

Max Bet - Sets the game to the highest possible bet level. Press the “Max Bet” button again to return to the previous bet level. The button does not initiate the spin.

Max Win - The max win in this game is no greater than 1878 times any stake being played.

AUTOPLAY - Users can select the number of spins the game will play for automatically.

Total Bet – The total amount of home currency spent by the player.

Win – The total amount won in the spin that just ended.

Balance – Displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

GAME OPTIONS

Mute – Turn the sound on or off.

Paytable – Use the pay table to discover the pay-out value for each set of reel symbols.

Game Settings – Players can switch the sound on or off, return to the home screen, review their betting history, or choose the games “quick spin” mode if applicable.

History – Players can click on the "History Table” to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations, winning collectibles, or scatters that resulted in Free Spins. Game History is not available in the Free Game mode.

FUNCTIONS

Click this button to:

· Click this button to select the number of spins for AUTOPLAY.

· Click this button to begin the game round at the current stake. Alternatively, press the spacebar to perform the same function if chosen through settings on the desktop version to enable this feature.

· Click this button to alter your stake for the next round. Should players change the stake value, the balance display will update with the new amount of cash in play whenever a wager is made. The player's balance will always be displayed as currency.

· Click to activate turbo spin mode.

· Press to change cash value.

· Click to activate quick spin mode.

· Click to open menu.

· Close menu.

· Click to view the History Table.

· Click to open the Pay Table and info page.

· Click this button to access more game settings.

· Click to return to the home screen.

· Click to activate sound.

· Click to mute the sound.

AUTOPLAY

Users can select the number of spins the game will play for automatically.

To end AUTOPLAY, click the AUTOPLAY stop button.

Note: AUTOPLAY cannot be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

WINNING COMBINATIONS

The PAYTABLE shows the value for 3, 4, or 5 identical symbols lined up in a row. Only the highest winning combination per line is paid out from left to right. To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right. The total win will be the sum of all wins added together.



5. **5.00**
4. **3.40**
3. **2.00**



5. **4.00**
4. **2.40**
3. **1.40**



5. **1.00**
4. **0.60**
3. **0.40**



5. **2.00**
4. **1.40**
3. **0.60**



5. **3.40**
4. **1.80**
3. **1.00**



5. **0.60**
4. **0.40**
3. **0.28**



5. **0.20**
4. **0.12**
3. **0.08**



5. **0.40**
4. **0.28**
3. **0.20**



5. **0.20**
4. **0.28**
3. **0.12**



5. **0.12**
4. **0.08**
3. **0.04**

ADDITIONAL INFORMATION

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session automatically ends due to inactivity.

RETURN to PLAYER

The theoretical Return to Player (RTP) for this game is 94.8%.
This is Game Rules Version 1, as of 11 May 2021.

THE BANSHEE, Game Rules

THE BANSHEE is a slot game with 5-reels, 3-rows, and 20 fixed bet lines that can be set to a wide range of bet levels. THE BANSHEE features a combination of four main BANSHEE Multipliers, correlating to the High-Value symbols in the game, which when awarded multiply the player's stake for a win. This means the stake the player chooses will directly affect the win value for any BANSHEE Multipliers win. The BANSHEE Multipliers are won when the player is awarded a Prince of Darkness symbol on the position of reel 3 in the base game in conjunction with any High-Value symbol landing anywhere in the game, and when the Prince of Darkness lands on either reel 1, 3, or 5 on the centre reel position during free spins, also here in conjunction with any High-Value symbol landing anywhere in the game.

WILD Symbol



Appears stacked on reels 1, 2, 3, 4 and 5.
The Wild symbol substitutes for all symbols except for the Scatter symbol and the Prince of Darkness reel symbol. The Wild Symbol in this game is a paying symbol.

SCATTER Symbol and Free Spins



Available on reels 2, 3 and 4.
Free spins may be triggered during the base game from a full cluster of stacked SCATTER symbols landing on reels 2, 3, and 4, and a total of 9 SCATTER symbols trigger the free spins.
Once free spins are awarded, there is an option for the player to either gamble to increase the number of free spins (which can also end up with a decrease in the number of free spins) or to move forward with the 12 Free Spins awarded.

The values that can be awarded if the player chooses to gamble on the number of free spins are 24, 20, 16, 12 (feature entry point), 8, 4, and 0.
The player may choose to gamble on the number of Free Spins up to a maximum of three times.
All Free Spins are played at the same stake they were awarded.
During the Free Spins, all reel symbols intermittently stack.
During the Free Spins, there is also a potential re-trigger to win additional Free Spins.
Any Free Spins Bonus symbol that lands in the game view will award +1 Free Game, and the player can win up to +12 Free Spins in one spin during the Free Spins game.
At the end of the Free Spins rounds, the total win is added to any wins from the game which activated the feature.
During the Free Spins game, there are the 4 BANSHEE Multipliers which can be won as explained in the Prince of Darkness bonus explanation below.

Prince of Darkness Bonus



In the Base Game:

During the main game if the Prince of Darkness reel symbol lands on the centre position of reel 3 in conjunction with any High-Value symbol landing anywhere in the game then the BANSHEE Multiplier associated with that reel symbol will be paid to the player as follows:

- Green Banshee worth 5x the player's stake,
- Blue Banshee worth 10x the player's stake,
- Purple Banshee worth 20x the player's stake
- Red Banshee worth 50x the player's stake.

Multiple Banshee symbols can land in the game in conjunction with the Prince of Darkness.

During the Free Spins

During the Free Spins Bonus game if the Prince of Darkness symbol lands on reels 1, 3, or 5 on the centre position of any of those reels in conjunction with any High-Value symbol landing anywhere in the game, then the BANSHEE Multiplier associated with that reel symbol will be paid to the player as follows:

- Green Banshee is worth 5x player's stake,
- Blue Banshee worth 10x the player's stake,
- Purple Banshee is worth 20x the player's stake
- Red Banshee is worth 50x the player's stake.

In the event of multiple instances of the Prince of Darkness reel symbols landing, then BANSHEE Multipliers can be awarded multiple times.

Wins:

A win is awarded if three or more identical symbols line up left to right on an active pay-line, beginning from the leftmost reel. If multiple combinations on the same winning line occur, only the highest winning combination on the same line will be paid. Simultaneous wins on different bet lines are possible and accumulated.

Winning combinations and pay-outs are made according to the PAYTABLE. A successful win line multiplies the line bet by the corresponding paytable multiplier.

Bet –The amount of money spent by a player on a spin, expressed in local currency.

Spin Button -Click on the spin button to begin each round.

Max Bet - Sets the game to the highest possible bet level, the button does not initiate a spin.

Max Win - The max win in this game is no greater than 5000 times any stake being played.

Autoplay - Users can select the number of spins the game will play for automatically.

Total Bet – The total sum of money spent by the player, expressed in local currency.

Win – The total amount won in the spin that just ended.

Balance – As displayed on the bottom of the game screen, the balance reflects the total amount the player has available to bet with.

Game Options

Mute – Turns the sound on or off.

Paytable – Use this table to discover the pay-out or Free Spins allotted for each symbol combination.

Game Settings – Players can switch the sound on or off, return to the home screen, review their betting history, and choose to use the space bar to spin while playing on their desktop.

History – Players can click on the History Table to view a record of their previous bets, stakes, and winnings. By clicking on a specific session, details are provided on any winning combinations or scatters that resulted in Free Spins. Game History is not available in Free spins mode.

Button Function

· Click this button to select the number of spins for AUTOPLAY.

· Click this button to start the game. Press the spacebar to start the game on your desktop.

· Click + to increase your bet or click - to decrease your current bet.

· Click to activate turbo spin mode.

· Press to change cash value.

· Click to activate the quick spin mode.

· Click to open the menu.

· Close menu.

· Click to view the History Table.

· Click to open the Pay Table and info page.

· Click this button to access more game settings.

· Click to return to the home screen.

· Click to activate the sound.

· Click to mute the sound.

