

WILLIAMS D.O.O.

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Date: September 3, 2021

According to the law of gambling games (Official Gazette No. 22/19 and 131/20) and rule about organization of internet gambling games (Official Gazette No. 45/19, 64/19, 104/19), Williams D.O.O. Banja Luka, 5E Svetozara Markovica, on this day, September 3, 2021, presents:

RULES FOR INTERNET GAMBLING GAMES

ARTICLE 1.

This rules are making conditions for organization the following gambling games:

- Sport and Live gambling
- Casino games (Live)
 - o Roulette - PRAGMATICPLAY
 - o Multihand Blackjack - PRAGMATICPLAY
 - o Baccart – PRAGMATICPLAY
- Texas Hold'em Poker – DIPLOMAT TECH
- Slot gambling games: (BETSOFT, BGAMING, BOONGO, DIPLOMAT, DLV, EASIT, EGT, ENDORPHINA, EVOPLAY, FAZI, GAMEART, GAMOMAT, HABANERO, KALAMBA, ORYX GAMING, PLATIPUS, PLAYSON GAMES, PRAGMATICPLAY, SPRIBE, SYNOT, TANGENTE, THUNDERKICK)

BETSOF

Back to Venus

Bamboo Rush

Birds!

Blood Eternal

Book of Darkness

Caishen's Arrival

Carnaval Forever

Chilli pop

Dim Sum Prize

Dr. Jekyll & Mr. Hyde

Dragon & Phoenix

Dragon KingsNJP

Faerie Spells NJP

Fire& Steel

Fruit Zen

Fruitbat Crazy

Gemmed

Giovanni's Gems

Gold Canyon

Golde Horns

Gypsy Rose

Jumbo Joker

Magic Shoppe

Max Quest: Wrath of Ra

Miles Bellhouse & Gears of Time

Monster Pop

More Gold Diggin

Mystic Hive

Ogre Empire

Pinocchio

Primal Hunt

Quest to the West

Spinfinity Man

Spring Tails

Stampede

Super Sweet

Take Santa's Shop

Take The Bank

The Angler

The Golden Owl of Athena

The Hive

The True Sheriff

TheSlotFather Part II

Tiger's Claw

Total Overdrive

Viking Voyage

Wolf Moon Rising

Yak Yeti & Roll

BGAMING

All Lucky Clovers

All Lucky Clovers 100

All Lucky Clovers 20

All Lucky Clovers 40

All Lucky Clovers 5

American Roulette

Aztec Magic

Aztec Magic Deluxe

Baccarat

Blackjack Surrender

Bob's Coffee Shop

Book of Pyramids

Brave Viking

Caribbean Poker

Casino Hold`em

Cherry Fiesta

Crazy Starter

Desert Treasure

Domnitors

Domnitors Deluxe

Double Exposure

Elvis Frog in Vegas

European Roulette

Fantasy Park

Fire Lightning
French Roulette
FruitMillion
Hawaii Cocktails
Heads and Tails
Hello Easter
Hi-Lo Switch
Hit The Route
Jacks or Better
Jogo Do Bicho
Johnny Cash
Johnny the Octopus
Journey Flirt
Let it Ride
Lucky Blue
Lucky Lady Moon
Lucky Lady's Clover
Lucky Sweets
Mechanical Orange
Minesweeper
Multihand Blackjack
Multihand Blackjack Pro
Oasis Poker
Platinum Lightning
Platinum Lightning Deluxe

Plinko

Pontoon

Princess of Sky

Princess Royal

Rocket Dice

Scratch Dice

Scroll of Adventure

Sic Bo

Sic Bo Macau

Slotomon Go

Texas Hold`em

Trey Poker

West Town

BOOONGO

12 Animals

15 Dragon Pearls

15 Golden Eggs

777 gems

777 Gems: Respin

88 Dragon

88 Wild Dragon

African Spirit

Age of Caesar

Aztec Sun
Beast Saga
Book of Sun
Book of Sun - Choice
Book of Sun: Multichance
Buddha Fortune
Christmas Charm
Dragon Pearls: Hold & Win
Eye of Gold
Fortune Multiplier
Fruiterra Fortune
Fu Cai Shen
God's Temple
God's Temple Deluxe
Goddess of the Moon
Great Panda
Halloween Witch
Lucky Xmas
Monkey Money
Moon Sisters
Olympian Gods
Patrick's Pub
Poisoned Apple
PoisonedApple 2
Scarab Riches

Scarab Temple
Secret Of Nefertiti
Secret of Nefertiti 2
Shen Long Mi Bao
Sky Gems 5 Wilds
Star Gems
Sun of Egypt
Sun of Egypt 2
Super Marble
Supreme Fortune
Sync Reels
Three Gems: Adjacent
Thunder of Olympus
Thunder Zeus
Tiger Stone
Tiger's Gold
Viking's Gods Gold
Vikings Winter
Wild 888

DIPLOMAT

4 Wins
5 Fire Dragons
Apanachi's Gold
Burning Fruits

Burning Wild
Burning Wild 2
Captain Flint
China Dragon
Cleo's Ring
Deuces Wild
Fruit Tiger
Fruits & Fire
Hot 27
Hot Fruits
Jacks or Better
Joker Poker
Joker Star
Joker Star 2
Lucky Seven
Magic Ball 2
Magic Fruits
Multi Run
Mystery
Ocean's World
Pharao
Red Hot Sevens
Roulette
Running Joker
Super Fruits 1000

