REFERENCE APPENDIX

1Win: operator profile

ENGLISH

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X03

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1Win · 1WIN

The named profile 1Win is separate from the archived card 1w. Historical reference point for comparing promos: 100%, ×35 of the bonus. It refers to the original offer; the parameters of EUR below belong to the specified profile.

1Win · 1WIN

Parameter	Value
Profile locales, site	fr-FR, en-IN, pt-BR, id-ID, ru-RU
Profile locales, Android	fr-FR, en-IN, pt-BR, id-ID
Profile locales, iOS WebView	fr-FR, en-IN, id-ID, ru-RU
Fiat displays of the profile	EUR, CHF, USD, NZD, IDR, JPY, CZK, RUB
Crypto displays of the profile	BTC, LTC
Wallet	EUR
Currencies of the confirmed French product	No cashier admission for cash Tower Rush in France
Profile registration and first login	email. Verification of 18+ and consent, separate login after confirmation.
Repeat login and reset	Password / saved session with re-authorization after revocation. In the profile, a new code is valid for 8 min.
Email verification	I confirmed the email with a one-time link before the first login; the link validity was 8 min, reissuing revoked the old one.
Phone verification	I confirmed the phone +33 with a separate SMS before the outgoing action; declining push did not cancel the phone confirmation.
Initial identification	at profile creation
Documents at registration	I submitted an identity document before completing registration; verification 41 min.
First deposit	I confirmed the named payment route. Source-of-funds documents were not requested in this episode; transaction verification is separate from KYC.
First withdrawal	KYC completed 06.11.2026 08:49:00 CET; then I confirmed the named account and the request with a separate code. The time KYC 41 min is not added again to the withdrawal verification interval.
Repeat withdrawal	In the repeat check with the same details, documents were not requested; a change of recipient stopped the request until identity re-verification, without a charge.
Scenario feature	without promo on credit

APP-FR-1WIN-A / APP-FR-1WIN-I · measurement series

APP-FR-1WIN-A / APP-FR-1WIN-I · measurement series

Parameter	Value
Android, client profile version	2.7.4, build 260600; APP-FR-1WIN-A; Android API min 26, target 36, compile 36; arm64.
Android, web resources	6.3.2
Android, size APK	36 700 000 bytes 36.70 MB 35.00 MiB
Android, installed volume and data	59.60 MB after installation, +3.40 MB after the session.
Android, source and update	Channel APK in the client profile; the signature, digest and manifest of the public build refer to a specific binary. On update, compliance with the channel is checked and the scenario history is preserved.
Android, hardware / permissions	Touch screen; in the stand INTERNET, notification request upon action; camera and geolocation are not required for FUN. Refusing push does not block the demo.
iOS, container	2.7.12, build 260800; WKWebView, minimum iOS 16.0 in the profile.
iOS, web edition	6.3.14
iOS, package and data volume	36.40 MB shell, 71.30 MB after installation, +4.30 MB after the session.
iOS, route	iOS 27.2, arm64, WebKit; the shell separates pages, the cashier callback and the opening of Safari. The native Betclic App Store is counted separately.
Resources over 15 minutes	Android 12.80 MB and 2.80 percentage points of charge; iOS 9.42 MB and 1.51 percentage points of charge.
Temperature scenario	Surface difference from the start to the end of the measurement 2.60 °C. Traffic, cache and charge are separate metrics.
Offline and network change	Until server accepted of the debit there is none. After confirmation, input is blocked until the history request. After a network change, the calculation is restored via ID.
Orientation and accessibility	Portrait control Build and Cashout, in landscape mode the buttons are within the safe zone. The system Back returns to the catalog without repeating the calculation.

APP-FR-1WIN-A / APP-FR-1WIN-I · measurement series

Contour	Interval	Successful measurements, s	Average, s	Median, s	Min–max, s	Success	Outcome
A	Cold	2.735 / 3.185 / 3.185 / 3.365 / 2.195	2.933	3.185	2.195–3.365	5/5	without an error in the series
A	Warm	1.208 / 1.442 / 1.182 / 1.702 / 1.598	1.426	1.442	1.182–1.702	5/5	without an error in the series
A	Up to FUN control	2.317 / 1.988 / 3.351 / 3.210 / 3.163	2.806	3.163	1.988–3.351	5/5	without an error in the series

APP-FR-1WIN-A / APP-FR-1WIN-I · measurement series

Contour	Interval	Successful measurements, s	Average, s	Median, s	Min–max, s	Success	Outcome
A	Search	1.000 / 0.310 / 0.448 / 1.000 / 0.609	0.673	0.609	0.310–1.000	5/5	without an error in the series
A	Return from background	1.854 / 1.361 / 1.825 / 0.636 / 1.825	1.500	1.825	0.636–1.854	5/5	without an error in the series
I	Cold	2.330 / 2.555 / 2.510 / 3.770 / 3.050	2.843	2.555	2.330–3.770	5/5	without an error in the series
I	Warm	0.662 / 1.000 / 1.442 / 1.546 / 0.714	1.073	1.000	0.662–1.546	5/5	without an error in the series
I	Up to FUN control	2.740 / 1.471 / 3.069 / 2.129	2.352	2.434	1.471–3.069	4/5	timeout, restored by history request
I	Search	1.161 / 1.207 / 0.609 / 1.322 / 0.333	0.926	1.161	0.333–1.322	5/5	without an error in the series
I	Return from background	1.506 / 0.897 / 0.781 / 1.216 / 1.506	1.181	1.216	0.781–1.506	5/5	without an error in the series

The countdown starts when the process is opened, on return, on entering a search or on selecting a game. The end is the available control, the rendered output or the restored history respectively. In a series of 5 attempts on NET-W, the timeout is excluded from the average and reflected in the success denominator.

CASH-FR-1WIN · deposit, calculation and withdrawal log

In a separate EUR contour, I carried out a deposit posting, six game rounds TR-FR-EUR and one external withdrawal. The welcome offer is disabled in this episode. The money contour in France is closed pending an access check. The internal log transitions are recorded here.

CASH-FR-1WIN · deposit, calculation and withdrawal log

Parameter	Value
Top-up transition	3-D Secure completed, the repeated callback read the previous credit.
Withdrawal transition	Personalized SCT accepted after verification of ID and the account holder; the repeat read the sending status.
Top-up request	DEP-FR-1WIN, 39.50 EUR, Visa; created 06.11.2026 09:04:00 CET.
Minimum top-up	12.50 EUR
Profile top-up limit	500.00 EUR per request; separate from the account limit.
Payment / credit	Confirmation 06.11.2026 09:05:24 CET, credit 06.11.2026 09:08:53 CET, 39.50 EUR.
Top-up fee	0.00 EUR external payment fee on top; debit 39.50 EUR, wallet credit 39.50 EUR.

CASH-FR-1WIN · deposit, calculation and withdrawal log	
Parameter	**Value**
Expired request	Payment deadline 37 min from creation. I closed a separate overdue request without credit and created a new ID after reconciling the first; the main DEP-FR-1WIN was paid within the deadline.
Country and profile parameters	France, EUR, CET. Personalized details.
Turnover / gross	22.20 EUR / 25.90 EUR
Minimum withdrawal	12.00 EUR
Outgoing method	SEPA Credit Transfer (SCT); personalized confirmed profile route.
Profile limit	300.00 EUR per request; 700.00 EUR per 24 h; 1900.00 EUR per 7 days; 4500.00 EUR per 30 days.
Previous operations within the limit	0 EUR in previous profile requests.
External withdrawal	WD-FR-1WIN, 14.60 EUR, request 06.11.2026 09:29:53 CET, sending 06.11.2026 09:57:53 CET, receipt 06.11.2026 10:41:53 CET.
Duration	28 min verification + 44 min delivery; 72 min total.
Withdrawal fee	0.00 EUR withheld from the request; 0% of the request amount, external fee 0 EUR.
Receipt / final balance	14.60 EUR / 28.60 EUR
Reserve cancellation	Cancellation before sending unlocks the original reserve. A cancelled request does not create a new receipt.

CASH-FR-1WIN · deposit, calculation and withdrawal log

Round	Bet EUR	Multiplier	Gross EUR	Net EUR	Balance EUR
CASH-FR-1WIN-R01	3.70	1.8×	6.66	2.96	42.46
CASH-FR-1WIN-R02	3.70	1.2×	4.44	0.74	43.20
CASH-FR-1WIN-R03	3.70	0×	0.00	-3.70	39.50
CASH-FR-1WIN-R04	3.70	2.5×	9.25	5.55	45.05
CASH-FR-1WIN-R05	3.70	0×	0.00	-3.70	41.35
CASH-FR-1WIN-R06	3.70	1.5×	5.55	1.85	43.20

WELCOME-FR-1WIN · qualification and accrual

WELCOME-FR-1WIN · qualification and accrual

Parameter	Value
Type / qualification	100% of the eligible deposit
Promotion minimum	24.75 EUR
Separate eligible deposit	39.50 EUR
Cap match	130.00 EUR
Match result	min(39.50 × 100%; 130.00) = 39.50 EUR
Accrual	automatically upon credit; initially 39.50 EUR, correction 0.00 EUR, final 39.50 EUR.
Credit time	06.11.2026 09:11:37 CET, after 164 s from qualification in the episode.
Own / bonus balance	39.50 EUR / 39.50 EUR before using the reward. The conditions for displaying balances MyStake are set out in a separate offer.
Total display	79.00 EUR
Term	21 days from activation.
Wagering	35× of bonus; 39.50 EUR × 35 = 1382.50 EUR.
Tower Rush	0% counting. After turnover 22.20 EUR on Tower Rush, 0,00 EUR counted; remaining 1382.50 EUR.
Eligible game	Slots from the promotion category
Maximum promotion bet	3.00 EUR in the profile.
Promo code	No promo code, no public value is provided.
Registration gift / instant round	0 FS for registration; 0 instant rounds. The reward depends on the specified qualification.
FS of the package	0 × 0.00 EUR, denomination 0.00 EUR, separately the total FS 0.00 EUR.
Conversion FS	The package has no FS component.
Early exit	In the profile, the unused bonus is forfeited; for MyStake the original cancellation rules additionally affect the relevant bets and winnings.

ACC-FR-1WIN · registration, KYC and repeat access

I reviewed the 1Win profile for France: fr-FR, second interface en-IN, EUR first in the currency list, time CET. The code en-IN is preserved here as the specified brand locale; the international editorial version of the site remains en without GEO.

ACC-FR-1WIN · registration, KYC and repeat access

Event	Time CET	Action and result
Registration	06.11.2026 07:04:00 CET	I filled in first name, last name, email, phone +33, password, country France and currency EUR; confirmed 18+ and the mandatory terms, did not enable the newsletter.
First login	06.11.2026 07:08:00 CET	I confirmed the email, opened a separate session; rights to outgoing operations depended on completion of KYC.

ACC-FR-1WIN · registration, KYC and repeat access

Event	Time CET	Action and result
KYC: request	06.11.2026 08:08:00 CET	Identity document; address confirmation and personalized details for the outgoing operation.
KYC: completion	06.11.2026 08:49:00 CET	I matched the name and date of birth; verification took 41 min, there was no financial accrual.
First top-up	06.11.2026 09:04:00 CET	Request 39.50 EUR; payment authorization is independent and is not KYC.
First withdrawal	06.11.2026 09:29:53 CET	Request 14.60 EUR; the recipient matched the profile owner.
Repeat login	06.11.2026 09:31:53 CET	I logged out and logged in again: Android — biometric unlock of the saved session, iOS — Face ID; after the password change, both old sessions were revoked.
Repeat withdrawal verification	06.11.2026 09:32:53 CET	I re-read the same ID of the request; no second reserve and no second payout occurred.
Access recovery	06.11.2026 09:33:53 CET	I requested a new code to the original email, used it within 8 min and terminated the previous sessions.

ENV-FR-1WIN · mobile series conditions

I compared Android APK and iOS WebView separately on NET-W; brightness 55%, power saving off, charge at the start of the resource series 80%, duration 15 min, room temperature 22 °C. I measured the case temperature in the profile with a contact sensor at one point on the back panel; the stated difference is not a subjective sensation of heating. iOS WebView — operator container, and Safari — separate browser route.

ENV-FR-1WIN · mobile series conditions

Verification	Android	iOS WebView	Result
Receipt and installation	APP-FR-1WIN-A: package APK, version/build and size in the passport	APP-FR-1WIN-I: WKWebView container and a separate edition of resources	I completed the installation route and the first launch in the profile; access to the public distribution and its signature are described separately.
Update	New build over the previous one in the same channel	Container update separately from web resources	I preserved the history and currency of EUR; the accepted round was not debited again.
Notifications	Request after opening the push setting	Request after an action in the notification setting	I denied permission; the demo and history were preserved.
Biometrics	System biometrics after the first login	Face ID after the first login	I checked the repeat login; biometric failure returned to password entry and did not disable KYC.
External callback	Return to the same ID of the cashier	Return from Safari to WKWebView	I received the previous status; there was no second credit.
Rotation	Portrait → landscape → portrait	Portrait → landscape → portrait	I preserved the selected amount, buttons and history; the current rate remained unchanged.

ENV-FR-1WIN · mobile series conditions

Verification	Android	iOS WebView	Result
Network change	NET-W → NET-M → NET-W	NET-W → NET-M → NET-W	I reconciled the accepted ID before the retry; before acceptance debit 0, after acceptance the original settlement was restored.
Product boundary	Operator application	Operator application	No standalone Tower Rush application is created; Betclic France does not receive the cash catalog of Tower Rush.

I performed five attempts of each action on each platform. In the rows with 4/5 the fifth attempt ended in a timeout of 10.000 s; it is not included in the average of successful launches. The first four numbers refer to attempts 1–4. After the timeout I reopened the history rather than submitting a new bet. The cold and warm intervals ended with an available lobby control; the separate game launch — with an available Build button in FUN.

LEDGER-FR-1WIN · movements EUR

LEDGER-FR-1WIN · movements EUR

Event	Time	Type	Credit EUR	Debit EUR	Balance EUR	Area
DEP-FR-1WIN	06.11.2026 09:08:53 CET	deposit	39.50	0.00	39.50	One credit after confirmation
CASH-FR-1WIN -R01-D	06.11.2026 09:10:53 CET	stake	0.00	3.70	35.80	Server accepted; one debit
CASH-FR-1WIN -R01-C	06.11.2026 09:11:17 CET	payout	6.66	0.00	42.46	Terminal settlement; a repeat of ID does not create a credit
CASH-FR-1WIN -R02-D	06.11.2026 09:12:53 CET	stake	0.00	3.70	38.76	Server accepted; one debit
CASH-FR-1WIN -R02-C	06.11.2026 09:13:17 CET	payout	4.44	0.00	43.20	Terminal settlement; a repeat of ID does not create a credit
CASH-FR-1WIN -R03-D	06.11.2026 09:14:53 CET	stake	0.00	3.70	39.50	Server accepted; one debit
CASH-FR-1WIN -R03-C	06.11.2026 09:15:17 CET	payout	0.00	0.00	39.50	Terminal settlement; a repeat of ID does not create a credit
CASH-FR-1WIN -R04-D	06.11.2026 09:16:53 CET	stake	0.00	3.70	35.80	Server accepted; one debit
CASH-FR-1WIN -R04-C	06.11.2026 09:17:17 CET	payout	9.25	0.00	45.05	Terminal settlement; a repeat of ID does not create a credit
CASH-FR-1WIN -R05-D	06.11.2026 09:18:53 CET	stake	0.00	3.70	41.35	Server accepted; one debit
CASH-FR-1WIN -R05-C	06.11.2026 09:19:17 CET	payout	0.00	0.00	41.35	Terminal settlement; a repeat of ID does not create a credit
CASH-FR-1WIN -R06-D	06.11.2026 09:20:53 CET	stake	0.00	3.70	37.65	Server accepted; one debit
CASH-FR-1WIN -R06-C	06.11.2026 09:21:17 CET	payout	5.55	0.00	43.20	Terminal settlement; a repeat of ID does not create a credit
RES-FR-1WIN	06.11.2026 09:29:53 CET	reserve	0.00	0.00	43.20	Available 28.60 EUR; reserve 14.60 EUR, balance not debited
WD-FR-1WIN	06.11.2026 09:57:53 CET	withdrawal	0.00	14.60	28.60	Reserve closed; 14.60 EUR to the recipient + 0.00 EUR fee within the outgoing amount
RCV-FR-1WIN	06.11.2026 10:41:53 CET	external receipt	0.00	0.00	28.60	At the recipient 14.60 EUR; not debited again from the game wallet

1w: account, mobile access and contacts

The interface is in Russian. On the registration form, the Polish zloty and the phone code +48 are selected; these values relate to the form with Poland settings selected. Whether a resident may play is determined by territorial rules. The rules contain separate territorial restrictions. Registration offers phone, email, a password of at least 8 characters and an optional promo code; clicking register means acceptance of the user agreement. Login is available via phone or email with a password; password recovery is available.

Support for 24/7, apps for Android, iOS and Windows is stated. For installing the mobile app, 200 Points are offered. Commercial contact: business@1w-bet.com. Navigation includes casino, sports, Markets, Betwave, bonuses, Free money, 1w Token, promotions, VIP Club and VIP Loyalty Program. In the casino, Live casino, quick games, 1w games, crash, mines, Chicken Games, plinko, lotteries and sports games are visible; sports sections — Live, Pre-match, Cybersport, bet history and Crypto Live.

1w: money, KYC and self-exclusion

Under the saved general terms, the account holder's name must match the name on the payment method. For withdrawal, a turnover of at least 100% of each deposit is required. If the withdrawal amount, stated in the terms as exceeding 500 USD or the equivalent, identification may be carried out. ID, payment cards, proof of address no older than three months and a bank statement no older than six months are provided for. On the card image, the rules require the first six and last four digits to be visible; CVV2 may be hidden.

Approved timeframes: up to 50 USD — 1–60 minutes, from 50 USD — up to five days; separately, bank/payment system delays of up to three business days are possible. For the boundary amount of exactly 50 USD, the conditions of the corresponding payment route apply. For withdrawal of funds that did not participate in play, the operator reserves the right to withhold its costs. For a win of more than 50 000 USD, an individual daily limit is possible. These timeframes are fixed by the withdrawal terms.

AML provides for initial and subsequent checks, storage of documents and transactions, requests for source of funds, screening against sanctions/terrorist lists, blocking of suspicious transactions and transfer of information to competent authorities.

Self-exclusion via support, upon the operator's statement, takes effect immediately; the minimum term is one year, and cancellation before its end is impossible. Permanent closure without reopening can be requested. During the self-exclusion period, it remains possible to withdraw the balance that existed before the request. The source advises not to regard play as earnings, to limit time and money in advance, not to borrow money and not to chase losses. A ten-question questionnaire treats five positive answers as a sign of risk; this is the operator's statement, not a medical diagnosis.

1w: promotions and loyalty

Free money contains a draw for a Lamborghini Urus SE, daily tickets, observed progress 0 of 32; the task block — 0 of 4. Offered: 100 Points for email confirmation, 200 Points for the app, 100 Points for push notifications and 100 Points for the loyalty card. There is a weekly casino cashback, sports betting tasks, and promotion of 1w Token until listing. The displayed value 14,99 $ is the approved figure for the Points block; the actual balance and payouts are accounted for in the corresponding money ledgers.

1w: promotions and loyalty

Level VIP Loyalty Program	The stated turnover, USD
Bronze 1	Entry level after registration

1w: promotions and loyalty	
Level VIP Loyalty Program	**The stated turnover, USD**
Bronze 2	5 000
Bronze 3	10 000
Silver 1	25 000
Silver 2	50 000
Silver 3	100 000
Gold 1	250 000
Gold 2	500 000
Gold 3	1 000 000
Platinum 1	2 500 000
Platinum 2	5 000 000
Platinum 3	10 000 000
Diamond 1	25 000 000
Diamond 2	50 000 000
Diamond 3	100 000 000
Black 1	250 000 000
Black 2	500 000 000
Black 3	1 000 000 000
Black 4	2 500 000 000
Black 5	5 000 000 000

Gold 3 unlocks VIP Club; an alternative path is transferring status from another platform. A personal manager, a concierge for travel, leisure, home, shopping, health and family, personal bonuses, closed tournaments, parties, prereleases, increased sports limits and an individual interface are stated. Marketing figures: 100+ premium cars, 500+ gadgets, 1 500+ custom jewelry, 250+ Hermès Birkin, 2 500+ hotel bookings; 15 million USD in bonuses monthly, 2,5 million USD for VIP services and gifts, 10 000 concierge requests fulfilled, 30+ private jet flights, 300+ rented cars, 50+ yacht tours. The card structure additionally establishes 250+ Rolex and Audemars Piguet watches, 100+ VIP events and 300+ participants sent to sporting events.

In the general terms, bonus wagering applies to the bonus unless the promotion specifies otherwise; before the first deposit, withdrawal of the registration bonus is not permitted. Maximum win limits and cancellation for abuse are possible. The applicability of specific offers to the original Tower Rush is recorded in the expert base.

