

BRIEF DESCRIPTION

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

GAME PROCESS

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

There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about four minutes. Draws of the game run every 5 minutes daily.

GAME RULES

1. Terms:

- 1.1. Game machine – a mechanical device used to put, mix and randomly select the winning balls.
- 1.2. Balls – a set of thirty-six (36) balls which is used for the game. The balls are white, blue, green and red. There are 9 balls of each color and all balls are numbered from 1 to 36. Total sum of the numbers on the balls is 666. Total sum of the numbers on the white balls is 45, total sum of the numbers on the green balls is 126, total sum of the numbers on the red balls is 207 and total sum of the numbers on the blue balls is 288.
- 1.3. Drum of the game machine – a part of the game machine where all the balls are placed after the presentation. Later the balls are mixed and the winning balls are drawn.
- 1.4. Cylinders – 5 identical parts that are connected to the drum of the game machine where the winning balls are drawn. All 5 winning balls are shown in separate frame.
- 1.5. Mixing and Selection process – a process that is considered as started when all balls fall into the Drum of the game machine. The process is considered as finished when all 5 winning balls are selected into the Cylinders and all the remaining balls lie at the bottom of the Drum of the game machine.
- 1.6. Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player’s stake to calculate the winnings.

2. Rules:

- 2.1. 5 winning balls out of 36 are randomly drawn to the cylinders of the game machine.
- 2.2. The draw is deemed to have taken place when Mixing and Selection process is over. In all other cases the draw is either void and all the stakes are returned, or Mixing and Selection process is continued until 5 winning balls are selected into the Cylinders and all the remaining balls lie at the bottom of the Drum of the game machine.
- 2.3. The order of the winning balls of the draw is determined by the machine cylinders from left to right. The cylinder to the left is considered to be first and the one on the right is the last. The order in which the cylinders are filled doesn’t have any influence on the result of the draw.

3. Gameplay:

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

3.1.1. A betting round takes place between the game draws and lasts about four minutes (when the first draw is finished, the betting round for the second draw immediately starts. The broadcast starts after the end of the betting round).

4. Betting limits:

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

5. Special cases:

5.1. Cancelled draws.

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

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

5.1.2.1. The balls are not prepared before the start of the draw. The presenter must put the balls to the specified place (machine) so it can be clearly seen that a full set of unmixed balls is used.

5.1.2.2. A ball or balls cannot be seen on screen due to the dealer's actions.

5.2. Continuing of Mixing and Selection process. Mixing and Selection process may be continued if:

5.2.1. Less than 5 balls are selected into the Cylinders of the game machine when the Mixing and Selection process is over.

5.2.2. During the process, selected ball, or balls, fall back into the Drum of the game machine.

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

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

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

6. Game organization procedure:

6.1. The balls must be clearly visible in their place of the game machine before the start of each draw.

6.2. Game draws run every 5 minutes daily from 09:02 AM to 04:57 AM (GMT+2) with maintenance breaks on demand.

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

6.3. Longer breaks are allowed (1-5 cancelled draws in a row) due to technical failures in the studio. All bets placed on these draws are void and stakes are returned to the players.

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

7. Equipment used in the game:

7.1. Game machine (see 1.1).

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

8. Additional information:

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

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

BRIEF DESCRIPTION

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

GAME PROCESS

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

There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about four minutes. Draws of the game run every 5 minutes daily.

GAME RULES**1. Terms:**

- 1.1. Game machine – a mechanical device used to put, shuffle and randomly select the winning balls.
- 1.2. Balls – a set of sixty (60) balls which is used for the game. The balls are blue and red. There are 30 balls of each color and the balls are numbered from 0 to 9. Total sum of the balls is 270. Total sum of the red balls is 138 and total sum of the blue balls is 132.
- 1.3. Drum of the game machine – a part of the game machine where all the balls are placed after the presentation. Later the balls are mixed and the winning balls are drawn.
- 1.4. Cylinders – 6 identical parts that are connected to the drum of the game machine where the winning balls are drawn. Each of the 6 winning balls are presented and shown in separate frames.
- 1.5. Mixing and Selection process – a process is considered as started when all balls fall into the Drum of the game machine after the presentation of the balls. The process is considered as finished when 6 winning balls are selected into the Cylinders and all the remaining balls lie at the bottom of the Drum of the game machine.
- 1.6. Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player’s stake to calculate the winnings.
- 1.7. Odd numbers are 1, 3, 5, 7, 9.
- 1.8. Even numbers are 0, 2, 4, 6, 8.

2. Rules:

- 2.1. 6 winning balls out of 60 are randomly drawn to the cylinders of the game machine.
- 2.2. The draw is deemed to have taken place when Mixing and Selection process is over. In all other cases the draw is either void and all the stakes are returned, or Mixing and Selection process is continued until 6 winning balls are selected into the Cylinders and all the remaining balls lie at the bottom of the Drum of the game machine.
- 2.3. The order of the winning balls of the draw is determined by the machine cylinders from left to right. The cylinder to the left is considered to be first and the one on the right is the last. The order in which the cylinders are filled does not have any influence on the result of the draw.

3. Gameplay:

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

3.1.1. A betting round takes place between the game draws and lasts about four minutes (when the first draw is finished, the betting round for the second draw immediately starts. The broadcast starts after the end of the betting round).