Super Liner 27

Vampire Story

Video Dlx Roulette

Volcano

White Tiger

DLV

Akvarico

Alchemy Elements

Alter Gods

Amecar Force

Arhateos

Bears Corner

Brick Fruits

Bride Desire

BukuBora

Burning Fruits

BuziGuzi

Cai Shen

Chambohua

Cofety

Cool Gambling

Cool Place

Cosmos Jumping

Cranky Flavor

Double Rich

Dyzone

Eldario

Fast Colt

Filibusters Ghost

Forever Hot

Fruitiles

Fruton Don

Glass Fruits

Gold and Horse

Golden China

Golden Fleece

Green Fog

Hidden Charm

History of Avaiator

HongLong

Hot Cruise

Ihtiada

Inky Jingle

Jack Sarobos

Jan Jan

Joys of Life

Kin House

King Tut

Kitten Pult

Kote Mate

Lucky Search

Lucky Seven

Lucky Witch

Magic Tale

Mesozoic Tales

Mighty Zoo

Mirmilion

Mushroom Fable

Mysterious India

Mystic Jungle

Neanderthida

NY Gangsters

Orokorn

Poseidon Treasure

Quick Stamp

Toros

Royal Jewel De Lux

Royal Jewels

Rudakop

Scandy Gold

Secrets of Alchemy

Silver Hauberk

Skeleton Fortune

Smaky Boo

Spicy Fleuer

Star Jong

Star Jong De Lux

Stones of Endylite

Symphomagic

Timber Tale

Titanium Fruits

Topatoo

Tumatop

Tynoochky

Vampeon

Vikingar

Welkin Guards

Winch and Wheels

Wine Treasury

Zumbazi

EASIT

Amazons

Amore

Blackjack Mania

Champion

Crazy Fruits

Egyptian Treasure

Egyptian Treasure II

Funny sheep

Geisha

Gems

Gold Mine

Hot Poker

Magic Forest

Millionaires Club

Roulette Diamonds

Roulette Diamonds VIP

Roulette Platinum

Roulette Platinum VIP

Roulette Ultimate

Roulette Ultimate VIP

Treasure Island

Zodiac

EGT

Dorothy's Fairyland

Emperor's Palace

IceValley

Knight's Heart

Lucky Wood

Mythical Treasure

Pin Up Queens

Rainbow Luck

Retro Cabaret

Roulette

ENDORPHINA

100 Zombies

2020 Hit Slot

2027 ISS

4 of a King

7 Bonus Up

Almighty Sparta

Almighty Sparta DICE

Ancient Troy

Ancient Troy Dice

Asgardians

Aus Dem Tal

Blast Boom Bang

Book of Santa

Buffalo 50

Cash Tank

Chance Machine 100

Chance Machine 20

Chance Machine 40

Chance Machine 5

Chunjie

Cuckoo

Dia De Los Muertos

Diamond Chance

Fairy Tale

Football

Football Superstar

Fresh Fruits

Geisha

Gems & Stones

Gladiators

Goddess Of War

Ice Pirates

In Jazz

Jetsetter

Kamchatka

Little Panda

Little Panda DICE

Lucky Dice 1

Lucky Dice 2

Lucky Dice 3

Lucky Lands

Lucky Streak 1

Lucky Streak 2

Lucky Streak 3

Minotaurus

More Fresh Fruits

Red Cap
Safari
Satoshi's Secret
Slotomoji
Sparkling Fresh
Taboo
Temple Cats
The Emirate
The King
The Ninja
The Rise of AI
The Vampires
The Vikings
Tribe
Troll Haven
Twerk
Ultra Fresh
Windy City

EVOPLAY
Ace Round
Aeronauts
Animal Quest
Atlantis
Basketball

Battle Tanks
Bomb Squad
Book of Rest
Brutal Santa
Candy Dreams
Charming Queens
Chinese New Year
Clash of Pirates
Courier Sweeper
Crown and Anchor
Dolphins Treasure
Dungeon Immortal Evil
E.T.Lost Socks
Egypt Gods
Elven Princesses
Epic Gladiators
ET Races
Exploding Fruits
Fluffy Rangers
Football
Forest Dreams
Forgotten Fable
Fruit Burst
Fruit Nova
Fruits Land

Hot Triple Sevens
Hungry Night
Ice Mania
Indiana's Quest
Irish Reels
Jelly Boom
Jewellery Store
Jolly Treasures
Journey to the West
Legend of Kaan
Legend of Ra
Lucky Girls
Lucky Mahjong Box
Magic Wheel
Maze: Desire for Power
Midnight Show
Mine Field
Monster Lab
Mystery Planet
Naughty Girls Cabaret
Necromancer
Night Of The Living Tales
Nuke World
Penalty shoot-out
Prohibition

Raccoon Tales
Red Cliff
Reign Of Dragons
Rich Reels
Rise of Horus
Robin Hood
Robinson
Robots: Energy Conflict
Rocket Stars
Roll the Dice
Scratch Match
Sea of Spins
Season Sisters
Sindbad
Sprinkle
Surf Zone
Syndicate
Talismans of Fortune
The Emperor's Tomb
The Great Conflict
The Great Wall Treasure
The Legend of Shaolin
The Slavs
Totem Island
Trip to the Future

USSR Grocery
USSR Seventies
Valley of Dreams
Vegas Nights
Western Reels

FAZI

Aloha Charm
Book Of Spells Deluxe
Burning Ice Deluxe
Bursting Hot 5
Crystal Hot 40
Crystal Hot 40 Deluxe
Crystal Hot 80
Crystal Win
Crystals Of Magic
Deep Jungle
Diamonds
Forest Fruits
Fruits And Stars 40
Jazzy Fruits
Jolly Poker
Katanas Of Time
Live European Roulette
Lucky Twister

Lux Roulette
Mega Hot
Monsters
Neon Hot 5
Pirates
Postman
Retro 7 Hot
Roulette
Space Guardians
Spin Cards
Star Runner
Starlight
Templars Quest
Triple Crown
Triple Hot
Tropical Hot
Twinkling Hot 40
Twinkling Hot 5
Viking Gold
VIP Roulette
Wild Hot 40
Wild West
Wizard

GAMEART

3 Kings
5 Star Luxury
88 Riches
African Sunset
African Sunset 2
Ancient Gong
Apocalypse Quest
Atlantis World
Azrabah Wishes
Battle for Atlantis
Battle for Cosmos
Book of Alchemy
Book Of Oziris
Bubble Fruits
Burning Flame
Caligula
Captain Candy
Castle Blood
Chili Quest
Chinese Zodiac
Circus of Horror
Cleopatra Jewels
Crystal Mystery
Dancing Lions
DaVinci Codex