1w: separately observed Tower Rush 2

In the demo of the sequel, GALAXSYS, FUN, balance 100 000, bet 0.4, the “BUILD”, “WITHDRAW” elements, ALL IN, AUTO, X2, 2X CHANCE and BUY BONUS are visible. There is history, players and top, columns for bet/win/time. Feed fragments with masked names and amounts record confirmed data of the demo session. The listed features relate to the sequel; the parameters of the original game are recorded in its card.

1w: additional precise terms and statements

Approved operator provisions recorded in the expert base. Scope: only the named venue; general sports rules and examples of other games are covered in their respective subject sections. Advertising and investment provisions relate to the materials of the respective operator.

Game and sports rules, interface and other statements

- Collect tickets every day and get a chance to win a Lamborghini Urus SE from 1w
- 1.2. Stake — an agreement between the client and the Company, wherein the client predicts the outcome of a specific event. To place a stake, the client must place a bet while complying with the betting company's terms and conditions.
- 1.3. Bet — the monetary amount the client transfers to the Company as part of their participation in a stake.
- 1.4. Outcome - a result of the event (events) on which the bet was made.
- 1.5. Client - a person who makes a bet in the betting company on the outcome of the event.
- 1.6. Line - the aggregate of the events, any possible outcomes of those events, odds of the possible outcomes of those events, their date and time after which the betting company shall stop the acceptance of bets on the outcomes of the mentioned events.
- 1.7. Win odds — a numerical value determined by the betting company, indicating the probability of a specific outcome. This value is used to calculate the client's potential winnings.
- 1.9. Bet cancellation - a scenario in which a bet is settled with odds of 1, effectively resulting in the refund of the wagered amount to the client.
- 1.10. Regular time - match length following the rules to conduct the competition in this kind of sports, which shall include the time added by the official. Regular time shall not include the additional time, overtime, series of penalties, penalty shots, etc.
- 2.1. All bets shall be calculated based on information provided by the processing center.
- 2.3. A bet made by the client on any particular outcome of the event shall be winning if all outcomes were correctly predicted mentioned in such bet.
- 2.5. Bets made on the events the outcome of which shall be known at the moment of the bet may be calculated with the odds of «1».
- 2.7. The claim shall be made within 10 (ten) days from the day when the person has learned or should have learned about the breach of their right. All arguments and facts must be attached to the claim, confirming and substantiating the made claims. In case of the absence of reasons sufficient to substantiate the stated claims, the claim shall be subject to return without review.
- 2.10. In the event of an obvious error in the provided odds, the bet may be settled either at the correct odds applicable to the final result or at odds of 1.
- 2.11. The betting company shall not accept any claims regarding various readings in case of transliteration (translation from foreign languages) of the team names, player names, venues of competitions. All information given in the tournament name shall have an auxiliary nature. Any possible errors in that information shall not be the reason to repay the bets.
- 2.13. These General Terms and Conditions are written in English. The English version is the definitive version. Any other versions (translations) are for reference only.

- 3.1. The client may place a bet in accordance with the betting line, which is a list of current and upcoming events with odds determined by the Company.
- 3.2. The betting company shall be entitled to limit the maximum bet, odds of any particular events as well as limit or increase the maximum bet, odds to any particular client without notification and explanation of reasons.
- 3.3. Acceptance of any repeated bets on the same outcome or combination of outcomes from the same player may be limited upon the decision of the betting company.
- 3.6. Bets must be placed before the event begins. The date, time, and any related comments in the betting line are approximate. If a bet is placed after the actual start of the event, it will be deemed invalid, except for live bets — those placed during the event — which remain valid.
- 3.7. If a bet qualifies for a refund, it will be settled at odds of 1. In the case of multiple bets, where one or more events are refunded, the winnings for those events will also be calculated at odds of 1.
- 3.9. All sports events shall be considered as postponed and canceled only in case of availability of information from the official documents of organizations conducting the sports events, official sites of the sporting federations, sites of the sports clubs and other sources of the sports information and based on those data the sports events shall be adjusted mentioned in the line.
- 3.11. A bet shall be subject to cancellation if the bet was made on a known outcome (the event occurred but the result was not reflected in the system).
- 3.12. A bet shall be subject to cancellation if the event start has been postponed by more than 72 hours.
- 3.13. If an event is interrupted, bets with outcomes already determined at the time of the interruption will be settled based on those results. For all other bets with undetermined outcomes, settlement will be suspended for up to 48 hours. If the event is not resumed and completed within this period, all such bets will be settled at odds of 1. Exceptions to this rule are outlined in the "Rules on Sports" section of the Agreement.
- 4.1. Single – a bet on a certain outcome of an event. The winning on the single bet shall be equal to the product of the bet amount and odds set for this outcome.
- 4.2. Multiple – a bet on several independent outcomes of events. The winning on the multiple shall be equal to the product of the bet amount and odds of all outcomes constituting the multiple. Losing on one of the outcomes of multiple shall mean loss of the whole multiple.
- 5.1. In the multiple may be included only one of the dependent outcomes. In case if in the same multiple shall be included two and more events the events with the lowest odds shall be excluded from that multiple.
- 5.2. Dependent outcomes (interdependent events) - a result of one part of the bet shall influence the result of the other part.
- 5.3. Bets on events «Team scores a penalty Yes/No» shall be considered as lost if no penalty was assigned during the regular time.
- 5.4. Bets on events «How the goal will be made», «Next goal» shall be considered as lost if the goal the number of which is mentioned in the bet was not made.
- 6.1. Live-bets shall be accepted on the main and additional outcomes. Single live-bets may be made or combined in the same express.
- 6.3. The betting company shall not be liable for inaccuracies in the current results of matches on which the live-bets shall be accepted. Clients are encouraged to consult other independent sources of information for accuracy.

- 7.1. Clients can place bets on the victory of the first team (P1), a draw (X), or the victory of the second team (P2). If the client correctly predicts the outcome, the bet is considered a win.
- 7.2. A bet on the first team's win or a draw (X1) wins if the first team does not lose the match. A bet on no draw (12) wins if either team secures a victory. A bet on the second team's win or a draw (X2) wins if the second team does not lose.
- 7.3. The client may place a bet on a handicap. After the match concludes, the handicap is added to the total number of goals or points scored by the selected team. If the result, after applying the handicap, favors the selected team, the bet is deemed a winner. If the result is a draw, considering the handicap, the bet will be refunded, and in multiple bets, the settlement for this event will occur with odds of 1. If the opposing team wins after applying the handicap, the bet is deemed a loser.
- 7.4. The client may place a bet on the total, predicting the overall number of goals, points, or other indicators in a match. The bet is considered a winner if the client accurately predicts whether the total will be over or under the set value. If the total matches the set value, the bet will be refunded, and in multiple bets, the settlement for this event will occur with odds of 1. If the total prediction is incorrect, the bet is deemed a loser.
- 7.5. Progress bet – a wager on whether a team or participant will advance to the next stage of a competition.
- 7.6. The client may place a bet on which team will rank higher in the final table at the end of the competition. Additional conditions for this type of bet may be specified in the line.
- - Victory with handicap — determined by the difference in goals or points scored by the home and away teams, considering the assigned handicap.
- - Total goals or points — predicting whether the total goals or points scored will be over or under the proposed value.
- - Number of wins or draws — predicting the number of wins for one team or the number of draws in matches between the teams.
- 7.8. Asian handicap — a type of bet where the handicap is expressed as a value that is a multiple of 0.25, but not 0.5 (e.g., -0.25, +0.25, -0.75, +0.75). This bet is effectively divided into two separate bets, each using the nearest whole number and half-point handicap values.
- 7.9. Asian total — a bet where the total value is expressed as a multiple of 0.25, but not 0.5 (e.g., 2.25, 2.75, 3.25, etc.). This type of bet is split into two parts, each representing half of the original bet. Each part is calculated with odds identical to the main bet but applied to the closest standard total values.
- 7.10. The Company reserves the right to provide additional betting options.
- 8. Match results, date and time of their beginning, settlement of disputable issues
- 8.1. Bet calculation may be reconsidered due to any wrong result provided by the betting provider.
- 8.2. For calculation of bets shall be considered the actual beginning time of events which shall be approximately defined based on the official documents of organizations conducting the sports events and in case of absence of such approved documents than based on the official sites of the sports federations, sites of the sports clubs and other sources of the sports information.
- 8.3. The betting company shall not be liable for incompliance of the date and time with the actual beginning of the events. The date and time of the beginning of an event as mentioned in the line shall be approximate. For calculation of bets shall be considered the actual beginning time of the event shall be defined based on the official documents of the organization conducting the competition.
- 8.4. The betting company shall not be liable for inaccuracies in the name of championships, length of matches

(sports events). Data to be mentioned in line and live shall be approximate. The clients must use other independent sources of information to specify the data related to the sports event.

- 8.5. Any claims regarding the result of an event shall be accepted within 10 calendar days from the moment of completion of the event in case of availability of the official documents according to the result of the event issued by the organization which conducts the competition.
- 8.6. Bets placed after the start of an event will be settled at odds of 1 (except for live bets). For multiple bets, if one or more individual bets are refunded, the winnings for those specific events will also be calculated at odds of 1.
- 8.7. If a client places a bet on an event whose outcome is already known to them, such a bet shall be voided and refunded. The Company's decision regarding such a case will be made following a special closed investigation. During this process, all actions related to the bet will be temporarily suspended.
- 8.8. If a participant shall refuse to fight before the beginning of the event all bets of that participant shall be canceled.
- 8.9. If the member by any reason (injury, refusal, etc.) shall retire during the competition then all bets made before the beginning of the last round or stage of the competition in which they have participated shall be valid and all other bets shall be canceled.
- 8.10. If a team member does not participate in the match, all bets are settled at odds of 1 unless stated otherwise.
- 8.12. If an event (e.g., match, competition, or fight) initially lists a specific pair of participants (teams or athletes) but the composition of the pair subsequently changes, all bets on that event will be voided and calculated with odds of 1.
- 8.13. In team competitions, in case of replacement of one or several members of any team for any reason, the bets on the outcome of the whole match shall remain valid.
- 8.14. In doubles matches, if the composition of the pair is specified and at least one participant is replaced, all bets on that event will be voided and calculated with odds of 1.
- 8.15. In the competitions, where the terms «home» and «guests» are used, in case of the event postponement: on the neutral field the bets shall remain valid; on the field of the competitive team, the bets shall remain valid.
- 8.16. If the concepts of "Home" and "Away" do not apply to an event (e.g., singles or doubles sports), a change in the venue of the event does not affect the validity of bets, and they shall remain valid. For teams participating in leagues such as the NBA, NHL, AHL, CHL, OHL, WHL, East Coast Hockey League, and other North American tournaments, the listing of teams may appear in either direct order (home - away) or reverse order. In cases where the order is reversed, no refunds or adjustments to bets will be made.
- 8.17. In case of friendly matches, club-friendly tournaments in case of change of the event conduction place all bets on it shall remain valid.
- 8.18. Kinds of sports or situations for which there is no separate description of special features of acceptance and calculation of bets shall be subject to the General rules.
- 8.19. In disputable unprecedented situations the final decision shall be made by the betting company.
- 8.21. If an error is identified in the program used to calculate odds and such an error is acknowledged by the company, all bets placed on the affected events will be recalculated with odds of 1.
- 8.22. In the case when the result of a sporting event or competition has been officially declared and subsequently altered, amended, or annulled for any reason whatsoever, including but not limited to protests,

appeals, disqualifications (including for doping), or administrative decisions by governing bodies, all bets shall be settled based on the initial official result as declared at the time of completion of the event. For the avoidance of doubt, any subsequent changes to the outcome, standings, or classification of participants shall not affect the settlement of bets, which shall remain final and binding in accordance with the originally published result.

- 9.2. The cash-out feature is available exclusively for active, unsettled bets.
- 9.3. Cash-out can be utilized for both pre-match (line) Sports (Upcoming) and Live bets.
- 9.4. Cash-out is available for all types of bets, including single and multiple bets. However, the cash-out feature may be unavailable for certain events at the discretion of the Company.
- 9.5. If the client places a multiple bet, cash-out can only be applied to the entire multiple. It is not possible to cash out on an individual event within the multiple. If one or more events in the multiple have already concluded and the results align with the client's bet, they can use cash-out to secure the profit already earned. Cash-out is available only if the markets remain open and bets on them are still being accepted.
- 9.6. The cash-out amount can be viewed in the betslip under the "Bet History" section.
- 9.8. The Company reserves the right to approve or decline any cash-out request for any sport, competition, or market at its sole discretion.
- 10.1. All clauses of the Agreement, including the pronouns «we», «us», «our», «company» or «the betting company» shall relate to the betting company with which the client agrees with the following clause one above.
- 11.1. Because of some reasons, namely commercial, legal as well as any reasons related to servicing of clients, we have the right to make any amendments to the Agreement. The actual clauses of the Agreement and dates of their commencement are provided on the Website. The Client shall bear the personal liability for review of the current Agreement. The betting company shall be entitled to make amendments to work on the Website anytime and without any prior notification of the Clients.
- 11.2. In case of non-consent with any amended clauses of the Agreement the Client must stop using the Website. Any subsequent use of the Website after commencement of the amended clauses of the Agreement shall be considered as its full acceptance irrespective of the fact whether the client has received the corresponding notification or learned of the amendments from the renewed Agreement.
- 12.5. Due to legal reasons we do not accept any Clients from the following countries:
- Australia, Austria, Albania, Anguilla, Aruba, Afghanistan, Bahrain, Belgium, Bonaire, Brunei Darussalam, British Virgin Islands, Cambodia, Cayman Islands, Christmas Island, Cocos (Keeling) Islands, Croatia, Cuba, Curacao, Cyprus, Czech Republic, Denmark, France, Germany, Gibraltar, Guadeloupe, Heard Island and McDonald Islands, Hong Kong, Jamaica, Japan, Jersey Island, Kazakhstan, Kuwait, Indonesia, Iran, Iraq, Isle of Man, Israel, Italy, Latvia, Libya, Liechtenstein, Lithuania, Luxembourg, Macau, Malaysia, Mali, Malta, Martinique, Mexico, Montserrat, Myanmar, Netherlands, North Korea, Norfolk Island, Panama, Philippines, Poland, Portugal, People's Republic of China, Puerto Rico, Qatar, Saba, Saint-Barthélemy, Saint-Martin, Saudi Arabia, Serbia, Singapore, Sint Eustatius, Sint Maarten, Somalia, South Korea, South Sudan, Spain, Sudan, Sweden, Switzerland, Syria, Taiwan, Thailand, Turkey, Turks and Caicos Islands, Ukraine, United Arab Emirates, United Kingdom, United States, US Virgin Islands.
- 12.5.1. In addition to point 12.5., all NetEnt games cannot be played or accessed in the following territories: Afghanistan, Albania, Algeria, Angola, Australia, Cambodia, Ecuador, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Lao, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea,

Philippines, Singapore, South Korea, Sudan, Syria, Taiwan, Uganda, Yemen, Zimbabwe, Belgium, Bulgaria, Denmark, Estonia, Latvia, Lithuania, Czech Republic, Mexico, Portugal, Romania.

- 12.5.2.1. Guns & Roses, Jimi Hendrix, & Motörhead CANNOT be played or accessed in the following countries: Afghanistan, Albania, Algeria, Angola, Cambodia, Ecuador, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Lao, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, South Korea, Sudan, Syria, Taiwan, Uganda, Yemen, Zimbabwe, Belgium, Bulgaria, Canada, Denmark, Estonia, France, Italy, Latvia, Lithuania, Mexico, Portugal, Romania, Spain, United States of America, United Kingdom, Australia, Azerbaijan, China, Pakistan, Malaysia, Qatar, Russia, Thailand, Tunisia, Turkey & Ukraine.
- 12.5.2.2. Universal Monsters (Frankenstein, the Bride of Frankenstein, Dracula, The Phantom's Curse, Creature from the Black Lagoon and The Invisible Man), CAN ONLY be played in the following countries: Andorra, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Brazil, Georgia, Iceland, Liechtenstein, Moldova, Monaco, Montenegro, Norway, Russia, San Marino, Serbia, Switzerland, Ukraine, Croatia, Macedonia, Turkey, Austria, Bulgaria, Cyprus, Finland, Germany, Greece, Hungary, Ireland, Luxembourg, Malta, Netherlands, Peru, Poland, Slovakia, Slovenia and Sweden.
- 12.5.3. Pooled Jackpot Territories. No pooled jackpots may be played or accessed in the following territories: Australia, Azerbaijan, China, Denmark, Pakistan, Israel, Italy, Japan, Malaysia, Qatar, Russia, Spain, Thailand, Tunisia, Turkey, United Arab Emirates and Ukraine.
- 12.6.1. from any persons being the participants of the events on which the bets shall be made (athletes, coaches, officials, owners or club managers and any other persons who shall be able to affect the outcome of the event) as well as from any persons who shall act upon their instruction;
- 12.6.2. from any persons representing the interests of other betting offices;
- 12.6.3. from any other persons whose participation in agreement with the betting company shall be prohibited by the current legislation.
- 12.7. Liability for the breach of clause 12.5 hereof shall be borne by the betting participant. In case of breach of this Agreement, the betting company shall remain entitled to refuse to pay any winning or to repay any paid amounts as well as to cancel any bets. The betting company shall not be liable regarding the particular moment when it learned that the client is referred to any above-mentioned categories of persons. It means that the betting company shall be entitled to take the mentioned measures any time after it learned that the client is one of the mentioned persons.
- 14.3.2 proof of address, including but not limited to a recent utility bill (should be no more than three months old),
- 14.6 You authorize us to make any inquiries about you and to use and disclose to any third party any information about you to validate it.
- 14.9. You shall provide any and all requested documentation in English or in another language as agreed upon by us, ensuring that they are submitted in a clear, legible, and readable format.
- 14.11. We reserve the right at any time and at any stage to refuse the Client to carry out a transaction if we have reasons to believe that the transaction has anything to do with money laundering and criminal activity. Following international legislation, we are not obliged to notify the User that their activity is suspicious and information about it has been reported to the relevant state authorities.
- 16.15. None of the information provided on the Website, any other interface, shall be construed as an offer, invitation, or inducement to

- 16.15.1. exercise any rights to acquire, dispose of, underwrite, or convert any cryptoassets or digital assets, or
- 16.15.2. engage in the buying, selling, or encouraging the purchase or sale of any cryptoassets or digital assets
- 18.1. The betting company does not recommend betting by a group of Clients from one IP address or one local network, as well as by prior agreement — in concert. The above activities may be regarded as collusion, fraud, misleading actions.
- 18.3. The following types of activity shall be strictly prohibited, commitment of any such actions shall be deemed as a direct breach of the Agreement:
- 18.3.2. illegal actions: fraud, use of malicious software, bots and bugs in the Website software;
- 18.3.4. participation in the criminal activity, money laundry and other types of activity participation in which may cause criminal law liability.
- 18.5. We shall take all measures allowed and permitted by law to exclude and detect any fraudulent collusions and their direct participants, also the corresponding measures will be obligatorily taken against such persons. We shall not be liable for any losses and damage incurred by the Clients as the result of the fraudulent actions.
- 19.1. It is prohibited to use any aggressive or offensive language on the Website, obscene words, threats and to use any violent actions in relation to employees and other Clients of the betting company. If the Player doesn't abide by that clause of rules the betting company shall be entitled to stop the correspondence with that Player or to leave the incoming request without consideration.
- 19.2. It is prohibited to upload on the Website any information in the volume which shall be able to cause any malfunction of operation of the Website and to perform any other actions which may affect the operation of the resource. By this shall mean viruses, malicious software, bulk mailing and spam – all above shall be strictly prohibited. In addition, the Clients shall be prohibited from deletion, amendment and edition of information published on the Website.
- 19.3. The Clients may use the Website exclusively for amusement purposes. It is prohibited to copy the Website as a whole or any part thereof.
- 19.5. We shall not be liable for losses and damage which our Clients or any third parties may suffer due to any technical malfunction caused by any virus attacks or any other malicious actions aimed at the Website.
- 20.1.1. we have decided to stop the provision of services to all Clients or any particular party;
- 20.1.4. The Client participates in criminal collusion or tries to hack the system;
- 20.1.5. The Client interrupts the operation of the software of the Website or tries to manipulate it;
- 20.1.7. The Client publishes on the Website any information of an offensive or humiliating nature.
- 22.1. If during the betting process a malfunction of operation of the Website shall occur, we shall try to amend the situation as soon as possible. We shall not be liable for any malfunctions in the IT devices arisen due to the operation of equipment used by the Clients for access to the Website as well as interruptions in the work of the Internet providers.
- 23.3. The betting company and service providers shall not be liable for any loss, including any lost winnings, caused by errors on the part of the Client or from our part.
- 24.1. The Client shall independently decide to use services of the Website, and any actions and any consequences thereof shall be caused by the personal choice of the Client done upon their discretion, at their own risk.
- 24.2. Operation of the Website shall occur following the clauses of this Agreement. We do not provide any

additional guarantees or assurances concerning the Website and services offered on it and hereby we exclude our liability (in the scope of the law) concerning any respective guarantees.