4. Betting limits:

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

5. Special cases:

- 5.1. Cancelled draws.
 - 5.1.1. Draws can be cancelled due to technical failures: internet connection problems, technical problems in the studio or presenter's mistakes;
 - 5.1.2. Presenter's mistakes that can end up with cancelled draws:
 - 5.1.2.1. The balls are not prepared before the start of the draw. The presenter must put the balls to the specified place(machine) so it can be clearly seen that a full set of unmixed balls is used.
 - 5.1.2.2. A ball or balls cannot be seen on screen due to the dealer's actions.
- 5.2. Continuing of Mixing and Selection process. Mixing and Selection process may be continued if:
 - 5.2.1. Less than 6 balls are selected into the Cylinders of the game machine when the Mixing and Selection process is over.
 - 5.2.2. During the process, selected ball, or balls, fall back into the Drum of the game machine.
- 5.3. Video and audio streaming do not match or do not exist.
 - 5.3.1. If the sound during the broadcast is lost or the presenter announces the wrong winning ball numbers, the correct draw outcomes and winning numbers are determined by the video broadcast.
 - 5.3.2. If a player cannot see the live broadcast due to technical reasons at his end (no internet connection, no electricity and etc.) but the broadcast can be found in the archive, draw is deemed to have taken place.

6. Game organization procedure:

- 6.1. The balls must be clearly visible in their place of the game machine before the start of each draw.
- 6.2. Game draws run every 24/7 every 5 minutes with maintenance breaks on demand.
 - 6.2.1. Organizer has the right to change the time and duration of the broadcasts.
- 6.3. Results of each draw and archive for the broadcasts can be found on the game organizer's website.

7. Equipment used in the game:

- 7.1. Game machine (see 1.1).
- 7.2. A set of 60 balls (see 1.2).

8. Additional information:

- 8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.
- 8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

BRIEF DESCRIPTION

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

GAME PROCESS

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

There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about four minutes. Draws of the game run every 5 minutes daily.

GAME RULES

1. Terms:

- 1.1. Game machine – a mechanical device used to hold, mix and randomly select the winning balls of the draw.
- 1.2. Balls – a set of forty two (42) yellow and black balls used for the game. There are 21 balls of each colour and the balls are numbered from 1 to 42. Total sum of the numbers on the balls is 903. The total sum of the numbers on the yellow balls is 451 and the total sum of the numbers on the black balls is 452.
- 1.3. Drum of the game machine – a part of the game machine where all balls are placed after the presentation. Later the balls are mixed and the winning balls are drawn.
- 1.4. Tube – a part of the game machine, connected to the drum, where the randomly selected balls are placed. 7 winning balls are presented and shown in separate frames.
- 1.5. Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player’s stake to calculate the winnings.

2. Rules:

- 2.1. 7 winning balls out of 42 are randomly drawn into the game tube.
- 2.2. The draw is deemed to have taken place when at least 7 winning balls are selected. In all other cases the draw is void and all the stakes are returned.
- 2.3. If more than 7 balls are placed in the tube only the first 7 balls are counted and the other balls in the tube are ignored.

3. Gameplay:

- 3.1. There is only one betting round and players can place their bets on all available outcomes for the upcoming draw.
 - 3.1.1. A betting round takes place between the game draws and lasts about four minutes. When the first draw is finished, the betting round for the second draw immediately starts. The broadcast starts after the end of the betting round.

4. Betting limits:

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

5. Special cases:

5.1. Cancelled draws.

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

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

5.1.2.1. The balls are not prepared before the start of the draw. The presenter must put the balls to the specified place (machine) so it can be clearly seen that a full set of unmixed balls is used.

5.1.2.2. A ball or balls cannot be seen on screen due to the presenter's actions.

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

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

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

6. Game organization procedure:

6.1. The balls must be clearly visible in their place in within the game machine before the start of each draw.

6.2. Game draws run every 5 minutes daily from 09:00 AM to 04:55 AM (GMT+2) with maintenance breaks on demand.

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

6.3. Longer breaks are allowed (1-5 cancelled draws in a row) due to technical failures in the studio. All bets placed in these draws are void and stakes are returned to the players.