Autoplay

Users can select the number of spins the game will play for automatically.
To end AUTOPLAY the player can click the AUTOPLAY stop button.
Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop AUTOPLAY to change its settings.

How to calculate pay-line wins

The PAYTABLE shows the value for 3, 4, or 5 identical symbols lined up in a row. Only the highest winning combination per line is paid out.
To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
The total win will be the sum of all wins added together.



5. **40.00**
4. **7.50**
3. **1.25**



5. **30.00**
4. **5.00**
3. **1.00**



5. **20.00**
4. **4.00**
3. **0.75**



5. **10.00**
4. **3.00**
3. **0.50**



5. **7.50**
4. **2.50**
3. **0.40**



5. **6.00**
4. **2.00**
3. **0.35**



5. **5.00**
4. **1.50**
3. **0.30**



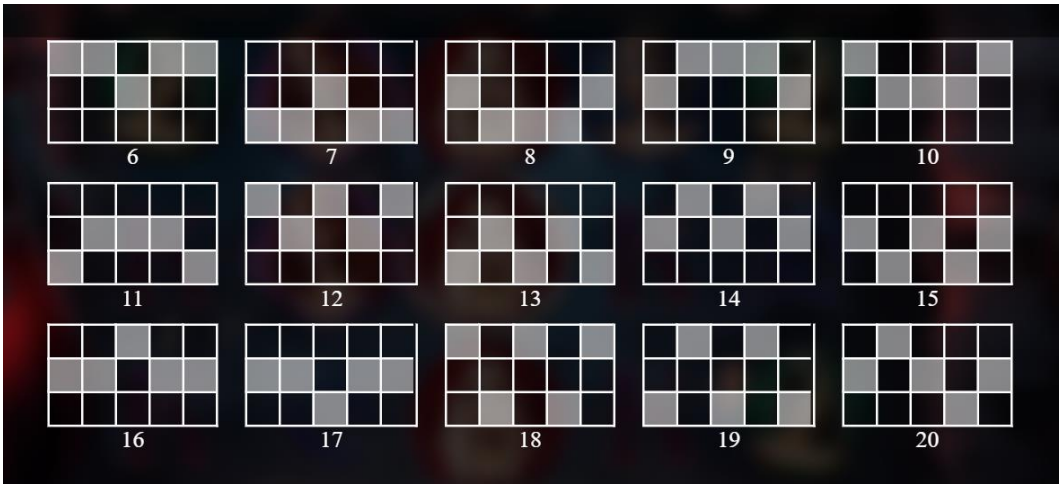
5. **4.00**
4. **1.00**
3. **0.25**

Additional Information

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session automatically ends due to inactivity.



Return to Player

The theoretical Return to Player (RTP) for this game is 95.21%.
This is Game rules Version 02, as of 04 August 2022.

NEXUS Game-Rules

Game theme and general info

Welcome to NEXUS, the first game in the Max Cruise saga.

The Story:

Maximillian Cruise, whilst working on a teleportation device at Cal-Tech University, becomes increasingly concerned that the military has been stealing his research. In a bid to outwit his government he is caught in a desperate situation where he must destroy his device to ensure it doesn't fall into the wrong hands. In his bid to destroy the teleportation device he creates a tear in the space and time continuum and is thrown into another dimension. To find his way back to his home world he must create a new portal and escape the NEXUS.
The theme for this game will be set in an ancient fantasy realm, which is based on an action adventure narrative.

Nexus is a unique slot which offers the fastest possible route to an incredibly large amount of paying WAYS, with a total of 262144 MAXWAYS being achievable from potentially just x2 consecutive wins, making the winning potential in this game truly exciting for any gamer willing to give it a spin. This has given rise to the innovation which is MAXWAYS. All Free Drops Bonus games are played MAXWAYS of 262144 WAYS, which maximises the winning potential for each new Free Drop. The FREE Drops Bonus game also features locking wilds, which means you can accumulate stacks of wilds during this epic bonus game.

NEXUS is the first game of its kind to offer a dual WAYS expansion mechanic which means potentially more WAYS being delivered to you the player, more quickly than in any other slot game we offer.

Expanding WAYS:

NEXUS features no less than three reel-based bonus games. The Obliterator Bonus will destroy existing reel symbols on the row where it lands and offer the player a second chance at winning when all other outcomes have been played by adding new reel symbols in the place of existing reel symbols. The Electrify Bonus will hold all high value

reel symbols and all other symbols will drop out of view. New reel symbols will then drop into the game and offer a second chance to win when all other outcomes have been played, and finally the Wild Eye Bonus will select random reel symbols and turn them wild which offers a second chance to win when all other outcomes have been played.

NEXUS is an avalanche Slot game with the following WAYS structure.
4096 – 6x4 Default reel matrix.
15625 – 6x5 Result from a single paying line on either the top or bottom 6x2 reel matrix.
46656 – 6x6 Result from either x2 consecutive wins on the bottom or the top reel matrix, or from a win which bridges both reel matrix sets.
117649 - 6x7 Can only be awarded from multiple consecutive wins.
262144 – 6x8 Can only be awarded from multiple consecutive wins in the base game. This is the default WAYS for the Free Drops Bonus Game.
Once the MAXWAYS have been reached in the base game all Cascades will be played at 262144 WAYS.

Free Drops Bonus:

All free drops will be played at 262144 WAYS
x3 bonus symbols award 10 FREE DROPS
x4 bonus symbols award 12 FREE DROPS
x5 bonus symbols award 15 FREE DROPS
x6 bonus symbols award 20 FREE DROPS

Wild Symbols:



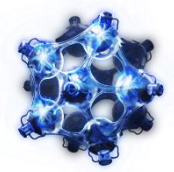
Appearing only on reels 2,3,4,5 & 6, during the base game.
Appearing only on reels 3,4,5, & 6 during Free Drops.
Wild's substitute for all reel symbols other than the BONUS Symbol, The WILD EYE Bonus Symbol, The Obliterator Bonus symbol and the Electrify Bonus symbol.

Wild Locked:



Appearing only on reels 3,4,5 & 6 during the free drops bonus.
Locked Wilds substitute for all reel symbols other than the BONUS Symbol, The WILD EYE Bonus Symbol, The Obliterator Bonus symbol and the Electrify Bonus symbol.

Electrify Bonus:



Holds all high paying symbols and then creates a new avalanche. Multiple Electrify bonus symbols may be awarded from a single bet.

Obliterator Bonus:



Destroys all symbols on a row. Creates new symbol avalanche. Multiple Obliterator bonus symbols may be awarded from a single bet.

Wild Eye Bonus:



Turns random symbols wild, before becoming wild itself. Multiple Wild Eye Bonus symbols may be awarded from a single bet. During Free Drops all wilds will lock for the duration of the Free Drops Bonus.

Free Drops Bonus:



· Bonus symbols appear on any reel, up to a maximum of x6 scatters may be awarded from any single bet.

· If 3 Bonus symbols appear, regardless of position, then 10 Free Drops are awarded.

· If 4 Bonus symbols appear, regardless of position, then 12 Free Drops are awarded.

· If 5 Bonus symbols appear, regardless of position, then 15 Free Drops are awarded.

· If 6 Bonus symbols appear, regardless of position, then 20 Free Drops are awarded.

· All Free Drops are played at the same bet level and cash value specified in the round that activated the Free Drops. All Free Drops are played at the MAXWAYS which is 262144 WAYS.

· All wilds during the FREE Drops Bonus will remain locked during the Free Drops games.

· At the end of Free Spins, the total win from Free Drops is added to any wins from the round that activated the Free Spins.

Wins:

Wins are paid from 3 or more consecutive connecting symbols anywhere in view from the leftmost reel.

Any WAY/WAYS win in this game will create an avalanche effect where new symbols will drop in from either the top or the bottom of the centre line to replace symbols which have been destroyed. If a win occurs in the top section of the game, then a new row will be added above the existing row and the ways will be increased, If a win occurs in the bottom section of the game, then a new row will be added bellow the existing row and the ways will be increased if a win is awarded which crosses the centre line, then the ways will expand in both the top and the bottom by one additional row, up to a maximum amount of 262144 WAYS for consecutive wins.
Once the game has reached maximum ways any avalanches will be played at the game's maximum ways which is 262144 WAYS.

