

Betradar Virtual Sports

Rules

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1. Virtual Football



1.1 How to play

The Virtual Football Modes provide 24/7/365 real money betting experience on virtual football. Competitions are generated continuously and bets can be placed at any time, even within a season. At the moment there are three different Virtual Football modes:

- **Virtual Football League Mode (VFLM)**
- **Virtual Football World Cup (VFWC)**
- **Virtual Football Nations Cup (VFNC)**
- **Virtual Football Asian Cup (VFAS)**
- **Virtual Football Champions Cup (VFCC)**

Game Structure

Each mode has a different tournament structure:

Virtual Football League Mode VFLM:

- 16 Teams
- Home & away matches
- 30 match days
- 8 concurrent matches per match day
- 240 matches per season

Virtual Football World Cup VFWC:

Group Stage

- 32 Teams (8 groups of 4 teams per group)
- 12 match day chunks (3 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 48 matches per group stage

Knock-Out-Stage

- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);
2 concurrent matches (Semi Finals; Final & 3rd Place)
- 16 matches per knock-out-stage

Virtual Football Nations Cup VFNC:

Group Stage

- 24 Teams (6 groups of 4 teams per group)
- 9 match day chunks (3 match days of 3 chunks per match day)
- 4 concurrent matches per match day chunk
- 32 matches per group stage



Knock-Out-Stage

- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);
2 concurrent matches (Semi Finals; Final & 3rd Place)
- 16 matches per knock-out-stage

Virtual Football Asian Cup VFAS:

Group Stage

- 24 Teams (6 groups of 4 teams per group)
- 9 match day chunks (3 match days of 3 chunks per match day)
- 4 concurrent matches per match day chunk
- 32 matches per group stage

Knock-Out-Stage

- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);
2 concurrent matches (Semi Finals; Final & 3rd Place)
- 16 matches per knock-out-stage

Virtual Football Champions Cup VFCC:

Group Stage

- 32 Teams (8 groups of 4 teams per group)
- 24 match day chunks (6 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 96 matches per group stage

Knock-Out-Stage

- 16 Teams
- 9 rounds (R16_Leg 1[1..4]; R16_Leg 1[5...8]; R16_Leg2[1..4]; R16_Leg2 [5..8];R8_Leg 1; R8_Leg 2; Semi Finals Leg1; Semi Finals Leg2; Final & 3rd Place.
- 4 concurrent matches (R16_Leg1[1..4]; R16_Leg1[5..8]; R16_Leg2[1..4];R16_Leg2[5..8])
- 2 concurrent matches (Semi Finals Leg 1; Semi Final Leg 2; Final & 3rd Place)
- 30 matches per knock-out-stage



1.2 Game Information

Season Mode Information

Each Virtual Football mode is provided as an online version and a retail version to serve the timing requirements of the different target groups.

Virtual Football League Mode VFLM:

Online

- 01:00 minute pre-season
- Match day loop; 30 match days of 03:40 minutes per match day
- 01:00 minute post season
- 112 minutes per season

Retail

- 01:00 minute pre-season
- Match day loop; 30 match days of 06:20 minutes per match day
- 01:00 minute post season
- 192 minutes per season

Virtual Football World Cup VFWC:

Online

- 01:00 minute pre-cup
- Group stage loop; 12 match day chunks of 03:40 minutes per match day
- 01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 5 rounds of 03:50 minutes per match day
- 01:00 minute post cup
- 66:10 minutes per cup tournament

Retail

- 01:00 minute pre-cup
- Group stage loop; 12 match day chunks of 06:20 minutes per match day
- 01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 5 rounds of 06:30 minutes per match day
- 01:00 minute post cup
- 111:30 minutes per cup tournament

Virtual Football Nations Cup VFNC:

Online

- 01:00 minute pre-cup
- Group stage loop; 9 match day chunks of 03:40 minutes per match day
01:00 minute group stage to knock-out stage transition



- Knock-out stage loop; 5 rounds of 03:50 minutes per match day
- 01:00 minute post cup
- 55:10 minutes per tournament

Retail

- 01:00 minute pre-cup
- Group stage loop; 9 match day chunks of 06:20 minutes per match day
- 01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 5 rounds of 06:30 minutes per match day
- 01:00 minute post cup
- 92:30 minutes per tournament

Virtual Football Asian Cup VFAS:

Online

- 01:00 minute pre-cup
- Group stage loop; 9 match day chunks of 03:40 minutes per match day
01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 5 rounds of 03:50 minutes per match day
- 01:00 minute post cup
- 55:10 minutes per tournament