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

7. Equipment used in the game:

7.1. Game machine (see 1.1).

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

8. Additional information:

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

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

BRIEF DESCRIPTION

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

GAME PROCESS

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

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

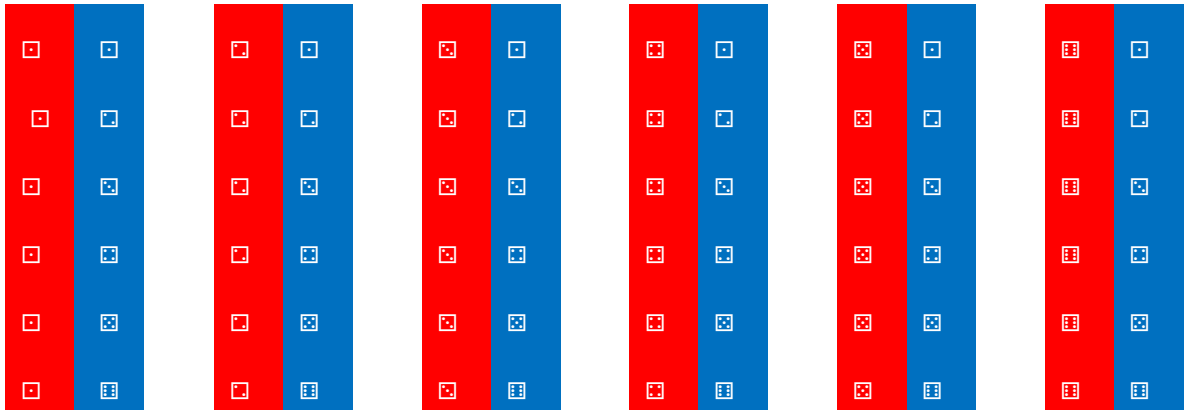
GAME RULES

1. Terms:

- 1.1. A dice – a small cube with each side having a different number of pips ranging from 1 to 6 rolled in order to generate a random number.
- 1.2. Dice set – a set of 2 dice in which one dice is red and another is blue.
- 1.3. Spare dice set – a set of 2 in which one dice is red and another is blue that is visible in the picture and is only used in special cases (5.2.4).
- 1.4. Dice box – a container used to hold, shake and then roll the dice.
- 1.5. Game table – a special downward sloping table with lighting and a marked place for the lucky combination to be placed.
- 1.6. Lucky combination – the result of the draw determined after the dice are rolled and put in the place for the lucky combination on the game table.
- 1.7. Odds – numerical expression which is multiplied by the player’s stake to calculate the winnings.

2. Rules:

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

**3. Gameplay:**

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

3.1.1. A betting round takes place between the game draws and lasts about four minutes. When the first draw is finished, the betting round for the second draw immediately starts. The broadcast starts after the end of the betting round.

4. Betting limits:

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

5. Special cases:

5.1. Cancelled draws:

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

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

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

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

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

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

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

5.2. A repeated roll must be performed if:

5.2.1. Dice stops on its edge after the roll;

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

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

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

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

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

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

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

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

6. Game organization procedure:

6.1. Game draws run 24/7 every 5 minutes with maintenance breaks on demand.

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

7. Equipment used in the game:

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

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

7.3. A dice box (see 1.4).

7.4. A game table (see 1.5).

8. Additional information:

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

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

BET ON BACCARAT

BRIEF DESCRIPTION

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

GAME PROCESS

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

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

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

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

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

GAME RULES

1. Terms:

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

BET ON BACCARAT

- 1.10. Betting options – a list of all bets available to the player.
- 1.11. Player – one of the parties of the game to whom the dealer deals the cards.
- 1.12. Banker – one of the parties of the game to whom the dealer deals the cards.
- 1.13. Tie – possible outcome of the game when Player and Banker have identical amount of points at the end of the draw.
- 1.14. Natural hand – a situation when Player or Banker is dealt a total of 8 or 9 points in the first two cards. Natural hand of 9 is over Natural Hand of 8.
- 1.15. Additional bets – betting outcomes that do not depend on the main betting outcomes (Player Pair, Banker Pair, Either Pair, Perfect Pair, Big, Small).
- 1.16. Player Pair – the first two cards of the Player of same value (e.g., a King of Clubs and a King of Spades).
- 1.17. Banker Pair – the first two cards of the Banker of same value (e.g., a Jack of Hearts and a Jack of Diamonds).
- 1.18. Either Pair – the first two cards of the Player or Banker that form a pair (e.g., Queen of Spades and Queen of Hearts).
- 1.19. Perfect Pair – the first two cards of the Player or Banker that form a suited pair (e.g., two Kings of Hearts).
- 1.20. Small – total of dealt Player and Banker cards is 4.
- 1.21. Big – total of dealt Player and Banker cards is 5 or 6.

2. Rules:

- 2.1. The game is played between two sides – the Player and the Banker. The dealer of the game deals two cards to each side in every draw of the game. In special situations the dealer deals the third card to the Player and (or) the Banker. The rules of dealing the third card are described in paragraph 2.6.
- 2.2. Dealing:
 - 2.2.1. Cards are dealt to sides by one card in turn until both sides have two cards face-up.
 - 2.2.2. The Player always receives the first card.
 - 2.2.3. When both sides have two cards face-up, the situation is assessed and in accordance with the fixed rules (see 2.6) it is determined whether the Player and (or) the Banker should receive the third card.
- 2.3. The goal of the game is to collect a total of points as close as possible or equal to 9 (nine). The winner of the game is the side whose sum of points is closer to 9 (nine) after no more cards can be dealt according to the rules.
 - 2.3.1. Tie. A Tie occurs when the Player and the Banker have an equal amount of points. In case of a Tie punters who placed bets on this outcome are paid their winnings. Bets placed on the Player and (or) the Banker are void and punters get their stakes back (odds are equalised to one (1.00)).
- 2.4. Card value in points:
 - 2.4.1. Ace has the value of 1 (one) point.
 - 2.4.2. Cards from Deuce (2) to Nine (9) are worth the exact number printed on the card.
 - 2.4.3. The value of Face cards (Jack, Queen, King) and Ten (10) is zero (0).
- 2.5. Calculation of the total of points:
 - 2.5.1. All card points of each player are summed up to calculate the total sum of player's points.
 - 2.5.2. If the total sum is expressed in a double-digit figure, the score of the Player is the right digit of the total of cards. For example, the sum of Nine (9) and Four (4) is 13, so the score will be 3. The sum of Seven (7) and Eight (8) is 15, and the score will be 5.
 - 2.5.3. Additional bets:

BET ON BACCARAT

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

2.5.3.2. Bets on pairs (Player Pair, Banker Pair and Either Pair) apply only for the first two cards of the Player and Banker.

