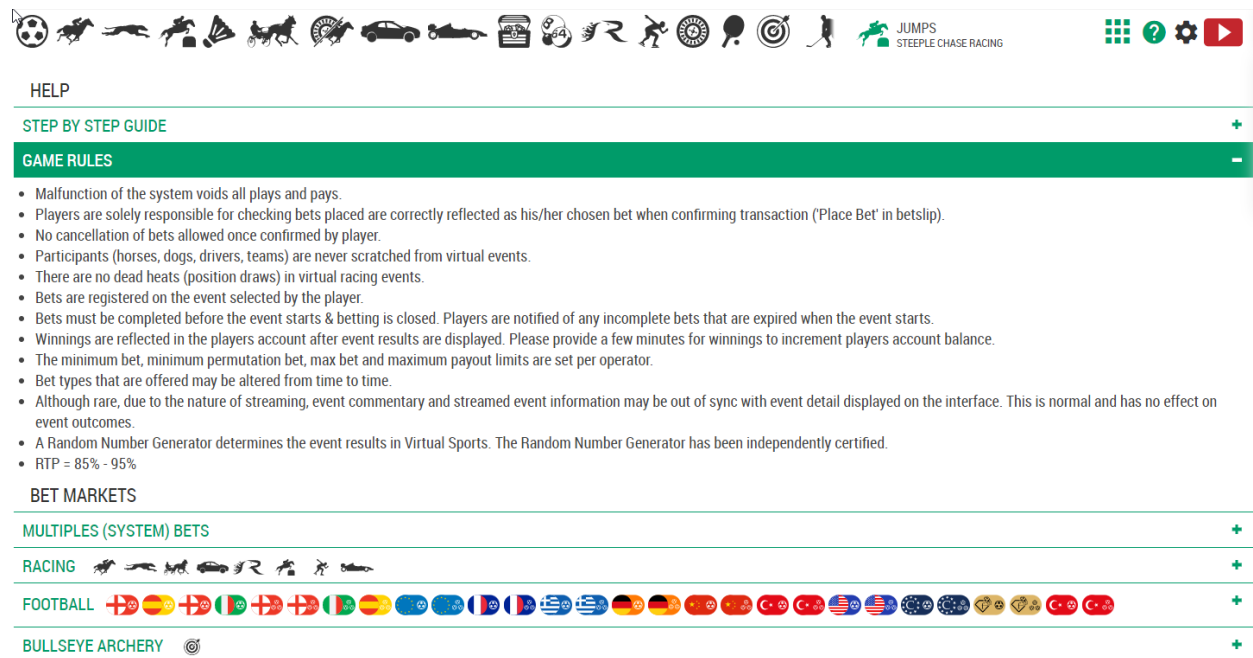


BetMan Game Rules


OVERVIEW

This document described the steps required to play the BetMan virtual games.



HELP

STEP BY STEP GUIDE

- Select Game/Sport from the icons along the top of the page.
- Select Event, each event is marked by their start time (past/now/upcoming). Select Bet, bet is added to the 'Betslip'.
- Specify Stake for each bet/s in the Betslip area. Confirm Bet in Betslip ('Place Bet').
- Watch Game Result via the event viewer or await for the event to finish before seeing bet results.
-  Badge indicates pending bet/s.

GAME RULES

- Malfunction of the system voids all plays and pays.
- Players are solely responsible for checking bets placed are correctly reflected as his/her chosen bet when confirming transaction ('Place Bet' in betslip).
- No cancellation of bets allowed once confirmed by player.
- Participants (horses, dogs, drivers, teams) are never scratched from virtual events. There are no dead heats (position draws) in virtual racing events.
- Bets are registered on the event selected by the player.
- Bets must be completed before the event starts & betting is closed. Players are notified of any incomplete bets that are expired when the event starts.
- Winnings are reflected in the players account after event results are displayed. Please provide a few minutes for winnings to increment players account balance.