Dawn of Olympus
Dragon King
Dragon Lady
Dragon Whisperer
El Toreo
Emperors Wealth
Explosive Reels
Five Star Luxury
Flaming Reels
Fortune Lions
Fortune Panda
Four Symbols
Gold Of Ra
Golden Dragon
Hawaiian Christmas
Hawaiian Fruits
Jade Treasure
Joan Of Arc
Jumpin Pot
King Of Monkeys
King Of Monkeys 2
King Of Wealth
Kitty Twins
Lady Luck
Lucky Babies

Lucky Coins
Magic Dragon
Magic Unicorn
Mariachi Fiesta
Money Farm
Money Farm 2
Monkey Pirates
More Cash
Nefertiti's Nile
Night At KTV
Norns Fate
Peter's Universe
Phoenix Princess
Piggy Holmes
Power Dragon
Queen Of The Seas
Ramses Treasure
Rosh Immortality Cube Megaways
Royal Gems
Santa's Farm
Slot Of Money
Spartans Legacy
Star Cash
Storming Flame
Tesla

Texas Rangers Reward

Three Kings

Thunder Bird

Tiger Heart

Venetia

Wild Dolphin

Wild Wild Quest

Wolf Hunt

Wolf Quest

GAMOMAT

40 Finest XXL

Ancient Magic

Ancient Riches Casino

Ancient Riches RHFP

Atlantic Wilds

Aura of Jupiter

Aura of Jupiter CCS

Back to the Fruits

Back to the Fruits Respins of Amun Re

Beautiful Nature

Beer Party

Black Beauty

Book of Ages

Book of Crazy Chicken

Book of Crazy Chicken 2
Book of Crazy Chicken GDN
Book of Madness
Book of Madness Respins of Amun-Re
Book of Romeo and Julia
Books & Bulls
Books & Bulls GDN
Books & Bulls RHFP
Books and Pearls
Books and Pearls Respins of Amun-Re
Crystal Ball
Crystal Ball RHFP
Crystal Burst XXL
Crystall Ball GDN
Cutie Cat
Cutie Cat CCS
Disc of Athena
Dragon of the Princess
Duck Shooter
Duck Shooter CCS
Explodiac
Explodiac RHFP
Fancy Fruits
Fancy Fruits CCS
Fancy Fruits GDN

Fancy Fruits Respins of Amun Re
Fancy Fruits RHFP
Forever Diamonds
Fort Brave
Fruit Love
Fruit Mania
Fruit Mania GDN
Fruit Mania RHFP
Gates of Persia
Glamorous Times
Golden Egg of Crazy Chicken
Golden Egg of Crazy Chicken CCS
Golden Touch
Great Warrior
King & Queen
King of the Jungle
King Of The Jungle GDN
King Of The Jungle RHFP
La Dolce Vita
La Dolce Vita GDN
La Dolce Vita RHFP
Land Of Heroes
Land Of Heroes GDN
Maaax Diamonds
Maaax Diamonds

Maaax Diamonds Christmas Edition

Maaax Diamonds GDN

Magic Stone

Mighty Dragon

Night Wolves

Old Fisherman

Phantom's Mirror

Pharao's Riches

Pharao's Riches RHFP

Pharao's Riches GDN

Ramses Book

Ramses Book Christmas Edition

Ramses Book Easter Egg

Ramses Book GDN

Ramses Book Respins of Amun Re

Ramses Book RHFP

Roman Legion

Roman Legion Extreme

Roman Legion Extreme RHFP

Roman Legion GDN

Royal Seven

Royal Seven GDN

Royal Seven XXL

Royal Seven XXL Easter Egg

Royal Seven XXL RHFP

Savanna Moon
Shoguns Secret
Simply the Best
Sticky Diamonds
Sticky Diamonds Easter Egg
Sticky Diamonds RHFP
Super Duper Cherry
Super Duper Cherry RHFP
Super Duper Crazy Chicken Easter Egg
Take 5
Take 5 Christmas Edition
Take 5 GDN
Take 5 RHFP
The Expandable
The Mighty King
Tower of Power
Western Jack
Wild Rapa Nui
Wild Rubies
Wild Rubies GDN
Wild Rubies RHFP
Wilds Gone Wild
Win Blaster
Win Blaster Christmas Edition
Xploding Pumpkins

HABANERO

12 Zodiacs

5 Lucky Lions

5 Mariachis

Aces and Eights 1 Hand

Aces and Eights 10 Hand

Aces and Eights 100 Hand

Aces and Eights 5 Hand

Aces and Eights 50 Hand

All American Poker 1 Hand

All American Poker 10 Hand

All American Poker 100 Hand

All American Poker 5 Hand

All American Poker 50 Hand

All For One

American Blackjack

Arcane Elements

Arctic Wonders

Aztlan's Gold

Baccarat

Baccarat Zero Commission

Barnstormer Bucks

Bikini Island

Bird of Thunder

Blackbeard's Bounty

Blackjack (3 Hand)

Bombs Away

Bonus Deuces Wild 1 Hand

Bonus Deuces Wild 10 Hand

Bonus Deuces Wild 100 Hand

Bonus Deuces Wild 5 Hand

Bonus Deuces Wild 50 Hand

Bonus Poker 1 Hand

Bonus Poker 10 Hand

Bonus Poker 100 Hand

Bonus Poker 5 Hand

Bonus Poker 50 Hand

Buggy Bonus

Cake Valley

Caribbean Holdem

Caribbean Stud

Carnival Cash

Cash Reef

Cashosaurus

Christmas Gift Rush

Colossal Gems

Coyote Crash

Deuces Wild 1 Hand

Deuces Wild 10 Hand

Deuces Wild 100 Hand

Deuces Wild 5 Hand

Deuces Wild 50 Hand

Disco Funk

Double Bonus Poker 1 Hand

Double Bonus Poker 10 Hand

Double Bonus Poker 100 Hand

Double Bonus Poker 5 Hand

Double Bonus Poker 50 Hand

Double Double Bonus Poker 1 Hand

Double Double Bonus Poker 10 Hand

Double Double Bonus Poker 100 Hand

Double Double Bonus Poker 5 Hand

Double Double Bonus Poker 50 Hand

Double Exposure (3 Hand)