Wins are always paid when they are awarded other than when wins are awarded in conjunction with a Free Drops entry in this instance the reel win will be added to the total win when you begin the Free Drops Bonus.

The reel window is split into two halves: an upper level and a lower level. A 'NEXUS' separates these halves. The NEXUS is the electrical line which sits in the centre of the game and is where all reel symbols will absorb into the NEXUS when a new game begins.

Symbols in the upper half drop down towards the nexus and symbols in the lower half rise up towards the NEXUS. After the reels stop, all wins in view are paid. Winning symbols are removed at this point.
If a winning symbol is in the upper half, then an extra row is added to this upper half. Only one row is added, regardless of the number of winning symbols in this half.
If a winning symbol is in the lower half, then an extra row is added to this lower half.

Only one row is added, regardless of the number of winning symbols in this half. If a win spans both halves then an extra row is added to the upper and lower halves. Only one row is added to each half, regardless of the number of winning symbols. Only x2 rows may be added as a maximum to each half of the game matrix up to a maximum of 4x6 on the top and 4x6 on the bottom The maximum achievable WAYS in this game are 262144. If a super symbol is awarded, it will be added at this point and remove any symbols in its way as it moves towards the centre line.

Winning combinations and pay-outs are made according to the PAYTABLE. A winning win line will multiply the line bet by the corresponding pay-table multiplier.

Bet – The amount of home currency spent by the player on a spin.
Spin Button - Click on the spin button to begin each round.
Max Bet - Sets the game to the highest possible bet level, the button does not initiate a spin.
Max Win - the max win in this game is no greater than 10000 times any stake which is being played.
Auto play - Users can select a number of spins the game will play automatically.
Total Bet – The total amount of home currency spent by the player.
Win – The total amount won in the spin that just ended.
Balance – As displayed on the bottom of the game screen, the balance reflects the total amount of home currency the player has available to bet with.

Game Options

Mute – Turn the sound on or off.
Paytable – Use this table to find out the pay-out or Free Spins allotted for each symbol combination and to read this page.
Game Settings – Players can switch sound on or off, return to the home screen, review their betting history and choose to use space bar to spin while playing on their desktop.
History – Players can click on the History Table to see a record of their previous bets, stakes, winnings, and the current game status. By clicking on a specific session, details are provided of any winning combinations or scatters that resulted in Free Spins. Game History is not available in Free Game mode

Button Function
Click this button to select the number of spins for AUTO PLAY.
Click this button to start the game. Press the spacebar to start the game on desktop.
Click + to increase your bet, or click - to decrease your current bet.
Press to change cash value
Click to open menu
Close menu
Click to view the History Table.

Click to open the Pay Table and info page.
Click this button to access more game settings.
Click to return to the home screen
Click to activate sound
Click to mute the sound

Autoplay

Users can select a number of spins the game will play for automatically.
To end AUTOPLAY player can click the AUTOPLAY stop button
Note: AUTOPLAY can't be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

How to calculate WAY/WAYS wins

Players can find the value for 3, 4, 5, or 6 identical symbols lined up in a row in the PAYTABLE. Only the highest winning combination per WAY is paid out.
To calculate a single bet way win, count the number of identical symbols anywhere in view on the WAY from left to right.
The total win will be the sum of all wins added together.



6. **5.00**
5. **2.00**
4. **1.00**
3. **0.60**



6. **1.50**
5. **1.00**
4. **0.60**
3. **0.50**



6. **1.00**
5. **0.75**
4. **0.50**
3. **0.40**



6. **0.75**
5. **0.60**
4. **0.40**
3. **0.30**



6. **0.60**
5. **0.40**
4. **0.30**
3. **0.25**



6. **0.60**
5. **0.40**
4. **0.30**
3. **0.25**



6. **0.40**
5. **0.30**
4. **0.25**
3. **0.20**



6. **0.40**
5. **0.30**
4. **0.25**
3. **0.20**



6. **0.30**
5. **0.25**
4. **0.20**
3. **0.15**



6. **0.30**
5. **0.25**
4. **0.20**
3. **0.15**

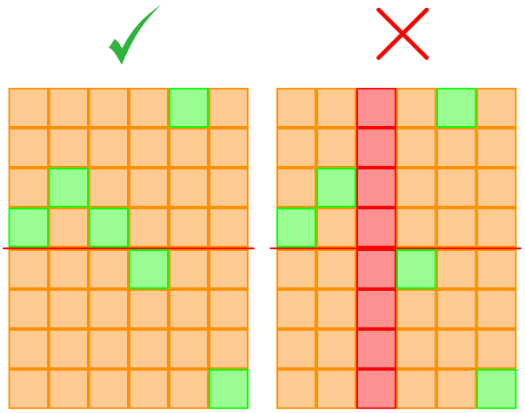


6. **0.25**
5. **0.20**
4. **0.15**
3. **0.10**



6. **0.25**
5. **0.20**
4. **0.15**
3. **0.10**

WAYS EXPLAINED



Additional Information

Rounding Cash Wins. If the cash win amount is in factions, it will be displayed as an integer in the cash win message and in the game's history.
Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session will automatically end due to inactivity.

Return to Player

The theoretical return to player for this game is 95.22%
This is game rules Version 01, dated June 8th, 2022.

Shields of Troy - Game Rules

Welcome to the Shields of Troy slot game which features an increasing Wild Multiplier and a Free Spins game with even a higher increasing Wild Multiplier value.

Shields of Troy is a slot game with 5 reels, and 3 rows, which includes 25 winning lines which can be set to a wide range of bet values. Select from the bet panel and then select a Bet Level or press the “MAX BET” option to begin spinning. MAX BET plays the game at the highest bet level, and the pre-selected currency value. The “Spin” button plays the game at the current bet level. Only the highest win per active bet line is paid and pay-outs are made according to the PAYTABLE.

WILD Symbol



The Wild symbol substitutes for all reel symbols except the Bonus symbol.
Wilds appear only on reels 2, 3, and 4.
There are 10 multipliers on the reels in the main game which are: X1, X2, X2, X2, X2, X3, X3, X3, X5, and X10 in that order. The first spin in the game has a multiplier of X1, the second, third, fourth and fifth are X2, the sixth X3, and so on until the tenth spin which is X10. The 11th spin will begin this cycle from the beginning, until the 20th spin, and so on ad infinitum.
The multiplier changes from spin to spin regardless of whether there are Wilds on the reels or not.

All Wilds during a spin will have the same multiplier as the UI indicates for that spin.
When two or more Wild Multipliers are multipliers of X2 and above and are part of a single win, they will sum together (not multiply) for the final multiplier , for example 2 multipliers of X3 on a single win will sum up to a X6 multiplier.

Wins are calculated after the multipliers are distributed.
During free spins, the cycle of the increasing multiplier from the first spin to the tenth spin will be increased and are as follows: X3, X3, X4, X4, X5, X5, X7, X7, X10, X10.
Wild multipliers are per bet size, which means that every time when changing the stake, the multipliers will start from the lowest multiplier (X1) for the new stake amount.

FREE SPINS



Bonus symbol is available on reels 1, 3 and 5.
When the Bonus symbol appears on all 3 reels, regardless of the position, then 10 Free Spins are awarded.
All Free Spins are played at the same stake they were awarded.
During the Free Spins, the multiplier values are increased to X3, X3, X4, X4, X5, X5, X7, X7, X10, X10.
At the end of Free Spins, the total win from Free Spins is awarded to any wins from the round that activated the Free Spins Bonus.

WINS

A win is awarded if three or more identical symbols line up left to right on an active pay-line, beginning from the leftmost reel. If multiple combinations on the same winning line occur, only the highest will be paid. Simultaneous wins on different bet lines are possible and accumulated.
Winning combinations and pay-outs are made according to the **PAYTABLE**. A successful win line multiplies the line bet by the corresponding paytable multiplier.