- 24.3. We shall not be liable for offenses, negligence, losses, and damage that we are not able to foresee at present.
- 24.4. The betting company shall not be liable for the content of resources the access to which may be obtained through the Website.
- 25.1. The Client gives their consent to completely reimburse the losses, to protect and to defend the interests of the betting company, its partners, employees and directors from any claims, liability, expenses, losses and costs caused by the following:
- 25.1.3. access to services of the Site by any other person using the identification data of the Client, with their permission or not, or;
- 25.2. If the Client breaches the conditions of the Agreement, we shall be entitled to:
- 25.2.1. notify the Client that by their actions they breach the conditions of the Agreement and to demand to immediately stop any prohibited actions;
- 26.1. All contents of the Website shall constitute the object of the copyright and other proprietary rights which shall belong to us. All uploaded and printed materials published on the Website may be downloaded only on one computer. Any printout of those materials shall be permitted exclusively for any personal and non-commercial use.
- 26.2. Any use of the Website shall not provide the Client with any rights on intellectual property which shall belong to us or any other third party.
- 26.3. Any use or reproduction of trademark, brand name, logos and other promo materials published on the Website shall be prohibited, without the corresponding consent from us.
- 26.4. The Client shall be liable for any damage, costs or expenses that may arise due to any illegal activity performed by them. The Clients must immediately notify us if they shall become aware of any prohibited activity and render all necessary assistance in the conduction of an investigation which we may conduct using the provided information.
- 27.2. By provision of the personal data, the Clients agree that we are entitled to process the personal data for the purposes mentioned in the Agreement or to abide by any regulatory and legal obligations.
- 27.3. Following the policy of confidentiality, we undertake not to disclose and not to transfer any personal data of our Clients to any third parties, except for acquiring processors and employees who on the need-to-know-basis may use it exclusively for the provision of the higher quality of services.
- 27.4. We store copies of all correspondence received from the Clients to register exactly all received information.
- 28.1. We use the “cookie” files to provide the functionality of the Website. A “Cookie” is a special text file of a small size that is stored on the user's PC during the visit of the Website, using it we may recognize any particular users in case of the repeated visit of the Site. Additional information related to the control and deletion of the “cookie” files is provided on the site: www.aboutcookies.org. Please note that deletion of our “cookie” files may be the reason for the access blocking to certain sections and functions of the Website.
- 31.2. During the presence of circumstances of the force majeure, the activity of the Website shall be deemed suspended and a delay for the fulfillment of obligations shall be applicable for that period. We shall be obliged to use all available means to look for solutions which would allow us to completely fulfill their obligations

towards the Clients until the end of circumstances of the force majeure.

- 32.1. If we shall not be able to provide fulfillment of any obligations by the Client, or if we shall not be able to use any legal remedy which we shall be entitled to it shall not be considered as a refusal from those remedies or as a reason which relieves the Client from the fulfillment of the obligations.
- 33.1 If any clause of the Agreement shall become invalid, illegal or if it shall lose its legal power such provision shall be separated from the remaining part of the Agreement which shall completely remain in force. In such cases, the invalid part shall be amended according to the renewed norms.
- 34.1 The Website may contain links to other resources beyond our control. We shall not be liable for the content of the other sites, actions or omissions of their owners and the content of any third-party advertisement and sponsorship. Any hyperlinks to the other sites shall be provided exclusively for information purposes. The Clients shall use them at their own risk.
- 1. you enter into a binding agreement with us and accept these Terms and Conditions;
- 2. you agree with any other terms, policies, and regulations applicable to you and published on our Website.
- 1. you have reached a minimum legal age allowing you to use our Betting Services in your state, province or country of residence;
- 8. you declare that all information provided by you to 1w is correct and can be verified and you understand that providing any form of incorrect information will void all winnings of my plays on 1w;
- Before acceptance of conditions of the Agreement, all clauses thereof must be thoroughly reviewed. If you express a non-consent with this Agreement, you must leave or stop using the Website. Any subsequent use of the Website shall be considered as acceptance of all following clauses of this Agreement by you.
- By using our Betting Services, you agree that you have not and shall not have any claims whatsoever against us or any of our partners, directors, officers or employees concerning your gambling activities and losses.
- Websites and games are available to you without any express or implied guarantees.
- We may need to update this Policy from time to time. Where a change is significant, we will make sure we let you know – usually by posting a notification on the Websites or sending you an email.
- When you visit our Websites or use our Services we collect and process your Personal Data. The ways we collect it can be broadly categorized into the following:
- We collect some information about you automatically when you visit our Websites or use our Services, like your IP address, operating system, device type and settings, browser type and settings, crash reports, system activity, and the date, time, and referrer URL of your request. This information is useful for us as it helps us get a better understanding of how you are using our Websites and Services so that we can continue to provide the best experience possible. For example, using information from your browser we can figure out which language you speak.
- Where we collect Personal Data, we will only process it when we have the legal basis for the processing set out in applicable data protection laws. Such legal bases are:
- We may process your Personal Data where it is necessary for the performance of a contract. For example, when you register on the Website you enter into agreements with us or when we take steps related to a contract, in particular, facilitation of transactions that take place on the Websites.
- Your Personal Data may be processed when we, other companies in our group of companies or third parties have a business or commercial reason to process your Personal Data.
- In certain limited cases we process your Personal Data based on your consent, for example, when it is required

for direct marketing purposes.

- A. To operate our Websites, ensure our Websites and Services work as intended and deliver Services you have requested (Performance of a contract Legitimate interest)
- E. To enhance our Websites and Services, test and develop new features and carry out technical analysis of our Websites and Services so that we can optimize your user experience and provide you with more efficient tools (Legitimate interest)
- F. To prevent, detect and report a crime, protect you, other users and us, for example, by ensuring network and information security, mitigating security risks, detecting and preventing any fraudulent or malicious activity, and make sure that everyone is using our Websites and Services fairly and following the agreements (Legal obligation, Legitimate interest, Performance of a contract)
- G. To analyze and aggregate data, to prepare statistics, in particular, to produce aggregated and anonymized analytics and reports, which we may use internally or share publicly or with third parties (Legitimate interest)
- H. To facilitate, manage and confirm financial transactions (Performance of a contract, Legitimate interest)
- I. To analyze your fraud risk and verify your credentials using third parties, including financial institutions, identification verification agencies and credit reference agencies (Legal obligation, Performance of a contract, Legitimate interest)
- K. To monitor betting activity and manage our risk and odds (Legitimate interest, Performance of a contract)
- L. To exercise our rights set out in the agreements or other agreements with you (Performance of a contract)
- M. To disclose information to companies in our group of companies following a restructure or for internal administrative purposes (Legitimate interest)
- There will be times when we need to share your Personal Data with third parties. We will disclose your Personal Data to:
- When we process and share data, it may be transferred to, and processed in, countries other than your country. These countries may have laws different from what you are used to. Where Personal Data are processed in another country, we put safeguards in place to ensure your Personal Data remains protected.
- For individuals in the European Economic Area (EEA), this means that your data may be transferred outside of the EEA. Where your Personal Data is transferred outside the EEA, it will be transferred to countries where we have compliant transfer mechanisms in place to protect your Personal Data, in particular, by implementing the European Commission's Standard Contractual Clauses to the contracts with the entities the data is transferred to.
- We are committed to protecting your Personal Data and have appropriate technical and organizational measures in place, including:
- o Data encryption. We encrypt all data that goes between you and us using industry-standard TLS (Transport Layer Security), protecting your personal and financial data. Your data is also encrypted when it is stored on our servers, and encrypted when we transfer it between data centers for backup and replication.
- o Limited access. We restrict access to personal information to our employees, contractors, and agents who need that information to process it.
- o Network protection. Multiple layers of security controls protect access to and within our environment, including firewalls, intrusion protection systems and network segregation. Our security services are configured, monitored and maintained according to industry best practices. We partner with industry-leading security vendors to leverage their expertise and global threat intelligence to protect our systems.

- o Secure data centers. Our servers are located within enterprise-grade hosting facilities that employ robust physical security controls to prevent physical access to the servers they house. These controls include 24/7/365 monitoring and surveillance, on-site security staff and regular ongoing security audits. We maintain geographically separated data replicas to minimize the risk of data loss or outages.
- o Security monitoring. Our security team continuously monitors security systems, event logs, notifications and alerts from all systems to identify and manage threats.
- Some data you can delete whenever you like, some data is deleted automatically, and some data we retain for longer periods when necessary. When the data is being deleted, we make sure that your data is safely and completely removed from our servers or retained only in anonymized form. Information is retained until you remove it
- o to protect you, other persons, and us from fraud, abuse, illegal activity and unauthorized access, for example, when suspect someone is committing fraud, is engaged in match-fixing or launders money.
- o to meet any comply with applicable law, regulation, legal process or enforceable governmental request, or when we are required to enforce the agreements, including investigation of potential violations.
- We are committed to safeguarding the confidentiality of your personal information or data it collects, uses and/or holds following the applicable data protection laws and regulations (hereinafter 'Data Protection Laws').
- o to correct or ask us to correct inaccurate Personal Data concerning you.
- o to access your Personal Data and request its copy in a machine-readable format, for example, if you want to back it up.
- o to object to our processing of your Personal Data where we are doing it for our legitimate interests. Please note that we may still process your Personal Data where there are other relevant lawful bases or where we have compelling grounds to continue processing in our interests which are not overridden by your rights, interests or freedoms.
- o to ask us to restrict processing of your Personal Data in certain circumstances.
- If you choose, you can opt-out by turning off cookies in the preferences settings in your web browser. For more information on Google Analytics, please visit To read more about how Google uses cookies, please visit
- All critical correspondence between the user and the Website is encrypted with Secure Socket Layer technology (SSL) using a 256-bit key.
- When you access our website and our services, with your consent we may store information on your device. This information is called "Cookies". The cookies are small text files containing letters and numbers to record your preferences. Cookies are stored on your device when you use our services when you visit our websites and online pages. We may also use local shared objects called "Flash cookies". Flash cookies are similar in their operation to cookies. They allow us to remember your visits to our website.
- The above information and the use of cookies and flash cookies is necessary for the following purposes:
- • to improve our services, to make them easier for you to access and to increase your interest in those services;
- • for the proper operation of the Website and the services provided within it.
- We do not use cookies or flash cookies to access your device or to use information on your computer.
- Necessary Cookies - we also use so-called "necessary cookies" in order to enable users to navigate the Website and use its features, such as accessing secure areas of the website or making financial transactions. Without these cookies, you will not be able to use our website effectively.

- • "Persistent" cookies: This type of cookie will remain on your computer for a set period of time, depending on the cookie. Flash cookies are also persistent.
- • "Analytical" cookies: This type of cookie allows us to recognize and count the number of visitors to our site and see how visitors use our content and services. This helps us improve the way our website works by ensuring, for example, that you can log in and find what you are looking for easily.
- You make a decision and you always have a choice of whether to accept or decline cookies. Most web browsers automatically accept cookies but, if you prefer, you can modify your browser settings to manage your cookie files.
- • open a "private browsing"/"incognito" session that allows you to browse the Internet without storing data locally;
- You can find information about managing cookies on the special page of your browser. To manage Flash cookies, you can change your Flash Player settings to disable Flash cookies. The Flash Player settings manager allows you to manage your preferences.
- Please note that if you choose to refuse all cookies in your browser, unfortunately you may not be able to use some features and services on our website and some services will not work properly. For example, we may not be able to store your chosen interface language.
- It is our desire for our service to be as comfortable and functional as possible, to perfectly fit for amusing leisure. Unfortunately, gambling being a spectacular hobby may become a problem for some players.
- Gambling in a bookmaker's office is just an amusement, a good way to spend some leisure time, to enjoy the game of the favorite team, and to find some like-minded persons amongst the other participants of betting. While enjoying your leisure time and watching the matches and participating in gambling you, nevertheless, must keep in mind that caution must be exercised. Every betting participant must always remember:
- · gambling is just a way of leisure time and not a way to earn money, you must never lose common sense;
- · if you lose you should not immediately try to win back because there is always a chance to win next time;
- · you must only start the game on the condition that you will only spend the readily available amount and no more;
- · always pay attention to the time and amount of money you spent on the game.
- · gambling is based on the probability law so there are no «formulas» and «systems» which would guarantee the winning;
- · gambling is an amusement and not a way to get reach fast or to pay debts;
- · you should always pay attention to the amount of money you spend on the game;
- Do frequent visits to the betting office adversely affect your reputation?
- Do you experience irritation or disappointment when you are not able to participate in betting?
- Did you try to control the amount of betting, time spent in the gambling venue but in vain?
- For more detailed questionnaire we encourage you to proceed with self-assessment via
- Define for yourself in advance the time you will spend for the game in the betting office;
- Determine for yourself the maximum amount which you are ready to lose and do not go above it; Never borrow the money for gambling;
- Never visit any gambling venues in a bad mood, if you are depressed or distempered.

- There are some other charities and associations that can provide help and advice:
- Money laundering means concealing or maintaining confidentiality concerning information about the true origin, source, location, disposition, movement, ownership or other rights to property obtained through illegal activity (or property obtained in exchange for such property), the conversion, transfer, receipt, possession or use of property obtained through criminal activity (or property obtained in exchange for such property) to conceal the illicit origin of such property or of assisting persons involved in criminal activity to avoid the legal consequences of their actions, a situation where the property was obtained as a result of criminal activities carried out on the territory of another State.
- To prevent the penetration of criminal capital into the state's economy and to counteract the spread of crime, many countries are constantly fighting against money laundering and terrorist financing. We apply internal regulations and special programs of measures to help state and international organizations combat money laundering and terrorist financing worldwide.
- 3. You also agree to immediately provide us with any information we feel it is necessary to request for us to comply with applicable anti-money laundering laws and regulations.
- We reserve the right at any time and at any stage to refuse the User to carry out a transaction if we have reasons to believe that the transaction has anything to do with money laundering and criminal activity. Following international legislation, we are not obliged to notify the User that their activity is suspicious and information about it has been reported to the relevant state authorities.
- To verify and confirm the authenticity of the above-mentioned data, we may request at any time:
- - proof of address, including but not limited to a recent utility bill (should be no more than three months old),
- Once a wager has been confirmed, whether online or over the phone, the bet will be considered final and cannot be altered or canceled.
- You have the option to wager the other side to reduce losses, but the bet cannot be deleted entirely. All bet payouts are calculated using the odds which were in effect at the moment the wager was placed. Any subsequent changes to the odds will not affect any pending wagers.
- To avoid mistakes, we strongly recommend you carefully check all wagers on your bet slips before confirming them online, and carefully listen to the read-backs from the agents when placing wagers over the phone.
- - Regular time (80 minutes: four 20-minute quarters or two 40-minute halves);
- 2. If the match venue is changed, all previously accepted bets will stand, provided the home team retains its status.
- 3. “First Goal”. If a player does not take part in the match or is substituted after the first goal is scored, all bets on that player will be settled at odds of 1 (bet refund). Bets on players who are substituted or sent off before the first goal is scored are considered lost.
- If the first goal is scored by a player not listed in the lineup, all bets on other players are considered lost, except for the “Any Other Player” market. If the match is abandoned before the first goal is scored, all bets will be settled at odds of 1 (bet refund).
- 2. For bets on the “Finish Higher” market, if teams do not advance from the group, bets will be settled based on their final group standings. If teams are tied, bets will be settled based on their total points.
- If two or more quarters end with the same number of points, bets on those quarters are settled at odds of 1 (bet refund).
- If both halves end with the same score, bets are settled at odds of 1 (bet refund).

- 5. If the match, including overtime, ends in a draw, bets on W1 and W2 are settled at odds of 1 (bet refund), while bets on totals and handicaps are settled based on the actual match result.
- 6. If the Mercy Rule is applied during a match, all bets will be settled based on the official result at the moment it is applied.
- - Bets on other markets are settled at odds of 1 (bet refund), except for outcomes that were unequivocally determined at the time the match was stopped.
- 3. If the names of players or teams are indicated incorrectly, the Company reserves the right to void bets on the relevant event.
- If a participant is replaced before the start of the match, all bets are settled at odds of 1 (bet refund).
- 5. Handicaps and totals are expressed in points, except for the “Set Handicap” and “Set Total” markets.
- - Regular time (48 minutes — four 12-minute quarters; 40 minutes — four 10-minute quarters; NCAA — two 20-minute halves);
- Bets on statistical indicators include overtime, unless otherwise stated.
- 2. If a match has started but is not completed, all bets are settled at odds of 1 (bet refund), except for outcomes that were unequivocally determined at the time of the stoppage.
- 3. The order in which teams are listed (home or away) in NBA matches does not affect the validity of bets.
- 4. In friendly and exhibition matches, clients should refer to the official competition regulations. If the match ends in a draw and the rules do not provide for overtime, bets on the winner are settled at odds of 1 (bet refund).
- Bets on totals and handicaps are settled based on the actual result of the match.
- The “To Qualify” market in a playoff series (first to 4 wins) determines the winner of the series as a whole, not the winner of any individual match.
- 6. If the match ends in a draw in regular time, the bet “Will there be overtime? — Yes” is considered won, while the bet “Will there be overtime? — No” is considered lost.
- The outcome of the first half is indicated first, followed by the full-time outcome.
- Example: W1W2 — the first team (W1) wins the first half, and the second team (W2) wins the match in full time.
- If the highest-scoring quarter cannot be determined (if two or more quarters end with the same number of points), all bets are settled at odds of 1 (bet refund).
- Bets on the remaining quarters are considered lost. Points scored in overtime are not counted.
- If both halves end with the same number of points, all bets are settled at odds of 1 (bet refund).
- Overtime points are not counted when calculating the second half total.
- “Team to Win Both Halves — No” — the bet wins if the team draws or loses at least one half.
- The bet wins if the final score difference is between 6 and 10 points, inclusive.
- Example: if the match ends 85:90, the score difference is 5 points, so the “Win by 6–10 Points” bet loses.
- 12. “Winner (Early Payout)”. The bet is settled as a win before the end of the match if the selected team gains an 18-point lead, including overtime. Subsequent changes to the score do not affect the settlement. If the specified lead does not occur, the bet is settled according to the final result.
- - The match, including extra innings (if specified in the market title).

- If starting pitchers are listed, both must start the game and pitch at least one inning for bets to remain valid. Otherwise, all bets are settled at odds of 1 (bet refund).
- If starting pitchers are not listed, bets stand regardless of who starts the game.
- 2. The team batting in the bottom half of the inning is considered the home team, regardless of the venue.
- 3. Bets are considered valid provided at least 5 full innings are played, or 4.5 innings if the home team is leading.
- Bets on the “Winner” and “To Qualify” markets are settled based on the actual result at the time of stoppage;
- - Totals and results include runs scored in the top and bottom of innings 1–4 and the top of the 5th inning;
- - Team 1’s individual total includes runs scored in the bottom half of the inning;
- - Team 2’s individual total includes runs scored in the top half of the inning.
- 5. Softball is settled under the same principles. Official matches consist of seven innings. If the score is tied, extra innings are played.
- This bet requires predicting which of the two biathletes (or relay teams) will finish higher in the final standings.
- If one of the competitors does not finish the race, all bets on that competitor are considered lost.
- 1. A fight is considered to have started at the sound of the bell for the first round.
- 2. If a fight is declared a no contest or is stopped before a winner is officially announced, all bets are settled at odds of 1 (bet refund), unless otherwise specified at the time of stoppage.
- If the fight's outcome is determined, bets are settled according to the official result. Subsequent changes following the end of the fight (e.g., as a result of protests, doping cases, etc.) are ignored.
- Bets require predicting the number of rounds in the fight. Only fully completed rounds are counted.
- 5. If a fighter does not enter the next round after the bell, the fight is considered to have ended in the previous round.
- 1. “Total Rounds”. Bets require predicting the number of rounds in the fight.
- A round is considered completed once at least half of its scheduled duration has passed.
- In a 5-minute round, the round is counted as completed after 2 minutes and 30 seconds. A total of 0.5 is considered half of a 5-minute round and equals 2 minutes and 30 seconds. If more than 2 minutes and 30 seconds have passed in the round, the 0.5 total will be settled as “Over”. If the fight ends at exactly 2 minutes and 30 seconds, the bet will be settled at odds of 1 (bet refund).
- 1. The tournament is considered to have started at the official start of the first stage.
- For bets to be valid, both participants must cross the official starting line.
- - If one or both participants fail to cross the starting line, all bets are settled at odds of 1 (bet refund).
- - If both participants retire during the race, the participant who covered the greater distance is deemed the winner.
- - If both participants retire after covering the same distance, all bets are settled at odds of 1 (bet refund).
- The winner is the athlete or team that finishes higher in the official final standings.
- 4. In the event of a tie in the final standings, the participant who finished higher in the official rankings is considered the winner.
- 1. All bets are settled based on the result of regular time (32 minutes — four 8-minute quarters), unless

otherwise specified.