Double O Dollars

Dr Feelgood

Dragon Castle

Dragon Tiger

Dragon's Realm

Dragon's Throne

Egyptian Dreams

Egyptian Dreams Deluxe

Fa Cai Shen

Fa Cai Shen Deluxe

Fenghuang
Fire Rooster
Flying High
Fortune Dogs
Four Divine Beasts
Frontier Fortunes
Galactic Cash
Gangsters
Glam Rock
Gold Rush
Golden Unicorn
Grape Escape
Happiest Christmas Tree
Happy Ape
Haunted House
Hey Sushi
Hot Hot Fruit
Hot Hot Halloween
Indian Cash Catcher
Jacks or Better 1 Hand
Jacks or Better 10 Hand
Jacks or Better 100 Hand
Jacks or Better 5 Hand
Jacks or Better 50 Hand
Jellyfish Flow

Jellyfish Flow Ultra
Joker Poker 1 Hand
Joker Poker 10 Hand
Joker Poker 100 Hand
Joker Poker 5 Hand
Joker Poker 50 Hand
Juggernaut
Jump!
Jungle Rumble
Kane's Inferno
King Tut's Tomb
Knockout Football
Knockout Football Rush
Koi Gate
Little Green Money
London Hunter
Loony Blox
Lucky Fortune Cat
Lucky Lucky
Magic Oak
Monster Mash Cash
Mount Mazuma
Mr Bling
Mummy Money
Mystic Fortune

Naughty Santa

Nuwa

Ocean's Call

Pamper Me

Panda Panda

Pirate's Plunder

Pool Shark

Presto

Pucker Up Prince

Pumpkin Patch

Queen of Queens

Queen of Queens II

Ride 'em Cowboy

Rodeo Drive

Rolling Roger

Roman Empire

Roulette

Ruffled Up

S.O.S!

Santa's Village

Scopa

Scruffy Scallywags

Shaolin Fortunes

Shaolin Fortunes 100

Shogun's Land

Sic Bo

Sir Blingalot

Sky's the Limit

Space Fortune

Sparta

Super Strike

Super Twister

Taberna De Los Muertos

Taberna De Los Muertos Ultra

Techno Tumble

Tens or Better 1 Hand

Tens or Better 10 Hand

Tens or Better 100 Hand

Tens or Better 5 Hand

Tens or Better 50 Hand

The Big Deal

The Dead Escape

Three Card Poker

Three Card Poker Deluxe

Tower Of Pizza

Treasure Diver

Treasure Tomb

Viking's Plunder

War

Ways of Fortune

Wealth Inn

Weird Science

Wicked Witch

Wild Trucks

Wizards Want War

Zeus

Zeus 2

KALAMBA

Age of Dragons

Age of Ice Dragons

Atlantis Thunder

Atlantis Thunder St.Patrick Day

Bangkok Dreams

Blood Moon Express

Burning Diamonds

Desert Gem

Dino Odyssey

Double Joker

Fire eagle

Gates of Babylon

Goldfire 7s

Joker 3600

Joker Max

Joker Supreme

Joker Supreme X-Mas Edition

Mammoth Chase

Mermaids Galore

Monkey God

Ruby Hunter

Temple of Heroes

Tiger Claws

Tree of Gold

Wild Mine

Wildcraft

ORYX GAMING

Aces and Faces

American Roulette

Anaconda Eye Rapids

Art Bandits

Baccarat

Broker Bear Blast

Casino Barbut

Casino Hold'em

Casino Patience Solitaire

Deep Space Bingo

Deuces Wild

Día de los Muertos

European Classic Multihand Blackjack

European Roulette
Extreme Pay
Fairytale Forest Quik
French Roulette
Fruit Twist
Golden 7 Christmas
Golden 7 Classic
Golden Dunes
Jacks or Better
Joker Poker
Keno Classic
Lotto is My Motto
Lucha Extreme
Lucky Swing
Mini Panini
Mission Atlantis
Mundial Fever Light
Quick Slinger Bam Bam
Red Corrida
Reel Rivals
Sceptre of Cleo
Space Traveller
Studio 69
Sweet n Sour
Sweet n Sour Winter

Thrill Bill

Tiger Claws

Tree of Gold

Trucker's Heaven

Vegas Strip Single Deck Blackjack

Wild Dolphins

PLATIPUS

Arabian Tales

Aztec Coins

Aztec Temple

Baccarat Mini

Baccarat Pro

Baccarat VIP

Bison Trail

Black Jack VIP

BlackJack

Book of Egypt

Caishen's Gifts

Chilli Fiesta

Chinese Tigers

Cinderella

Cleo's Gold

Crazy Jelly

Crocoman

Crystal Sevens

Da Ji Da Li

Dragon`s Element

Dynasty Warriors

Fairy Forest

Fiery Planet

Fruity Sevens

Great Ocean

Hawaiian Night

Jackpot Lab

Jade Valley

Jewel Bang

Juicy Spins

Jungle Spin

Legend of Atlantis

Love is

Lucky Cat

Lucky Dolphin

Lucky money

Magical Mirror

Magical Wolf

Mega Drago

Mistress of Amazon

Monkey's Journey

Neon Classic

Pharaoh's Empire
Pirates Map
Power of Gods
Power of Poseidon
Princess of Birds
Rhino Mania
Richy Witchy
Royal Lotus
Safari Adventures
Sakura Wind
Santa's Bag
The Ancient Four
Triple Dragon
Webby Heroes
Wild Spin

PLAYSON

100 Joker Staxx
3 Fruits Win: 10 lines
40 Joker Staxx
Art of the Heist
Blackjack Classic
Book of Gold: Classic
Book of Gold: Double Chance
Book of Gold: Multichance

Book of Gold: Symbol choice

Buffalo Power: Hold and Win

Burlesque queen

Burning Wins

Chicago Gangsters

Christmas Eve

Claws vs Paws

Clover Riches

Crystal Crush

Crystal land

Crystal land

Down the Pub

Dracula's Family

Fireworks Master

Fruit Supreme: 25 Lines

Fruit Xtreme

Fruits & Clovers: 20 lines

Fruits of the Nile

Fruits'n'Stars

Fruits'n'Stars:Holiday Edition

Fruits&Jokers: 20 lines

Fruits&Jokers: 40 lines

Fruity Crown

God of Wild Sea

Imperial Fruits: 100 lines

Imperial Fruits: 40 lines
Imperial Fruits: 5 lines
Joker Expand 40 lines
Joker Expand 5 lines
Juice'n'Fruits
Kingdom of the Sun
Legend of Cleopatra
Legend of Cleopatra:Megaways
Lucky Pirates
Lucky Staxx: 40 lines
Mega Burning Wins: 27 ways
Mighty Africa
Odysseus
Pearl Beauty: Hold and Win
Phoenix Fire
Red Chilli Wins
Rise of Egypt
Rome: Caesar's Glory
Sakura Dragon
Sevens & Fruits: 20 lines
Sevens & Fruits: 6 reels
Sevens&Fruits
Solar King
Solar Queen
Solar Temple