Virtual Football Champions Cup VFCC:

Online

- 01:00 minute pre-cup
- Group stage loop; 24 match day chunks of 03:40 minutes per match day
01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 9 rounds of 03:50 minutes per match day
- 01:00 minute post cup
- 125:50 minutes per cup tournament

Retail

- 01:00 minute pre-cup
- Group stage loop; 24 match day chunks of 06:20 minutes per match day
01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 9 rounds of 06:30 minutes per match day
- 01:00 minute post cup
- 213:30 minutes per cup tournament



Match Information

In general, all Virtual Football modes share the same match day timings. The only difference is within the timings for the knockout stages for VFNC and VFWC as they might include overtime and penalty shootouts.

Virtual Football League Mode VFLM:

Online

- 01:00 minute betting cycle
- 02:20 match cycle
- 00:20 minute resulting cycle
- 03:40 minutes per match day

Retail

- 03:00 minutes betting cycle
- 02:20 match cycle
- 01:00 minute resulting cycle
- 06:20 minutes per match day

VFNC, VFWC, VFAS and VFCC:

Online

Group Stage:

- 01:00 minute betting cycle (including 00:10 minute bet stop)
- 02:20 match cycle
- 00:20 minute resulting cycle
- 03:40 minutes per match day

Knock-Out-Stage:

- 01:00 minute betting cycle (including 00:10 minute bet stop)
- 02:30 match cycle
- 00:20 minute resulting cycle
- 03:50 minutes per cup round

Retail

Group Stage:

- 03:00 minutes betting cycle (including 00:10 minute bet stop)
- 02:20 match cycle
- 01:00 minute resulting cycle
- 06:20 minutes per match day

Knock-Out-Stage:

- 03:00 minutes betting cycle (including 00:10 minute bet stop)
- 02:30 match cycle



- 01:00 minute resulting cycle
- 06:30 minutes per cup round

1.3 Betting

Betting on a match is allowed up to 10 seconds before kick-off. Outrights will be closed during the runtime of any match. Once a market is decided it'll be cleared and removed from the feed. Betting markets for future match days of the current tournament remain open. When a future match day is selected from the bar at the bottom of the iframe, the matches related to that day, along with the odds, will be displayed in the lower odds section. The following match related betting options are available:

Betting Market	Description (Possible Outcome)
Match Related Markets	
<u>Full Time 3 Way / 1X2</u>	Description Select the outcome after 90 minutes – Regular Match Time
	Possible Outcome: <ul style="list-style-type: none">• Home Team Win• Draw• Away Team Win
<u>1st Half 3 Way / 1X2</u>	Description Select the result at halftime
	Possible Outcome: <ul style="list-style-type: none">• Home Team Lead• Draw• Away Team Lead
<u>Total Goals</u>	Description Select the number of goals scored in the match
	Possible Outcome: <ul style="list-style-type: none">• Over 1.5• Over 2.5• Over 3.5• Under 1.5• Under 2.5• Under 3.5
<u>Total Handicap</u>	Description Select the winner including the given handicap goals



	<p><u>Possible Outcome:</u> (Below shows the added handicap goals)</p> <ul style="list-style-type: none"> • Home Team – (1-0) • Home Team – (2-0) • Away Team – (0-1) • Away Team – (0-2)
<u>1st Goal</u>	<p><u>Description</u></p> <p>Select the team that scores the first goal</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Home Team • Away Team • None
<u>Correct Score</u>	<p><u>Description</u></p> <p>Select the correct score after 90 minute – Regular Match Time</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Home 1-0 • Home 2-0 • Home 2-1 • Home 3-0 • Home 3-1 • Home 3-2 • Away 1-0 • Away 2-0 • Away 2-1 • Away 3-0 • Away 3-1 • Away 3-2 • Draw 1-1 • Draw 2-2 • Draw 3-3 • Other Score
<u>Asian Handicap * (Details below)</u>	<p><u>Description</u></p> <p>Disabled by default: -2 to 2 are calculated, three most balanced are broadcasted</p>
<u>1st Half 3 Way / Full Time 3 Way</u>	<p><u>Description</u></p> <p>Select the half time result and the full time result in a combination</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Draw-Draw • Draw-Home Team • Draw-Away Team • Away Team-Away Team • Away Team-Home Team • Away Team-Draw • Home Team-Home Team • Home Team-Away Team • Home Team-Draw
<u>Double Chance</u>	<p><u>Description</u></p> <p>Select two of the possible three outcomes after 90 minutes</p>