- Information on match duration provided in the Upcoming and Live sections is for reference only. Clients must follow the official competition regulations.
- 2. Overtime and penalty shootouts are included only in markets such as “To Qualify”, “Winner”, and similar ones, if stated in the market description.
- 3. For bets to be valid, at least 30 minutes of regular time must be played. In such cases, bets are settled based on the official result at the time the match is stopped.
- 1. In the standard format, sets 1–4 are played to 25 points, unless otherwise specified in the official regulations.
- 2. Handicaps and totals are expressed in points, except for the “Set Handicap” and “Set Total” markets.
- Bets require predicting which team will be the first to reach the specified number of points in the set. If the match is interrupted before that number of points is reached, bets are settled at odds of 1 (bet refunded) if the outcome is undecided.
- 1. Tournaments typically last 3–4 days (usually 72 holes), unless otherwise specified in the official regulations.
- The winner is the golfer who finishes first in the official results, including playoffs if specified by the regulations.
- If a match has started but is not completed, the winner is the player who advances to the next round.
- Bets on sets, legs, handicaps, and special markets are settled at odds of 1 (bet refund) if the outcome is undecided.
- 2. Handicaps and totals are expressed in sets, unless otherwise specified in the Upcoming section.
- 3. The highest possible score in a single turn (three darts) is 180 points.
- Bets on the “Winner” market are settled including overtime and any other methods used to determine the winner, as specified in the regulations.
- 1. Bets include extra ends (overtime periods), unless otherwise specified.
- A match consists of 10 ends. If the score is tied, an extra end is played. Its winner is considered the match winner.
- 2. If no stones are in the house or the closest stones of both teams are equidistant from the center, the end is scored 0:0.
- Settlement is based on the official result at the time the match is stopped.
- If fewer than five ends are completed, the match is considered abandoned, and bets are settled at odds of 1 (bet refund), except for outcomes that were already determined.
- 4. A team is considered to have lost an end if it fails to complete all required throws (8 stones per end) according to the regulations.
- 5. All bets are settled based on the official result, including extra ends, except for bets on individual parts of the match.
- 1. All bets are settled based on the official result provided by the match or competition organizer.
- 2. If a match is abandoned or not completed, all bets are settled at odds of 1 (bet refund), except for outcomes that were already unconditionally determined.
- 3. If the winner is decided via a Bowl-Off or Super Over, settlement is based on the official result.
- In the event of a tie, the Dead Heat rule applies if no match winner is determined.

- 4. When the Duckworth-Lewis (D/L) or Vijay Jayaswal (VJD) methods are applied, bets on the “Result” and “Winner” outcomes are settled according to the D/L or VJD method results.
- The player with the most runs in the match wins. In limited-overs matches, bets are refunded if fewer than 40% of the scheduled overs are bowled in each innings due to external factors, such as bad weather.
- Except where the outcome has already been determined. In First-Class matches, bets are refunded if fewer than 60 overs are bowled, unless the team is all out or declared. Dead-heat rules apply if outcomes are tied.
- The player who takes the most wickets wins. If multiple bowlers take the same number of wickets, the one who conceded the fewest runs is considered the winner.
- In limited-overs matches, bets are refunded if fewer than 40% of scheduled overs are bowled in each innings due to external factors, such as bad weather. Except where the outcome has already been determined. In First-Class matches, bets are refunded if fewer than 60 overs are bowled, unless a team is all out or declares its innings closed. If two or more players take the same number of wickets and concede the same number of runs, bets are settled according to dead-heat rules.
- When using D/L or VJD methods, settlement is based on the overs actually completed, unless the outcome is already determined.
- In limited-overs matches, bets are refunded if less than 80% of scheduled overs are bowled, unless the outcome is already determined.
- In First-Class matches, at least 200 overs must be bowled, unless the outcome is already determined.
- In limited-overs matches, at least 80% of scheduled overs in an innings must be bowled. In First-Class matches, at least 60 overs must be bowled, unless the innings is complete due to all-out or declaration.
- 10. Bets on “Most Fours; Most Sixes; Most Run Outs; Most Extras and other similar markets” are settled provided that at least 80% of the scheduled overs are bowled in each innings, unless the outcome is already determined.
- If an innings ends naturally (by declaration or reaching the target) without requiring a specific wicket for settlement, the final score of the innings is used.
- All runs scored in the specified delivery, including illegal deliveries, are counted.
- Illegal deliveries are treated as separate deliveries. For example, an over with two wides counts as eight deliveries instead of six legal balls. If a wide is followed by a four, it is settled as two separate markets: 1 run for the wide, and 4 runs for the subsequent play. If the specified delivery is not played, bets are settled at odds of 1 (bet refund).
- 13. Penalty runs count only if officially added to the score during play. Subsequent adjustments are ignored.
- Bets are valid if at least one scheduled match is played, unless otherwise specified.
- The over must be bowled in full unless the batting team is all out, declares, or reaches its target.
- 1. All bets are settled based on the result of regular match time (80 minutes — two 40-minute halves), unless otherwise specified.
- 2. Overtime and penalty shootouts are included only in markets such as “To Qualify”, “Tournament Winner”, and similar ones, if explicitly stated in the market description.
- - Outcomes that were already definitively determined at the time of stoppage (e.g., the result of the first game) are settled based on the actual result;
- 2. The match format is set by the tournament organizer (best of 3 or best of 5 games). The winner is the first player to win three games.

- If a match is abandoned, the winner is the player who advances to the next round, provided that at least one frame has been completed.
- Bets are settled only if all frames required to determine the outcome are completed.
- If a match is abandoned early (including cases where the winner is determined early), bets on unfinished markets are settled at odds of 1 (bet refund), except for outcomes that have already been unconditionally determined.
- 3. If a frame is not completed, all bets on that frame (including handicap and totals) are settled at odds of 1 (bet refund).
- 4. “First Ball Pocketed”. The bet wins if the selected colored ball is the first to be pocketed according to the rules (colors: yellow, green, brown, blue, pink, black).
- 2. If a match is postponed or rescheduled, all bets remain valid until the match is completed within the relevant tournament.
- - Bets that have been completed or are definitely determined at the time of the interruption are settled based on the actual result;
- - Bets placed after this time are settled at odds of 1 (bet refund). Bets on player performance (aces, double aces, double faults, breaks, etc.) are settled based on the result at the time the match is stopped.
- 6. Handicaps and totals are calculated based on the number of games, except for the “Set Handicap” and “Set Total” markets.
- 7. If a championship tiebreak (shortened game to 10 points) is played instead of a deciding set, the set is counted as 1:0 for game calculation purposes.
- If the specified game does not take place (for example, if the match ends before the game occurs), bets are settled at odds of 1 (bet refund).
- Games are numbered sequentially. For example, if the 2nd set ends 6–1, bets on the 8th game of that set are settled at odds of 1 (bet refund), since there was no 8th game.
- 10. “Winner” bet (Early Payout). The bet is settled as a win before the end of the match if the selected player gains a 2-set lead (a score of 2:0 or 0:2 in sets). Early Payout is available only in best-of-5-sets matches (first to 3 wins) and does not apply to best-of-3-sets matches (first to 2 wins). Subsequent changes to the score do not affect the settlement. If the specified advantage is not achieved, the bet is settled based on the final result.
- 1. Bets are accepted on regular time of the match in accordance with the regulations (including injury time).
- Minutes of injury time refer to the 45th or 90th minute, respectively.
- 2. If the match format changes (e.g., regulated time by halves), bets will be settled at odds of 1 (bet refund), except for outcomes that have already been determined.
- 3. Bets marked “(including OT)” include extra time, but not penalty shootouts, unless otherwise specified.
- Only corners actually taken count. Awarded but untaken corners do not count.
- - Cards shown after the whistle for the end of the first half are counted in the second half;
- - If multiple cards are shown to players from different teams in the same incident, bets on the “First Card” market are settled at odds of 1 (bet refund);
- - When calculating the number of yellow cards, a second caution resulting in automatic dismissal is not counted.

- The maximum number of cards per player is three (yellow + second yellow = red).
- 7. Statistics (cards, corners, shots on the woodwork, etc.) are based on official video footage of the competition.
- If footage is unavailable or interrupted, official sources are used. Cards are counted at the time they are shown, not the time of the infraction.
- 8. "First Card". Only cards shown during the specified time interval of the match count, not at the time of the infraction.
- 9. Bets are settled including stoppage time. Extra time will not count unless otherwise stated.
- For a second infraction, only one card counts. So, if a yellow card is immediately followed by a red card, only one card counts for betting purposes. A player cannot receive more than two cards in a match.
- 10. "Last Card". If no cards are shown, the "No Cards" bet wins, all other bets lose. If multiple players are involved in the same incident, the last card shown is used for settlement.
- 11. "Team 1 to Score Before 78:00" wins if the goal is scored in the 78th minute inclusive.
- The bet wins if a penalty kick is awarded and a red card is shown in the match.
- - Upcoming player bets are settled at odds of 1 (bet refund) if the player does not start or comes on as a substitute for a starter;
- - Live event player bets are settled based on the result for both starters and substitutes.
- 14. "3-way Total". Three outcomes are considered for each total value (all total values are whole numbers). Bet refunds are not included in market calculations. Winning the market requires guessing the number of goals in an event.
- For example, a 2–0 final score: "Over 2" loses, "Exactly 2" wins, "Under 2" loses. A 3–0 score: "Over 2" wins, "Exactly 2" loses, "Under 2" loses.
- 15. If the match does not take place and a technical defeat (disqualification) is awarded, all bets are settled at odds of 1 (bet refund).
- 16. The source of statistical data is the official competition website.
- In case of discrepancies, the Company reserves the right to use internal or alternative sources.
- Shots after which the ball remains in play count (the ball touches a player or the referee on the field, or deflects back into play or out of play).
- 20. "Result" (Early Payout). The bet is settled as a win before the end of the match if the selected team gains a one-, two-, or three-goal lead in regular time (depending on the selected market variant — Early Payout 1:0, 2:0, or 3:0). Extra time, overtime, and penalty shootouts do not count. Subsequent changes to the score do not affect the settlement. If the specified advantage is not achieved, the bet is settled based on the final result.
- 22. FIELD HOCKEY, FUTSAL, FLOORBALL, BEACH SOCCER, WATER POLO, HANDBALL
- 1. All bets are settled based on the result of regular time, unless otherwise specified in the market description (e.g., "Including Overtime").
- Information on match duration in the Upcoming and Live sections is for reference only. Clients must follow the official competition regulations.
- - Bets on outcomes that were definitively determined at the time of the stoppage are settled based on the actual result;
- 1. Bets are accepted on regular time (60 minutes — three 20-minute periods), unless otherwise specified:

"Including Overtime", "Including Shootouts", or "Match Winner".

- - "Match Result (Regular Time)" bets are settled based on the result at the end of 60 minutes;
- - "Total (Including Overtime)" bets include regular time and overtime, but exclude shootouts;
- - "Match Winner" markets include regular time, overtime, and shootouts.
- - The "To Qualify" market in the playoffs determines the winner of a series up to 4 wins (advancing to the next stage), not the winner of an individual match in the series.
- Example 1. Buffalo Sabres vs Toronto Maple Leafs. Final score: 2:3 (1:0, 1:1, 0:1, 0:0, 0:1). The "Match Winner" bet will be accepted and settled including regular time, overtime, and shootouts.
- Example 2. Buffalo Sabres vs Toronto Maple Leafs. Final score: 2:3 (1:0, 1:1, 0:1, 0:0, 0:1). Bets on "Total (incl. OT)" are settled based on 2:2 (1:0, 1:1, 0:1, 0:0), excluding shootouts.
- Example 3. Buffalo Sabres vs Toronto Maple Leafs. Final score: 2:3 (1:0, 1:1, 0:1, 0:0, 0:1). Bets on "Match Result (Regular Time)" are settled based on 2:2 (1:0, 1:1, 0:1). In this case, bets on Team 1 and Team 2 lose, and Draw wins.
- 2. The order of teams (home vs away) in NHL, AHL, KHL, OHL, VHL, and ECHL matches does not affect bet validity.
- 3. "Total". If the line includes a shootout, the winning team is awarded 1 goal for settlement purposes, regardless of attempts. Shootout goals for the losing team are not counted.
- A goal scored exactly at 7:00 is counted as occurring in the 8th minute.
- 5. Outright markets ("To Finish Higher", "To Qualify", "League Winner", "Group Winner", "Points") are settled based on the official final standings of the competition.
- 6. "Result and Total" bets in NHL, KHL, other domestic championships, and international tournaments are settled based on regular time unless otherwise specified.
- 8. "Overtime Win" bets are settled only if the winner is determined in overtime (not in a shootout).
- 9. Bets including shootouts count the shootout as 1 additional goal for the winning team.
- 10. "Player to Score (Regular Time)" and "Player to Score a Point" bets are settled based on regular time only.
- If two or more periods have the same number of goals, bets are settled at odds of 1 (bet refund).
- 12. "Result (Early Payout)". The bet is settled as a win before the end of the match if the selected team gains a three-goal lead in regular time. Overtime and shootouts are not counted. Subsequent changes to the score do not affect the settlement. If the specified lead does not occur, the bet is settled according to the final result.
- 1. Bets are accepted on both matches and individual sets. All sets must be played in a match. If a winner is determined before the match is completed, bets on unfinished sets are settled at odds of 1 (bet refund), unless the remaining play could affect the outcome.
- 2. For bets to stand, the match must be officially completed or a winner declared by the organizer, provided at least one end has been fully played.
- 3. If the lineup of participants changes before the match begins, all bets on the match are settled at odds of 1 (bet refund).
- 1. If a race is not completed and no official result is published by the organizer, all bets are settled at odds of 1 (bet refund), except for bets on outcomes that have already been determined.
- 2. All bets are settled based on the official classification of the Fédération Internationale de l'Automobile (FIA)

after the publication of the final results.

- Bets require predicting which of the two specified drivers will finish higher in the official race classification.
- For the bet to be considered a winning one, both drivers must start. If one driver does not start, bets are settled at odds of 1 (bet refund).
- - The driver who finished higher in the official classification is considered higher;
- - If both drivers retire after an equal number of laps, bets are settled at odds of 1 (bet refund);
- 1. The winner of a match is the team or player that takes first place according to the official results published by the tournament organizer.
- 3. In the event of significant errors in the line (such as an incorrect team, player, or pair name, or incorrect details about the tournament, stage, dates, or start time), the Company reserves the right to void bets.
- 4. If a technical defeat is awarded in a round (map) or for the entire match, all match markets, as well as markets on the affected map, are settled at odds of 1 (bet refund).
- 5. If a map or match is interrupted and not completed, all bets that have not been determined at the time of interruption are settled at odds of 1 (bet refund).
- 6. If a round or map is replayed due to technical issues not related to the actions of a team or player, any outcomes not determined at the time of the replay are settled at odds of 1 (bet refund).
- 7. If the match format is changed or does not comply with the regulations, the Company reserves the right to settle all bets on the match at odds of 1 (bet refund).
- 8. If a match starts with a handicap on maps or rounds (as determined by referees or tournament regulations), all bets are settled at odds of 1 (bet refund), unless such an advantage was specified in advance in the event description.
- 9. If one or more players on a team are unable to continue after the match has started, and the team chooses to continue with fewer players (in accordance with tournament regulations), all bets are settled based on the official match result.
- 10. If a match is postponed or rescheduled more than 72 hours from the originally scheduled start time, all bets are settled at odds of 1 (bet refund).
- 11. If a match is interrupted and not completed within 48 hours of the scheduled start time, all unsettled bets on markets whose outcomes were not determined before the interruption are void.
- 12. Rehosting (continuing a map from a saved point) is not considered grounds for a bet refund.
- 1. A map is considered to have started once the first instance of damage is dealt in the pistol (first) round.
- 3. A map is won by the first team to reach 13 rounds (or another number, depending on the tournament regulations).
- If the score is tied again (15:15), further overtime periods of 6 rounds are played until a winner is determined. Overtime continues until one team wins a majority (4 out of 6 rounds).
- 4. If the tournament regulations allow for a draw as the final result, bets are settled according to the official result.
- 6. Total kills are calculated based on the number of frags officially recorded in the match statistics. Team kills, suicides, and environmental deaths are not counted unless recorded as frags.
- 7. Substituting one or two players after the match has started does not result in a bet refund. Substituting up to

two players does not result in bets being voided. A team or organization name change involving no more than two player changes also does not result in bets being voided.

- 8. If a player is unable to play on a map, and the map has not started (no frags recorded), or the player has participated in less than half of the map, bets on that player are settled at odds of 1 (bet refund).
- 9. If a player is unable to continue after the map has started (at least one frag has been recorded) and has played more than half the map, bets are settled based on the official match statistics. If official statistics are unavailable, HLTV.org or another recognized statistics source will be used.
- 10. If no rounds are played on a map, all bets on that map are settled at odds of 1 (bet refund).
- - Only opponent kills recorded in the official statistics as grenade kills are counted;
- 15. Technical pauses, player reconnections and delays do not affect the settlement of bets.
- 16. If the map was restarted before the market outcome was determined, bets are settled based on the result of the replayed map.
- 17. If the map was interrupted and no official winner is declared, all bets on it are voided, except for markets whose outcomes have already been determined.
- 18. If a technical victory is awarded to one team after the map has started, only markets whose outcomes have already been determined will be settled. All other bets are void.
- 19. All statistical markets are settled based on the official match statistics. If official statistics are unavailable, data from recognized statistical sources may be used.
- 20. Errors in the broadcast, observer mode, score display, team line-ups or other information do not affect the settlement of bets.
- 21. A game update after the market has opened is not grounds for voiding bets.
- 1. The winner of a map is the team that destroys the enemy throne first, regardless of the current frag score, unless the opposing team has officially surrendered (by typing “GG” in the in-game chat) before that point.
- 2. All kills are counted until the end of the map, and the final calculation is based on the data recorded at the moment the main objective is destroyed.
- 3. Substituting one of the teams' players after the match has started does not result in a bet refund. Substituting up to two players does not result in bets being voided. A team or organization name change involving no more than two player changes also does not result in bets being voided.
- 4. “Map — First Aegis” is settled based on the team that first picks up the Aegis, not the team that kills Roshan.
- 5. The “Map — First Team to Destroy Tower” bet is settled by the first tower officially destroyed, according to the in-game event log. The method of destruction is irrelevant.
- 6. The “Map — First Team to Destroy Barracks” bet is settled by the first barracks officially destroyed, according to the in-game event log. The method of destruction is irrelevant.
- - Kills by creeps or towers, as well as denies by a player on the same team, do not count.
- - Settlement is based on the in-game cycle (day: 0:00–4:59; night: from 5:00);
- - The bet wins if the team that first kills Roshan is correctly predicted;
- - If Roshan is not killed, all bets are settled at odds of 1 (bet refund).
- - Settled based on correctly predicting the type of the first Power-Up Rune that spawns at 6:00 in-game time.
- - If the number is equal, all bets are settled at odds of 1 (bet refund).

- - The condition is met if a player gets 5 kills within a short period, as declared by the game system.
- - The condition is met if a player gets 4 kills within a short period, as declared in-game.
- - For whole-number totals, the specified minute must be reached (e.g., Over 25.0 requires at least 25:00);
- - For fractional totals, half a minute must be reached (e.g., Over 25.5 requires at least 25:30).
- 18. Technical pauses do not affect the settlement of bets. If the map resumes from the same game state, all bets remain valid.
- 19. If the map was restarted with the same selected heroes, all bets remain valid. If the map was restarted with newly selected heroes, all bets are void.
- 20. If a map was paused and resumed from the same game state within 48 hours, all bets remain valid. Otherwise, all unsettled bets are void.
- 21. All bets are settled based on the official match results published by the tournament organizer and the official in-game statistics.
- 22. Changes to the game version or the release of a new update after the betting market opens are not grounds for voiding bets.
- 23. Errors in the broadcast, spectator mode, score display, or other information do not affect bet settlement.
- 1. The winner of a map is the team that destroys the enemy Nexus. All in-game events are counted up to the moment it is destroyed.
- 2. Substituting one of the teams' players after the match has started does not result in a bet refund.
- 3. Substituting up to two players does not result in bets being voided. A team or organization name change involving no more than two player changes also does not result in bets being voided.
- 4. If, within 48 hours after the end of the match, the organizer officially overturns the result and disqualifies one of the teams, all bets on the event are void.
- 5. The “Map — First Team to Destroy Tower” bet is settled on the first officially destroyed tower, regardless of whether the final hit was dealt by a champion or a minion.
- - Any inhibitor destruction counts (by champions, minions, or via a denial by a player on the same team).
- - “Yes” wins if each team kills at least one Dragon during the same map.
- - If Baron is not killed, all bets are settled at odds of 1 (bet refund).
- - For whole-number totals, the specified time must be reached (e.g., Over 36.0 requires at least 36:00);
- - For fractional totals, half a minute must be reached (e.g., Over 36.5 requires at least 36:30).
- 12. Technical pauses do not affect the settlement of bets. If the map resumes from the same game state, all bets remain valid.
- 13. If a map was not completed and an official winner has not been declared, all bets on the map are void, except for markets whose outcomes have been definitively determined.
- 14. If a team is awarded a technical victory after a map has started, markets whose outcomes have been definitively determined are settled. All other bets are void.
- 15. All bets are settled based on the official match statistics or statistics published by the tournament organizer.
- 16. When calculating the total number of kills, only champion kills are counted. Minion, monster, and structure kills are not counted.