Sunny Fruits: Hold and Win
Super Burning wins
Super Burning Wins: Respin
Thunder Reels
Treasures of Tombs Hidden
Viking Gods:Thor and Loki
Vikings Fortune: Hold and Win
Wild Burning Wins: 5 lines
Wild Warriors

PRAGMATIC

5 Lions Dance
7 Monkeys
7 Piggies 5
Aladdins Treasure
Ancient Egypt Classic
Aztec Gems Deluxe
Baccarat
Big Bass Bonanza
Book of Kingdoms
Christmas Carol Megaways
Cowboys Gold
Curse of Werewolf Megaways
Diamond Strike 100
Diamonds are Forever 3 Lines

Drago- Jewels of Fortune
Dwarven Gold
Emerald King
Fruit Party
Fruity Blast
Gems Bonanza
Glorious Rome
Gold Rush 250
Great Reef
Great Rhino Deluxe
Great Rhino Megaways
Hockey League
Hockey League Wild Match
Hot Safari 50
Irish Charms
John Hunter and the Mayan Gods
John Hunter&Book of Tut
John Hunter&Tomb Scarab Queen
Jungle Gorilla
Lady of the Moon
Live Auto-Roulette
Live Baccarat
Live Mega Sic Bo
Live Mega Wheel
Live Speed Bacarat

Master Chen“ s Fortune

Multihand Blackjack

Mysterious Egypt

Panda Gold 10

Peaky Blinders

Pirate Gold Deluxe

Pyramid King

Queen of Gold 100

Return of the Dead

Rise of Samurai

Romeo and Juliet

Roulette

Santa

Spartan King

Star Bounty

Starz Megaways

Street Racer

Tales of Egipt

The Catfather

The Catfather Part II

The Dog House Megaways

Three Star Fortune

Ultra Burn

Ultra Hold and Spin

Voodoo Magic

Wild Walker

Wild Wild Riches

Wolf Gold

SPRIBE

Aviator

SYNOT

243 Mexicana

6 Fruits

8 Flowers

81st Cabaret

88 Pearls

Aladdin and the Golden Palace

Alchemists Gold

Amazons' Wonders

Armed'n'Wild

Black Magic HD

Blazing Ice

Book Of Secrets

Buffalo Hunt

Corsair Queen

Crazy Grizzly

Criss Cross HD

Dice Rush

Dacey Fruits
Dolphin's Wild Ride
Double Hot
Dragons Of Fortune
Eldorado HD
Fire Witch
Firebird Double 27
Firespell
Flip The Chip
Fruit Awards
Fruiti
FruitiX
FruitiXL
FruitiXX
FruitiXXL
Fruits 'n' Fire
Fruity Gold
Gem-O-Rama
Goblinions
Golden Myth
Grand Gems
Halloween Fruits
Harlequin Dice
Hell Bars
Hell Fruits

Hell Mania
Hells Bars
Hot Africa
Hunter's Spirit
Jack and the Mystery Monsters
Jewel's Fortune
Joker 40
Joker 40-end
Joker 50 Deluxe
Joker's Five
Lucky Elements
Lucky Pot
Mirror Shield
Monkey Slots
Moonlight Fortune
Mysterious Atlantis
Neon Fever
Reel Hot Respin
Reel Sheriff
Respin Joker
Rich Pirates
Rock 'n' Roll Rooster
Royal Wild
Sweet Dreams
Sync Spin

Treasures of Thebes

Turbo Gold HD

Vampire Bride

Wild Blooms

Wild Circus 256

Wild Job

Wild Warp

TANGENTE

Aces and Faces

All American

AMERICAN PAYDAY

American Roulette

Baccarat

BaccaratPro

Big Six Wheel

Blackjack

Blackjack 21

Bonus Poker

Caribbean Stud

Casino Hold'Em

Casino Minesweeper

Casino War

Deuces Wild

Double Bonus Poker

Double Draw BJ
Double Jackpot Roulette
Double Joker Poker
European Roulette
Face Up 21
Fast Roulette
Fortune Wheel
Fusion Sevens
Gold Rush Wheel
Jacks or Better
Joker Poker Kings
Let it Ride
MAGIC MUSHROOMS
Money Wheel
OLYMPUS TREASURE
Perfect Pairs BJ
Russian Duel
Russian Poker
Russian Roulette
Russian War
Tens or Better
Triple Jackpot Roulette

THUNDERKICK
1429 Uncharted Seas

Arcader
Babushkas
Barbershop: Uncut
Beat the Beast: CERBERUS' INFERNO
Beat the Beast: Griffin's Gold
Beat the Beast: Kraken's Lair
Beat the Beast: Mighty Sphinx
Beat the Beast: Quetzalcoatl's Trial
Birds On A Wire
Bork The Berzerker
Carnival Queen
Crystal Quest : DEEP JUNGLE
Crystal Quest: Arcane Tower
Divine Lotus
Dragon Horn
Esqueleto Explosivo
Esqueleto Explosivo 2
Flame Busters
Flux
Frog Grog
Fruit Warp
Full Moon Romance
Jaguar Temple
Jin Chan's Pond of Riches
Luchadora