	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Home Team & Draw • Home Team & Away Team • Away Team & Draw
<u>Double Chance Halftime</u>	<p><u>Description</u></p> <p>Select two of the possible three outcomes at half time</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Home Team & Draw • Home Team & Away Team • Away Team & Draw
<u>Both Teams to Score</u>	<p><u>Description</u></p> <p>Select whether both teams will score in the match</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Yes • No
<u>Teams to Score (Home / Away)</u>	<p><u>Description</u></p> <p>Select whether home or away team will score a goal in the match</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Home Team Scores • Away Team Scores • Both Teams • Neither Team
<u>Highest Scoring Half</u>	<p><u>Description</u></p> <p>Select which half will have the highest number of goals scored</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • First Half • Draw • Second Half
<u>Team Total Goals</u>	<p><u>Description</u></p> <p>Select number of goals scored by named team by the end of 90 minutes</p>
	<p><u>Possible Outcome: (Applied to either Home or Away Team)</u></p> <ul style="list-style-type: none"> • Under – 0.5 • Under – 1.5 • Under – 2.5 • Over – 0.5 • Over – 1.5 • Over – 2.5



<u>Number of home goals</u>	Description Select the exact number of goals scored by home team in the match
	Possible Outcome: <ul style="list-style-type: none">• 0• 2• 4+• 1• 3
<u>Number of away goals</u>	Description Select the exact number of goals scored by away team in the match
	Possible Outcome: <ul style="list-style-type: none">• 0• 2• 4+• 1• 3
<u>Number of goals</u>	Description Select the exact number of goals scored by home team in the match
	Possible Outcome: <ul style="list-style-type: none">• 0• 2• 4• 6+• 1• 3• 5
<u>Odd/Even Number of Total Goals</u>	Description Select the category of total number of goals scored in match (90 minutes)
	Possible Outcome: <ul style="list-style-type: none">• Odd• Even (applies if no goals are scored)
<u>Draw No Bet</u>	Description Select the score after 90 minutes (punters receive their stake back in case of draw)
	Possible Outcome: <ul style="list-style-type: none">• Home Team Wins• Away Team Wins



<u>1st Half Totals</u>	Description Select number of goals scored by both teams in the first half
	Possible Outcome: (Applied to either Home or Away Team) <ul style="list-style-type: none"> • Under – 0.5 • Under – 1.5 • Under – 2.5 • Over – 0.5 • Over – 1.5 • Over – 2.5
<u>1st Half Asian Handicap *</u> (<u>Details below</u>)	Description Disabled by default: -2 to 2 are calculated, three most balanced are broadcasted
<u>Asian Total Goals*</u> (<u>Details below</u>)	Description Disabled by default: 0.5 to 5.5 are calculated, three most balanced are broadcasted
<u>1st Half Asian Total Goals* (Details below)</u>	Description Disabled by default: 0.5 to 5.5 are calculated, three most balanced are broadcasted
<u>Combo 1X2 and Total</u>	Description Select a combination bet including a winner and total goals scored in entire match. Possible outcomes found at the start of this table under rules: <ul style="list-style-type: none"> • Full Time 3 Way / 1X2 • Total Goals

League Mode – Outright Betting

Betting Market	Description (Possible Outcome)
Match Day related	
<u>Number of Goals on Match Day</u>	Description Select the number of goals scored by all teams in the round
	Possible Outcome: <ul style="list-style-type: none"> • Over X • Under X



<u>Total Goals Home Teams</u>	Description Select the number of goals scored by all home teams in the round
	Possible Outcome: <ul style="list-style-type: none">• Over X• Under X
<u>Total Goals Away Teams</u>	Description Select the number of goals scored by all away teams in the round
	Possible Outcome: <ul style="list-style-type: none">• Over X• Under X
<u>Most Goals Home Teams or Away Teams</u>	Description Select whether home or away teams will score more goals in the round
	Possible Outcome: <ul style="list-style-type: none">• Home Team• Draw• Away Team
<u>Number Home Team Wins</u>	Description Select the number of home team wins that occur in the round
	Possible Outcome: <ul style="list-style-type: none">• Over X• Under X
<u>Number Draws</u>	Description Select the number of draws that occur in the round
	Possible Outcome: <ul style="list-style-type: none">• Over X• Under X
<u>Number Away Team Wins</u>	Description Select the number of away team wins that occur in the round
	Possible Outcome: <ul style="list-style-type: none">• Over X• Under X
League related (markets closed during matches)	