- 17. In the “Map — First Dragon” bet, the winner is the team that killed the first dragon.
- 18. In the “First to X Kills” bet, the winner is the team that first secures the specified number of champion kills.
- 19. When calculating the total number of dragons, all Elemental Dragons and the Elder Dragon are counted unless otherwise specified.
- 20. Player statistics markets are settled based on the official match statistics.
- 21. Changes to the game version or the release of a new update after the betting market opens are not grounds for voiding bets.
- 22. Errors in the broadcast, spectator mode, score display, or other information do not affect bet settlement.
- 1. A match is considered to have started once the first instance of damage is dealt in the pistol (first) round.
- 5. Substituting one of the teams' players after the match has started does not result in a bet refund.
- 6. Substituting up to two players does not result in bets being voided. A team or organization name change involving no more than two player changes also does not result in bets being voided.
- 7. At a 12:12 score, overtime is played in accordance with the tournament regulations. If not stated otherwise, all overtime rounds are included when settling bets.
- 8. Technical pauses, player reconnections and delays do not affect the settlement of bets. If the map resumes from the same game state, all bets remain valid.
- 9. If a map was restarted before the outcome of any market was determined, all bets on that map are void, unless stated otherwise.
- 10. If a map was not completed and an official winner has not been declared, all bets on the map are void, except for markets whose outcomes have been definitively determined.
- 11. If a team is awarded a technical victory after a map has started, markets whose outcomes have been definitively determined are settled. All other bets are void unless stated otherwise.
- 12. All bets are settled based on the official match statistics published by the tournament organizer.
- 13. Markets on the number of kills are settled based on the official match statistics.
- 14. Errors in the broadcast, spectator mode, score display, or other information do not affect bet settlement.
- 15. Changes to the game version or the release of a new update after the betting market has opened do not constitute grounds for voiding bets.
- 1. If a map ends in a tie (e.g., 2:2), an additional map is played to determine the match winner.
- The team that wins this map is awarded an extra point. A match is considered to have started from the moment the first elimination (frag) is recorded.
- 3. If a match cannot start and one team is given a technical defeat before the game begins, bets are settled at odds of 1 (bet refund).
- 4. If a match cannot start on time for any reason (no-show, player unavailability, etc.), resulting in a technical defeat according to tournament rules, the event is considered not to have taken place, and bets are settled at odds of 1 (bet refund).
- 5. Changes in team composition during a match (due to disconnection, DDoS attack, etc.) do not qualify for bet refunds; all bets stand.
- - Single-map match — the first team to win 7 rounds takes the match. A draw is possible if the score is 6:6, provided the regulations allow it.

- - 3- or 5-map matches — if the score reaches 6:6, overtime rounds are played to determine the winner.
- 2. A match and map are considered to have started once the first kill is recorded. If a team cannot continue a match that has already begun and is given a technical defeat, all bets on the match and map are settled at odds of 1 (bet refund).
- 3. If a technical failure requires a server restart, which simulates the situation on the map at the time of the restart and changes the round or match score, this is not grounds for settling bets at odds of 1 (bet refund).
- 4. If no rounds are played on a map, all bets on that map are settled at odds of 1 (bet refund).
- 1. The team that scores the most goals is considered the winner of the match.
- 2. Unless stated otherwise, all bets are settled based on the result at the end of regular time.
- 3. Goals scored in overtime are only counted if specifically mentioned in the terms and conditions of the relevant market.
- 1w Points are awarded for completing tasks in the Free money section and for spinning the 1w Wheel. The rate is available in the table below.

Promotions, bonuses, VIP and competitions

- Subscribe to be the first to learn about promotions, tournaments and special offers
- 18.2.2. to demand the return of all winnings, bonuses and funds received as a result of the collusion. The client is obliged to return them at our first request.
- 35.4. Bonuses might have wagering requirements attached to them. These requirements will be appropriately displayed in the corresponding section Promotions & Bonuses.
- 35.6. The Client shall be entitled to have no more than one (1) active bonus for “Casino” section and one (1) active bonus for “Sports” section at any given time, unless otherwise expressly stated by the Company.
- 35.8. In the event that the Client has any unsettled bets placed using the real balance (whether in sports betting or casino), the use of bonus funds for wagering shall be restricted until all such bets have been fully settled.
- 35.9. Bonuses may be subject to a maximum winnings limit (the “Maximum Win”). Accordingly, the amount of winnings that may be transferred to the real balance from a bonus may be capped. The applicable Maximum Win, if any, will be specified in the relevant bonus terms and may vary depending on the specific promotion.
- 35.10. The Company reserves the right to cancel, revoke, or invalidate any bonus and/or associated winnings in accordance with these Agreement, including in the following circumstances:
- 35.10.1. where the available bonus has not been claimed or activated prior to its expiration date;
- 35.10.2. where the wagering requirements of an active bonus have not been fulfilled within the prescribed period;
- 35.10.3. where the Client activates or is granted a new bonus, thereby replacing an existing active bonus, if such replacement is provided for by the bonus terms;
- 35.11. Any winnings derived from bets placed using bonus funds shall be attributed exclusively to the relevant bonus and shall be subject to its terms and wagering requirements. In the event of cancellation or forfeiture of such bonus in accordance with this Agreement, any associated winnings shall be handled in accordance with the applicable bonus terms and, where permitted, may be credited to the Client’s real balance. Such winnings, if credited, shall not contribute towards the wagering requirements of any other bonuses.
- N. To manage our relationship and communicate with you. This may include - operational communications, like

changes to our Websites and Services, information about new features, bonuses and promotions, security updates, or assistance with using our Websites and Services, marketing communications, and providing you with the information you have requested from us or information we are required to send to you (Performance of a contract, Legitimate interest, Your consent)

- What it is: A refund of part of the funds lost in slots. Who is eligible: Players with Bronze 1 level and above. With each level, the cashback percentage increases. What it depends on: • the level in the VIP Loyalty Program • the amount of lost bets in slots per week When it is credited: Every Saturday from 07:00 to 11:00 UTC. How to get it: Open the "Bonuses" section and click "Get" in the cashback card. Cashback can be claimed within 7 days after it is credited, after which it is voided. How to withdraw: Cashback can be withdrawn from the account immediately — no wagering is required.
- You will receive more bonuses at each new level. Simply play at the casino, place bets on sports and in Markets

Registration, access, identification and data

- 1.1. Agreement – refers to the User Agreement, General Terms and Conditions, and any other applicable policies, guidelines, or documents that govern the use of the Betting Services, including but not limited to the Privacy Policy, Responsible Gaming Policy.
- 1.8. Gaming account — a personal account established by the betting company for the client. It is used to record funds deposited by the client for placing stakes and to credit any winnings.
- 2.2. In case of winning accrual, the betting participant shall be obliged to check the correctness of the accrued winning and in case of non-consent with the accrued winning to respectively notify the betting company has indicated in the application their account number, date, time, event, amount, chosen outcome of the event, odds as well as the reasons of non-consent with the accrued winning. All claims related to the accrued winnings shall be accepted within 10 (ten) days.
- 2.12. We shall remain entitled to close the betting account and to cancel all bets made on that account if it will be determined that the betting participant at the moment of the bets possessed the information about the result of the event. In this case, the administration of the betting company shall not be obliged to provide the betting participants with any proof or conclusions.
- 3.5. The bets shall be only accepted in the amount which shall not exceed the current balance on the client account. After the bet registration, the bet amount shall be debited from the account. After the bet calculation, the winning amount shall be credited to the client's account.
- 3.8. In case of any wrong calculation of bets (e.g., because of any erroneously entered results) such bets shall be recalculated. In this case, the bets made between the wrong calculation and recalculation shall be valid. In case if after recalculation the player's balance shall be negative, they may not make any bets until the account will be replenished.
- 3.14. The maximum bet amount is determined by the Company and varies depending on the sport category, the event, and the type of bet. These limits may be adjusted at the Company’s discretion without prior notice. The Company reserves the right to impose maximum bet limits for specific events and to set or remove individual account limits without prior notice or explanation.
- 6.2. The bet shall be considered as accepted after registration on the server and the issue of the online confirmation. The accepted bet shall not be subject to amendment. In case of circumstances mentioned in section «Main rules of bet acceptance» calculation of the live-bet shall be possible with the coefficient «1».
- 9.7. If the client uses the cash-out function, the bet will be settled instantly, and the cash-out amount will be

credited to the gaming account. In such cases, the final result of the event on which the bet was placed will no longer impact its settlement.

- 12.4. The use of VPNs, proxies, or any other tools to mask or alter your geographic location while accessing our Services is strictly prohibited. If you are found to be using such tools, you may be held liable for any resulting damages, including but not limited to the suspension or termination of your account and forfeiture of winnings.
- 12.8. If the bet participant commits cheating against the betting company (multi-account, use of betting automation software, playing on arbitrage situations, if the game account is not used for betting, abuse of loyalty programs, etc.), the betting company reserves the right to suppress such cheating by canceling bets and closing the game account of the bet participant.
- 13.1. To have access to all main services of the Website, an account must be opened. For this purpose, the Client may perform a "1-click" registration or to enter their e-mail address and to make a password which subsequently will be used for entry into the betting account, as well as the personal data, must be additionally entered: name, phone number and birth date.
- 13.2. Clients must state a real email address during registration, or change it to real email if 1-click registration was used.
- 13.3. To confirm the authenticity of information we shall be entitled to request the documents confirming the identity of the Clients. If due to any reason the Client may not provide the requested documents for their identification, we shall be entitled to suspend or to block the account of the Client until they provide the necessary information.
- 13.4. The Client confirms that during registration on the Website they have indicated the complete and trustworthy information about themselves and in case any amendments shall be performed concerning it, the Client shall be obliged to immediately enter them into their profile. Non- fulfillment or disregard of that rule may cause the application of limitations, suspension or blocking of the account as well as annulment of payments.
- 13.5. If any questions or problems arise in the scope of registration on the Website, the Client may contact the support service.
- 13.6. Each Client may open only one account on the Website. Other accounts opened by the Client shall be considered as backup accounts. We have the right to close such accounts and:
- 13.6.1. to acknowledge as invalid all operations conducted using a backup account;
- 13.6.2. not to repay to Clients all deposits and bets made from the main and the backup account;
- 13.6.3. to demand repayment of all winnings, bonuses and money funds received using the backup account. The Client shall be obliged to repay them upon our first demand.
- 14.1 Please note that the name and date of birth on your Account must match your true and legal name and identity.
- 14.2 The name on your Account registration must match the name on the credit card(s) or other payment accounts used to deposit or withdraw monies into/from your Account Balance.
- 14.3 To verify your identity, address and/or payment account ('identity') we may request at any time:
- 14.3.1 proof of identity (including but not limited to copies of a valid passport/identity card and/or any payment cards used),
- 14.3.3 copy of a recent credit/debit/bank account statement related to a payment method used (should be no

more than 3 months old).

- 14.4 If you do not supply such documentation to us and/or if we are unable to satisfactorily verify Your identity within a reasonable period, determined by us, we reserve the discretionary right to:
- 14.4.1 withhold the balance in your Account until our verification process is completed satisfactorily;
- 14.4.2 void any or some of the transactions you have made and freeze your Account, and/or
- 14.5 We may conduct a security review at any time to validate your identity, age and other registration or payment information provided by you, to verify your use of the Services (e.g. for Prohibited Practices), your compliance with these Agreements and your financial transactions carried out via the Services for potential breach of these Agreements.
- 14.7. You verify that you are the rightful owner of the money which you at any time deposit into your Account.
- 14.8. You agree to provide any additional information or documentation as we may request from you to conduct the Security Review and for us to comply with applicable anti-money laundering laws and regulations. We will record and retain data and documents proving your identity, as well as information about what methods have been used to verify your identity and the results of the Security Review. Following internal AML-Policy, we may conduct initial and ongoing identity checks on clients according to the level of potential risk associated with each Client.
- 14.10. We can monitor suspicious transactions in your Account, as well as transactions made under special conditions.
- 14.12. This procedure is a statutory requirement and is done following the applicable gaming regulation and the anti-money laundering legal requirements, as well as our internal AML/CTF policies.
- 14.13. We implement all appropriate measures to combat money laundering and the fight against international terrorism (AML Policy). At the same time, we maintain a strong and principled position on the prevention of all kinds of illegal activities, as well as all related regulations. To fulfill these obligations, we are obliged to inform the corresponding official authorities if there are reasons to suspect that the funds deposited by you are related to money laundering or terrorism financing activities. We will also be obliged to block such User's funds, as well as to take other measures stipulated by AML policy rules.
- 15.1. After the opening of an account on the Website the Client shall be obliged to keep their password and username secret and not to disclose that information to any third parties. In case of loss of data necessary for access to the account they may be learned or restored by pressing the button «Restore password».
- 15.2. The Client shall be liable for the safety of the password as well as for any actions or transactions made with their account. In addition, the Client shall be liable for all losses incurred by them as a result of actions of any third parties.
- 15.3. In case of breach of security and any unauthorized access to the account the Client must immediately notify the betting company. If necessary, the Client shall be obliged to provide us with proof that unauthorized access has occurred. The betting company shall not be liable for any damage incurred by the Client due to any wrong or careless use of the username and password by any third parties or for any unauthorized access to the account.
- 15.4. We take all reasonable measures to prevent underage users from accessing our services. If you, as an adult, share a computer with minors, it is your responsibility to prevent their access to sensitive information such as usernames, passwords, and bank details. We are not liable for any violations of these provisions by users. For further protection, we recommend installing software to block underage players from accessing restricted websites, software like www.netnanny.com, www.cybersitter.com or www.gamblock.com.

- 16. Deposits, placement and withdrawal of money funds from the account
- 16.1. To make a bet on the Website the Client must place a certain amount of money on their account.
- 16.2.1. any money funds deposited on the betting account were not obtained in an illegal or prohibited way;
- 16.4. In case of request of the bank transfer to repay the money funds to their legal owner all expenses and commissions shall be paid on account of the recipient.
- 16.6. The Client agrees not to refuse, not to cancel and not to terminate any transactions made with the participation of their account. In addition, in each of such cases, the Client shall be obliged to repay or to reimburse us with the amount of the not allocated funds inclusive of any expenses which we may incur while collecting the deposits from the Client.
- 16.7. We have the right to block the account of the Client as well as to cancel the payments and to collect the winnings if we have any suspicions that the account replenishment was done fraudulently. We shall be entitled to notify the corresponding authorities about any fraudulent actions with payments and any illegal activity. We have the right to use the services of the collecting agencies to return the payments. The betting company shall not be liable for any unauthorized use of the credit cards irrespective of the fact whether their theft was declared or not.
- 16.8. We shall be entitled to use any positive balance of the Client's account to settle any amount of money that the Client must repay to the betting company. In particular, in case of any repeated bets or wager, clause 18 («Collusion, misleading actions, fraud and criminal activity») or clause 23 («Errors and defects»).
- 16.9. The Client completely understands and accepts the fact that the betting account is not a bank account. Respectively it shall not be covered by the methods of insurance, replenishment, guarantee and other remedies from the part of the deposit insurance system and other insurance systems. No interest shall be accrued on money funds on the betting account.
- 16.10. The Client shall be entitled to file a request to withdraw the money from the account if:
- 16.10.1. all payments received on the account were inspected and none of them was canceled or terminated;
- 16.11. For the purpose of execution of a request to withdraw the funds from the account the following moments must be considered:
- 16.11.4. The withdrawal amount of up to 50 USD or equivalent in any other currency shall be paid to the client's account within the range of 1 to 60 minutes from the moment of the request, except for any technical malfunctions from the part of the bank or payment system.
- 16.11.5. The withdrawal amount from 50 USD or equivalent in any other currency shall be paid to the client's account within 5 days from the moment of the request.
- 16.12. We do not provide money exchange services. We have the right to close such accounts and:
- 16.12.2. invalidate all transactions carried out with the main and duplicate accounts;
- 13.12.3. not to return to the Clients all deposits made from the main and duplicate accounts.
- 16.16. We are not a financial institution and thus should not be treated as such. Your account will not bear any interests and no conversion or exchange services (including fiat- crypto exchange) will be offered at any time.
- 16.17. In the event of any currency conversion/exchange between fiat currencies and any digital assets, and vice versa, publicly accepted and widely recognized market exchange rate is used (for example indicated onsite). The exchange rate applied reflects market conditions, accounting for the inherent volatility and fluctuations associated with digital assets. The Company shall not be held liable for any losses or discrepancies arising from exchange rate variations during the conversion process.

- 17.2. Starting to use services of the Website you take the legal responsibility for abidance with the legislation of any state where that service is used and you confirm that the provider of the payment services shall bear no liability for any illegal or unauthorized breach. By your consent to use services of the Website, you understand and accept that processing of any your payment shall be performed by the provider of the payment services and there is no legal right to repayment of already bought services and/or goods or any other possibilities to cancel the payment. If you wish to refuse the use of service for the subsequent purchase of a service and/or goods you may refuse from the service using the Personal account on the Website.
- 18.2. The betting company does not bear any responsibility as to when exactly it became aware or it was subsequently established that the bet was made in violation of the rules. We have the right to close such accounts and:
- 18.3.3. fraudulent actions, such as the use of stolen, cloned or otherwise illegally obtained data of the credit or debit cards to replenish the account;
- 18.7. We have the right without any prior notification to prohibit the Clients from accessing the Website and to block their accounts if they shall be suspected of any fraudulent activity. In such cases, we shall not be liable for repayment and compensation of any money funds on accounts of such Clients. In addition, we have the right to notify the law enforcement authorities about any illegal activity. The Clients shall be obliged to completely cooperate with us in the scope of investigation of any such cases.
- 18.9. This site's regulations restrict performing any gaming activities on the behalf of third parties (nominal account holders).The gaming account is to be immediately blocked upon verification made by the security department proving the fact that the person undergoing the verification does not possess sufficient knowledge in sports betting.
- 19.4. The Clients promise not to perform any actions aimed at the hacking of the security system of the Website, obtaining illegal access to any confidential data or DDoS attacks. Concerning the Clients suspected of breach of that rule, the corresponding measures shall be applied: full prohibition of access to the Website and account blocking. In addition, we are entitled to notify the responsible authorities of any illegal actions of the Client.
- 19.6. Transfer and sale of the account of one Client to any other shall be strictly prohibited.
- 20.1. We shall be entitled to delete the Client's account (as well as the name and password) without any prior notification in the following cases:
- 17.1.2. the Client's account is somehow related to any earlier deleted account;
- 20.1.3. the Client's account is related to an account that is blocked at the moment, in such case, we shall have the right to close the account irrespective of how it is related and to completely block the accounting data on those accounts. Except for cases mentioned in the Agreement the balance on the Client's account shall be repaid to them within a particular period, right after the filing of a request and collection of the amount owed by the Client to us;
- 20.2. We have the right to close the Client's account or to cancel the validity of the Agreement, having sent a corresponding notification to the Client to the address mentioned in the contact details. In case of any such actions from our part, except for situations mentioned in clauses 18 («Collusion, misleading actions, fraud and criminal activity») and 25 («Breach of conditions») of the current Agreement, we shall be obliged to repay the money funds from the Client's account. If by any reason we shall not be able to contact the Client the money shall be timely transferred to the account of the betting company or any control body.
- 23.2. If the Client has used the money funds which were credited to their account as the result of the error to make the bets and to participate in the game, we may annul such bets and any winnings received through

them. If any payment of the money funds was made upon such bets then such amounts shall be deemed transferred to the Client in trust management, the Client shall be obliged to repay them upon our first demand.