Magicious

Midas Golden Touch

Not Enough Kittens

Pink Elephants

Pink Elephants 2

Ravens Eye

Riders of the Storm

Roasty McFry and The Flame Busters

Rocket Fellas Inc

Spectra

Sunset Delight

Sword of Khans

The Falcon Huntress

The Rift

Tiger Rush

Toki Time

Turning Totems

Well of Wonders

Wild Heist at Peacock Manor

Yeti Battle of Greenhat peak

Zoom

TOMHORN

243 Crystal Fruits

243 Crystal Fruits Reversed

7 Mirrors

Aces And Faces Mega Poker

Aces And Faces Poker

Aces And Faces Poker 4 Hand

American Roulette

Baccarat

Black Mummy

Black Mummy Dice

Blackbeard's Quest

BLACKBEARD'S QUEST MINI GAME

Book Of Spells

Casino Royale

Cleopatra's Secret

Deuces And Joker Poker 4 Hand

Deuces And Joker Poker

Diamond Hill

Disco Fever

Don Juan's Peppers

Double Flash

Double Poker

Dragon Egg

Dragon Riches

Drunken Vikings

European Roulette

Feng Fu

Fire 'n' Hot
Flaming Fruit
Frozen Queen
Fruit
Gangland
Gardener
Geisha's Fan
Gold X
Golf Championship
Hammer of Thor
Hot Blizzard
Hot'n'Fruity
Ice Age
Inca's Treasure
Jacks Or Better Poker
Jacks Or Better Poker 4 Hand
Jingle Bells
Joker Poker 4 Hand
Joker Poker 4 Hand
Joker Reelz
Jungle Adventure
Keno
King Arthur
Kongo Bongo
La Playa

Leprechaun's Treasure
Loch Ness Monster
Lunapark
Mega Poker
Middle Earth
Monkey 27
Monster Madness
Nitro Madness
OXO
Panda's Run
Power Keno
Quick Bingo
Red Lights
Red Seven
Royal Double
Savannah King
Scratch Card
Shaolin Tiger
Sherlock Scasndal In Bohemia
Sizable Win
Sky Barons
Spinball
Super Keno
Sweet Crush
THE Chicago

The Cup
The Secret of Ba
Three Card Poker
Thrones Of Persia
Treasure Island
Triple Joker
Wall Street
Wheel Of Luck
Wild Bells
Wild Pearl
Wild Sierra
Wild Weather
Wolf Sierra
Wonders Of The Ancient World

organized by WILLIAMS D.O.O. Banja Luka, 5E Svetozara Markovica.

ARTICLE 2.

This rules are making conditions for organization internet gambling games by WILLIAMS D.O.O. Banja Luka, UIN: 4402125230003, CID: 1-14740-00, with headquarters in 5E Svetozara Markovica, 78 000 Banja Luka (in following text – organizer).

SPORT AND LIVE GAMBLING RULES

The gambling is the game in which player needs to guess the result that are suggested by organizer, decides about gambling number and stake in accordance with possible winning gain.

ARTICLE 4.

If bet is shown on players account, then it is confirmed and accepted by organizer.

In some cases, there can be bet delay mostly because technical reasons. In that case the time of placing a bet is the time of bet registration, not the time when bet is shown on players account.

The player can receive the payment message via internet or mobile devices, but if, for some reasons, player does not receive that message, the bet is considered valid if it can be found in My Games option on players account.

Everytime the bet is set, the player accepts General terms and conditions.

ARTICLE 5.

In case when bet is classified as incorrect or invalid, it returns at coefficient 1,00.

In case of single bets, player receives money back, while in combined bets total coefficient will be coordinated with the coefficient changes of that bet.

ARTICLE 6.

Deadline for posting bets for Live gambling is always decided by organizer according to knowledge about starting event.

In special cases (live gambling, special gambling) deadline for posting bets is decided by organizer according to other parameters.

If bets are posted after starting event, they will be invalid (this is not the case with live gambling).

This kind of bets go back to coefficient 1,00.

In Live gambling, bets received after the result of single bets are known, are considered invalid and return to coefficient 1,00.

ARTICLE 7.

Organizer receives bets on events, which are posted on web page. Every single event from the list has a specific course, determined by organizer. Course height for every single event is determined by organizer, considering informations about the team or the individual, that participate in the events. The value of the gain is calculated by multiplying courses of all events, as well as bonuses.

ARTICLE 8.

Before receiving bets, organizer publishes the list on web page.

Gambling list on WEB is consisted of at least following informations:

- date and time of receiving bets;
- number and type of event;
- course height for every type of event;
- results and types of final events.

The data at the web gambling list are of informative character. In case of error or change at the web gambling list, organizer considers the data provided at the moment of posting bets.

ARTICLE 9.

Organizer has the right to reject any bet without giving reasons.

All bets that are placed and accepted on time, except in cases shown in Terms and Conditions, can not be withdrawn or changed.

The player has to verify the bet before placing it, therefore organizer has no responsibility if bet details are not correct.

During entering pairs at the betting tickets, organizer has no responsibility for disappearance of single events or if there is possibility of two identical events, just one of those events will count. The users can check the balans at any time on their account .

During the Live events there can be change of coefficient, also during the time of concluded bet. This change of coefficient can be accepted or rejected by user.

If user accepts the bet, current coefficient is shown at the concluded bet.

The bet is valid at the time it shows on users account.

ARTICLE 10.

Organizer does not take the responsibility for mistakes during writing, broadcasting and/or rating events on web list.

Organizer reserves the right for correcting evident mistakes during entering coefficient and/or calculation of results, even after the events are finished.

Organizer reserves the right to cancel single or all events on tickets without further explanations, before events are started.

Organizer reserves the right to declare all bets invalid if they have any of those incorrections.

All the data coming from information services such as live scores or messages through e-mail or sms services, have informative character and organizer do not accept any responsibility for correctness, completeness and for their update.

In case of canceling the event which is misplaced, bets are invalid and returned to coefficient 1,00.

ARTICLE 11.

Organizer reserves the right, at its discretion, without further explanations, to cancel every single event or all events on ticket before playing (in case of some irregularity, cheat, etc.).

The user will be able to see the time of canceling and the time of starting single event which is canceled, so it can be seen that the event is canceled before it had been started.

In case of canceling the whole ticket, starting the first event on the list is considered.

ARTICLE 12.

In case of events with determined coefficient (quota), the gain is counted by multiplication of stake and belonging coefficient. In case of more than one event inside one single bet, the gain is counted by multiplication of all coefficients, which then multiply with the stake.

Organizer gives the possibility of early payment.

Early payment is possible if all events on the ticket are finished and they are possibly guessed correctly.