5. **10.00**
4. **6.00**
3. **2.00**



5. **5.00**
4. **2.00**
3. **1.00**



5. **2.00**
4. **1.60**
3. **0.60**



5. **2.00**
4. **1.60**
3. **0.60**



5. **1.60**
4. **0.60**
3. **0.40**



5. **1.60**
4. **0.60**
3. **0.40**



5. **1.00**
4. **0.40**
3. **0.20**



5. **1.00**
4. **0.40**
3. **0.20**

Bet – The amount of money spent by a player on a spin, expressed in local currency.

Spin Button - Click on the "Spin" button to begin each new game round.

Max Bet - Sets the game to the highest possible bet level. Press the "Max Bet" button again to return to the previous bet level.
The button does not initiate a spin.

Max Win - The max win in this game is no greater than x5371.6 times any stake being played.

AUTOPLAY - Users can select the number of spins the game will play for automatically.

Total Bet – The total sum of money spent by the player, expressed in local currency.

Win – The total amount won in the spin that just ended.

Balance – Displayed on the bottom of the game screen, the balance is the total amount the player has available to bet with, expressed in local currency.

GAME OPTIONS

Mute – Turn the sound on or off.

Paytable – Use this table to discover the pay-out or Free Spins allotted for each symbol combination.

Game Settings – Players can switch the sound on or off, return to the home screen, review their betting history, and choose to use the space bar to spin while playing on their desktop.

History – Players can click on the History Table to view a record of their previous bets, stakes, and winnings. By clicking on a specific session, details are provided on any winning combinations or bonus that resulted in Free Spins. Game History is not available in Free game mode.

FUNCTIONS

Click this button to:

- Click this button to select the number of spins for AUTOPLAY.

· Click this button to start the game. Press the spacebar to start the game on your desktop.

· Click this button to alter your stake for the next round. Should players change the stake value, the balance display will update with the new amount of cash in play whenever a wager is made. The players balance will always be displayed as currency.

· Click to activate turbo spin mode.

· Press to change cash value.

· Click to activate quick spin mode.

· Click to open menu.

· Close menu.

· Click to view the History Table.

· Click to open the Pay Table and info page.

· Click this button to access more game settings.

· Click to return to the home screen.

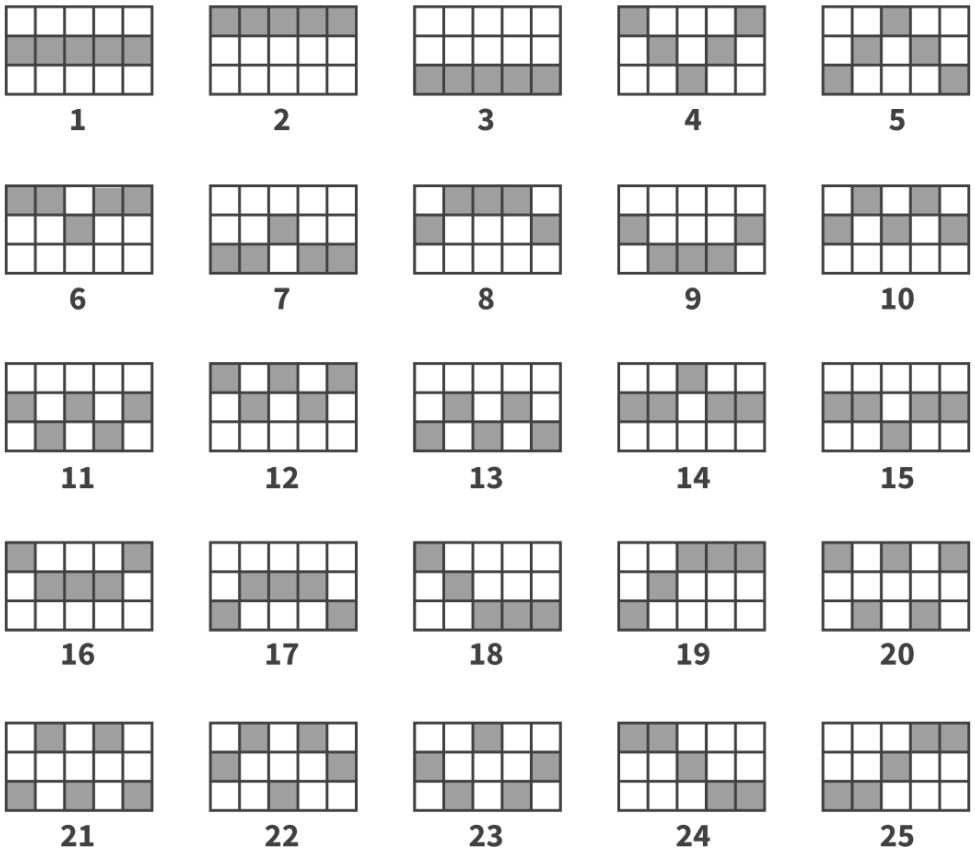
· Click to activate sound.

· Click to mute the sound.

AUTOPLAY
Users can select the number of spins the game will play for automatically.
To end AUTOPLAY, click the AUTOPLAY stop button.

Note: AUTOPLAY cannot be changed during AUTOPLAY. You must stop the AUTOPLAY to change its settings.

WINNING COMBINATIONS
The PAYTABLE shows the value for 3, 4, or 5 identical symbols lined up in a row. Only the highest winning combination per line is paid out from left to right. To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right. The total win will be the sum of all wins added together.



ADDITIONAL INFORMATION

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

- The procedures used to manage unfinished game rounds.
- The length of time allowed before a game session automatically ends due to inactivity.

RETURN to PLAYER

The theoretical return to player for this game is 95.038%.
This is game rules Version 2, dated 28 August, 2022.

“SECRETS OF THE NILE 2” Game Rules

Welcome to the SECRETS OF THE NILE 2 video slot game which features Free Spins, Walking and Random Wilds and the collection of tokens.

SECRETS OF THE NILE 2 is a slot game with 5-reels, 3-rows, and 20 fixed bet lines that can be set to a wide range of bet levels. To set a bet level select from the bet panel and then select a Bet Level or press the “MAX BET” option. MAX BET plays the game at the highest bet level and pre-selected currency value.

The “Spin” button plays the game at the current bet level. Only the highest win per active bet line is paid and payouts are made according to the PAYTABLE.

Wilds and Walking Wilds:





Wilds appear on the reels only on reels 1 and 5, though any wild that appeared on reel 5, will shift one position to the left with every new spin unless it meets another wild coming from the opposite direction, as well as any wild that appeared on reel 1, will shift one position to the right with every spin unless it meets another wild coming from the opposite direction.

Wilds can therefore exist on all reels and can pay.

The Wild Symbol substitutes for all symbols except for the Scatters and the Collection symbols.

It is possible for 2 wilds to be on the same horizontal level from opposite sides and pass each other without meeting if they do not meet on a single symbol on the same spin.

Wild positions are per bet size, which means that every time when changing the stake while having a walking wild on the reels, the wilds won’t stay on the reels for the new stake, but when going back to the original stake their position will be kept.

Random Wilds:



When 2 wilds meet, they distribute up to 4 random wilds across the reels on the base game and up to 5 random wilds on the Free Spins Game. Those wilds land on random positions on the reels. If a Wild covers a Bonus symbol or a Collection symbol, the Bonus symbol and the Collection symbol also count. A random wild can cover an existing Wild.

After 2 Wilds meet and distribute random Wilds, the Wilds that have met and the random Wilds disappear on the next spin. Wilds that have been covered by a random Wild continue to move on the reels as usual and do not disappear.

Wins are calculated after the random Wilds have been disbursed/distributed onto all intended reels.

Free Spins Bonus:



Bonus symbols appear only on reels 2, 3, and 4.

If 3 Bonus symbols appear on all 3 reels, regardless of position, then 10 Free Spins are awarded.

All Free Spins are played at the same bet level as they were awarded.

At the end of the Free Spins Game, the total win from the Free Spins is added to any wins from the round that activated them.