<u>Season Winner</u>	<p>Description</p> <p>Initially offered for all participating teams however as the season progresses, teams will be eliminated based on their impossibility to win</p>
<u>Top 5 Finisher</u>	<p>Description</p> <p>Select whether a team will finish on table position 1, 2, 3, 4, or 5</p>
	<p>Possible Outcome:</p> <ul style="list-style-type: none"> • Yes • No
<u>Bottom 3 Finisher</u>	<p>Description</p> <p>Select whether a team will finish on table position 14, 15, or 16</p>
	<p>Possible Outcome:</p> <ul style="list-style-type: none"> • Yes • No
<u>Head to Head</u>	<p>Description</p> <p>Select which team will finish higher on the table at the end of the season</p>
	<p>Possible Outcome:</p> <ul style="list-style-type: none"> • 12 Market • Limited to 20 combinations
Euro Cup, Nations Cup, World Cup, Asian Cup and Champions Cup	
Group Stage (markets closed during matches)	
<u>Cup Winner</u>	<p>Description</p> <p>Initially offered for all participating teams however as the cup progresses, teams will be eliminated based on their impossibility to win</p>
<u>Group winner</u>	<p>Description</p> <p>Initially offered for all participating teams however as the group progresses, teams will be eliminated based on their impossibility to win</p>



<u>Qualify to play offs</u>	Description Initially offered for all participating teams however as the cup progresses, teams will be eliminated based on their impossibility to win
<u>Exact order 1-2 per group</u>	Description Select two teams to qualify from their group and pick exact group placing. Displayed in matrix style (also seen in dogs straight forecast)
Knock Out Stage (markets closed during matches)	
<u>Cup Winner</u>	Description Initially offered for all participating teams however as the cup progresses, teams will be eliminated based on their impossibility to win
<u>To reach the final</u>	Description Initially offered for all participating teams however as the cup progresses, teams will be eliminated based on their impossibility to win
<u>Exact order 1-2</u>	Description Select two teams and pick exact placing. Displayed in matrix style (also seen in dogs straight forecast)

***Asian Handicap details:**

Asian handicap betting applies a handicap to the favourite and reduces the possible number of outcomes from three (in traditional 1X2 wagering) to two by eliminating the draw outcome. The handicap, which is either a whole number, a half-number or a mix of those, is trying to balance the market. In the event that a whole number is used for the handicap, the handicap adjusted final score could result in a draw where all bettors have their original wagers returned as there is no winner while quarter ($\frac{1}{4}$) handicaps split the bet between the two closest $\frac{1}{2}$ intervals where the bettor can win and tie (win $\frac{1}{2}$ of wager) or lose and tie (lose $\frac{1}{2}$ wager). The stake is automatically divided equally and placed as 2 separate bets.

Please refer to the following examples regarding settlement of bets:



Handicap	Team result	Bet result	Handicap	Team result	Bet result
0	Win	Win	0	Win	Win
	Draw	Stake refund		Draw	Stake refund
	Lose	Lose		Lose	Lose
- 0.25	Win	Win	+ 0.25	Win	Win
	Draw	Half lose		Draw	Half win
	Lose	Lose		Lose	Lose
- 0.50	Win	Win	+ 0.50	Win	Win
	Draw	Lose		Draw	Win
	Lose	Lose		Lose	Lose
- 0.75	Win by 2+	Win	+ 0.75	Win	Win
	Win by 1	Half win		Draw	Win
	Draw	Lose		Lose by 1	Half Lose
	Lose	Lose		Lose by 2+	Lose
- 1.00	Win by 2+	Win	+ 1.00	Win	Win
	Win by 1	Stake refund		Draw	Win
	Draw	Lose		Lose by 1	Stake refund
	Lose	Lose		Lose by 2+	Lose
- 1.25	Win by 2+	Win	+ 1.25	Win	Win
	Win by 1	Half lose		Draw	Win
	Draw	Lose		Lose by 1	Half win
	Lose	Lose		Lose by 2+	Lose
- 1.50	Win by 2+	Win	+ 1.50	Win	Win
	Win by 1	Lose		Draw	Win
	Draw	Lose		Lose by 1	Win
	Lose	Lose		Lose by 2+	Lose
- 1.75	Win by 3+	Win	+ 1.75	Win	Win
	Win by 2	Half win		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half lose
	Lose	Lose		Lose by 3+	Lose
- 2.00	Win by 3+	Win	+ 2.00	Win	Win
	Win by 2	Stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Stake refund
	Lose	Lose		Lose by 3+	Lose

1.4 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the four available games or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the players are based on professional football players (e.g. in terms of number of goals, fitness, consecutive match-statistics, etc.).