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

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

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

2.6.1. The Player's table:

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

2.6.2. The Banker's table:

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

BET ON BACCARAT

2.7. Exceptions to the Rules:

- 2.7.1. If Player or Banker is dealt 8 or 9 points in the first two cards, such hand is called a Natural hand, and no more cards are dealt. The total sums of the Player and the Banker points are calculated and the winner is announced. This rule supersedes all other rules.
- 2.7.2. If Player is dealt 6 or 7 points in the first two cards, and Banker is dealt 5 points, or less (0, 1, 2, 3, 4) in the first two cards as well, then the Banker gets the third card.

3. Gameplay:

- 3.1. The first betting round. Bets can be placed even before the dealing of the first card. Punters can bet on one or more available outcomes.
- 3.2. The second betting round. After the first betting round the Player receives the first card and new odds for the betting outcomes are displayed on screen and the second betting round begins. Bets made in the first betting round have no influence for bets of the second betting round therefore punters can place bets on the same or different outcomes more than once.
- 3.3. The third betting round. After the second betting round the Banker receives the first card and new odds for the betting outcomes are displayed on screen and the third betting round begins. After this betting round the Player and the Banker receives the second and, if necessary, the third card each (see 2.6). The results are calculated and the winner of the draw is displayed on screen.
- 3.4. Change of cards:
 - 3.4.1. When less than 40 cards remain in the shoe the dealer announces that the shoe will be changed after the ongoing draw.
 - 3.4.2. The dealer places all used and unused cards to the used card box. Empty shoe is replaced with a full and ready to use shoe with shuffled cards. The full used card box is replaced with an empty box as well. This change is made real-time when punters and audience can see it.
 - 3.4.3. After change of cards is completed, the dealer announces that 3 – 6 cards from the top of the newly presented shoe will be discarded. Number of cards(3/4/5/6) discarded is generated randomly during each change of cards.
- 3.5. The shuffling of cards. When the shoes are changed, the second dealer comes and shuffles the cards while everyone sees it and prepares the cards for dealing. Both shoes are visible on screen all the time so punters can see the shuffling and change of cards.

4. Betting limits:

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

5. Special cases:

- 5.1. Cancelled draws. Bet-on-Baccarat game draws may be cancelled if:
 - 5.1.1. The scanner cannot scan the card or its readings do not match the card on the table;
 - 5.1.2. A card or cards appear in a wrong place or gets mixed;
 - 5.1.3. Technical problems occur (internet connection problems, technical failures in the studio or dealer's mistakes).
 - 5.1.3.1. Dealer's mistakes that can cause the draw to be cancelled:
 - 5.1.3.1.1. The dealing sequence is altered(see 2.2);
 - 5.1.3.1.2. A card or cards are marked or damaged;

BET ON BACCARAT

- 5.1.3.1.3. A card or cards fall off the table or cannot be seen on screen due to the dealer's mistake;
 - 5.1.3.1.4. A card or cards in the deck are turned face-up and picture/number is visible due to incorrect shuffling;
 - 5.1.3.1.5. The dealer incorrectly scans a card or cards and readings of the scanner do not match the cards on the table.
 - 5.1.4. If the draw is cancelled, all bets are void and stakes returned to players (odds are equalized to one).
 - 5.2. Card burning. Cards can be burned during the game if:
 - 5.2.1. The dealer takes and shows a card face-up from the shoe when the betting round is not finished;
 - 5.2.2. A card cannot be scanned or read by the program due to technical reasons.
 - 5.3. Card burning procedure:
 - 5.3.1. The dealer shows the card face-up to all players;
 - 5.3.2. The dealer announces that the specified card will be burned;
 - 5.3.3. The dealer places the card into the used card box;
 - 5.3.4. The dealer takes a new card from the shoe in the place of the burned card.
- 6. **Game organisation procedure:**
 - 6.1. Draws of the game run 24/7 with maintenance breaks on demand, however, everything else including dealer and card changes are shown live for everyone to see.
- 7. **Equipment used in the game:**
 - 7.1. Six standard 52 (fifty-two) card decks. Each card has a unique bar code which is scanned by an integrated table scanner when the cards are dealt on the table.
 - 7.2. Integrated table scanner used to scan the bar codes on the cards.
 - 7.3. Security card used to cover the bottom card of the deck.
 - 7.4. Shoe with shuffled cards from which the dealer deals the cards.
 - 7.5. Table with two marked places for the Player and the Banker cards.
 - 7.6. Box for used cards where the dealer places the used cards after dealing.
- 8. **Additional information:**
 - 8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.
 - 8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

BRIEF DESCRIPTION

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

GAME PROCESS

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

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

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

GAME RULES

1. Terms:

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

2. Rules:

- 2.1. The game involves two sides – the Player and the Dealer. The dealer of the game deals one card face-up to each side in every draw.
- 2.2. Dealing:
 - 2.2.1. Cards are dealt to sides by one card in turn until both sides have one card face-up.
 - 2.2.2. The Player always receives the first card.
 - 2.2.3. When both sides each have one card face-up, the situation is assessed and in accordance with the fixed rules it is determined if draw was won by one of the sides – the Player or the Dealer, or if it ended in War.
- 2.3. The goal of the game is to receive a card that has a higher value than of opposing side's.
 - 2.3.1. The winning side is the one that has a card of a higher value after both sides have one card face-up.
 - 2.3.2. If after a deal of cards for the Player and the Dealer, both have cards that have the same value, then draw finishes in War outcome.