Collection Mechanic:





Between 1 and 3 Eye of Ra Collection symbols can appear in one spin on the rightmost reel.

Prizes will be awarded upon collection of 30 Eye of Ra symbols and the counter is reset to 0 once the award is given.

There are two levels or awards for collecting Eye of Ra symbols, and the 30th Eye of Ra symbol will define the level of the award as can be found in the PAYTABLE.

When the 25th Eye of Ra symbol is collected, a second Eye of Ra symbol is added to the reels. Both are collected in the same way as above. However, there are different prizes depending on which of the two symbols is the 30th Eye of Ra collected. Once the 30th Eye of Ra is collected and the prize awarded, the reels return to their original position having only one type of Eye of Ra symbol.

The prizes are multiples of the player's average total bet for the spins in which the player has collected one or more collectable symbols.

WINS

A win is awarded if three or more identical symbols line up left to right on an active pay-line, beginning from the leftmost reel. If multiple combinations on the same winning line occur, only the highest will be paid. Simultaneous wins on different bet lines are possible and accumulated.

Winning combinations and payouts are made according to the PAYTABLE. A successful win line multiplies the line bet by the corresponding paytable multiplier.

Bet – The amount of money spent by a player on a spin, expressed in local currency.

Spin Button - Click on the “Spin” button to begin each round.

Max Bet - Sets the game to the highest possible bet level. This button does not initiate a spin.

Max Win - The max win in this game is 5000 times the stake.

AUTOPLAY - Users can select the number of spins the game will play for automatically.

Total Bet – The total sum of money spent by the player, expressed in local currency.

Win – The total amount won in the spin that just ended.

Balance – Displayed on the bottom of the game screen, the balance is the total amount the player has available to bet with, expressed in local currency.

GAME OPTIONS

Mute – Turn the sound on or off.

Paytable – Use this table to discover the pay-out or Free Spins allotted for each symbol combination.

Game Settings – Players can switch the sound on or off, return to the home screen, review their betting history, and choose to use the space bar to spin while playing on their desktop.

History – Players can click on the History Table to view a record of their previous bets, stakes, and winnings. By clicking on a specific session, details are provided on any winning combinations, winning collectables or bonuses that resulted in Free Spins. Game History is not available in Free Game mode.

FUNCTIONS

Click this button to:

· Click this button to select the number of spins for AUTOPLAY.

· Click this button to start the game. Press the spacebar to start the game on your desktop.

· Click this button to alter your stake for the next round. Should players change the stake value, the balance display will update with the new amount of cash in play whenever a wager is made. The player's balance will always be displayed as currency.

· Click to activate Turbo spin mode.

· Press to change Cash value.

· Click to activate Quick spin mode.

· Click to open the Menu.

· Close Menu.

· Click to view the History Table.

· Click to open the Pay Table and info page.

· Click this button to access more game settings.

· Click to return to the home screen.

· Click to activate the sound.

· Click to mute the sound.

AUTOPLAY

Users can select the number of spins the game will play for automatically.
To end AUTOPLAY, click the AUTOPLAY stop button.
Note: AUTOPLAY cannot be changed during AUTOPLAY. You must stop AUTOPLAY to change its settings.

HOW TO CALCULATE PAY-LINE WINS

The PAYTABLE shows the value for 3, 4, or 5 identical symbols lined up in a row. Only the highest winning combination per line is paid out.
To calculate a single bet line win, count the number of identical symbols lined up in sequence on the line from left to right.
The total win will be the sum of all wins added together.

WINNING COMBINATIONS



5. **10.00**
4. **5.00**
3. **3.00**



5. **7.50**
4. **4.00**
3. **2.00**



5. **5.00**
4. **3.00**
3. **1.50**



5. **3.00**
4. **2.00**
3. **1.00**



5. **2.50**
4. **1.00**
3. **0.50**



5. **1.50**
4. **1.00**
3. **0.25**



5. **1.50**
4. **1.00**
3. **0.25**



5. **1.50**
4. **1.00**
3. **0.25**



5. **1.50**
4. **1.00**
3. **0.25**



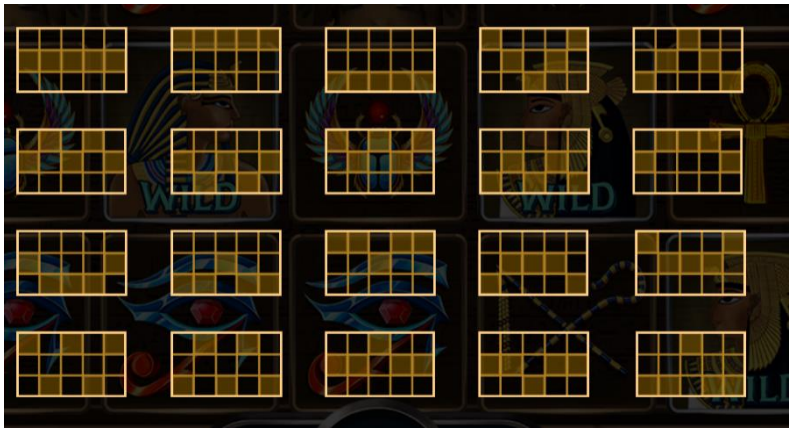




5. **25.00**

4. **12.50**

3. **6.00**



ADDITIONAL INFORMATION

Randomization - The reels are spun with a fair and equal chance for each stop position by a certified random number generator.

Malfunctions void all pays and plays. The following game features and settings may be subject to the terms and conditions of the gaming site:

· The procedures used to manage unfinished game rounds.

· The length of time allowed before a game session automatically ends due to inactivity.

RETURN TO PLAYER

The theoretical Return to Player (RTP) for this game is 95.451%.

This is Game Rules Version 02, as of 6 September 2022.

300 CARAT EUROPEAN ROULETTE game rules

Last updated 3.11.2019

Game Objective

Accurately predict where the ball will land on the roulette wheel (exact number/combination of numbers/colour). Pay-out for an accurate prediction is based on the type of prediction and the amount waged against the prediction. If the prediction is wrong, player loses the waged amount.

Placing a Wager (Main Table)

Players selects the amount they want to wager and then place the corresponding chips on the area on the table which reflects the prediction area. After the waged amount is placed, two options will appear:
Icon Image- Remove the last chip/chips placed.
Icon Image- Double up all placed chips.
Once the wager placing is concluded, player can click on the "Spin" button to trigger the spin of the roulette. After the ball lands, the result is generated correspondingly.

After each spin, the system will prompt two options to the player:

"Rebet" and

"Rebet x2."

Selecting "Rebet" places the same wager as the previous spin.

Selecting "Rebet x2" does the same as Rebet but doubles up all chip stacks.

The Racetrack

Racetrack bets allow wagers to be placed in certain areas of the wheel and actually select 5 numbers at one go. Players can also place a bet on the Voisins, Orphelins, or Tiers regions of the wheel.

Voisins means selecting 7 numbers

Orphelins means selecting 5 numbers

Tiers means selecting 6 numbers

Voisins is 2 chips on the 0,2,3 trio 1 on the 4/7 split, 1 on the 12/15 split, 1 on the 18/21 split, 1 on the 19/22 split, 2 on the 25/26/28/29 corner, and 1 on the 32/35 split.

Orphelins is 1 chip on 1, 1 on the 6/9 split, 1 on the 14/17 split, 1 on the 17/20 split, and 1 on the 31/34 split.

Tiers is 1 chip on the 5/8 split, 1 on the 10/11 split, 1 on the 13/16 split, 1 on the 23/24 split, 1 on the 27/30 split, and 1 on the 33/36 split.

Min/Max Bet

The game has table wager limits (minimum and maximum), which are shown on the table by the betting area.

The game also has limits for every bet type.

Pay-outs

Inside Bets
A bet on one number only (a straight bet) pays 35 to 1.
A two-number bet (a split bet) pays 17 to 1.
A three-number bet (a street bet) pays 11 to 1.
A four-number bet (a corner bet) pays 8 to 1.