- The minimum bet, minimum permutation bet, max bet and maximum payout limits are set per operator. Bet types that are offered may be altered from time to time.
- Although rare, due to the nature of streaming, event commentary and streamed event information may be out of sync with event detail displayed on the interface. This is normal and has no effect on event outcomes.
- A Random Number Generator determines the event results in Virtual Sports. The Random Number Generator has been independently certified.
- RTP = 85% - 95%

BET MARKETS

MULTIPLES (SYSTEM) BETS

- 'Multiple Bet' is also known as a 'System Bet'.
- A Multiple bet is made up of single bets on separate events, combining the individual bets on events to form a higher risk/higher reward bet. The separate events can be from the same sport (eg. Horses) or from different sports (eg. Horses & Dogs).
- As soon as you have added at least two or more bets to the bet slip, you can place a Multiple bet. To do so, click on the "Multiples" tab at the top of the bet slip. The number of possible Multiple bets depends on the number of predicted outcomes.

RACING

- Win – Predict the participant to finish the race 1st.
 - Place – Predict the participant to finish in 1st, 2nd or 3rd place in the race.
 - Where there are less than 8 participants (eg. Dogs), predict the participant to finish in 1st or 2nd place in the race. NB. There is no 3rd in Place Bets where there are less than 8 participants in an event.
 - Two IN ORDER (Forecast or Exacta) – Predict 2 participant's to finish 1st and 2nd place of the race in the specified order.
 - Two ANY ORDER (Reverse Forecast or Quinella) – Predict 2 participant's to finish 1st and 2nd place of the race in any order.
 - Two in First Three (Swinger) - Predict two participants to finish in the first three places in Any Order. Three IN ORDER (Tricast or Trifecta) – Predict 3 participant's to finish 1st, 2nd and 3rd place of the race in the specified order.
 - Three ANY ORDER (Reverse Tricast or Trio) – Predict 3 participant's to finish 1st, 2nd and 3rd place in any order.
 - Odd/Even: Select if the winner of the race will be an odd or even number.
 - High/Low: Select if the winner of the race will be a high or low number.
 - 6 runners – Low (1-3); High (4-6)
 - 8 runners – Low (1-4); High (5-8)
 - 9 runners – Low (1-4); High (5-9)
 - 10 runners – Low (1-5); High (6-10)
 - 11 runners – Low (1-5); High (6-11)
 - 12 runners – Low (1-6); High (7-12)
 - 13 runners – Low (1-6); High (7-13)
-

- 14 runners – Low (1-7); High (8-14)
- RTP = 72% - 90%

RACING ROULETTE

- **Number**
 - 1st (Win) – Choose a single number to finish in 1st place.
 - 1st & 2nd (1st TWO in Order) – Choose 2 numbers to finish 1st and 2nd in order. One in First Three (Place) - Choose one number to finish 1st, 2nd or 3rd.
 - Two in First Three (Swinger) - Choose any two numbers to finish in the first three places in Any Order. 1st, 2nd & 3rd (1st THREE In Order) – Choose 3 numbers to finish 1st, 2nd and 3rd in order.
 - ~ You also win a lower pay out if you match 1st & 2nd, 1st & 3rd or 2nd & 3rd positions correctly (in order).
 - 1st, 2nd or 3rd (1st THREE in Any Order) - Choose 3 numbers to finish 1st, 2nd or 3rd in any order.
- **Rows**
 - 1st (Win) – Choose a single row, if the number that wins the race is from the chosen row you win. 1st & 2nd (1st TWO in Order) – Choose 2 rows, if the number that wins the race is in the first row that was selected and the 2nd place number is in the second row that was selected (in order) you win.
 - ~ You can select the same row more than once.
 - 1st, 2nd & 3rd (1st THREE In Order) – Choose 3 rows, if the number that wins the race is in the first row that was selected; the 2nd place number is in the second row that was selected and the 3rd place number is in the third row (in order) that was selected you win.
 - ~ You can select the same row more than once.
 - Zero is NOT available as a selection for the Rows betting market.
- **Columns**
 - 1st (Win) – Choose 1 column, if a number from the chosen column finishes in 1st place you win. 1st & 2nd (1st TWO in Order) – Choose 2 columns, if the number that wins the race is in the first
 - column that was selected and the number that comes in 2nd place is in the second column that was selected (in order) you win.
 - 1st, 2nd & 3rd (1st THREE In Order) – Choose 3 columns, if the number that wins the race is in the first column that was selected; the number that comes in 2nd place is in the second column that was selected and the 3rd place number is in the third column that was selected (in order) you win.
 - ~ You can select the same column more than once.
 - ~ Zero is NOT available as a selection for the Columns betting market.
- **High / Low**
 - 1st (Win) – Choose if 1st place will be a high or low number.
 - 1st & 2nd (1st TWO in Order) – Choose if the 1st and 2nd placed numbers will be high or low numbers (in order).