Early payment is not possible in following cases:

- in case of systemic ticket
- in case of bonuses
- in case of outright bets

Organizer can also give a special bonus on the current gain in accordance with Gambling Games Law.

ARTICLE 13.

During the profit calculation for using Promo Bonus, the stake is always subtracted from the final profit. For example, if the player invested 10 EUR and gained 90 EUR, the final profit is 80 EUR.

ARTICLE 14.

Wwin recognize only those results which are achieved during the game. Changes that are made after that are not considered.

In case of breaking sports rule, the firm reserves the right to block gains and keep the payment.

Bets on the final result of some event or tournament are paid according to official result presented by competent authority of a particular sport, league or event, immediately after the event is finished.

If official authority changes official result after the event is finished, organizer has the right to correct payment in accordance to that.

All changes made for any reason, will not be considered when the bet result is decided.

ARTICLE 15.

Related bets can not be combined at the same event. Related bets are two or more different bets with related possibilities.

Example:

Bet 1: Correct match result? also includes following betting results:

- 0:0
- 1:0
- 0:1

Bet 2: How much goals will be scored at the match? includes following betting results:

- 0-1 goal
- 2-3 goals
- no goals

Since No goals option has an impact on this bets, especially on bet with correct result 0:0, these bets are considered as related and can not be combined.

Organizer reserves the right to decide which bets are related.

If combined bet which include 2 or more related choices is accepted by mistake, organizer has the right to declare that bet invalid.

ARTICLE 16.

Live bets are offered just before and during the match or competition. Coefficients are constantly adjusting, depending on current result and situation.

In some situations at the time of accepting a bet, the coefficient can change. In that case, live bet will not be accepted, so the bet with changed coefficient will be offered to user.

In case of live betting, the bet is concluded at the moment of input to the organizers computer and can not be changed or canceled.

Min and max payment is determined by organizer.

ARTICLE 17.

For live betting at the web site, relevant results are those which are known after the end of a game and they will be used for determination the winning results. Later changes by various commissions, jury or individuals, have no impact on payment.

For live betting at the web site, general betting rules are applied. Exceptions are special bets which are decided before actual interruption. They are declared valid (half time, betting on next goal or point and other betting in all sports).

ARTICLE 18.

Organizer reserves the right to cancel all bets with evident errors, concluded before and after the match.

In case of evident error in displaying the offer and bet to player, or error in data entry, the organizer does not bear any responsibility.

Organizer reserves the right to cancel all bets set on that grounds, as well as payments for those bets, even if an error is spotted after the end of the event.

Organizer has no obligation to pay off winnings to players if there was technical error during transaction. Organizer reserves the right at all times to correct all evident errors, without prior announcement or subsequent notice.

ARTICLE 19.

In those sports in which playing time is determined by the rules, the result is valid after regular playing time (including overtime).

Cases of overtime, penalties or some other method have no impact on bet payment. Exceptions are for special bets.

ARTICLE 20.

In duel competitions, if one competitor drop out, the winner is the competitor who finished the ride, race, etc.

In event betting with more rides (e.g. skiing), if one competitor drop out in first ride, the winner is another competitor who finished 1. ride, even if he drop out, give up or be disqualified in 2. ride.

ARTICLE 21.

Individual betting is where player bets on the result of one selected event. If the player guess the correct result, he exercises the right for winning. All events that are offered can be taken as individual bets.

Exceptions are those events with determined minimum number of combinations.

Combined betting is the type where player can play various combinations of more events. It is not possible to combine bets on the same ticket.

Organizer reserves the right to make an exception for individual events to have the possibility to combine.

Organizer reserves the right to disable individual betting for certain event and to determine minimum number of combinations for that event.

Organizer determines maximum number of events on the ticket.

ARTICLE 22.

Organizer takes bets with various event results:

- match or event with 3 possible results (type 1, type X, type 2)

type 1 – winning of home team or competitor listed first.

type X – draw result

type 2 – winning of visiting team or competitor listed second.

- double types which covers two from 3 possible results (type 1X, type X2, type 12)

type 1X – the match ends with draw or winning of home team or the team listed first.

type 2X – the match ends with draw or winning of visiting team or the team listed second.

type 12 – the match ends with winning of home or visiting team, the first or second listed team.

- match or events with 2 possible results (type 1, type 2)

type 1 – winning of home team or the team listed first.

type 2 – winning of visiting team or the team listed second.

ARTICLE 23.

Special bets and offers:

Organizer also provides another special bet types:

- Betting on handicap, when before starting event, one team is added/subtracted certain number of goals/points/runs depending of sport type. Organizer determines handicaps and publish them along with other informations.
- Offer where the player can miss one, more or all results, but to make a profit or part of a profit.
- Bets where the player can guess certain number of events and gets additional bonus, profit, etc.
- Bets where organizer determines total profit for all events.

Bets on even and odd number. Note: if the result is 0, bet is considered as even number.

Head-to-Head betting. The bet where the player choose who will be better in the match, individual or team (who wil score more goals, points, etc) or who will win the race, competition, tournament, etc.

Medal betting. All medal bets will be paid off according to official medal table at the end of competition (e.g. Olympic games, World or European championship, etc.). Note: Team medals: any medal win by team or nation is counted as one medal.

ARTICLE 24.

In case where more players or teams take the same place, the following rule applies: coefficient of winning types will be divided by number of individual scores and then multiplied with betting stake.

This rule applies to all cases where two or more corresponding types are valued as winning types.

ARTICLE 25.

RULES BY SPORTS

FOOTBALL

For the result of the event, the outcome determined in regular time is always taken into account, except in the case when the organizer already determines in the offer that the final result is valid for an event. In the regular time of the game, there is also a possible referee compensation. Regular playing time may be shortened or extended if it meets the criteria set by the official bodies of the competition organizers (e.g. duration of the events 2x60min, 3x30min, 2x40min, 2x30min etc).

No subsequent amendment or decisions of individuals or committees (disqualification etc.) shall be taken into account.

If an event is canceled, postponed or interrupted before the regular time expires and has not started or continued within two calendar days, the bet is void for that event and the odds are 1.00, except for bets that have already been completed and won. (e.g. first half betting, match interval betting, who scores the first goal, the team scores, both score, etc.).