A six-number bet pays 5 to 1.

Outside Bets
A twelve-number bet (a dozen or a column bet) pays 2 to 1.
An eighteen-number bet (an even money bet) pays 1 to 1.

History

The game keeps a record of previous bets in a history list, which is displayed on the top left (from most recent to less recent).

Previous spin outcomes can also be viewed under the ‘My Bets’ section, clickable from the main menu.

Statistics

The game shows trending sections of the table (based on previous spins).

Hot/Cold Number

Shows the top five (in red) and bottom five numbers (in blue) that have spun up more or less frequently (respectively) than other numbers. Where there are several numbers with same spun frequency, one/more numbers will be randomly selected from this subset.

Percentage Landed

Presents the percentage hit rates for each of the outside bets to indicate which numbers are trending (the statistics for 0 is green and is not considered black, red, odd, or even).

Settings

Fast Play - enabling this option skips the animation of the wheel spinning and ball landing on it. The ball will appear on the randomly drawn wheel slot. Chips animation will also not be played.

Rebet and Spin - when activated, it immediately triggers the Spin button after the Rebet (and Rebet*2) button is clicked.

Enable Sound - turns the sound on or off.

Enable Music - turns the background music on or off.

Statistics Number of Spins - a slider that reflects the number of historical spins which comprise the subset of spins from which the Statistics Overlay is calculated.

RTP

The Return to Player (RTP) for this game is 97.3%.

300 Carat Blackjack game rules

RTP

The theoretical RTP for Blackjack based on a perfect strategy is 99.54%

How To Play

The goal of blackjack is to beat the dealer's hand without going over 21.
The first step is to choose the hand location on the table on which you want to play.
Once chosen, clicking on a chip will place the chip on the hand location, another click on a chip will place another one on the same location.
Once chips are placed, clicking the **Deal** button will place the bets and will start the game by dealing the cards.

Following placing the chips on the table you have the option to double the placed chips by clicking the **X2** button (doubles the chips on all bets on the table) or undo you last action by clicking the undo button.

Once the game ends, you will have several options on how to continue playing:
Click **REBET** to re-bet the same amount as the last round or **REBET*2** to re-bet the double amount of the last bet. Alternately, you can place one or more new bets on the table.

Cards

The game is played with 6 standard decks of 52 cards (Jokers not included). Cards are shuffled before each game.
Number cards (from 2 to10) count as face value. Face cards (king, queen and jack) are equal in value to 10. Aces are valued at either 1 or 11, whichever makes a better hand. No particular significance is given to any of the 4 suits.
The player plays against a computerized dealer. The player cards are dealt first from right to left and the dealer is dealt the last in the dealing round. The player is dealt two cards with their face up in each hand and the dealer is dealt two cards, while only the first card of the dealer is face up. A player can choose an additional card by clicking **Hit**. A player may repeat this action as many times as he chooses if the total of his cards does not exceed 21. If the total surpasses 21, it is considered a bust and the player automatically loses.

Once a player chose to stop taking additional cards, he can click the **Stand** button to hold. This can be repeated for all the hands the player is playing. After the player finished all the staked hands, the dealer reveals his face down cards. If the dealer has a total sum of cards which is less than 17, he must draw another card until he is totalling 17 or more. Once the dealer has 17 or more, he is holding, unless the sum value of his cards exceeds 21, in this case the dealer gets a bust (=loses). If not, the game winner is decided for every hand.

If the value of the player's cards is greater than the dealer's, or if the dealer busts, then the player is the winner and is paid even money (1:1).

If the player's cards total value is the same as the dealer it is considered a push and the player gets to keep his bet.

Blackjack

If the player has a 10–value card (which means the number 10 card of any suit or a king, queen or jack) plus an ace, in any hand, it is considered Blackjack. The player wins 1.5 times his bet when he is dealt a Blackjack. The player automatically loses if the dealer is dealt a Blackjack.
If both are dealt a Blackjack, it is considered a push and the player gets his bet money back.

Insurance

If the visible card of the dealer is an ace, the player may buy insurance by betting an additional 1/2 of the sum of his initial bet. In case the dealer gets Blackjack, the player will win 2 times his insurance bet. If the dealer does not get Blackjack, then the player loses his insurance bet, and the game continues as usual.

Splitting

If a player is dealt two cards of the same rank (including two of the same face cards), he is entitled to split the cards while doubling his initial bet.
When spitting a hand, Blackjack (3:2) **cannot** be called on that hand – a winning hand in this situation will be paid at even money (1:1).

Only one split is allowed

After splitting a hand no additional split is allowed, no matter which cards are dealt. Once the cards are split, additional card will be dealt to the right spot of the split hand allowing the player to play the hand as usual by choosing either to hold (**Stand**) or double his bet (**Double**) or take another card by clicking **Hit**. Once the player has finished the first hand, a card will be dealt to the left hand of the split hand, allowing the player to play the second split hand in the same way. Once both split hands are played, the game continues as usual.

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

Double

The player may double his bet after viewing his initial two cards. Once doubling the bet, one additional card will be dealt to the hand that was doubled with no option to deal more cards following. It is also possible to Double after a Split, except after splitting two aces.

Min/Max

The Min/Max sign indicates the minimum and maximum bet per (initial) hand. It is possible though to double/split this stake if the player chooses to do that.

PAYTABLE

Bet	Pay-out
Player wins	1 to 1
Same value	push
Blackjack	3 to 2
insurance	2 to 1

Baccarat Game Rules

The aim of the game is to predict which hand will be the highest. You can also predict a tie. The game is played with 6, 52 card decks (excluding Jokers), shuffled before each round. The MIN MAX sign indicates the minimum and maximum bet that can be placed in any betting area.

Play of Hand

Place a single bet or combination of bets, in any of the betting areas (TIE, BANKER or PLAYER), and start the deal.
The Player and the Banker are dealt either two or three cards. Third cards are dealt based on the third card rules. For more information see Third Card Rules.
The game compares the hand values of the Player and Banker. For more information see Scoring.
The hand with a value closest to 9 wins. Hands of equal value are a tie, and neither hand wins.
Bets are paid according to the Pay-out Schedule.

Third Card Rules

If the Player or the Banker has 8 or 9, it is known as natural, and both hands stand. This rule overrides all other rules.
If neither the Player nor the Banker has 8 or 9 play proceeds as follows:

Player Rules

If the Player has 0–5, a third card is dealt. If the player has 6 or 7 the handstands.

Banker rules

If the Player stands, the Banker draws a third card if the hand has 0–5.
If the Player draws a third card, the value of the card drawn by the Player and the value of the Banker's hand determines if the Banker gets a third card. (See Table)

Scoring

The value of the hand is determined by adding the values of the cards in the hand.
Number cards 2-9 count as face value, aces count as 1, and kings, queens, jacks, and 10's count as 0.

If the value is 10 or more, 10 is subtracted. The value remaining is the hand value (for example, 13 becomes 3).

Banker's Score Player's Third Card

	0 1 2 3 4 5 6 7 8 9
7	S S S S S S S S S S
6	S S S S S S H H S S
5	S S S S H H H H S S
4	S S H H H H H H S S
3	H H H H H H H H S H
2	H H H H H H H H H H
1	H H H H H H H H H H
0	H H H H H H H H H H

S: Stand, H: Hit

Pay-out Schedule

If the Player wins, Player bets pay 1:1 (even money). If the Banker wins, Banker bets pay 1: 1 (even money) less a 5% commission. The win will be rounded down if necessary. If there is a tie, Tie bets pay 8:1 and all other bets are pushed.

Playing Help

To make a bet, select a chip and click in one of the betting areas: TIE, BANKER or PLAYER. Every click in a bet area adds one chip of the selected value to the bet. To start a hand, click **DEAL** to place the same bet as the previous round and play, click **Rebet** or **Rebetx2** to double your previous bet and play. To place a new bet, click one of the betting areas and a chip will be placed for a new bet.

Baccarat - Six Decks

The following return tables show the possible outcomes of the banker, player and tie bets for a 6-deck game. As the lower right cells in each table show, the house edge is 1.06% on the banker bet, 1.24% on the player bet, and 14.44% on the tie.