- 1st, 2nd & 3rd (1st THREE In Order) – Choose if the 1st, 2nd and 3rd placed numbers will be high or low numbers (in order).
- LOW – (1; 2; 3; 4; 5; 6)
- HIGH – (7; 8; 9; 10; 11; 12)
- Zero is NOT available as a selection for the High/Low betting market.
- Even / Odd
 - 1st (Win) – Choose if 1st place will be an even or odd number.
 - 1st & 2nd (1st TWO in Order) – Choose if the 1st and 2nd placed numbers will be even or odd numbers (in order).
 - 1st, 2nd & 3rd (1st THREE In Order) – Choose if the 1st, 2nd and 3rd placed numbers will be even or odd numbers (in order).
 - ODD – (1; 3; 5; 7; 9; 11)
 - EVEN – (2; 4; 6; 8; 10; 12)
 - Zero is NOT available as a selection for the Even/Odd betting market
- Red / Black
 - 1st (Win) – Choose if 1st place will be red or black.
 - 1st & 2nd (1st TWO in Order) – Choose the order of colours for 1st and 2nd place (in order).
 - 1st, 2nd & 3rd (1st THREE In Order) – Choose the order of colours for 1st, 2nd and 3rd place (in order).

FOOTBALL

- Match Result (1 X 2) | Moneyline – Predict the team, either Home Wins (1) or Away Wins (2) the match, or the match has a Draw (X) result at full time.
- Double Chance - Predict 12 for either the home or away team to win, or 1X for either the home team to win or draw, and X2 for either the away team to win or draw.
- Handicap 0.5 - Predict if the winner will be the Home team (-0.5) or the Away team (+0.5) after applying the selected handicap to the score of the team.
- Full Time Handicap - Predict result of the match when the favourite team is handicapped by 1 goal; Home (1) / Draw (X) / Away (2).
- Double Result [Half-time / Full-time] – Predict the team that will lead at half-time and the full-time match winner. Home (1), Draw (X), Away (2).
- Goals: Under / Over 1.5 – Predict ‘Under’ 1.5 to back a score of 0 or 1 total goals. Predict ‘Over’ 1.5 to back a score of 2 or 3 total goals.
- Goals: Under / Over 2.5 – Predict ‘Under’ 2.5 to back a score of 0, 1 or 2 total goals. Predict ‘Over’ 2.5 to back a score of 3 or 4 total goals.
- Goals: Goal Full Time - Predict if both teams will score a goal in the match.
 - [Yes] – Yes both teams will score.
 - [No] – Neither or only one team scores.
- Goal:Goal | BTS Half Time - Predict if both teams will score a goal in the first-half.
 - [Yes] – Yes both teams will score.
 - [No] – Neither or only one team scores.
- Total Goals - Predict the full-time total goals scored by both teams; 1 to 4 Goals or No Goal.
- 1st Team to Score - Predict the team that will score the first goal; Home (1) / Away (2) / No Goal.