3. Gameplay:

- 3.1. The first betting round. Bets can be placed even before the cards are dealt, during the first betting round. Punters can bet on one or more available outcomes.
- 3.2. The second betting round. After the first betting round the Player receives the card and new odds for the betting outcomes are displayed on the screen and the second betting round begins. Bets made in the first betting round have no influence on bets of the second betting round, therefore punters can place bets on the same or different outcomes more than once.
- 3.3. End of the game, result announcement. After the second betting round Dealer gets card face-up, outcome of the draw is determined and new draw begins.
- 3.4. The change of cards:
 - 3.4.1. When less than 40 cards remain in the shoe the dealer announces that the shoe will be changed after a draw.
 - 3.4.2. The dealer places all used and unused cards to the box of used cards. Empty shoe is replaced with a full and ready to use shoe with shuffled cards. The full box of used cards is emptied and placed back on the table. This change is made real-time when punters and audience can see it.
 - 3.4.3. After change of cards is completed, the dealer announces that 3 – 6 cards from the top of the newly presented shoe will be discarded. Number of cards(3/4/5/6) discarded is generated randomly during each change of cards.
- 3.5. The shuffle of cards. When the shoes are changed, the second dealer comes and shuffles the cards while everyone sees it and prepares the cards for dealing.

4. Betting limits:

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

5. Special cases:

- 5.1. Cancelled draws. War-of-Bets game draws may be cancelled if:
 - 5.1.1. The scanner cannot scan the card or its readings do not match the card on the table;
 - 5.1.2. A card or cards appear in a wrong place or gets mixed;
 - 5.1.3. Technical problems occur (internet connection problems, technical failures in the studio or dealer's mistakes).

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

- 5.1.3.1.1. The dealing sequence is altered (see 2.2);
- 5.1.3.1.2. A card or cards are marked or damaged;
- 5.1.3.1.3. A card or cards fall off the table or cannot be seen on a screen due to the dealer's fault;
- 5.1.3.1.4. A card or cards in the deck are turned face-up and picture/number is visible due to incorrect shuffling;
- 5.1.3.1.5. The dealer incorrectly scans a card or cards and readings of the scanner do not match the cards on the table.

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

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

- 5.2.1. The dealer takes the card out of the shoe and shows it face-up when the betting round is not finished;
- 5.2.2. A card cannot be scanned or read by the program due to technical reasons.

5.3. Card's burning procedure:

- 5.3.1. The dealer shows the card face-up to all players;
- 5.3.2. The dealer announces that the specified card will be burned;
- 5.3.3. The dealer places the card into the box of used cards;
- 5.3.4. The dealer takes a new card from the shoe and puts it in the place of the burned card without cancelling the draw.

6. Game organization procedure:

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

7. Equipment used in the game:

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

8. Additional information:

- 8.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.
- 8.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

BRIEF DESCRIPTION

“Wheel of Fortune” is a very fast and simple live game with clear betting options.

GAME PROCESS

Presenter introduces the Wheel of Fortune, spins it counter-clockwise and then spins it clockwise with a light hand stroke. Only one spin is made during a draw except for cases when the spin must be repeated. Presenter’s spin (and the draw) is valid if the wheel makes at least three (3) full spins clockwise. Full clockwise spins are counted by the spins counter and a green light is lit when the wheel makes three (3) full spins. The spin starts when the wheel starts spinning clockwise and the pointer leaves the sector where it was previously standing. The result of the draw is the sector’s number or symbol where the pointer lands after the wheel stops turning;

There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws and lasts about four minutes. Draws of the game run every 5 minutes daily.

GAME RULES**1. Terms:**

- 1.1. Wheel of Fortune – a round gaming device divided into nineteen (19) sectors which are separated by metal holders;
- 1.2. Sector – one out of nineteen (1/19) parts of the wheel numbered from one (1) to eighteen (18) or marked with a special symbol (a cup with a star). All sectors are of equal size;
- 1.3. Draw result – sector where the lower end of the pointer stops (closer to the center of the wheel). Results are determined according to fixed rules (see 2.8.);
- 1.4. Pointer – a part of the gaming device (at the top middle of the wheel) which determines the result of the draw;
- 1.5. Odds – numerical expression which is multiplied by the amount of the player’s stake to calculate the winnings.

2. Rules:

- 2.1. The game’s presenter introduces the Wheel of Fortune, spins it counter-clockwise and then spins it clockwise with a light hand stroke;
- 2.2. One Wheel of Fortune is used in the game;
- 2.3. Only one spin is made during a draw except for the case, when the spin must be repeated (see 5.2.);
- 2.4. Presenter’s spin (and the draw) is valid if the wheel makes at least three (3) full spins clockwise;
- 2.5. A turn starts when the presenter’s spun wheel starts spinning clockwise and the pointer leaves the sector where it was previously standing;
- 2.6. If the pointer stops between sectors, on the metal handle which divides sectors and does not fully jump over the metal handle to the upcoming sector, the sector on the right hand side of the metal handle on which the pointer stops is considered to be the correct result of the draw;
- 2.7. The result of the draw is the sector’s number or symbol where the pointer lands after the wheel stops turning;
- 2.8. Results for Wheel of Fortune:

WHEEL OF FORTUNE

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

3. Gameplay:

- 3.1. There is only one betting round and punters can place their bets on all available outcomes;
- 3.1.1. The betting round takes place between the game draws and lasts about four minutes. When one draw is finished, the betting round for the another draw immediately starts. The broadcast starts after the end of the betting round;