Max Pay-out: £10000

RTP

Banker Bet (minimum RTP) 98.94%
Player Bet (minimum RTP)98.76%
Tie Bet (minimum RTP) 85.56%

“Lucky X" Game Rules

Lucky X is the game of betting on numbers in which player can bet on the outcome of computer-generated number draws, via a set of different bet options. The outcome of each separate game is a statistically independent, random, and unpredictable number generated by the random number generator (RNG).

There are 50 balls in a drum, of which 36 are drawn in each round.

Numbers are divided in 5 groups and each group contains 10 numbers. Each group is marked by a specified colour as follows:

1. BLUE (numbers 2, 7, 12, 17, 22, 27, 32, 37, 42, 47);
2. GREEN (numbers 3, 8, 13, 18, 23, 28, 33, 38, 43, 48);
3. PURPLE (numbers 5, 10, 15, 20, 25, 30, 35, 40, 45, 50);
4. RED (numbers 1, 6, 11, 16, 21, 26, 31, 36, 41, 46);
5. YELLOW (numbers 4, 9, 14, 19, 24, 29, 34, 39, 44, 49).

All bets are placed only for next draw/draws and not for the draw that is currently active. Bets can be placed on the upcoming draw up to 5 seconds before the round starts.

Betting options

Number Betting

Bets can be placed on numbers by choosing one number or several numbers manually or randomly (1-10 numbers). There is an additional option of choosing a full color line with 10 Numbers.

1. Ball in first 6

Bets can be placed on a number manually or randomly (Random 1 option), and the bet will win if that number is drawn within the first 6 balls of the draw.

2. Bet on 1 up to 10 numbers

This bet type is different in the range of numbers that are chosen to be played on. It depends on the number of balls that are chosen to be predicted. The odds for this bet type also depend on when the selected numbers were drawn in the draw.

Bet type 1

If a player chooses only 1 number out of 50, he plays Bet type 1. This type of bet is valid for the first 9 drawn numbers. If the player play this type of bet and hit one of drawn numbers, his winnings are determined according to the payments table. Once 9 numbers are drawn, Bet

type 1 is finished and the following numbers (from the 10th to 36th) do not apply for this type of bet.

Bet type 2

If a player chooses only 2 numbers out of 50, he plays Bet type 2. This type of bet is valid for the first 18 numbers in a sequence of the drawn numbers. If a player plays this type of bet, and both of his numbers are drawn, his winnings are determined according to the payments table. Once 18 numbers are drawn, Bet type 2 is finished and the following numbers (from19th to 36th) do not apply for this type of bet.

Bet type 3

If a player chooses only 3 numbers out of 50, he plays Bet type 3. This type of bet is valid for the first 25 drawn numbers. If a player plays this type of bet and hits three of drawn numbers, his winnings are determined according to the payments table. Once 25 numbers are drawn, Bet type 3 is finished and the following numbers (from 26th to 36th) do not apply for this type of bet.

Bet type 4

If a player chooses only 4 numbers out of 50, he plays Bet type 4. This type of bet is valid for the first 31 drawn numbers. If a player plays this type of bet and hits four of drawn numbers, his winnings are determined according to the payments table. Once 31 numbers are drawn, Bet type 4 is finished and the following numbers (from 32nd to 36th) do not apply for this type of bet!

Bet type 5

If a player chooses only 5 numbers out of 50, he plays Bet type 5. This type of bet is valid for the first 34 drawn numbers. If a player plays this type of bet and hits five of drawn numbers, his winnings are determined according to the payments table. Once 34 numbers are drawn, Bet type 5 is finished and the following numbers (from 35th to 36th) do not apply for this type of bet.

Bet type 6/7/8/9/10

For all those types of bets the same rules are valid. If a player chooses 6 to 10 numbers out of 50, he plays a corresponding bet type. This type of bet is valid for all 36 numbers in a row. If a player plays this bet type and all his chosen numbers are drawn, his winnings are determined according to the payments table. Once 36 numbers are drawn, Bet type 6/7/8/9/10 is finished.

PAYMENTS TABLE										
SEQ	TYPE 1	TYPE 2	TYPE 3	TYPE 4	TYPE 5	TYPE 6	TYPE 7	TYPE 8	TYPE 9	TYPE 10
1	9									
2	8	100								
3	7	40	200							
4	6	15	100	1000						
5	5	14	80	200	5000					
6	4	13	70	80	1000	10000				
7	3	12	50	60	500	5000	20000			
8	2	11	40	50	400	2500	10000	30000		
9	1	10	30	40	300	1500	5000	10000	50000	
10		9	20	30	200	1000	2500	5000	20000	100000
11		8	15	25	100	700	2000	4000	10000	50000
12		7	14	20	90	500	1000	3000	5000	40000
13		6	13	19	70	250	700	2000	3000	20000
14		5	12	18	50	200	500	1000	2000	10000
15		4	11	17	45	100	400	900	1000	5000
16		3	10	16	40	90	300	800	900	3000
17		2	9	15	35	80	200	700	800	2500
18		1	8	14	30	70	100	600	700	1500
19			7	13	20	60	90	500	600	1000
20			6	12	15	50	80	100	400	600
21			5	11	14	40	70	90	300	500
22			4	10	13	30	60	80	250	400
23			3	9	12	25	50	70	200	300
24			2	8	11	15	45	60	150	250
25			1	7	10	14	40	50	100	200
26				6	9	13	35	45	90	150
27				5	8	10	25	40	80	100
28				4	7	9	20	35	70	90
29				3	6	8	15	30	60	80
30				2	5	7	12	25	50	70
31				1	4	6	10	20	40	60
32					3	5	8	15	30	50
33					2	4	6	10	20	40
34					1	3	4	9	10	30

35						2	3	8	9	20
36						1	2	3	4	10

A player's winnings are equal to Total Stake multiplied by odds. The winning odd is in the table at the intersection of columns that determine the type of game and the position where the number is drawn, which completes a winning combination.

3. Selection of 1 up to 10 numbers within the system

In addition to predicting the numbers in an "all or nothing" model, bets can be placed through a system model, where only a part of the numbers need to be predicted successfully.

Depending on the number of the selection, different options can be chosen from. For example, for a 3-numbers selection there will be an option to choose 1 out of 3, or 2 out of 3 and the bet will win if one of the chosen numbers is among the 3 numbers drawn.

Special betting

1. The sum of first 6 numbers over/under 153

- In this game, a bet can be placed on the sum of first 6 balls - if the sum is bigger or smaller than 153 (if the sum is exactly 153 the player is refunded with their stake, i.e. the odds are 1).
- The odds for over or under game are fixed 1.9 (also depending on the pay-out).

2. The colour of first ball

- In this game a bet can be placed on the colour of the first drawn ball (there are 5 colours offered in total);
- The odds for this game would be 5 * Pay-out.

3. First ball even/odd

- In this game, a bet can be placed on the value of first drawn ball and whether it would be even or odd;
- The odds for both even and odd game are fixed at 1.9 (also depending on the pay-out).

4. First ball over/under 25.5

- In this game a bet can be placed on the value of the first drawn ball and if it would be over or under 25.5;
- The odds for both over and under game are fixed at 1.9 (also depending on the pay-out).