- Correct Score – Predict full-time goal score for each team, both home and away; [Home - Away].
- 1st Goal Scorer [(Jersey No.)-Team] – Predict the player who will score the first goal.
- Time of 1st goal - Predict the time range in which the 1st goal will be scored.
- Half-Time Result 1X2 - Predict the half-time result. Home (1) / Draw (X) / Away (2).
- Team 1 Goal:Goal | BTS - Predict if Team 1 will score a goal in the match. Yes (Y) / No (N).
- Team 2 Goal:Goal | BTS - Predict if Team 2 will score a goal in the match. Yes (Y) / No (N).
- Total Goals Odd/Even - Predict if the total goals in the match will be an odd or an even number. Odd number (Odd) / Even number (Even).(Includes 0 goals).
- Team 1 Under/Over 1.5 Goals - Predict if Team 1 will score over or under the number of goals specified. Less than 1.5 goals (Under) / Over 1.5 goals (Over).
- Team 2 Under/Over 1.5 Goals - Predict if Team 2 will score over or under the number of goals specified. Less than 1.5 goals (Under) / Over 1.5 goals (Over).
- Total Goals Under/Over 3.5 - Predict if the total goals scored in the match will be over or under 3.5 goals. Less than 3.5 goals (Under) / Over 3.5 goals (Over).
- Multi-Goals - Predict the total number of goals scored in the match from a range of total goal options.
 - [0-2] – Total Goals is 0, 1 or 2.
 - [1-3] – Total Goals is 1, 2 or 3.
 - [2-4] – Total Goals is 2, 3 or 4.
 - [>4] – Total Goals is more than 4.
- 1X2 & Under/Over 1.5 - Predict the match result and if the total goals in the match will be over or under 1.5 goals.
 - [1O] – Team 1 Wins and Total Goals are greater than 1.5 goals; [1U] – Team 1 Wins and Total Goals are less than 1.5 goals;
 - [XO] – The match is a Draw and Total Goals is greater than 1.5 goals; [XU] – The match is a Draw and Total Goals is less than 1.5 goals; [2O] – Team 2 Wins and Total Goals is greater than 1.5 goals;
 - [2U] – Team 2 Wins and Total Goals is less than 1.5 goals.
- 1X2 & Under/Over 2.5 - Predict the match result and if the total goals in the match will be over or under 2.5 goals.
 - [1O] – Team 1 Wins and Total Goals are greater than 2.5 goals; [1U] – Team 1 Wins and Total Goals are less than 2.5 goals;
 - [XO] – The match is a Draw and Total Goals is greater than 2.5 goals; [XU] – The match is a Draw and Total Goals is less than 2.5 goals;
 - [2O] – Team 2 Wins and Total Goals is greater than 2.5 goals; [2U] – Team 2 Wins and Total Goals is less than 2.5 goals.
- 1X2 & Goal:Goal - Predict the match result and if both teams will score in the match. [1G] – Team 1 Wins and Both Score;
 - [1NG] – Team 1 Wins, Only Team 1 Scores; [XG] – Match is a Draw and Both Teams Score; [2G] – Team 2 Wins and Both Score;
 - [2NG] – Team 2 Wins, Only Team 2 Scores.

- Asian Handicap - Predict the match winner after applying a goal handicap to level the odds. Asian handicap bet rules apply. Home (1) / Away (2).
- Asian Under/Over - Predict if total goals scored will be over or under the number of goals specified. Asian handicap bet rules apply. Over (Over) / Under (Under).
- Half Time: Asian Handicap - Predict the front runner at half time after applying a goal handicap to level the odds. Asian handicap bet rules apply. Home (1) / Away (2).
- Half Time: Asian Under/Over - Predict if total goals scored at half time will be over or under the number of goals specified. Asian handicap bet rules apply. Over (Over) / Under (Under).
- Spread (Full Time) - Predict the match winner after applying a goal handicap to level the odds
- Total Goals O/U (Full Time)- Predict whether the total goals scored in the match will be over or under a specific value in regulation time.
- Spread (Half Time) - Predict the front runner at half time after applying a goal handicap to level the odds. Home (1) / Away (2).
- Total Goals O/U (Half Time)- Predict whether the total goals scored at half time will be over or under a specific value in regulation time.
- RTP = 72% - 94%

ICE HOCKEY

NOTE – Where “No OT” (No Over Time) is specified the betting market only applies to the regulation time result.

- CORRECT SCORE (NO OT) - Predict the final score during regulation time [Home - Away]. There are 43 possible selections.
Note that the following outcomes are not available in the Correct Score betting markets: [9-0]; [0-9]; [8-1]; [1-8]; [8-0]; [0-8]; [7-1]; [1-7]; [6-0] and [0-6].
- TOTAL GOALS (NO OT) - Predict the total number of goals scored in the match during regulation time in the match [0 to 9].
- MATCH RESULT (NO OT) | Money (No OT) - Predict the team, either Home Wins (1) or Away Wins (2) the match, or the match has a Draw (X) result in regulation time.
- MATCH RESULT (OT) | Money (OT) - Predict the team that will win the match, including the Over Time period.
- TRIPLE RESULT (NO OT) - Predict the team leading after each of the 3 periods, Over Time is excluded from this betting market [1 (Team 1) / X (Draw) / 2 (Team 2)].
- BTS (NO OT) - Predict if both teams will score a goal in the match during regulation time.
 - [Yes] – Yes both teams will score in the match;
 - [No] – Neither or only one team scored in the match.
- TOTAL GOALS ODD/EVEN (NO OT) - Predict whether the total goals in regulation time will be an odd or an even number.
 - [Odd] – Total goals scored in the match will be an Odd number.
 - [Even] – Total goals scored in the match will be an Even number. (Includes 0 goals.)
- WINNING MARGIN (OT) - Predict the winning margin for the winning team, this includes the Over Time period.
 - [1] – 1 Goal;
 - [2] – 2 Goals;