4. Betting limits:

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

5. Special cases:

- 5.1. Cancelled draws:
- 5.1.1. Draws can be cancelled due to technical failures: internet connection problems, technical problems in the studio or presenter's mistakes;
- 5.1.2. Presenter's mistakes that can cause cancelled draws:
- 5.1.2.1. The Wheel of Fortune does not make three (3) full spins;
- 5.1.2.2. The presenter has a physical contact with the Wheel of Fortune when the wheel is already spinning or the presenter changes the speed of the wheel in any other way;
- 5.2. Repeated spin. A spin has to be repeated if:
- 5.2.1. The Wheel of Fortune does not make three (3) full spins from the beginning of the spin until the full stop of the wheel;
- 5.3. If the sound during the broadcast is lost or the presenter announces the wrong winning sector, the correct draw results are determined by the video broadcast;
- 5.3.1. If a player cannot see the live broadcast due to technical reasons (no internet connection, no electricity and etc.) but the broadcast can be found in the archive, draw is deemed to have taken place;
- 5.3.2. Results of each draw and archive for the broadcasts can be found on the game organizer's website.

6. Game organization procedure:

- 6.1. Game draws run 24/7 every 3 minutes with maintenance breaks on demand.
- 6.1.1. Organizer has the right to change the time and the duration of the broadcasts;

7. Equipment used in the game:

- 7.1. Wheel of Fortune (see 1.1.);

8. Additional information:

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

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

BET ON POKER

BRIEF DESCRIPTION

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

GAME PROCESS

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

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

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

GAME RULES

1. Terms:

- 1.1. Draw – one dealing of cards which begins when the dealer scans the first card and places it at the first Position (Hand 1) and ends when the dealer places the last community card face-up, announces the winner(s) and puts all the face-up cards back to the deck. Before the start of each draw the dealer announces the beginning of the draw and shuffles the cards.
- 1.2. Position (Pocket cards – Hand 1-6) – two cards placed face-up on the table. A total of six (6) Positions (Hands) participate in a draw and are numbered from 1 to 6.
- 1.3. Betting outcome – possible interpretation of the outcome of one draw expressed as odds which may change in the course of the draw depending on the change in mathematical probability of the outcome.
- 1.4. Betting round – time allocated for punter bets to be accepted. A new betting round begins after each change in the gameplay (before and after the Pocket cards are dealt, after the Flop and after the Turn).
- 1.5. Betting options – list of all bets available to the punters.
- 1.6. Board – five (5) community cards that every Position (Hand) uses to form the best Combination.
- 1.7. Combination (Hand rankings) – five (5) cards made of two (2) pocket cards and five (5) community cards. See 2.4. for Hand strength from lowest to highest.
- 1.8. Flop – the first three (3) community cards which are dealt after all six (6) Positions receive their pocket cards and the second betting round.
- 1.9. Turn – the fourth community card which is dealt after the third betting round.
- 1.10. River – the fifth community card which is dealt after the fourth betting round.
- 1.11. Discarded card – card dealt face-down from top of the deck before opening flop, turn, and river.

- 1.12. Kicker – a card that does not itself take part in determining the rank of the hand, but may be used to break ties between hands of the same rank.
- 1.13. Cut card – special card used to cover the bottom card so as to prevent it from being exposed.

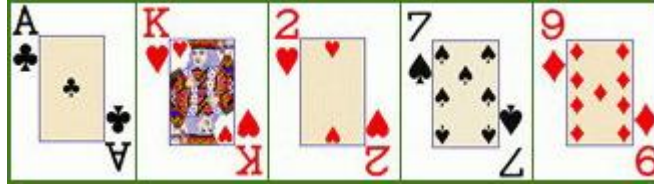
2. Rules:

- 2.1. Each Position receives two (2) face-up cards. The Board is dealt face-up. Results are determined based on the video stream and scanner data which captures every face-up card placed on the table.
- 2.2. The goal of the game is to form the best five card Combination using Position's pocket cards and the Board. The Position or Positions with the highest Hand ranking win.
- 2.3. Draw. A draw is possible in the game if more than one Position has the same Combination. In this case, winnings are paid to all punters who placed bets on any of the winning Hands in any of the betting rounds. All Positions and Hands win and all punters who placed bets on any Hand are paid their winnings if the best hand is placed on the Board.

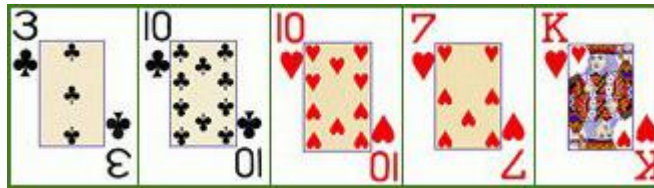
BET ON POKER

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

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



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



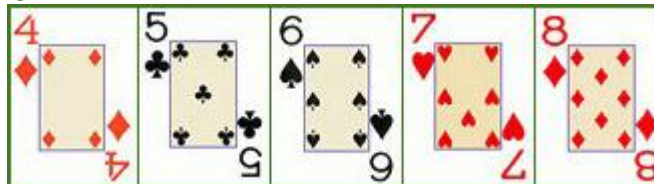
2.4.3. Two pair. Any two (2) cards of the same rank together with another two (2) cards of the same rank. If several Positions have a Two pair Hand, the Hand with the higher pairs wins. If two players have the same rank pairs, the Hand with the higher kicker wins.