2. Virtual Basketball League



2.1 How to play

The VBL provides 24/7/365 real money betting experience on virtual basketball. The league consists of 16 teams and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time – even within a season.

Virtual Basketball is provided as an online and a retail version to serve the timing requirements of the different target groups. The differences in timings will be explained in the following chapters.

2.2 Game Information

Season Details

For the **online** version one season lasts 106:30 minutes in total, separated into a 'Pre-League' period, a 'Match day Loop', and a 'Post league' period. The 'Pre-League' period runs prior to the start of a season and lasts 60 seconds.

All match days are summarized as the 'Match day Loop' period with a total duration of 105:00 minutes. At the end of every season there is a 30 second 'Post Season' period.

For the **retail** version one season lasts 226:30 minutes in total, separated into a 'Pre-League' period, a 'Match day Loop', and a 'Post league' period. The 'Pre League' period runs prior to the start of a season and lasts 60 seconds.

All match days are summarized as the 'Match day Loop' period with a total duration of 225:00 minutes. At the end of every season there is a 30 second 'Post Season' period.

Match Details

The general match structure is the same for both versions. It is separated into a 'Pre Match' period, '1st Quarter', '2nd quarter', 'Half time', '3rd quarter', '4th quarter', Overtime (if the match result is a draw after the 4th quarter) and 'Post Match' period.

For the **online** version one match day lasts 3:30 minutes.

The 'Pre Match' period runs prior to the start of a match for 30 seconds. The match lasts 2:30 minutes in total, with a halftime break of 10 seconds in-between. Each match is followed by a 20 second 'Post Match' period. The match day switch takes 10 seconds.

For the **retail** version one match day lasts 7:30 minutes.

The 'Pre Match' period runs prior to the start of a match for 4:00 minutes. The match lasts 2:30 minutes in total, with a halftime break of 10 seconds in-between. Each match is followed by a 1:00 minute 'Post Match' period.

2.3 Betting

Betting on a VBL match is allowed up to 10 seconds before tip-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Match Day' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section. The following match related betting options are available:



Betting Market	Description (Possible Outcome)
Match Related Markets	
<u>Match Winner, incl. Overtime</u>	Description Select the match winner including overtime
	Possible Outcome: <ul style="list-style-type: none">• Home Team Wins• Away Team Wins
<u>Total Points, incl. Overtime</u>	Description Select the number of points scored by both teams including overtime
	Possible Outcome: <ul style="list-style-type: none">• Home Team Wins• Away Team Wins
<u>Handicap, incl. Overtime</u>	Description Select the winner of the match after adjusting final scores with the selected handicap value
	Possible Outcome: <ul style="list-style-type: none">• Home Team Wins• Away Team Wins
<u>Winning Margin, incl. Overtime</u>	Description Select the winning margin between the two teams at the end of match including overtime
	Possible Outcome: <ul style="list-style-type: none">• Home Team Wins (1-5, 6-10, >10)• Away Team Wins (1-5, 6-10, >10)
<u>1st Half Winner</u>	Description Select the winner of the first two quarters
	Possible Outcome: <ul style="list-style-type: none">• Home Team Wins• Away Team Wins
<u>1st Half Total Points</u>	Description Select the total number of points scored in the first two quarters



	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Over X • Under X
<u>1st Half Handicap</u>	<p><u>Description</u></p> <p>Select the winner of the first two quarters after including handicap points</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Home Team Wins • Away Team Wins
<u>1st Half Winning Margin</u>	<p><u>Description</u></p> <p>Select the points margin between the two teams at the end of two quarters</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Home Team Wins (decide on margin) • Away Team Wins (decide on margin)
<u>Race To x Points</u>	<p><u>Description</u></p> <p>Select which team will reach X points before their opponent</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Home Team • Away Team
<u>Highest Scoring Quarter</u>	<p><u>Description</u></p> <p>Select the quarter that accrues the most points in the match</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • 1st • 2nd • 3rd • 4th • Equal
<u>Home Team Total Points, incl. Overtime</u>	<p><u>Description</u></p> <p>Select the total number of points scored by the home team in the match including overtime</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Over X • Under X
<u>Away Team Total Points, incl. Overtime</u>	<p><u>Description</u></p> <p>Select the total number of points scored by the away team in the match including overtime</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Over X • Under X



2.4 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the eight available games per match day or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VBL players are based on professional basketball players (e.g. in terms of number of points, fitness, consecutive match-statistics, etc.).