- [>2] – More than 2 Goals.
- MOST PERIOD WINS (NO OT) - Predict the team that will win the most periods in the match, excluding the Over Time period.
 - [1] – Team 1 will win the most periods;
 - [2] – Team 2 will win the most periods;
 - [=] – Both teams will win the Equal number of periods.
- OVER/UNDER “x” (NO OT)- Predict whether the total goals scored in the match will be over or under a specific, value in regulation time.
- Multiple configurations of this betting market available, i.e. Over/Under 3.5; Over/Under 4.5; Over/Under 5.5 and Over/Under 6.5.
 - [Under] – Less than “x” goals will be scored in the match;
 - [Over] – Over “x” goals will be scored in the match.
- HANDICAP “x” (NO OT) - Predict the winning team, during regulation time, when the favourite is handicapped by the specified number of goals.
- Multiple configurations of this betting market is available, i.e. Handicap -1; Handicap -2 and Handicap-3.
 - [Home] – The Home team will win with the handicap applied to the favourite.
 - [Draw] – The match will be a draw with the handicap applied to the favourite.
 - [Away] – The Away team will win with the handicap applied to the favourite.
- TEAM 1 OVER/UNDER “x” (NO OT) - Predict if, in regulation time, Team 1 will score over or under the number of goals specified.
- Multiple configurations of this betting market available, i.e. Team 1 Under/Over – 1.5; Team 1 Under/Over 2.5; and Team 1 Under/Over 3.5.
- [Under] – Less than “x” goals will be scored by Team 1 in the match; [Over] – Over “x” goals will be scored by Team 1 in the match.
- TEAM 2 OVER/UNDER “x” (NO OT) - Predict if, in regulation time, Team 2 will score over or under the number of goals specified.
- Multiple configurations of this betting market available, i.e. Team 2 Under/Over – 1.5; Team 2 Under/Over 2.5; and Team 2 Under/Over 3.5.
 - [Under] – Less than “x” goals will be scored by Team 2 in the match;
 - [Over] – Over “x” goals will be scored by Team 2 in the match.
- 1X2 and OVER/UNDER “x” (NO OT) - Predict, in regulation time, the match winner and if the total goals in the match will be over or under the specified number of goals.
- The game offers multiple configurations of this betting market, i.e. 1X2 and Over/Under – 1.5; 1X2 and Over/Under 2.5; 1X2 and Over/Under 3.5; 1X2 and Over/Under 4.5; 1X2 and Over/Under 5.5; 1X2 and Over/Under 6.5 and 1X2 and Over/Under 7.5.
 - [10] – Team 1 Wins and Total Goals are greater than “x”;
 - [1U] – Team 1 Wins and Total Goals are less than “x”;
 - [XO] – The match is a Draw and Total Goals is greater than “x”;
 - [XU] – The match is a Draw and Total Goals is less than “x”;
 - [2O] – Team 2 Wins and Total Goals is greater than “x”;
 - [2U] – Team 2 Wins and Total Goals is less than “x”.

- ASIAN HANDICAP - Predict the match winner after applying a goal handicap to level the odds. Asian handicap bet rules apply. Home (1) / Away (2).
- ASIAN OVER/UNDER - Predict if total goals scored will be over or under the number of goals specified. Asian handicap bet rules apply. Over (Over) / Under (Under).
- Total Goals O/U (Full Time)- Predict whether the total goals scored in the match will be over or under a specific value in regulation time.
- Spread (Full Time)- Predict the match winner after applying a goal handicap to level the odds. Asian handicap bet rules apply. Home (1) / Away (2).