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



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



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



BET ON POKER

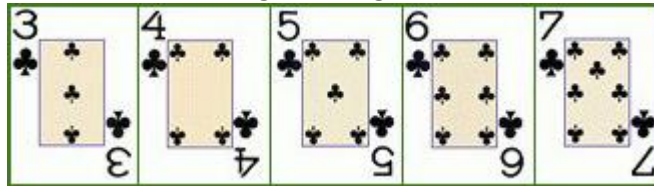
- 2.4.7. Full House. Any three (3) cards of the same rank together with any two (2) cards of the same rank. If several Hands have a Full House, the Hand with the highest Three of a kind wins. If several Hands have the same Three of a kind, the Hand with the higher Pair wins.



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



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



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



3. Gameplay:

- 3.1. The dealer deals twelve (12) cards face-up to six (6) Positions one at a time clockwise. Each Position receives two pocket cards and is numbered from 1 to 6 (Hand 1, Hand 2, Hand 3, Hand 4, Hand 5, Hand 6).
- 3.2. The first betting round. The first betting round begins even before dealing of the pocket cards. Punters can place their bets on one or more available outcomes.
- 3.3. Bets can be placed on unlimited number of outcomes. Punters can place bets on one, two, three, four, five or all six Hands in one or several betting rounds.
- 3.4. The second betting round. Pocket cards are dealt after the first betting round and updated odds of each hand are shown on screen. The second betting round begins. Bets placed in the first betting round have no impact on bets in the second betting round.
- 3.5. The third betting round. The dealer discards one card from top of the deck and deals the Flop (the first three (3) community cards) face-up after the second betting round and odds of each Hand are updated. The third betting round begins and punters can place their bets on a chosen outcome or outcomes.
- 3.6. The fourth betting round. One card from top of the deck is discarded and the Turn (fourth community card) is dealt face-up, odds are updated and the fourth betting round begins.
 - 3.6.1. There will be cases when some betting outcomes will have no chance of winning after the Flop and/or the Turn. These outcomes will be marked as Lost on screen and shown instead of odds;
 - 3.6.2. Some Positions might form the highest possible Hands after the Flop or the Turn. These Hands or outcomes will be marked as Won and shown instead of odds on screen;
 - 3.6.3. No more bets will be accepted for Won and Lost betting outcomes. Bets on other betting outcomes can be placed freely.
- 3.7. The dealer discards one card from top of the deck and deals the River (the fifth community card) after the fourth betting round and the program determines the draw results. Winning Hand or Hands are marked as Won and losing Hand or Hands are marked as Lost. Winning punters are paid their winnings, the dealer announces the winner or winners, shuffles the cards and starts a new draw.

4. Betting limits:

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

5. Special cases:

- 5.1. Cancelled draws. Poker draws may be cancelled if:
 - 5.1.1. The scanner cannot read the card or its readings do not match the card on the table;
 - 5.1.2. A card or cards are misplaced or get mixed up;
 - 5.1.3. Technical problems occur: internet connection problems, technical failures in the studio or dealer's mistakes.
 - 5.1.3.1. Dealer's mistakes that can cause the draw to be cancelled:
 - 5.1.3.1.1. The dealing sequence is altered (see 3.1.);
 - 5.1.3.1.2. A card or cards are marked or damaged;
 - 5.1.3.1.3. A card or cards fall off the table or cannot be seen on screen due to the dealer's mistake;
 - 5.1.3.1.4. A card or cards in the deck are turned face-up and picture/number is visible due to incorrect shuffling;
 - 5.1.3.1.5. The dealer forgets to use the cut card;

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- 5.1.3.1.6. The dealer incorrectly scans a card or cards and readings of the scanner do not match the cards on the table.
 - 5.1.4. If the draw is cancelled, all bets are void and stakes are returned to punters (odds are equalized to one (1.00)).
 - 5.2. Card Burning. Cards can be burned during the game if:
 - 5.2.1. The dealer takes a card face-up from the shoe and shows it when the betting round is not finished;
 - 5.2.2. A card cannot be scanned or read by the program due to technical reasons.
 - 5.3. Card burning procedure:
 - 5.3.1. The dealer shows the card face-up to all punters;
 - 5.3.2. The dealer announces that the specified card will be burned;
 - 5.3.3. The dealer places the burned card to her right side near the edge of the table (left side on screen);
 - 5.3.4. The dealer takes a new card from the shoe in the place of the burned card.
 - 5.4. It is considered a technical error if there are mismatches in graphical representation (different betting odds, wrong winning or losing hand) and video stream during a draw in a specific betting shop. Bets placed in a shop will be void if a punter can give sufficient visual evidence to confirm the mistake (photo or video clip).
 - 6. Game organization procedure:**
 - 6.1. Draws of the game run 24/7 with maintenance breaks on demand. However, everything else, including dealer and card changes, is shown live for everyone to see.
 - 7. Cards:**
 - 7.1. The card deck is presented face-up at the beginning of the broadcast. Viewers can see that there are no cards missing and no extra cards in the deck.
 - 7.2. The card deck is changed after every canceled draw, periodically and in random order at the discretion of the game organizers.
 - 7.3. A standard 52 (fifty-two) card deck is used in the game. Each card has a unique barcode which is scanned by an integrated table scanner when the cards are dealt on the table.
 - 8. Equipment used in the game:**
 - 8.1. A standard 52 (fifty-two) card deck. Each card with a unique barcode.
 - 8.2. A cut card (see 1.12)
 - 8.3. A table with six numbered Positions from 1 to 6 where the pocket cards are placed and a special place in the middle of the table for the Board.
 - 8.4. An integrated table scanner used to scan the barcodes on the cards.
 - 9. Additional information:**
 - 9.1. These Rules & Regulations are published in a number of languages for information purposes and ease of access by players. It is only the English version that is the legal basis of the relationship between Player and the Operator and in case of any discrepancy between a non-English version and the English version of these Rules & Regulations, the English version shall prevail.
 - 9.2. All the claims of the Player related to the results of the draws or other technical issues should be addressed to the Operator no later than 30 (thirty) days after the draw in question.