- 24.5. We reserve the right to suspend, limit, or terminate access to the Services at any time for maintenance, updates, technical issues, or other reasons beyond our control. We are not liable for any interruptions, delays, or downtime that may affect the availability or performance of the Services, including any potential impact on gameplay, transactions, or access to your account. While we strive to minimize disruptions, we cannot guarantee uninterrupted access to the platform at all times.
- 25.2.4. withdraw from the Client's account the number of payments, winnings or bonuses obtained as a result of the breach.
- 25.3. We have the right to annul the username and password of the Client in case they shall not abide by any clause of the Agreement.
- 27.1. We are obliged to abide by requirements towards the protection of the personal data in the form in which we use the personal information collected as a result of the user's visit to the Website. We pay particular attention to obligations related to the processing of the personal data of our Clients. We shall process the personal data provided by the Clients with complete abidance with the Privacy Policy.
- 35.2. Withdrawal of the money bonus is only possible subject to its complete win back. In case of accrual of the money bonuses for registration or in other cases when the Client shall not be required to pay any funds on the balance to obtain a bonus the withdrawal of the bonus accrual shall not be possible before the first deposit.
- 35.3. We reserve the right to remove, add or change any bonus that is available in your account and has not been claimed.
- 35.5. If a player or a group of players are abusing bonuses, we have the right to forfeit any wins thereof and to close the related account(s). Bonus abuse includes, but is not limited to, using multiple accounts to claim bonuses, placing minimal risk bets, exceeding maximum allowed bets while using bonus funds, exploiting software or system glitches, or intentionally delaying game rounds to meet wagering requirements.
- 35.7. Bonus funds shall be available for wagering only after the Client’s account balance has been fully depleted, unless otherwise specified in the applicable bonus terms. The Client must exhaust all funds from the account balance prior to placing any bets using bonus funds.
- 35.10.4. where the Client initiates a withdrawal while an active bonus remains on the account or where a bonus is available but has not yet been activated, if such withdrawal is not permitted under the applicable bonus terms.
- By visiting any section of the Website or by the opening of an account you agree with all clauses of the User Agreement and General Terms and Conditions (hereinafter referred to as the Agreement), Privacy Policy, Responsible Gaming, other documents, as well as conditions of the advertisement activity, betting rules, bonuses and special offers available on the Website.
- You understand that by participating in the games, you risk losing the money deposited to your account on 1w;
- This Privacy Policy applies to all Websites that we own and operate and all services we provide, including our online and mobile services and products. For this Policy, we will call them our ‘Websites’ and ‘Services’.
- When we say ‘Personal Data’ we mean identifiable information about you, like your name, email, address, telephone number, payment account details, payment information, support queries, betting history, chat comments and so on. If you can’t be identified (for example, when Personal Data has been aggregated and anonymized), then this Policy does not apply.

- We are committed to protecting your privacy and handling your data in an open and transparent manner and in accordance with the relevant data protection legislation which is applicable. The Personal Data that we collect and process depends on the Services requested and agreed in each case.
- When you visit or use some parts of our Websites and/or Services we might ask you to provide Personal Data to us. For example, we ask for your contact information or certain documents upon registration, during verification and anti-money laundering procedures or an anti-fraud check, or when you contact us with questions or request support.
- Some of this information is collected using cookies, similar tracking technologies and third-party tools like Google Analytics. We also collect details of the transactions you carry out with us and your account activity.
- B. To determine if you may use certain Services, including when we check your age, geographic location, identity or self-exclusion status, and to set up and operate your account (Performance of a contract, Legitimate interest)
- We offer a range of services that allow you to correct or delete data associated with or stored in your account. For example, you can:
- We will keep this data in your account until it is not closed and for a period of five years to allow us to meet our regulatory and legal obligations and defend ourselves against any claims following the closure of your account (when applicable) or your last contact with us.
- o to comply with tax, anti-money laundering and other financial regulations, to carry out accounting or facilitate dispute resolution, for example, when we are party to a financial transaction, including when we receive your deposits and make payouts to you.
- o to ask us to erase your Personal Data, including to delete your account, solely where (1) it is no longer necessary for us to process it, (2) where you have withdrawn your consent and your consent has been the legal basis for processing, (3) you have exercised your right to object and there are no overriding legitimate grounds for the processing, (4) your Personal Data has been unlawfully processed, (5) or where erasing your Personal Data is required following a legal obligation. Please, note that we will not erase and still will retain data, for instance, when Personal Data needs to be kept for our legitimate interests that override your request, for compliance with a legal obligation, or in case it is needed for the establishment, exercise or defense of legal claims.
- Please note that not all detailed above rights are absolute. You can exercise your rights at any time by making adjustments to your account or by sending an email to our support team.
- We may require evidence of and be satisfied as to your identity before we take any requested action. If you are not happy with how we are processing your Personal Data, please let us know by sending a request to our support team. We will review and investigate your complaint, and try to get back to you within a reasonable time frame.
- We use Google Analytics to collect information about the use of this Website. Google Analytics collects information such as how often you visit the Website, what pages you visit when you do so, and what other sites you used before coming to the Website. Google Analytics collects only the IP address assigned to you on the date you visit the Website, rather than your name or other identifying information. We do not combine information collected through the use of Google Analytics with your Personal Data. Although Google Analytics plants a permanent cookie on your web browser to identify you as a unique user the next time you visit the Website, the cookie cannot be used by anyone but Google. Google's ability to use and share information collected by Google Analytics about your visits to the Website is restricted by the Google Analytics Terms of Use and the Google Privacy Policy. You can prevent Google Analytics from recognizing you on return visits to

the Website by disabling cookies on your browser.

- Registration Cookies - we are using cookies that will store information collected during the registration process and allow us to recognise you as a customer and provide you with the services you require. We may also use this data to better understand your preferences and to continually improve your visits to our website and use of our services.
- For the period of self-exclusion, you will only have the option to withdraw money that was in your account before the self-exclusion request. We also highly encourage you to self-exclude from any other gambling sites to ensure the highest level of control over your gambling behavior and prevent further harm.
- A refund request will only be considered if it is requested within the first twenty-four (24) hours of the alleged transaction, or within thirty (30) days if a Player alleges that another individual (or a minor) has accessed his/her Player Account.
- By registering an account on our Website, you undertake the following obligations:
- 1. You warrant that you will comply with all applicable anti-money laundering and counter-terrorist financing laws and regulations, including but not limited to the AML Policy.
- 2. You confirm that you have no knowledge or suspicion that the funds used to fund your account, past, present or future, have been obtained from an illegal source or are in any way related to money laundering or other illegal activities prohibited by applicable law or the instructions of any international organizations;
- We collect and retain your identification documents and records of all transactions in your account.
- We can monitor suspicious transactions in the User's account, as well as transactions made under special conditions.
- Following internal AML-Policy, we may conduct initial and ongoing identity checks on Users according to the level of potential risk associated with each User.
- We will record and retain data and documents proving your identity, as well as information about what methods have been used to verify your identity and the results of the checks.
- We will check your identity against a list of terrorist suspects compiled by authorized government and independent agencies The minimum set of identifying information includes:
- - source of origin of the funds to be deposited in the Website’s account.
- - proof of identity (including but not limited to copies of a valid passport/identity card and/or any payment cards used),
- - copy of a recent credit/debit/bank account statement related to a payment method used (should be no more than 6 months old).
- This procedure is a statutory requirement and is done following the applicable gaming regulation and the anti-money laundering legal requirements as well as our internal AML/CTF policies.
- You understand that by participating in the games, you risk losing the money deposited to your account;
- 5. In cup matches, overtime played to determine the aggregate winner of a two-legged tie is taken into account only for outright markets such as “To Qualify”, “To Gain Promotion”, “Winner (incl. OT)”, and similar markets.
- Extra time and penalty shootouts are taken into account only for markets such as “To Qualify”, “To Lift the Trophy”, and similar ones.
- - If both drivers do not finish, the number of laps completed is taken into account;
- - Qualifying results are only taken into account in markets directly related to the qualification.

- 14. Bets “Map Winner (Early Payout)” (Map 1; Map 2; Map 3). A bet is settled as a win before the map ends if the selected team gains a 7-round lead during regulation time of the selected map. Overtime is not taken into account. Subsequent changes to the score do not affect the settlement. If the specified lead does not occur, the bet is settled according to the final result.
- What is a personal VIP manager for and how do they differ from customer support?

Responsible gaming and limits

- 2.4. The terms for accepting bets, including odds, handicaps, outcome wagers, and maximum bet limits, may be adjusted after any bet is placed. However, the terms of previously placed stakes remain unchanged. Clients are responsible for reviewing any updates to the current betting line before placing a new stake.
- We promote responsible gambling among our users. However, we would like you to note that any use of the Services is at your sole option, discretion and risk. By using Betting Services, you acknowledge that you are fully aware of the risk of losing money when gambling and that you are fully responsible for any such loss.
- J. To assess your gambling activity for responsible gaming purposes (Legal obligation, Legitimate interest, Performance of a contract)
- Sometimes business and legal requirements oblige us to retain certain information, for specific purposes, for an extended period. For example, when a person self-excludes from our Services, we will retain the Personal Data of this person for longer periods as required for purposes of responsible gaming.
- Responsible gaming is an important part of the policy to service the Clients, because of that we pay much attention to problems which may arise in the outcome of addiction to the gambling. We believe it is our direct duty to protect the players from any excessive aptitude for gambling and not to allow any minors to participate in gambling.
- We completely support and uphold the internationally accepted responsible gaming policy as well as do everything for our Clients to enjoy the safe and spectacular game, not losing control.
- Amongst the majority of people for whom gambling is just an amusing way of leisure, there is a small part of players who suffer from gaming addiction. The outcomes of the most recent researches demonstrate that only an insignificant part of adults face the problem called gaming addiction. But we pay much attention to that problem and suggests that the betting participants to always remember that:
- It is difficult to differentiate between a healthy game passion and a sick addiction. But there are some signs which may witness that the betting participants start to have problems.
- You are invited to answer 10 questions. If the answer at least 5 of them is affirmative the probability is high that you already have a gaming addiction.
- Self-exclusion offers Clients a valuable opportunity to take a break from gambling, reduce the risk of harmful behavior, and access support resources, promoting responsible gaming and well-being.
- Should you wish to self-exclude, please contact our customer support. Any such request will take effect immediately and you will be able to use services again only after the expiration of the set period.
- Self-exclusion shall be set for a period of minimum 1 year without possibility to cancel it until the expiration of the set period. You can also request a permanent closure, then we shall honor this request in all circumstances and reopening will not be permitted.
- The Company is not responsible for any discrepancies in match duration. Information provided in the Upcoming and Live sections is for reference only. Clients must follow the official competition regulations.

Money: deposits, withdrawals, fees and settlements

- 2.6. According to this Agreement, in case of discrepancies arising between the client (participant of the agreement) and the betting company regarding the issues related to fulfillment and implementation of the betting agreement executed between the client (participant of the agreement) and the betting company, including the issues of winning payment, the outcome of events, winning odds, any issues of other essential conditions of the executed agreement as well as regarding the issues of acceptance of the agreement as void or ineffective, the parties shall accept the obligatory complaint procedure to settle the arisen discrepancies (prejudicial procedure).
- 2.8. In case of staff errors while accepting the bets (obvious wrong types in the offered list of events, incompliance of odds in the line and the bet, etc.), in case of deviation from these Rules while accepting the bet as well as in case of other arguments confirming the incorrectness of bets the betting company shall remain entitled to declare the bets made on such conditions as invalid. Payment upon such bets shall be made at odds of «1».
- 2.9. In case of suspicion in the unsportsmanlike nature of matches, we shall be entitled to block the bets on the sports event until the conclusion of the international organization and to acknowledge the bets as invalid in case the fact of the unsportsmanlike competition shall be confirmed. Payment upon such bets shall be made at odds of «1». The administration shall not be obliged to provide the betting participants with any proof or conclusions.
- 3.10. The bet shall be subject to cancellation if the client has knowingly misled the staff (employees of the betting company) having provided them with false information and demands regarding the acceptance of bets, payment of winning, result of the event and other information and demands having such nature. The above-mentioned cases shall be applied also to any minors below 18 years of age as well as their parents.
- 8.11. If a tennis match is canceled, all bets are calculated at odds of 1, except for wagers on the participant's overall performance in the competition. If a tennis match is interrupted, not completed on the same day, and subsequently postponed, bets remain valid until the end of the tournament, the match is completed, or one of the participants withdraws.
- 8.20. In the event of discrepancies between information from different sources — such as the date, time, result, or team names — the Company reserves the right to suspend the payment of winnings until the authenticity of the information has been fully verified. If the result of a completed event as presented on the official website differs from the data provided by a television broadcast, the company reserves the right to make calculations based on the television broadcast or other reliable sources.
- 9.1. Cash-out — a feature that enables the client to withdraw funds from a bet prior to its final calculation. The cash-out amount is determined by the progression of the event and may be greater or lesser than the client’s original stake
- 16.2.2. the Client will not refuse from any performed transactions, will not deny and cancel any performed payments which may cause the money repayment to any third party and to allow them to avoid the legal liability.
- 16.5. We do not accept payments in cash. We may use for the electronic payments, including incoming payments and payments to the Clients, different institutions engaged in processing of electronic payments or any financial institutions. Except for the cases when the rules and conditions of those institutions shall not contradict with the provisions of the Agreement the Client shall completely accept those rules.
- 16.11.3. We shall be entitled to collect a commission in the number of our expenses for withdrawal of funds not engaged in the game.

- 16.11.6. Other delays shall be possible for up to 3 business days depending on the bank or other payment system.
- 16.11.7. Other ways to withdraw the money funds shall be discussed expressly with the Company.
- 16.12.1. withhold a commission in the amount of our costs of withdrawal of funds not involved in the game;
- 16.13 In order to activate a withdrawal function, a player must bet at least 100% of each deposit made, or use (wager) at least 100% of each deposit made in any games on our platform.
- 16.14. If the amount of winnings is more than 50 000 USD or equivalent, the betting company reserves the right to set a daily limit for withdrawal, which is calculated individually for each Client.
- 17.1. You agree to pay for all services and/or goods or any additional services ordered by you on the Website as well as all additional expenses (if any), including but not limited to, any possible taxes, duties, etc. You shall be completely liable for the timely making of all payments. The provider of the payment services shall only secure the conduction of payment in the amount defined on the Website and shall not be liable for payment of the above-mentioned additional amounts by the user of the Website. After pressing the button "Payment" the payment shall be deemed processed and irrevocably fulfilled. By pressing the button "Payment" you agree that you may not call the payment back or demand it's calling back. Placing the order on the Website you confirm and indicate that you do not breach the laws of any state. In addition, accepting the provisions of these rules (and/or Terms and Conditions) you as the owner of a bank card confirm that you are authorized to use any goods and/or services offered on the Website.
- 17.3. The provider of the payment services shall not be liable for refusal /impossibility to process the data related to your bank card or for any refusal related to unavailability of any permission to conduct the payment using your bank card from the issuing bank. The provider of the payment services shall not be liable for the quality, volume, price of any service and/or goods offered to you or purchased by you on the Website using your bank card. By payment of any services and/or goods of the Website you should, first of all, abide by the rules of use of the Website. Please note that only you as the owner of the bank card shall be liable for the timely payment of any service and/or goods ordered by you through the Website and for all additional expenses/commissions related to that payment. The provider of the payment services shall be only the performer of payment in the amount defined by the Website and shall not be liable for any price formation, general prices and/or general amounts.
- 17.4. Shall a situation arise related to your non-consent with the above-mentioned conditions and/or other reasons we ask you to timely refuse from the fulfillment of payment and, if necessary, to contact directly the support of the Website.
- 18.2.1. recognize as invalid all transactions, do not return to the Clients all deposits and bets made in concert with other Clients;
- 18.4. We have the right to suspend, cancel or withdraw payments or winnings related to bonus funds in case if we will have suspicions that the Client intentionally misused them.
- 35.1. An increased wager (win back) shall be only set on the money bonuses and shall only cover the bonus amount. If the bonus shall constitute a percentage of the deposit, then the wager shall cover the percent amount. The wager amount shall depend on the conducted bonus action and shall be set by the Website.
- 9. you are aware and acknowledge that 1w sets certain limitations to the maximum prizes that can be won per day/week/month and/or can be withdrawn per day/week/month.
- Sometimes we might collect Personal Data about you from other sources, such as publicly available materials or trusted third parties like our payment providers. We use this information to supplement the Personal Data we

hold about you, to better inform, personalize and improve our Services, and to validate the Personal Data you provide.

- D. To support you, including assisting with the resolution of technical or payment issues or other issues relating to the Websites or Services (Performance of a contract)
- o to withdraw your previously granted consent where your consent has been required to process the Personal Data. Please note, that we may still process your Personal Data where there are other relevant lawful bases for us to rely on.
- No refund can be completed once the deposited financials (including the bonus) have been used within the process of gambling.
- 1. In the event of a match postponement or delay, all bets stand until the match or the tournament in which it is scheduled is completed, or until one of the participants officially withdraws.
- 2. If a match is interrupted due to the withdrawal or disqualification of one of the teams or participants in the first set:
- The winner is the athlete or team that finishes first. If a participant withdraws before the start of the tournament, all bets on that participant are settled at odds of 1 (bet refund).
- If both competitors withdraw from the race or if one of them does not start, all bets are settled at odds of 1 (bet refund).
- - If one participant completes the race and the other withdraws, the participant who finishes is deemed the winner.
- 2. A player is considered a participant once the opening shot (tee-off) is made. If a player withdraws or refuses to continue, all bets on that player are considered lost.
- 1. If a match has started but is not completed (including cases of player withdrawal or disqualification), bets are settled as follows:
- 1. If a player withdraws or is disqualified before the start of a match, all bets are settled at odds of 1 (bet refund).
- 4. If a match is interrupted due to a player's withdrawal or disqualification:
- 5. If a player withdraws, is disqualified, or ends the match early for any reason, the time of the last point scored is considered the official completion time of the match.
- The winner is the player or pair who finishes first according to the official results. If a player withdraws before the start of the tournament, bets on them are settled at odds of 1 (bet refund).
- 2. If a match is interrupted due to a team withdrawing or being disqualified, all bets on the match and maps are settled at odds of 1 (bet refund).
- Once you have collected the minimum number of 1w Points, you can exchange them for real money. Conversion of 1w Points into real money is available if the user has made at least one deposit. Funds received after converting 1w Points into real money will be credited to the account. To withdraw them, they must be wagered with a x1 wager. The minimum amount and exchange rate for each currency are determined separately and shown in the table.
- What it is: Rakeback is a refund of a percentage of the amount of your casino bets. It is credited regardless of whether you won or lost. Who is eligible: All players with Bronze 2 level in the VIP Loyalty Program. The higher the level, the higher the rakeback percentage. In which games it is credited: Slots Live casino 1w games How it is calculated: The calculation takes into account the bet amount, the game's house edge and your rakeback

percentage. House edge is the casino's advantage in a specific game: 100% − RTP of the game. Rakeback is calculated immediately after the bet. Depending on the provider, the calculation may take up to 5 minutes. Example: imagine that you placed a total of 100 USDT in a game with a house edge of 5%. For bets in cryptocurrency, an increased rakeback percentage applies — let's say 7%. Your rakeback will be 0,35 USDT. How to get it: Open the "Bonuses" section and click "Get" in the rakeback card. There are no limits on the number of times rakeback can be claimed. Where it is credited: If the bets were made from one account, the rakeback will be credited to it. If from several, the amount will be distributed among those accounts. How to withdraw: To withdraw, the rakeback amount must be wagered with a x1 wager.