FINAL HOOPS

- Match Winner | Money (Match) - This is the overall match winner; this will be the combined scores of the starting score and the Final Hoops score. This cannot be a draw/tied result.
- Final Hoops Winner | Money (Final Hoops) - This is the Final Hoops score. This cannot be a draw/tied result.
- Both Teams Over 2.5 Points - Will both teams score OVER 2.5 points in their Final Hoops. Both Teams Over 3.5 Points - Will both teams score OVER 3.5 points in their Final Hoops.
- Total 3 Pointers - Predict the total number of 3 pointers that are scored, by both teams, in the Final Hoops. First Team to Score - First team to score in the Final Hoops.
NOTE a result of 0 – 0 is not possible.
- Final Hoops Winning Margin - What will the winning margin be for the score line of the Final Hoops.
- Final Hoops Winner & Winning Margin - This is a combination market whereby the player needs to predict who the Final Hoops Winner will be and what the winning margin in the Final Hoops will be. Both outcomes need to be correct for the player to win.
- First Team to 4 Points - A player must bet on the first team to score 4 points in the Final Hoops of the game.
NOTE the system will ensure at least one team to reach 4 points.
- Team 1 Points Over/Under 4.5 - Predict whether Team 1 will have Over or Under 4.5 points in the Final Hoops.
- Team 1 Points Over/Under 5.5 - Predict whether Team 1 will have Over or Under 5.5 points in the Final Hoops.
- Team 2 Points Over/Under 4.5 - Predict whether Team 2 will have Over or Under 4.5 points in the Final Hoops.
- Team 2 Points Over/Under 5.5 - Predict whether Team 2 will have Over or Under 5.5 points in the Final Hoops.
- Final Hoops Winner & Total Points Over/Under 11.5 - This is a combination market, predict the winner of the Final Hoops as well as the total point Over/Under 11.5 in the Final Hoops of the match.
- Spread (Full Time) - Predict the match winner after applying a goal handicap to level the odds
- Total Goals O/U (Full Time)- Predict whether the total goals scored in the match will be over or under a specific, value in regulation time.

TABLE TENNIS AND BADMINTON

- Match Result – Predict the winner of a game between 2 players.
 - [A] – player A wins the game
 - [B] – player B wins the game
- Correct Score – Predict the final game score for Player A and Player B. Each player may score anywhere within the range of 0-9. There are 16 possible outcomes.
- First to Score 1-7 – Predict the Players who will first score 1 and 7 points respectively in the game. There are 4 possible outcomes:
 - [AA] – A scores the first point and 7 points first;
 - [AB] – A scores the first point and then B scores 7 points first; [BA] – B scores the first point and then A scores 7 points first; [BB] – B scores the first point and 7 points first.
- First to Score 1, 3 & 7 – Similar to the previous bet type, predict the Players who will first score 1, 3 and 7 points respectively in the game. There are 8 possible outcomes.
- Win Points High/Low - Predict the winner (i.e. A or B) and the final score (i.e. 7 or >7) of the winner. There are 4 possible outcomes, i.e.:
 - [A 7 points] - Player A wins the game with 7 points;
 - [A > 7 points] – Player A wins the game with more than 7 points; [B 7 points] - Player B wins the game with 7 points;
 - [B > 7 points] – Player B wins the game with more than 7 points.
- Total Points O/E/H/L – From the score group “Odd Low”, “Even Low”, “Odd High”, “Even High”, pick the group that will be the total points score by Player A and Player B at the end of the game. There are 4 possible outcomes:
 - [Odd Low] - 7 points or 9 points; [Even Low] – 8 points or 10 points; [Odd High] – 11 points;
 - [Even High] – 12 points or 14 points or 16 points
- Total Points – Predict the combined points scored by both players by the end of the game.
- Longest Consecutive Points – Predict the longest consecutive points rally in the game.

ARCHERY

- Match Result - Predict the winner of the game, Player (1) Wins or Player (2) Wins, or the game has a Draw (X) result.
- Total Score - Predict the total points score in the game, being both Players scores added together for all three rounds.
- Arrow Score - Pick the number of times, from 6 arrows, that each of the target rings, 8 to 10, will be.
- Round Total Score - Predict the total number of rounds in which a selected total score will result. Total score is both Players’ scores added together for any round.
- Winner of Round - Predict the number of rounds that either Player A or Player B will win, or DRAW.
- Round Correct Score – Predict the score for each round.