SPEEDY 7

GAME RULES

1. Terms:

- 1.1. Betting round – time allocated for players bets to be accepted.
- 1.2. Odds – numerical expression determined on the mathematical probability of an outcome, which is multiplied by the amount of the player's stake to calculate the winnings.
- 1.3. Suit – one of the four types of cards (Hearts, Diamonds, Spades, Clubs).
- 1.4. Colour – one out of two suit colours: Red (Hearts, Diamonds) and Black (Spades, Clubs).
- 1.5. Deck – a set of 52 (fifty-two) cards consisting of thirteen cards from each of the four suits (Deuce, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Jack, Queen, King, Ace).
- 1.6. Shoe – gaming device where deck of cards is placed before beginning of the game.
- 1.7. Draw – one dealing of cards; begins with the first betting round and ends with the opening of the seventh card.
- 1.8. Betting outcome – interpretation of the outcome expressed in odds, which may change in the course of the draw depending on the change of the mathematical probability of the outcome.
- 1.9. Betting options – a list of all betting outcomes available to the player.
- 1.10. Lucky streak – the number of bets the player has won in a row in one draw - without missing any of the betting rounds.

2. Rules:

- 2.1. Players predict what the next face-up card will be, and correct successive predictions will start the streak.
- 2.2. Only one streak per player at a time.
- 2.3. Player can start playing in any betting round of a draw.
- 2.4. Player can cash out during any betting round of a draw.
- 2.5. If a player cashes out, a player can still start a new streak - even during the same draw.
- 2.6. The lucky streak ends after the seventh card in the draw is dealt, either when the player does not make any choice during betting round or cashes out.

2.7. Dealing

- 2.7.1. Cards are dealt one by one after each betting round until 7 cards are dealt on the table.
- 2.7.2. The betting round is active before the first dealt card and after each dealt card except the seventh card. Once betting round is over, a new card is dealt.
- 2.7.3. After each dealt card, and in accordance with the fixed rules, the odds are determined by how many players correctly predicted the card.
- 2.7.4. Draw ends when the seventh card is dealt, winnings are determined and paid out to the players who have not yet cashed out.

3. Gameplay:

3.1. Game consists of seven betting rounds. During each betting round the player can predict the card to be dealt next.

3.2. First betting round. The first betting round begins before the first card is dealt, during which the player can place a bet for only one of the betting options available, predicting the next opened card (this rule applies to all betting rounds).

3.3. The announcement of the first betting round result. Once the first betting round is completed, the first card is dealt and the outcome of the betting round is determined, the cumulative winnings are calculated, and the new betting round starts.

3.4. The second betting round. Updated odds are displayed before the second betting round starts. Players who win in the first betting round can make one of the following actions:

3.4.1. Continue playing by predicting the next card.

3.4.2. Cash out (there will be a dedicated button for that). In this case, the accumulated winning will be paid out.

3.4.3. No action taken during the betting round (e.g. player cannot decide, internet connection was lost etc.). In this case, the accumulated winning will be cashed out once the betting rounds' time expires (see 3.4.2).

3.5. The betting rounds from three to six follow the rules described in 3.3 section.

3.6. As per rules in sections 2.3 and 2.5, the player can start playing in any of the betting rounds.

3.7. The shuffle of cards:

3.7.1. There are two decks used in the game – one is being used for dealing the cards during the draw and the second one is not being used in the draw - as it is being shuffled.

3.7.2. At the end of the draw, the dealer collects a deck of used cards, which will be shuffled during the next draw.

3.7.3. A deck which was being shuffled in the previous draw will be used for the next dealing of cards.

4. Bonuses:

4.1. The 4-card streak Bonus. Bonus for a lucky streak of four betting rounds can be won by players who have correctly guessed four cards in a row in the same draw without using taking cash out option, the player will receive a Bonus on the initial stake regardless of the subsequent outcome of player's game.

4.2. The 7-card streak Bonus. Bonus for a lucky streak of seven betting rounds can be won by players who started playing from the first betting round and have guessed all cards correctly without using taking cash out option. Bonus will be paid out as an additional winning calculated by fixed odds multiplied by the stake of player's initial bet.

4.2.1. Fixed odd value for the 7-card streak bonus is determined by the gambling company.

5. Special cases:

5.1. Cancelled draws. Draw might be cancelled if:

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

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

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

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

5.1.3.1.1. The dealing is sequence altered (see 2.7 section and subsections)

5.1.3.1.2. A card or cards are marked or damaged;

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

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

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

5.1.3.1.6. The dealer draws two cards for one betting round.

5.1.4. If the draw is cancelled, player will receive a refund of their stake or accumulated winning (See 3.4.2).

6. Game organization procedure:

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

7. Equipment used in the game:

7.1. 1 x 52 (fifty-two) card deck. Each card has a unique bar code which is scanned by an integrated table scanner during the deal of cards.

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

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

7.4. A cutting card is used to cover the bottom card of the deck.

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

7.6. Table with seven printed boxes on the layout for the seven dealt cards.

8. Additional information:

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

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