Game Flow

1. Each time the game is launched, the Player is joining to current Round where Numbers are drawn by default and fall into Numbers zone, one by one.
2. Player can switch between “Number betting”/“Special betting” games anytime and choose Number/Numbers/Other bet options to bet on.
3. Bet placing mechanism:
    1. After the Player picks any bet type from Number bets or Special bets he needs to press on “Add bet” button which adds the bet to the Bet slip.
    2. When chosen bets are added to Bet slip, the Player can change each bet separately:
        - Delete the bet by pressing the “X“ button;
        - Change the amount of the stake by selecting the ”Stake” field and inputting the new amount.
    3. the Player can work with all bets in the Bet slip:
        - Change the Stake amount for all bets by inputting total Stake in the “Stake Total” field.
        - Repeat all bets from the active Bet slip during next Rounds by choosing the amount of Rounds at “Amount of Rounds“ (up to 10 repeats). If the Player will run out of money during the bet repeating, the repetition will stop.
        - Submit Bet slip with list of bets and inputted amounts of Stake.
        - See expected return on all bets in the ticket. The expected returns are calculated according to bet coefficients.
    4. As soon as the Player submits his bet by pressing on the “Place bet“ button, the bet will become visible in “Open bets“;
    5. If the Player presses the “Place bet“ button, he approves all bets with stakes from the active Bet slip. After this, Player’s bets are accepted and become visible in “Open bets”.
4. The Player cannot pick more than 10 Numbers for the Number Betting game.
5. All bets are placed on the next round to come, not less than 5 seconds before it starts.

Ticket Cancellation

The amount already paid for tickets cannot be cancelled. A player cannot cancel the payment/deposit made for taking part in this electronic betting game.

“NEXT 6” GAME RULES

Next 6 is the game of betting on numbers in which player can bet on the outcome of computer-generated number draws, via set of different bet options. The outcome of each separate game is a statistically independent, random, and unpredictable number generated by the random number generator (RNG).

There are 48 balls in a drum, of which 35 are drawn. Before the draw of each ball, betting window is open with various betting markets for “Following 6“and “Next Ball” games. Numerous betting options guarantee a lot of fun and big winnings.

On the main page you will be able to visualize the announcement of the drawing and the numbers drawing itself, as well as all offered games that you can bet on. On the central display you will have the possibility to see the statistics of the previous rounds. Play any time in the draw of 35 from 48 numbers. The draw lasts **500 seconds**

The balls are displayed in **six different colours:**

• **BLUE** (numbers 1, 2, 3, 4, 5, 6, 7 and 8)

• **GREEN** (numbers 9, 10, 11, 12, 13, 14, 15 and 16)

• **PURPLE** (numbers 17, 18, 19, 20, 21, 22, 23 and 24)

• **RED** (numbers 25, 26, 27, 28, 29, 30, 31 and 32)

• **ORANGE** (numbers 33, 34, 35, 36, 37, 38, 39 and 40)

• **GREY** (numbers 41, 42, 43, 44, 45, 46, 47 and 48)

Betting options

“FOLLOWING 6” Bet Types

Bet on 1 ball in following six

Prior to the draw of each new ball, wagers can be placed whether a selected number will be drawn in the next six numbers. Only the remaining balls in the draw are available for betting. This market is available up until 30th number is drawn.

Bet on 2 balls in following six

Prior to the draw of each new ball, wagers can be placed whether a selected two numbers will be drawn in the next six numbers. Only the remaining balls in the draw are available for betting. This market is available up until 30th number is drawn.

Bet on 3 balls in following six

Prior to the draw of each new ball, wagers can be placed whether selected three numbers will be drawn in the next six numbers. Only the remaining balls in the draw are available for betting. This market is available up until 30th number is drawn.

Bet on "More odd/even in following six"

Prior to the draw of each new ball, wagers can be placed whether there will be more odd numbers in the next six numbers, more even numbers in the next six numbers or will it be equal numbers of odd and even numbers. Only the remaining balls in the draw are available for betting. Odds vary depending on the remaining number of odd and even numbers left in the draw. This market is available up until 30th number is drawn.

Odds for "Following 6" bet types

Ball drawn	1 in Following 6	2 in Following 6	3 in Following 6
1	7.85	70.00	750
2	7.65	68.00	700
3	7.50	65.00	650
4	7.35	63.00	600
5	7.15	60.00	560
6	7.00	57.00	530
7	6.85	55.00	500
8	6.70	52.00	470
9	6.50	50.00	440
10	6.35	47.00	400
11	6.20	45.00	380
12	6.00	42.00	350
13	5.90	40.00	320
14	5.70	38.00	300
15	5.50	35.00	270

16	5.40	33.00	250
17	5.20	31.00	230
18	5.00	29.00	200
19	4.90	27.00	180
20	4.75	26.00	160
21	4.50	24.00	150
22	4.40	22.00	130
23	4.25	21.00	120
24	4.10	19.00	100
25	3.90	18.00	90
26	3.75	16.00	80
27	3.60	14.00	70
28	3.45	13.00	60
29	3.25	12.00	50
30	3.00	11.00	40

“NEXT BALL” Bet types

Bet on Next ball

Hit the number of the next ball. Prior to the draw of each new ball, wagers can be placed on the outcome of the number on the next ball. Only the remaining balls in the draw are available for betting.

Bet on Next 2 balls

Hit the next two numbers in the draw in any order. Prior to the draw of each new ball, wagers can be placed on the outcome of the numbers on the next two balls. Only the remaining balls in the draw are available for betting.

Bet on Next ball odd/even

Prior to the draw of each new ball, wagers can be placed whether the number on the next ball will be odd or even. Only the remaining balls in the draw are available for

betting. Odds vary depending on the remaining number of odd and even numbers left in the draw.

Bet on Color of the next ball

Prior to the draw of each new ball, wagers can be placed on the color of the next ball. There are six different colors available. Only the remaining balls in the draw are available for betting. Odds vary depending on the colors of the remaining numbers left in the draw. If there are no more balls with certain color, the market won't be available.

Odds for the "Next Ball" and "Next 2 balls" bet type:

Ball drawn	Next ball	Next 2 balls
1	47	1000
2	46	950
3	45	900
4	44	880
5	43	850
6	42	800
7	41	770
8	40	730
9	39	700
10	38	660
11	37	630
12	36	600
13	35	560
14	34	530
15	33	500
16	32	480
17	31	450
18	30	420

19	29	400
20	28	380
21	27	350
22	26	330
23	25	300
24	24	280
25	23	260
26	22	240
27	21	220
28	20	200
29	19	180
30	18	165
31	17	145
32	16	130
33	15	115
34	14	100
35	12	•

Game Flows:

Each time the game is launched, the Player is joining to current Round where Numbers are drawn by default and falling into Numbers zone one by one.

Player can switch between “Following 6”/“Next Ball” games anytime and choose Number/Numbers to bet on:

In “Following 6” game Player can pick 1, 2 or 3 Numbers Manually or by using Auto Select (Pick 1/2/3 Numbers)

In “Next Ball“ game Player can choose 1 or 2 Numbers Manually or by using Auto Select (Pick 1/2 Numbers)

After the Player picks a ball, the pick gets visible in the Bet-slip, which is always displaying current information about picked bet-option and allows:
- to change amount of Stake;
- to see the expected amount of return if Player's bet wins (under Submit Bet);
- to submit bet;
- to repeat this bet via Autoplay mode - which mean the Player will place exactly the same bet with same amount of Stake chosen amount of times during current round; Each of this Auto-bets will be processed as a separate bet and will be visible in "My bets";

The Player can't pick a Number which was already drawn.

The Player can't pick more than 3 Numbers for Following 6 game and more than 2 Numbers for Next Ball.

The Player can't play "Following 6"game after 29th of 35th Numbers are drawn.

The Player can't pick 2 Numbers in "Next ball" game after 34/35 balls are drawn.

Autoplay mode will be canceled automatically if Number/Numbers chosen by Player are drown and Player's bet wins.

Autoplay mode does not stop automatically if chosen Bet on "Color of next Ball", or "More Odd or Even" wins, except:
- "Color case"- there are no more balls with such color in the draw to be drown; e.g. If the Player bets on "Blue" with Autoplay mode and there are no more Blue balls, Autoplay mode will be stopped;
- "Odd or Even case" - there are no Odd or Even balls to be drawn;
- If the Player bets on Odd/Even but all opposite to his bet balls are already drawn, Autoplay mode will be stopped;
- If the Player will run out of money during the Autoplay, the Autoplay will stop and all states back to basic state where the Player can place a bet;

Ticket Cancellation

The amount already paid for tickets cannot be cancelled. A player cannot cancel the payment/deposit done for taking part in this electronic betting game