SPIN & WIN

- Pick a number between 0 and 36 or a colour (RED, BLACK or GREEN). The wheel will spin to determine winning and losing bets.
 - Number (Straight) - Pick any number between 0 and 36.
 - Split - Any two numbers connected.
 - 3 Line (Street) - Any 3 numbers within a row.
NOTE – Zero/Green is not a betting option for this market.
 - Corner - Any four numbers connected.
NOTE – Zero/Green is not a betting option for this market.
 - Four (First Four) - First 4 numbers connected (0-1-2-3).
 - Six (Line) - Any 6 numbers on 2 consecutive lines.
NOTE – Zero/Green is not a betting option for this market.
 - Colour - Pick a colour, either RED or BLACK.
NOTE – Zero/Green is not a betting option for this market.
 - Dozens - This market has 3 selections:
 - 1 – 12: Pick a number between 1 and 12.
 - 13 – 24: Pick a number between 13 and 24.
 - 25 – 36: Pick a number between 25 and 36.NOTE – Zero/Green is not a betting option for this market.
 - Odd / Even - Pick either an odd or even number.
NOTE – Zero/Green is not a betting option for this market.
 - High / Low - Pick either a high or low number.
 - Low: 1 – 18
 - High: 19 – 36NOTE – Zero/Green is not a betting option for this market.
 - Column - Any 12 numbers in the same column.
NOTE – Zero/Green is not a betting option for this market.
 - Neighbors - This is a bet that covers 5 numbers, the number you choose as well as the two numbers on either side of it on the wheel.
 - Sectors - This market has 6 selections:
 - Orange (A): Orange sector covers numbers 32/15/19/4/21/2 on the wheel.
 - Blue (B): Blue sector covers numbers 25/17/34/6/27/13 on the wheel.
 - Pink (C): Pink sector covers numbers 36/11/30/8/23/10 on the wheel.
 - Turquoise (D): Turquoise sector covers numbers 5/24/16/33/1/20 on the wheel.
 - Yellow (E): Yellow sector covers numbers 14/31/9/22/18/29 on the wheel.
 - White (F): White sector covers numbers 7/28/12/35/3/26 on the wheel.NOTE – Zero/Green is not a betting option for this market.

LUCKY LOOT

- First 6 - Predict 6 numbers between 1 and 24 to be drawn.
 - First 5 - Predict 5 numbers between 1 and 24 to be drawn.
 - First 4 - Predict 4 numbers between 1 and 24 to be drawn.
 - First 3 - Predict 3 numbers between 1 and 24 to be drawn.
 - First 2 - Predict 2 numbers between 1 and 24 to be drawn.
-

- First Ball - Predict the first number between 1 and 24 to be drawn. First Colour - Predict the first colour to be drawn.
- 0 Colours - Predict a colour that will not be drawn.
- 2 Or More Colours - Pick a colour, predict if 2 or more of that colour ball will be drawn among the 6 balls.
- 3 Or More Colours - Pick a colour, predict if 3 or more of that colour ball will be drawn among the 6 balls.
- 4 Or More Colours - Pick a colour, predict if 4 or more of that colour ball will be drawn among the 6 balls.
- 5 Or More Colours - Pick a colour, predict if 5 or more of that colour ball will be drawn among the 6 balls.
- Odd/Even - Predict if the sum of the 6 balls drawn will be an Odd or Even number.
- Under/Over 75.5 - Predict if the sum of 6 numbers drawn will be Under or Over 75.5.

GOLF BETTING

- 'Up-And-Down' is when the ball is resting one stroke from the green, bet on whether the player takes two
- strokes to sink the golf ball:
 - [YES] - 'Up-And-Down' will be achieved
 - [NO] - 'Up-And-Down' will not be achieved
- 'Putt' is the shot played on the green, bet on whether the player gets the ball in the hole:
 - [YES] - 'Putt' will be achieved
 - [NO] - 'Putt' will not be achieved
- 'Skip' allows you to skip the event or shot and move on to the next event.