3. Virtual Horses

powered by Kiron



3.1 How to play

The VHK provides 24/7/365 real money betting experience on virtual horse races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on all future races of the current race days at any time.

3.2 Game Information

Races are generated continuously - a new one will be started as soon as the current one has finished. Betting is possible in the next 10 upcoming races.

There are two different configurations dependent on the platform (online, retail):

Online schedule

- 2 minute total event cycle
- 40 seconds betting phase, 65 seconds event phase, 15 seconds results phase
- 2 grass and 1 dirt track with a 1000m race randomly scheduled
- 8, 10, 12, 14 runners randomly assigned

Retail schedule

- 5 minute event cycle
- 205 seconds - 160 seconds betting phase, 65 seconds - 110 seconds event phase, 30 seconds results phase
- 2 grass and 1 dirt track with all available distances (1000m, 1600m, 2000m) randomly scheduled
- 8, 10, 12, 14 runners randomly assigned

3.3 Betting

Betting on a VHK race is allowed up to 10 seconds prior to the race start. Betting markets for future races of the current race days remain open. When a future race from 'Race Calendar' is selected, the odds table at the bottom will automatically scroll to the corresponding position. The following race related betting markets are available:

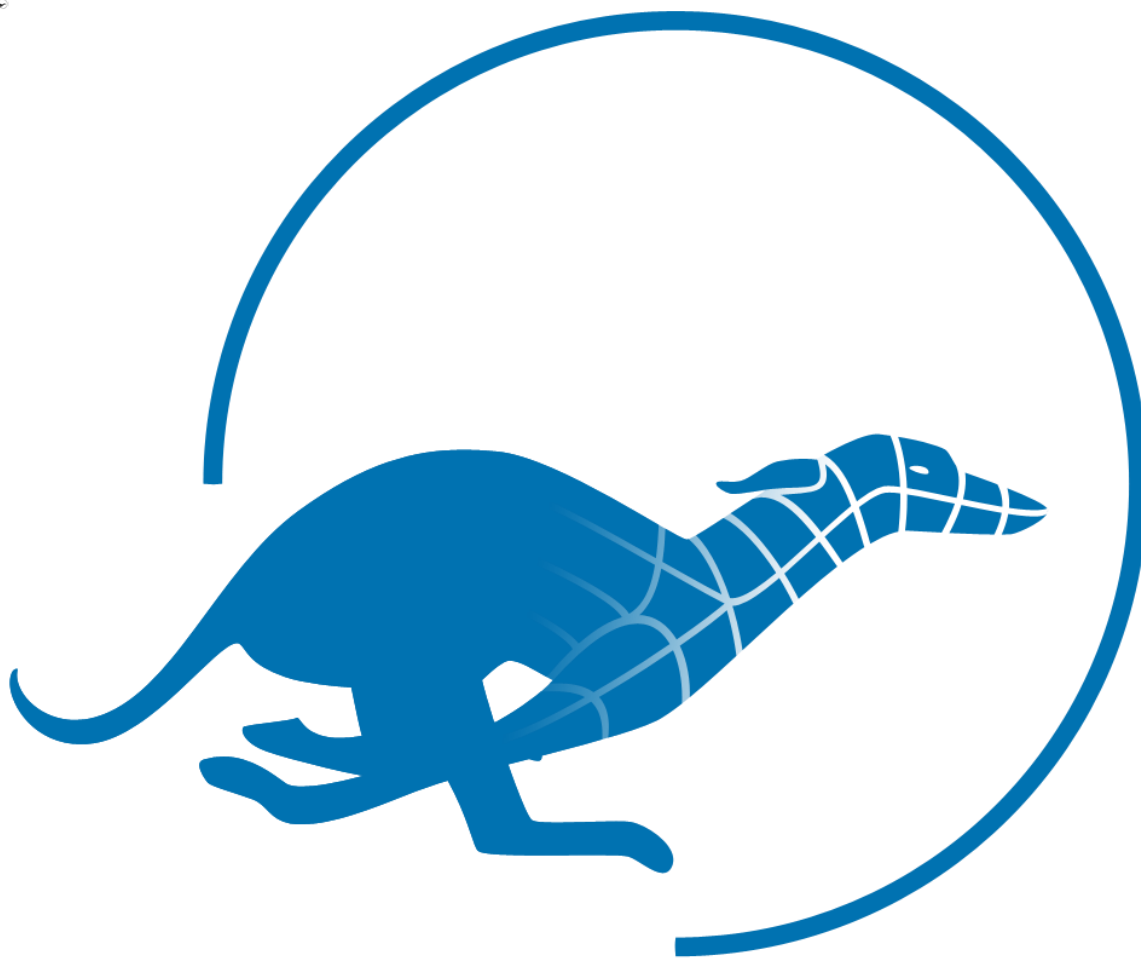
Betting Market	Description (Possible Outcome)
<u>Win</u>	Description Select the runner which will finish first
<u>Place</u>	Description Select the runner which will finish either 1 st , and 2 nd (7 Runners) Select the runner which will finish either 1 st , 2 nd and 3 rd (7+ runners)
<u>Forecast (Correct Order)</u>	Description