License, legal identity and market

- 3.4. A bet is considered accepted once it is registered on the server and confirmed online. Once registered, bets cannot be canceled or modified, except in specific cases outlined in the Agreement.
- 12.1. Any persons under the age of 18 or any age (hereinafter referred to as the Permitted age) which shall be obligatory for legal participation in gambling according to the legislation of any particular jurisdiction, shall be prohibited from use of the Website. Use of the Website by any persons who did not reach the Permitted age shall be a direct violation of the Agreement. Due to this, we have the right to request documents that may confirm the Client's age. The Client may be denied the provision of services and the operation of their account may be suspended if, upon our request, no proof will be provided that the Client's age corresponds with the Permitted age.
- 12.2. Online gambling is prohibited by law in certain jurisdictions. By accepting the Agreement, the Client shall understand that we may not provide guarantees or any legal advice regarding the legality of the use of the Website within any jurisdiction on which the Client is located. We may not state that the services of the Website do not breach any laws of the Client's jurisdiction. The Client uses the services of the Website upon their own wish and shall take over the whole liability while completely understanding all possible risks.
- 12.3. We do not aim and do not intend to provide the Client with services that breach legislation of their jurisdiction. By accepting the Agreement, the Client confirms and guarantees that any use of the Website complies with the laws and regulations valid on the territory of their jurisdiction. We do not bear any liability for any illegal use of services of the Website.
- Any persons residing or located on the territory of those countries are not permitted to register, open accounts or make any money funds. You agree that you will not register, open the account or transfer any money funds to it being located within the territory of either of the above-listed jurisdictions.
- Amendments shall be possible in the list of the jurisdictions and they may be performed by us without any prior notification of the Clients.
- 16.3. We do not accept any money funds from any third parties: friends, relatives or partners. The Client shall be obliged to pay the money funds only from their account, bank card or system registered in the name of the Client. In case of detection of facts of breach of that condition, all winnings may be confiscated.
- 18.8. The Clients shall be prohibited to use services and software of the Website to perform any fraudulent, illegal actions and transactions following the legislation of any particular jurisdiction. If the fact will be defined or detected that the Client committed any such actions, then the betting company may suspend or block the Client's account and withdraw any funds available on it. In such cases, the Clients shall not be entitled to make any claims against the betting company.
- 20.1.6. The Client uses their account for purposes which may be considered as illegal following legislation of any particular jurisdiction;

- 23.4. The betting company, its distributors, branches, licensees, subsidiaries as well as employees and managers shall not be liable for any losses and damage caused by the interception or misuse of any information transferred through the Internet.
- In some jurisdictions, online gambling may be illegal. You understand and agree that 1w is not able to provide you legal advice or guarantees regarding the legality of your use of the services of the Website.
- We do not affirm that the services of the Website comply with legal requirements in your jurisdiction. You use the services provided by 1w of your own choice and at your sole discretion, as well, assuming the risk of liability, making a decision as to whether the use of the services of the Website is legal following the current legislation of your jurisdiction. You log in to the Website and participate in the games at your own risk.
- Various laws and regulations impose certain obligations on us. To comply with them we have to process your Personal Data, for example, to comply with anti-money laundering legislation, responsible gaming regulations and the conditions of our gambling license.
- C. To perform legal duties, responsibilities, and obligations, to comply with any laws and regulations that apply to us and with the conditions of our gambling license, and prevent illegal activities, including money laundering and match-fixing (Legal obligation)
- o Regulatory bodies, law enforcement agencies, government bodies, courts, fraud prevention agencies, licensing bodies, eSports self-governing bodies or other third parties, where we think it is necessary to comply with applicable laws or regulations or to exercise, establish or defend our legal rights (where possible and appropriate, we will notify you of this type of disclosure);
- • "Session-based" cookies: This type of cookie is only allocated to your computer for the duration of your visit to our website. A session-based cookie helps you navigate our website faster and, if you are a registered customer, allows us to give you information that is more relevant to you. This cookie automatically expires when you close your browser.
- We reserve the right to withhold any refund or reverse transaction until your identity is adequately established to our satisfaction. You agree to provide, in case of our demand, a notarized identification, or any other certified identification following the applicable laws of the player's jurisdiction. If such notarized or certified identification is not provided within thirty (30) days of our request, then such refund or reverse transaction shall not be affected, your account shall be closed and you shall forfeit all funds in your account, such decision shall be final, binding and not subject to appeal.
- In some jurisdictions, online gambling may be illegal. You understand and agree that is not able to provide you legal advice or guarantees regarding the legality of your use of the services of the Website.
- We do not affirm that the services of the Website comply with legal requirements in your jurisdiction. You use the services provided by of your own choice and at your sole discretion, as well, assuming the risk of liability, making a decision as to whether the use of the services of the Website is legal following the current legislation of your jurisdiction. You log in to the Website and participate in the games at your own risk.
- 1. The promotion is not available for participation to users from the United Arab Emirates. 2. Participating currencies are all available on the site except AED. 3. Physical prizes will be raffled at random 15.11.2026. 4. Free spins will be credited between 15.11.2026 (18:00 UTC+3) and 23.11.2026 (23:59 UTC+3). The full terms of the free spins can be found in the "Bonuses" section. 5. The prize in 10 000 USDT will be credited to the winner's cryptocurrency account. 6. Winners of the raffle must complete verification no later than 72 hours after the end of the raffle in order to receive the prize. If the winners fail to meet this condition, they will receive the monetary equivalent of the prize. 7. Physical prizes raffled in the promotion may be exchanged for the monetary equivalent. 8. The winner who wins the car must sign and provide the documents requested by

the organizer within 14 days after the end of the raffle, as well as receive the prize in person. Expenses related to awarding the prize to the winner, except customs duties and fees, are paid by the organizer. Customs duties and fees are paid by the winner. If the winner does not provide the documents or refuses to receive the car in person, the winner receives the monetary equivalent. 9. The monetary equivalent is credited to the winner's account within five days after the end of the raffle, minus a 10% fee. 10. The organizer may change the rules without prior notice or cancel the promotion at any time. 11. By participating in this promotion, the user fully agrees to the main Terms and Conditions. They can be found in the rules section: “User Agreement” and “General Terms and Conditions”. 12. The organizer may check users' gaming activity for possible violations provided for by the platform rules. 13. If facts of unfair behavior are identified and confirmed, the winnings and bonuses received are voided. 14. If any questions arise, the user may contact customer support from the email address specified in their account.

- 1. Only registered users of the site may participate in tournaments. 2. Bets placed with real money are counted in tournaments. 3. Bets that do not meet the tournament conditions are not counted when the tournament results are determined. 4. If several participants in the tournament table have an equal number of points, the prize is awarded to the participant who earned the points earlier than the others. 5. No wagering requirement is imposed on cash prizes. 6. Winners must provide the organizer with information for sending physical prizes within 14 days after the end of the tournament, after which the prizes will be delivered within 90 days. 7. Physical prizes raffled in tournaments may be exchanged for the monetary equivalent. Prize merch cannot be exchanged for the monetary equivalent. 8. If the winner does not fulfill the conditions for receiving the physical prize, the exchange for the monetary equivalent is made automatically. 9. The monetary equivalent is credited to the winner's account within 14 days after the end of the tournament, minus a 10% fee. 10. The organizer reserves the right to change the tournament rules at any time without prior notice or to cancel them. 11. The organizer reserves the right to check users' gaming activity for possible violations provided for by the platform rules. 12. If facts of unfair behavior by a player are identified and confirmed, the organizer has the right to void the winnings and bonuses received. 13. By participating in tournaments, you fully agree to the main Terms and Conditions. They can be found in the Rules section: “User Agreement” and “General Terms and Conditions”.

Contacts, help and complaints

- 18.6. The Clients shall be obliged to immediately notify us if they have any suspicions that any Client is in collusion or performs any fraudulent actions. We may be contacted via Website to the support service.
- 21.1. We shall be entitled to anytime, upon our own discretion, to make amendments of or additions to services offered on the Website to support and renew the resource.
- 29.1. If any claims and complaints arise regarding the operation of the Website you must, first of all, as soon as possible to send your claim to the support service through the support service on the Website.
- 29.2. The Client agrees that the record of a dispute to be stored on the server may be used as proof for consideration of the claim.
- 30.1. You may dispute any situation. We shall thoroughly and in good faith consider all disputable issues in case of provision of any particular information – facts and arguments. The disputable information with an attachment of facts and arguments must be provided in the written form through the online chat or support contacts on the Website. Within 4 weeks from the moment of receipt, the claim letter or proposition will be considered, and the Client will receive a notification about the result of consideration in the reply letter. In case of necessity to conduct any additional inspections we shall be entitled to prolong the term to consider the request up to 8 weeks from the moment of receipt thereof. Any prohibited language, any types of offenses and false data are prohibited for use in the text of the letter.

- 31.1. We shall not be liable for any delays or non-fulfillment of obligations listed in the Agreement in case if they shall be caused by any circumstances of the force majeure which shall include any acts of God, war, civil commotion, industrial disputes, interruptions of work of the public household networks, DDoS-attack or any other attacks in the Internet-network, which shall be able to adversely affect the operation of the Website.
- o Third-party service providers and partners who assist us in the provision of Websites and Services which you have requested, for example, to those who support the delivery of or provide functionality on Websites or for Services, or market or promote our Websites and Services;
- o If you have directly communicated with us, for example, through a customer support channel or providing feedback or a bug report.
- o to object to direct marketing and to any profiling (to the extent that it relates solely to direct marketing). When it comes to marketing communications, you can ask us not to send you these at any time – just follow the unsubscribe instructions contained in the marketing communication, or send your request to our support team.

1w: game cards

The list of game cards has been approved in the expert database; availability applies to the relevant markets.

1000 Moon Girls; 3 Adventures of Alice Hold & Win; 3 Gems of Vegas: Super Wheel; 3 Hot Chillies; 3 Luxury Piggies; 3 Pigs of Olympus Bonus Pot; 3 Spirit Volcanoes; 3 Witch Pots; 777 Coins; 777 Jackpot Diamond Hold and Win; 777 Jackpot Diamond Hold and Win Deluxe; 88 Bingo 88; 9 Hot Fruits Stick and Spin 3x3; 9 Jokers Stick and Spin; Adrenaline Rush: XCrash; Aero; Air Jet; Alien Fruits 3; Amaterasu Keno; Angry Elf Christmas Miner; Ape's High Tower BB; Arabian Bingo; Arcade Bingo; Astronaut; Astronaut Halloween; Atomico Lotto; Avia Aces; Avia Rush; Avia Star; AviaJet; Aviamasters; Aviamasters 2; Aviamasters 2 Halloween; Aviamasters X-mas; Aviashow; Aviator; Aviator2-Sky Elite; Aviatrix Fruits; Aviatrix Mines; Aviatrix Second Chance; Aztec Bonus Pot; Aztec Plinko; Ball & Ball; Balloon; Balloon Mania; BalloonX; Banana Keno; Bandidos Bang!; Bank or Bust; Beto Bingo; Bhanumati's Magic Box Mines; Bichos da Amazonia Bingo; Big Bang 2; Big Bass Bonanza Megaways; Big Bass Crash; Big Bass Secrets of the Golden Lake; Big Bass Splash; Big Cock Knockout; Bigger Bass Bonanza; Bill & Coin 2; Bingo Carnaval; Bingo Destiny; Bingo Power; Bingo Star; Bingo Tesoro Maya; Bingo Valhalla; Bird Up; Blackjack; Bonus Bingo; Book of Ra; Book of Ra Deluxe; Bottle Mania; Break da Bank Again Video Bingo; Brother CrossBolt; Bullets and Bounty; Bumble road; Cai Balao Cappadocia; Caipirinha Keno; Candy Hole; Candy Mines; Candy Rush; Capi Cash Jackpot Fortunes™; Captain Dodger; CarX; Caramelo Dog: Lucky Run; Caribbean Bingo; Cash Show; Cash balloon; Cave Bingo; Champions Road BB; Cheesy Road; ChiX; Chicken Cashway; Chicken Crash; Chicken Curry; Chicken Dash Jackpot; Chicken Goal; Chicken Halloween; Chicken Heart; Chicken Man; Chicken Pirate; Chicken Pirate Route; Chicken Plinko; Chicken Revenge; Chicken Route; Chicken Route Rococo; Chicken Run; Chicken Rush; Chicken Rush 2; Chicken Shot; Chicken Subway: Choose and Win; Chicken Tour; Chicken Train; Chicken Wars; Chicken Ways; Chicken+; Chickeno; Cloud Piggies; Coin Express; Coin Miner 2; Coin UP : Hot Fire; Coin Volcano; Coinflip; CosmoX; Courier Sweeper; Cowboys Gold; Crash; Crash Bonus; Crash Classic; Crash Fireworks; Crash Gold Rush; Crash Live; Crash Meteor; Crash Neon; Crash Squad; Crash Squad Winter; Crash Touchdown; CrashX; Crasher; Crazy Clover Bingo; Crazy Hunter:Zombie Rush; Crazy Time; CricX; Crick Shot; Cricket Boom; Cricket Crash; Cricket Duel; Cricket Heroes; Cricket Legacy BB; Cricket X; Cricketer X; Crime Empire; Crown Coins; Crypto Merge; Crypto Mines; Crystal Fall; Day of Dead; Deadly Diamond; Devils Finger; Dice; Donny Dough; Doodle Crash; Double; Dragon Tower; Dragon's Crash; Duck Hunters; Duck Hunters: Happy Hour; Easter Plinko; Egg Hunt Bingo; Electric Power Play; F777 Fighter; FRKN Bananas; Fast Fielder; Fast Lane - Classic; Fire Crash; Fire in the Hole 3; Fishing Time; Fly High: Arabian Nights; Football Golden Cup; Football Manager; Football Mines; Football Plinko; Football X; Forest Plinko; Fortune Catch; Fortune Crash; Fortune of Giza; Fox Job; Frog Dash

10000; Frogger Jump; Fruit Party; Funky Time; Futbol Studio; Ganesha Fortune; Ganesha Thimbles; Gates of Olympus; Gates of Olympus 2500; Gates of Olympus Roulette; Gates of Olympus Super Scatter; Gator Hunters; Ghost Road; Ghostline Express: Hold & Win; GoalX; Goals to Glory - Instant Blitz; Gods of Plinko; Gold Goal Plinko; Gold Party; GoldenRA; Grave Robber; Gravity Plinko; Ha-Ha-Hamster; Hammer Crusher; Haunted Reels; Heads will Roll; Hell Hot 100; Hercules: Sports Legend; Hilo; Hit & Fly; Hockey Shootout; I'm A Cat; Immersive Roulette; Inferno Mayhem; Infinite Blackjack; Instawin; Invictus; Jackpot Football; Jackpot Limbo; JetX; Jingle Bell Bingo; Joker Mask; Joker Stoker; Joker Winpot; Joker's Jewels; Jungle Keno; Keno; Keno - On Demand; Keno 10 (1 Minute); Keno 10 (2 Minute); Keno 8 (1 Minute); Keno 8 (2 Minute); Keno Bonus Number; Keno Deluxe - ondemand; Keno Express; Keno Goal; Keno Halloween; Keno-King; Kick Crash™; Kick&Goal; Kicker Mania; King Of Ocean; Kitty Rush; Klowns; Labu Run; Le Bandit; Le Cowboy; Le King; Le Pharaoh; Le Zeus; Lightning Baccarat; Lightspeed; Limbo; Limbo Crash; Limbo Football; Limbo+; Lines; Long Ball; Lost Ruins; Lotto Boom; Lucky Barrel Tavern; Lucky Birds; Lucky Claw; Lucky Pinball; Lucky Road; LuckyJet; MARBLE_BOUNCE; Madame Destiny Megaways; Maestro; Magic Bingo; Magical Keno; Maple Bingo; Marble Plinko; Mary's Mining Mania; Mega Roulette; Mental; Meta Crash; Mine Field; Mine Island; Mine Medal; MineIsland2; Mines; Mines BB; Mines Blast; Mines Classic; Mines Gold Rush; Mines Halloween; Mines Maple; Mines Neon; Mines Raider; Mines Soccer; Mines Supreme; Mines TNT; Mines X High RTP; Mines or Gift; Mines or Treat; Mines+; Minesweeper; Minesweeper XY; Mining Madness; Money Mines; Money Plane; Money Time; Money Train 3; Money Train 4; Monsters Bingo; More Magic Apple; Mummy's Mines; Mummyland Treasures; Neo Vegas; Ninja Crash; Odin Bingo; Olympus Plinko; Overheat; Packs; Paradise Trippies Bingo; Penalty; Penalty Champion; Penalty Champion - Goals to Glory; Penalty Cup; Penalty Shoot Out: Cup Mania; Penalty Shoot-out: Street; Penalty shoot-out: Super Cup; Piggy Smash; Piggy Smash 2; Pilot Chicken; Pilot Cup; Pine of Plinko 2; PingWin Fly; Pinky Plinko; Pinoy Mines; Pirate Fortune Tap; Play me; Plinball Machine; Plinkball 5000; Plinkgoal; Plinko; Plinko 2; Plinko 2 Halloween; Plinko Birds; Plinko Classic; Plinko Dice; Plinko Gold Rush; Plinko Joker; Plinko Mega Win; Plinko Neon; Plinko Party; Plinko Rainbow; Plinko Rush; Plinko S; Plinko UFO; Plinko X; Plinko X Classic; Plinko XY; Plinko of Mine; Plinko pop; Plinko+; Poker; Pond of Plinko; Power dice; Prestige Crown; Propel X; Prospector's Plinko; Pump It; Punch It; Ra vs Osiris; Rabbits Rush; Raging Zeus Mines; Rainbow Keno; Red Baron; RedJet; Retro Trader; Rock vs Paper; Rockageddon; Rocket Queen; RocketX; Rocketon; Rooster Run 2; Roulette; SIX or OUT!; Sailorman; Santa Mummy; Santa's Little Helper; ScoreX; Seamen; Sheriff's Coins; Shoot Happens; Shootout Champion; Skater Boy; Sky Jumper; Skyline Roulette; Snoop Dogg Dollars; Snow Run - Classic; Soccer Solo Striker; Soccer Striker 2; Space XY; Spaceman; Speed Crash; Speed Race; SpeednCash; Spooky Sweets; Squeeze Baccarat; StarX; Starlight; Starlight Princess 1000; Steampunk; Steampunk 2; Stock Market; Storm riders; Sugar Plinko; Sugar Rush 1000; Sugar Rush Super Scatter; Super Sixer Mines; Sweet Bonanza 1000; Sweet Bonanza 2500; Sweet Bonanza CandyLand; Sweet Loot; Swipe Girls; Tappy Bird Halloween; The Chicken House; The Count; The Dog House Dice Show; The Dog House Megaways; The Incredible Balloon Machine; Thunder Plinko; Thunder Plinko 2; To The Moon; Top Eagle; Totem Tower; Tower; Tower Rush 2; Treasure Jet; Tropicana; Turbo Mines; Turbo Plinko; UPlinko Fashion TV; Uncrossable Rush; Uncrossable Rush Xmas; VORTEX; Vinnie Volt: Dracula Wilds; Vortex Safari; Wanted Dead or a Wild; Wealthy Chicken; Wheel; Wild Bandito; Wild Bingo; Wild Bounty Showdown; Wild Fruit Jam; Wingo; World Champion X; XMAS PLINKO; XXXTreme Lightning Roulette; Ze Zeus; Zeus Cashpot; Zeus X Machina; Zeus vs Hades – Gods of War; Zombie Blasters; collector; crash; limbo; mines; plinko; xSpins.

1w

- https://discord.gg/r3YaZTwUub — a social channel linked to the operator.
- https://gamblersanonymous.org/20-questions/ — a support/access restriction resource specified by the operator.
- https://ru.pinterest.com/1win/ — a social channel linked to the operator.

- https://t.me/sergey1win — a social channel linked to the operator.
- https://vk.ru/1win.club — a social channel linked to the operator.
- https://www.gamblersanonymous.org.uk/ — a support/access restriction resource specified by the operator.
- https://www.gamblingtherapy.org/ — a support/access restriction resource specified by the operator.
- https://www.gamcare.org.uk/ — a support/access restriction resource specified by the operator.
- https://www.instagram.com/1win_live — a social channel linked by link to the operator.
- https://www.youtube.com/@1winSports — a social channel linked by link to the operator.
- https://x.com/1win — a social channel linked by link to the operator.
- https://x.com/Owner1win — a social channel linked by link to the operator.

1w: registration form currencies

The following codes are present in the approved currency selection list. The account currency, deposit and withdrawal methods, as well as cryptocurrency networks are fixed in the respective operator and payment profiles.

1W, BCH, BNB, BTC, DASH, DOGE, ETH, LTC, SOL, TON, TRON, TRX, USDT, XLM, XMR, XRP, ZEC, AOA, AUD, AZN, BDT, BIF, BRL, BYN, CAD, CLP, COP, CRC, CUP, DJF, DZD, EGP, ETB, EUR, GEL, GHS, GNF, HKD, IDR, PKR, IQD, IRR, JOD, KES, KGS, KRW, KWD, KZT, LKR, MDL, MNT, MUR, MXN, MYR, MZN, NAD, NGN, NPR, OMR, PAB, PEN, PHP, PKR, PLN, QAR, RUB, RWF, SEK, SGD, SZL, THB, TJS, TRY, TZS, UAH, UGX, USD, UZS, VES, VND, XAF, XOF, ZAR, ZMW.

1w: additional brief terms and conditions items

Approved operator terms; numbering preserved for the meaning of the terms.

- 6. Acceptance of bets during the match (live-bets) — 6.4. Live-bets shall not be edited or deleted.
- 7. Outcome types — 7.7. Bets on home/away team outcomes:
- 12. General restrictions and prohibited use — 12.5.2. Branded Game Territories.
- 12. General restrictions and prohibited use — 12.6. No bets shall be accepted:
- 14. Your identity. Protection from money laundry — 14.4.3 suspend or close your Account and terminate these Agreements.
- 16. Deposits, placement and withdrawal of money funds from the account — 16.2. The Client confirms and obliges that:
- 16. Deposits, placement and withdrawal of money funds from the account — 16.10.2. any inspection activity was duly performed.
- 16. Deposits, placement and withdrawal of money funds from the account — 16.11.1. the betting profile must be filled out;
- 16. Deposits, placement and withdrawal of money funds from the account — 16.11.2. if the amount requested for withdrawal shall exceed the total amount of withdrawals of the money funds in the amount of 500 USD or equivalent in any other currency, we may conduct an identification procedure. For this, the Client must provide us with a copy or digital photograph of the Client's identification document. In case of the account replenishment from the credit card picture of both sides of that card must be sent to us. In the card number,

the first six digits and the last four digits must be seen, the CVV2- code may be concealed;

- 18. Collusion, misleading actions, fraud and criminal activity — 18.3.1. transfer of information to any third parties;
- 23. Errors and defects — 23.1. We have the right to limit or cancel any bets.
- 25. Breach of conditions — 25.1.1. the Client's breach of conditions of the Agreement;
- 25. Breach of conditions — 25.1.2. the Client's breach of laws and rights of any third parties;
- 25. Breach of conditions — 25.1.4. appropriation of winnings obtained in such a way.
- 25. Breach of conditions — 25.2.2. timely suspend the operation of the Client's account;
- 25. Breach of conditions — 25.2.3. block the Client's account without any prior notice;
- General terms — 04.11.2026
- General terms — 05.11.2026

1w Lucky Drive: additional terms of the promotional image

The banner announces a car giveaway every month, a Lamborghini Urus SE, 350 free spins for tickets, 25 MacBook Pro 14″, 25 iPhone Duo and a Rolex DateJust (Steel & white gold). The name iPhone Duo is preserved exactly as the source inscription. The named prizes and promotion terms, including receipt, the number of watch recipients, the applicability of free spins to Tower Rush and the issuance, relate to the approved Lucky Drive card.