	Select the runners that will finish 1 st and 2 nd in the correct order
<u>Forecast (Any Order)</u>	Description Select the runners that will finish 1 st and 2 nd in any order
<u>Tricast (Correct Order)</u>	Description Select the runners that will finish 1 st , 2 nd and 3 rd in the correct order
<u>Tricast (Any Order)</u>	Description Select the runners that will finish 1 st , 2 nd and 3 rd in any order

3.4 Miscellaneous

All races are broadcast as live video streams through an integrated media player in your browser. The race simulations are created through a combination of Artificial Intelligence and independent random number generators. The performance parameters of the VHK horses are based on real horses' performance parameters (e.g. in terms of acceleration, speed and endurance consecutive race-statistics, etc.).



4. Virtual Dogs

powered by Kiron



4.1 How to play

The VDK provides 24/7/365 real money betting experience on virtual dog races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on the ten future races at any time.

4.2 Game Information

Races are generated continuously - a new one will be started as soon as the current one has finished. There are two different configurations dependent on the platform (online, retail):

Online schedule

- 2 minute total event cycle
- 37 seconds or 67 seconds betting phase,
38 seconds or 68 seconds event phase,
15 seconds results phase
- night and day track with distance 360m and 720m randomly scheduled
- 6 or 8 runners randomly assigned

Retail schedule

- 4 minute event cycle
- 202 seconds or 142 seconds betting phase,
38 seconds or 68 seconds event phase,
30 seconds results phase
- night and day track with distance 360m and 720m randomly scheduled
- 6 or 8 runners randomly assigned

4.3 Betting

Betting on a VDK race is allowed up to 10 seconds prior to the race start. Betting markets for future races remain open. When a future race from 'Race Calendar' is selected, the odds table will automatically switch to the corresponding position. The following race related betting markets are available:

Betting Market	Description
<u>Win</u>	Description Select the runner which will finish first
<u>Place</u>	Description Select the runner which will finish either 1 st or 2 nd (7 Runners) Select the runner which will finish either 1 st , 2 nd and 3 rd (8 runners)
<u>Forecast (Correct Order)</u>	Description Select the runners that will finish 1 st and 2 nd in the correct order



<u>Forecast (Any Order)</u>	<u>Description</u> Select the runners that will finish 1 st and 2 nd in any order
<u>Tricast (Correct Order)</u>	<u>Description</u> Select the runners that will finish 1 st , 2 nd and 3 rd in the correct order
<u>Tricast (Any Order)</u>	<u>Description</u> Select the runners that will finish 1 st , 2 nd and 3 rd in any order

4.4 Miscellaneous

All races are broadcasted as live video streams through an integrated media player in your browser. The race simulations are created through a combination of Artificial Intelligence and independent random number generators. The performance parameters of the VDK dogs are based on real dogs' performance parameters (e.g. in terms of acceleration, speed and endurance consecutive race-statistics, etc.).



5. Virtual Tennis In-Play



5.1 How to play

Virtual Tennis In-Play provides a 24/7/365 real money betting experience on virtual tennis matches. Competitions are generated continuously and bets can be placed at any time, even within a game on points, games, sets and the whole match.

5.2 Game information

Matches are generated continuously - a new one will be started as soon as the current one has finished. There are always four unrelated and asynchronous matches in parallel.

As every match is a live simulated event, there is determined match schedule. The following average timings can be used as a guideline:

- Avg. point duration (event cycle time): 35 seconds
- Avg. 2 sets match: ~ 75 min. / 1400 betting opportunities
- Avg. 3 sets match: ~ 115 min. / 2000 betting opportunities

5.3 Betting

Bets can be placed on point, game, set and match events. Once an outcome is decided the settlement process occurs. Betting markets are closed 5 seconds prior to the start of a rally and upon conclusion of the rally, markets will be re-activated. The following betting options are available:

Betting Market	Description (Possible Outcome)
Point Related Markets	
<u>Set X, Game X – Point X Winner</u>	Description Select the winner of the current point
	Possible Outcome: <ul style="list-style-type: none">• Player A• Player B
Game Related Markets	
<u>Set X, Game X – Winner</u>	Description Select the winner of the current game
	Possible Outcome: <ul style="list-style-type: none">• Player A• Player B



<p><u>Set X, Game X – To Deuce</u></p>	<p>Description</p> <p>Select whether the current game will reach Deuce (40:40)</p> <hr/> <p>Possible Outcome:</p> <ul style="list-style-type: none"> • Yes • No
<p><u>Set X, Game X – Correct Score</u></p>	<p>Description</p> <p>Select the correct score of the current game</p> <hr/> <p>Possible Outcome:</p> <ul style="list-style-type: none"> • Player A – 0 • Player A – 15 • Player A – 30 • Player A – 40 • Player B – 0 • Player B – 15 • Player B – 30 • Player B – 40
<p><u>Set X, Game X – Number of Points</u></p>	<p>Description</p> <p>Select the total number of points scored in current game from both players</p> <hr/> <p>Possible Outcome:</p> <ul style="list-style-type: none"> • 4 • 5 • 6 • 7+
<p>Set Related Markets</p>	
<p><u>Game Handicap</u></p>	<p>Description</p> <p>Select the winner of the set taking into account a game handicap. This can involve adding or subtracting games to/from one of the players</p> <hr/> <p>Possible Outcome:</p> <ul style="list-style-type: none"> • Player A – (+3.5) • Player A – (-3.5) • Player A – (+2.5) • Player A – (-2.5) • Player A – (+1.5) • Player A – (-1.5) • Player B – (+3.5) • Player B – (-3.5) • Player B – (+2.5) • Player B – (-2.5) • Player B – (+1.5) • Player B – (-1.5)
<p><u>Set X – Winner</u></p>	<p>Description</p> <p>Select the winner of the current set</p>



	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Player A • Player B
<u>Set X – Correct Score</u>	<p><u>Description</u></p> <p>Select the correct score of the current set</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Player A – (6-0) • Player A – (6-1) • Player A – (6-2) • Player A – (6-3) • Player A – (6-4) • Player A – (7-5) • Player A – (7-6) • Player B – (0-6) • Player B – (1-6) • Player B – (2-6) • Player B – (3-6) • Player B – (4-6) • Player B – (5-7) • Player B – (6-7)
<u>Set X – Total Games</u>	<p><u>Description</u></p> <p>Select the total number of games scored in the current set</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Over 6.5 • Over 7.5 • Over 8.5 • Over 9.5 • Over 10.5 • Over 12.5 • Under 6.5 • Under 7.5 • Under 8.5 • Under 9.5 • Under 10.5 • Under 12.5
Match Related Markets	
<u>Match Winner</u>	<p><u>Description</u></p> <p>Select the winner of the match</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Player A • Player B
<u>Set Betting</u>	<p><u>Description</u></p> <p>Select the winner and the score in sets won (best of 3 sets)</p>



	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Player A – (2-0) • Player A – (2-1) • Player B – (0-2) • Player B – (1-2)
Tie Break Markets	
<u>Set X – Tie Break – Point Winner</u>	<p><u>Description</u></p> <p>Select the winner of the current point in the tie break</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Player A • Player B
<u>Tie Break – Correct Score</u>	<p><u>Description</u></p> <p>Select the final score of the tie break</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Player A – (7-0) • Player A – (7-1) • Player A – (7-2) • Player A – (7-3) • Player A – (7-4) • Player A – (7-5) • Player A – (Any other) • Player B – (0-7) • Player B – (1-7) • Player B – (2-7) • Player B – (3-7) • Player B – (4-7) • Player B – (5-7) • Player B – (Any other)
<u>Tie Break – Total Points</u>	<p><u>Description</u></p> <p>Select the total amount of points accrued in Tie Break from both players</p>
	<p><u>Possible Outcome:</u></p> <ul style="list-style-type: none"> • Over 11.5 • Under 11.5

5.4 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the eight available games per match day or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VTI players are based on professional tennis players (e.g. in terms of number of points, fitness, consecutive match-statistics, etc.).