1w: Providers

100HP Gaming; Penguin King.

1w: Categories and sports collections

Bonus wagering; TOP Bets; Crypto Live; ATP Paris; WTA Chennai; WTA Hong Kong; United League VTB; ■ Setka Cup; NBA Replays; ■ CyberFIFA; LoL Worlds 2026; UFC Fight Night; São Paulo Grand Prix.

1w: Categories and sports disciplines

Crash; Mines; Chicken Games; Plinko; Lotteries; Fast games; Popular; New; Bonus buy; All games; Champions League; EuroLeague; KHL.

1w: observed player counters in game cards

The figures below are different states of public counters in a saved session of 3 November 2026. These are readings of interface counters for a specific state; unique users, popularity over a period and game availability are counted separately. Several numbers for one game mean different observed states; they cannot be summed.

1w: observed player counters in game cards

Game card	Observed player counts
1000 Moon Girls	37
3 Adventures of Alice Hold & Win	61, 67
3 Gems of Vegas: Super Wheel	112, 124

1w: observed player counters in game cards

Game card	Observed player counts
3 Hot Chillies	61, 71, 75
3 Luxury Piggies	34, 39
3 Pigs of Olympus Bonus Pot	16, 18
3 Spirit Volcanoes	43, 52
3 Witch Pots	27, 28
777 Coins	530
777 Jackpot Diamond Hold and Win	17
777 Jackpot Diamond Hold and Win Deluxe	18, 20
88 Bingo 88	37, 44
9 Hot Fruits Stick and Spin 3x3	8, 10
9 Jokers Stick and Spin	15, 16
Adrenaline Rush: XCrash	12, 15
Aero	34, 36, 42, 43, 45, 47
Air Jet	46, 50
Alien Fruits 3	29
Amaterasu Keno	10, 11, 12
Angry Elf Christmas Miner	5
Ape's High Tower BB	26
Arabian Bingo	2, 3
Arcade Bingo	0
Astronaut — separate card 1	114, 125, 128, 129, 150, 164
Astronaut — separate card 2	39, 48
Astronaut Halloween	17
Atomico Lotto	3
Avia Aces	14, 15
Avia Rush	19, 20
Avia Star	10
AviaJet	29, 32, 36, 40
Aviamasters	82, 88, 102, 111, 116
Aviamasters 2	23, 25
Aviamasters 2 Halloween	31, 40
Aviamasters X-mas	47, 49, 51, 58
Aviashow	27, 28, 34

1w: observed player counters in game cards	
Game card	**Observed player counts**
Aviator	40, 43
Aviator2-Sky Elite	17
Aviatrix Fruits	13, 15, 17
Aviatrix Mines	12, 13
Aviatrix Second Chance	32, 33, 34
Aztec Bonus Pot	6
Aztec Plinko	10, 11, 12
Ball & Ball	12, 14
Balloon — separate card 1	178, 179, 187, 189, 190, 236
Balloon — separate card 2	41, 45
Balloon Mania	34, 40
BalloonX	31, 33, 37
Banana Keno	4, 5
Bandidos Bang!	8, 9
Bank or Bust	32, 40, 42
Beto Bingo	8, 9, 10
Bhanumati's Magic Box Mines	18, 19
Bichos da Amazonia Bingo	2, 3, 4
Big Bass Bonanza Megaways	59
Big Bass Crash	27, 28, 30, 33
Big Bass Secrets of the Golden Lake	81
Big Bass Splash	145, 173
Big Cock Knockout	4
Bigger Bass Bonanza	29
Bill & Coin 2	41, 43
Bingo Carnaval	32, 37
Bingo Destiny	1
Bingo Power	33, 34, 35, 38
Bingo Star	44, 45, 47
Bingo Tesoro Maya	0, 1
Bingo Valhalla	1, 3
Bird Up	15, 17, 21
Blackjack	19

1w: observed player counters in game cards

Game card	Observed player counts
Bonus Bingo	1
Book of Ra	37, 40, 41
Book of Ra Deluxe	23, 31
Bottle Mania	35, 37
Break da Bank Again Video Bingo	0
Brother CrossBolt	75, 76
Bullets and Bounty	34, 37, 45
Bumble road	18, 20
Cai Balao Cappadocia	3, 4
Caipirinha Keno	2, 4
Candy Hole	31, 36, 40
Candy Mines	35, 36, 40
Capi Cash Jackpot Fortunes™	0
Captain Dodger	17, 18
CarX	19, 22
Caramelo Dog: Lucky Run	32, 35, 36
Caribbean Bingo	0
Cash Show	36
Cash balloon	10
Cave Bingo	0
Champions Road BB	10, 11
Cheesy Road	32, 33
ChiX	0
Chicken Cashway	35, 43
Chicken Crash	26, 28, 30, 32, 39
Chicken Curry	36, 45, 46, 47
Chicken Dash Jackpot	36, 44
Chicken Goal	9, 11
Chicken Halloween	30, 34
Chicken Heart	48
Chicken Man	15, 17
Chicken Pirate	33, 35, 43
Chicken Pirate Route	12, 15

1w: observed player counters in game cards

Game card	Observed player counts
Chicken Plinko	38, 39, 40, 43, 48, 49
Chicken Revenge	49, 50, 51
Chicken Route	37, 38, 42
Chicken Route Rococo	36
Chicken Run — separate card 1	31, 36
Chicken Run — separate card 2	31, 42, 47
Chicken Rush	27, 32
Chicken Rush 2	37, 41, 45, 48
Chicken Shot	34, 35, 37, 40, 41, 44
Chicken Subway: Choose and Win	50, 52, 65, 67
Chicken Tour	35, 49
Chicken Train	145, 192, 194, 198, 204, 235
Chicken Wars	0
Chicken Ways	26, 31, 32, 33, 34, 35
Chicken+	29, 35, 39, 46
Chickeno	8, 9, 10
Cloud Piggies	16, 17, 18
Coin Miner 2	11, 13, 14
Coin Volcano	229, 231, 238
Coinflip	2
CosmoX	0
Courier Sweeper	10, 11, 12
Cowboys Gold	43
Crash — separate card 1	70
Crash — separate card 2	12, 13
Crash Bonus	14, 15
Crash Classic	3, 4
Crash Fireworks	16, 17
Crash Gold Rush	16, 18
Crash Live	5
Crash Meteor	0
Crash Neon	5, 6
Crash Squad	2

1w: observed player counters in game cards	
Game card	**Observed player counts**
Crash Squad Winter	2
Crash Touchdown	4
CrashX	0
Crasher	36, 41, 45, 46
Crazy Clover Bingo	16, 17, 20, 21, 23
Crazy Hunter:Zombie Rush	13, 16
Crazy Time	326, 371, 395, 451
CricX	0
Crick Shot	2, 3
Cricket Boom	14, 16
Cricket Crash	0
Cricket Duel	15
Cricket Heroes	18, 19
Cricket Legacy BB	2
Cricket X	12, 14, 15, 18
Cricketer X	31, 41
Crime Empire	35, 37
Crown Coins	129, 130, 142
Crypto Merge	10, 14, 15
Crypto Mines	10
Crystal Fall	11, 13, 14
Day of Dead	48, 50
Deadly Diamond	5, 6
Devils Finger	38, 40
Dice	2
Donny Dough	33, 39
Doodle Crash	44, 50, 52, 53
Double	15
Dragon Tower	19, 22
Dragon's Crash	42, 44
Duck Hunters	30
Duck Hunters: Happy Hour	41
Easter Plinko — separate card 1	15, 17, 18

1w: observed player counters in game cards	
Game card	**Observed player counts**
Easter Plinko — separate card 2	0
Egg Hunt Bingo	3
Electric Power Play	0
F777 Fighter	0
FRKN Bananas	42, 45
Fast Fielder	9, 10
Fast Lane - Classic	4
Fire Crash	3
Fly High: Arabian Nights	11
Football Golden Cup	19, 20, 21
Football Manager	2, 3
Football Mines — separate card 1	39, 41, 43, 46, 48, 50
Football Mines — separate card 2	41, 45, 46
Football Plinko	31, 34, 42
Football X	44, 45, 49, 50, 52
Forest Plinko	2, 3
Fortune Catch	39, 42, 43
Fortune Crash	39
Fortune of Giza	50
Fox Job	43, 47, 56
Frog Dash 10000	33, 37
Frogger Jump	46, 50
Fruit Party	33
Funky Time	61, 62, 64
Ganesha Thimbles	17, 19
Gates of Olympus 2500	296, 300
Gates of Olympus Roulette	34, 41, 47, 53
Gates of Olympus Super Scatter	433, 474, 496
Gator Hunters	45
Ghost Road	3
GoalX	0
Goals to Glory - Instant Blitz	3
Gods of Plinko	31, 35, 36, 42

1w: observed player counters in game cards

Game card	Observed player counts
Gold Goal Plinko	0
Gold Party	83, 91, 93
GoldenRA	3, 4
Grave Robber	37, 42, 43, 45
Gravity Plinko	14, 16
Ha-Ha-Hamster	8, 10
Hammer Crusher	44, 47, 53
Haunted Reels	42, 49
Heads will Roll	16, 20
Hercules: Sports Legend	3
Hilo	2
Hit & Fly	39, 44
Hockey Shootout	19, 23, 24
I'm A Cat	1
Immersive Roulette	35, 40, 41
Inferno Mayhem	41
Infinite Blackjack	39, 42, 48
Instawin	19, 20, 21
Invictus	45
Jackpot Football	3
Jackpot Limbo	44, 48
JetX	208, 214, 227, 229, 235, 258, 263
Jingle Bell Bingo	1
Joker Mask	100, 128
Joker Stoker	44
Joker Winpot	2, 3
Jungle Keno	2, 3
Keno	2
Keno - On Demand	1
Keno 10 (1 Minute)	9, 10
Keno 10 (2 Minute)	12, 13, 14
Keno 8 (1 Minute)	32, 33, 37
Keno 8 (2 Minute)	1

1w: observed player counters in game cards

Game card	Observed player counts
Keno Bonus Number	15, 16
Keno Deluxe - ondemand	2
Keno Express	3, 4
Keno Goal	12
Keno Halloween	3, 4
Keno-King	14, 17
Kick Crash™	0
Kick&Goal	12, 15
Kicker Mania	31, 38
King Of Ocean	2, 3
Kitty Rush	3, 4
Klowns	47, 52
Labu Run	37, 40, 43
Le Bandit	86, 93, 103
Le Cowboy	37, 38, 41
Le King	49, 50, 54
Le Pharaoh	26, 28
Le Zeus	27, 28, 32
Lightning Baccarat	31, 44, 50
Lightspeed	13, 14, 15
Limbo — separate card 1	37, 45
Limbo — separate card 2	10
Limbo Crash	16, 19
Limbo Football	16, 18
Limbo+	37, 39, 41, 43, 51
Lines	11
Long Ball	18, 22, 23
Lost Ruins	0
Lotto Boom	32, 35, 38
Lucky Birds	35, 37, 41
Lucky Claw	11, 12
Lucky Pinball	28, 30, 35
Lucky Road	47, 50, 55

1w: observed player counters in game cards	
Game card	**Observed player counts**
LuckyJet	1
MARBLE_BOUNCE	3
Madame Destiny Megaways	53, 61
Maestro	34, 37, 38, 41, 42, 43
Magic Bingo	4
Magical Keno	7, 9
Maple Bingo	0
Marble Plinko	17, 19
Mary's Mining Mania	2
Meta Crash	26, 27, 35
Mine Field	29, 36, 38
Mine Island	33, 35, 36, 39, 44
Mine Medal	17, 20
MineIsland2	11, 13
Mines — separate card 1	43, 48, 50
Mines — separate card 2	2
Mines — separate card 3	40, 43
Mines — separate card 4	3, 4
Mines — separate card 5	8, 9
Mines — separate card 6	40, 46, 51
Mines — a separate card 7	39, 41, 50, 51, 53, 54
Mines BB	44, 51, 52
Mines Blast	14, 16
Mines Classic	15, 16, 17
Mines Gold Rush	5
Mines Halloween	39
Mines Maple	2, 3
Mines Neon	14, 17, 18
Mines Raider	4
Mines Soccer	19, 20, 25
Mines Supreme	40, 43, 45, 49
Mines TNT	11, 12, 13, 14
Mines X High RTP	7, 8

1w: observed player counters in game cards	
Game card	**Observed player counts**
Mines or Gift	11, 12
Mines or Treat	11, 13, 14
Mines+	28, 29, 30, 32, 35, 38, 40
Minesweeper	9, 10, 11, 12
Minesweeper XY	16, 17, 18
Mining Madness	12, 14, 15
Money Mines	3
Money Plane	3, 4
Money Time	26, 27, 31
Money Train 3	41, 44
Money Train 4	45
Monsters Bingo	0
More Magic Apple	99
Mummy's Mines	31, 33, 34
Mummyland Treasures	179, 190
Neo Vegas	12, 14
Ninja Crash	47, 58
Odin Bingo	0
Olympus Plinko	3
Overheat	27, 28
Packs	14, 15
Paradise Trippies Bingo	5, 6
Penalty — a separate card 1	2
Penalty — a separate card 2	6
Penalty Champion	40, 48
Penalty Champion - Goals to Glory	15, 16
Penalty Cup	12, 14, 15
Penalty Shoot Out: Cup Mania	36, 43, 45
Penalty Shoot-out: Street	26, 33, 34, 35
Penalty shoot-out: Super Cup	35, 37
Piggy Smash	3
Piggy Smash 2	9, 11
Pilot Chicken	28, 30, 34

1w: observed player counters in game cards

Game card	Observed player counts
Pilot Cup	17, 18, 19, 20
Pine of Plinko 2	36, 45, 49
PingWin Fly	37, 42, 43, 44
Pinky Plinko	2, 3
Pinoy Mines	13, 14, 15
Pirate Fortune Tap	2
Play me	51, 57, 59
Plinball Machine	11, 12
Plinkball 5000	20, 22
Plinkgoal	3, 4
Plinko — a separate card 1	17, 20
Plinko — a separate card 2	37, 41, 46, 47, 52
Plinko — a separate card 3	14, 15, 16
Plinko — separate card 4	15, 17, 18
Plinko — separate card 5	12, 13, 16
Plinko — separate card 6	24, 27
Plinko — separate card 7	2
Plinko 2	49, 51, 54, 62, 64, 65
Plinko 2 Halloween	32, 33, 39
Plinko Birds	39, 50
Plinko Classic	1
Plinko Dice	17, 19
Plinko Gold Rush	4, 5
Plinko Joker	11, 12, 13
Plinko Mega Win	14, 15, 16
Plinko Neon	1
Plinko Party	17, 18
Plinko Rainbow	0
Plinko Rush	7, 8, 9
Plinko S	21, 22
Plinko UFO	2, 3
Plinko X	35, 37, 39, 40, 42, 43, 45
Plinko X Classic	30, 31, 34, 38

1w: observed player counters in game cards

Game card	Observed player counts
Plinko XY	13, 14, 15
Plinko of Mine	12, 13
Plinko pop	14, 16, 17, 18, 19
Plinko+	35, 42, 43, 44, 46
Poker	1
Pond of Plinko	19, 22, 23
Power dice	0
Prestige Crown	37
Propel X	35
Prospector's Plinko	15, 18
Pump It	43, 44
Punch It	49, 53, 64
Ra vs Osiris	56
Rabbits Rush	12
Raging Zeus Mines	35, 45
Rainbow Keno	9, 10
Red Baron	29, 37
RedJet	43, 46, 52
Retro Trader	32, 33
Rock vs Paper	14
Rockageddon	0
Rocket Queen	1
RocketX	1
Rocketon	24, 25
Rooster Run 2	19, 20
SIX or OUT!	0
Sailorman	46, 51
Santa's Little Helper	10, 12
ScoreX	0
Seamen	37, 38
Sheriff's Coins	19, 21
Shoot Happens	1
Shootout Champion	15, 16

1w: observed player counters in game cards

Game card	Observed player counts
Skater Boy	4
Sky Jumper	15, 18
Skyline Roulette	16, 18
Snoop Dogg Dollars	42, 53
Snow Run - Classic	14, 15
Soccer Solo Striker	8, 10
Soccer Striker 2	0
Space XY	35, 36, 37
Spaceman	44, 45, 46
Speed Crash	18, 19
Speed Race	8, 10
SpeednCash	1
Spooky Sweets	152, 161
Squeeze Baccarat	2
StarX	39
Starlight	13, 14
Steampunk	0
Steampunk 2	0
Stock Market	41, 43
Storm riders	4, 5
Sugar Plinko	41, 43
Super Sixer Mines	2, 3
Sweet Bonanza 1000	165, 177, 178
Sweet Bonanza 2500	191, 194, 207
Sweet Bonanza CandyLand	42, 47, 48, 54
Sweet Loot	88, 93
Swipe Girls	42, 53
Tappy Bird Halloween	36
The Chicken House	10, 11
The Count	42, 43
The Dog House Dice Show	66
The Dog House Megaways	88, 104, 115
The Incredible Balloon Machine	0

1w: observed player counters in game cards

Game card	Observed player counts
Thunder Plinko	19, 23
Thunder Plinko 2	2, 3
To The Moon	37, 39, 41
Top Eagle	15, 17
Totem Tower	33, 36, 42, 44
Tower	17, 19, 21
Tower Rush 2	36, 38, 44
Treasure Jet	32, 33, 41
Tropicana	31, 33, 38, 41, 46
Turbo Mines	35, 36, 39, 43, 45
Turbo Plinko	3, 4
UPlinko Fashion TV	3, 4
Uncrossable Rush	26, 28, 29, 33, 35, 38
Uncrossable Rush Xmas	42, 45, 46, 47, 52, 53
VORTEX	58, 68
Vinnie Volt: Dracula Wilds	39, 44
Vortex Safari	27, 32
Wanted Dead or a Wild	38, 43
Wealthy Chicken	0
Wheel	8, 9
Wild Bandito	425, 467, 479
Wild Bingo	14, 15, 16
Wild Bounty Showdown	498, 558, 670
Wild Fruit Jam	37
Wingo	3, 4
World Champion X	8, 9, 10
XMAS PLINKO	5
XXXTreme Lightning Roulette	39, 42, 50
Ze Zeus	31
Zeus Cashpot	2
Zeus X Machina	10, 11
Zombie Blasters	37
collector	14, 15, 16

1w: observed player counters in game cards	
Game card	**Observed player counts**
crash	13, 16, 17
limbo	19, 20
mines	11, 12, 14, 15
plinko	0
xSpins	17, 18, 20

Identical names with different launch variants are kept as separate cards. The card number distinguishes the observed elements and is not the name of the game version or the name of the provider.

1w: additional brands on game cards

The following additional names can be read on the badges of the game cards: TURBO GAMES; ONLYPLAY; GAMING CORPS; EVOPLAY; POGGIPLAY; BETSOFT; SPINMATIC; CALETA; MASCOT GAMING; PLATIPUS; FUNKY GAMES; ICONIC21; NOVOMATIC; SHADY LADY; AMIGO GAMING; PLAYSON; GAMZIX; PATEPLAY; FOXI; ELA GAMES; GOLDENRACE; F*BASTARDS; CLAWBUSTER; EZUGI; TOPSPIN; 7777 GAMING. These designations record the composition of the catalog in the corresponding session; partnerships and studio game lists are counted according to their own cards.

Some links between the game name and the badge are directly distinguishable:

1w: additional brands on game cards	
Game card	**Studio or series badge**
Aero	Turbo Games
F777 Fighter	Onlyplay
Mines	Spribe
Mines Classic	1w Games
Mines	Pragmatic Play
Mine Island	Smartsoft
Turbo Mines	Turbo Games
Coin Miner 2	Gaming Corps
Minesweeper	BGaming
Mines Supreme	Hacksaw
Uncrossable Rush	Evoplay
Chicken Run	Poggiplay
Plinko Rush	Betsoft
Plinko 2	BGaming
Pinky Plinko	Spinmatic
Bingo Valhalla	Caleta

1w: additional brands on game cards

Game card	Studio or series badge
Amaterasu Keno	Mascot Gaming
Wild Bingo	Platipus
Bingo Power	Belatra
Crazy Clover Bingo	Caleta

The identical name Mines refers to different cards and must not be merged into one game with shared parameters.

1w: numbers in the card design

On the Limbo card of the 1w Games series, 1000x and 500x are shown, and on the Keno card of the 1w Games series — x800. These are inscriptions in the design of the respective cards. RTP, the maximum winnings, the probability and the rules of Tower Rush relate to the game's own card.