If the event is interrupted or is not played to the end, then in bets on the total (goals, corners, cards ...), the bet is valid if the total is greater than the default. If the total is less than or equal to the default until the end of the event, the bet is void and the odds are 1.00.

If the event for any reason started earlier than stated on the betting slip, all bets after the actual start of the event will be void and the odds will be 1.00.

If the event started or continued within two calendar days, the odds played are taken into account. The period of two calendar days is calculated from the start time indicated on the betting list. The organizer is not obliged to emphasize the neutral field and is not obliged to take into account the place of the match. When forming an event, as the first participant he is not obliged to emphasize the host, therefore the exchange of pairs is not considered a mistake in the event (e.g. Bayern – Stuttgart, although the match is played in Stuttgart).

A pair exchange is considered an erroneous event in which one of the participants is missing, that is, he is replaced by another pair (for example, in the offer Roma – Inter but play Roma – Parma).

Cart betting:

- direct red card = 2 cards
- yellow card + yellow card = red card = 3 cards

Penalty betting:

- yellow card = 10 points
- red card = 25 points
- yellow card + yellow card = red card = 35 points

Betting only applies to players in the game during regular time! (does not apply to coaches, reserve bench players and players who receive a card at half time or after a match!).

The deadline for playing or resuming interrupted or postponed matches is two calendar days.

For example. If the match was scheduled for Tuesday 05.01. at 15:00, then interrupted or postponed (e.g. due to weather conditions) and a new date for resumption or play set for Thursday 07.01. at 21:00, the result will be valid.

BASKETBALL

For an individual event result, the outcome determined in regular time (40 or 48 minutes) is always taken into account, except in the case when the organizer already determines that the final result is valid for an event. No subsequent changes or decisions of individuals or commissions (disqualifications, etc.) are taken into account.

If an event is canceled, postponed or interrupted before the regular time expires and has not started or continued within two calendar days, the bet is void for that event and the odds are 1.00, except for bets that have already been completed and won. (e.g. first half betting, match interval betting, etc.).

If the event is interrupted or is not played to the end, then in bets on the total (points, number of points of the team, number of points of players, etc.) the bet is valid if the total is greater than the default. If the total is less than or equal to the default until the end of the event, the bet is void and the odds are 1.00.

If the event for any reason started earlier than stated on the betting slip, all bets after the actual start of the event will be void and the odds will be 1.00.

If the event started or continued within two calendar days, the odds played are taken into account.

The period of two calendar days is calculated from the start time indicated on the betting list.

For example. If the match was scheduled for Tuesday 05.01. at 15:00, then interrupted or postponed (e.g. due to weather conditions) and a new date for resumption or play set for Thursday 07.01. at 21:00, the result will be valid.

The organizer is not obliged to emphasize the neutral field and is not obliged to take into account the place of the match. When forming an event, as the first participant he is not obliged to emphasize the host,

therefore the exchange of pairs is not considered a mistake in the event (e.g. CSKA – Real, although the match is played in Madrid).

A pair exchange is considered an erroneous event in which one of the participants is missing, that is, he is replaced by another pair (for example, in the offer CSKA – Žalgiris but play CSKA – Maccabi).

If the team withdraws before the start of the event, all bets will be void and the odds will be 1.00.

HANDBALL

For an individual event result, the outcome determined in regular time (60 minutes) is always taken into account, except in the case when the organizer already determines that the final result is valid for an event.

No subsequent changes or decisions of individuals or commissions (disqualifications, etc.) are taken into account.

If an event is canceled, postponed or interrupted before the regular time expires and has not started or continued within two calendar days, the bet is void for that event and the odds are 1.00, except for bets that have already been completed and won. (e.g. first half betting, match interval betting, etc.).

If the event is interrupted or is not played to the end, then in bets on the total (goals, number of team goals, number of individual goals, etc.) the bet is valid if the total is greater than the default.

If the total is less than or equal to the default until the end of the event, the bet is void and the odds are 1.00.

If the event for any reason started earlier than stated on the betting slip, all bets after the actual start of the event will be void and the odds will be 1.00.

If the event started or continued within two calendar days, the odds played are taken into account.

The period of two calendar days is calculated from the start time indicated on the betting list.

The deadline for playing or resuming interrupted or postponed matches is two calendar days.

For example. If the match was scheduled for Tuesday 05.01. at 15:00, then interrupted or postponed (e.g. due to weather conditions) and a new date for resumption or play set for Thursday 07.01. at 21:00, the result will be valid.

The organizer is not obliged to emphasize the neutral field and is not obliged to take into account the place of the match. When forming an event, as the first participant he is not obliged to emphasize the host, therefore the exchange of pairs is not considered a mistake in the event (e.g. Barcelona – Zagreb, although the match is played in Zagreb).

A pair exchange is considered an erroneous event in which one of the participants is missing, that is, he is replaced by another pair (for example, in the offer Zagreb – Barcelona but play Zagreb – Kiel).

If the team withdraws before the start of the event, all bets will be void and the odds will be 1.00.

HOCKEY

For an individual event result, the outcome determined in regular time (60 minutes) is always taken into account, except in the case when the organizer already determines that the final result is valid for an event.

No subsequent changes or decisions of individuals or commissions (disqualifications, etc.) are taken into account.

If an event is canceled, postponed or interrupted before the regular time expires and has not started or continued within two calendar days, the bet is void for that event and the odds are 1.00 except for bets that have already been completed and won. (e.g. first half betting, match interval betting, etc.).

If the event is interrupted or is not played to the end, then in bets on the total (goals, number of team goals, number of individual goals, etc.) the bet is valid if the total is greater than the default. If the total is less than or equal to the default until the end of the event, the bet is void and the odds are 1.00.

If the event for any reason started earlier than stated on the betting slip, all bets after the actual start of the event will be void and the odds will be 1.00.

If the event started or continued within two calendar days, the odds played are taken into account. The period of two calendar days is calculated from the start time indicated on the betting list. The organizer is not obliged to emphasize the neutral field and is not obliged to take into account the place

of the match. When forming an event, as the first participant he is not obliged to emphasize the host, therefore the exchange of pairs is not considered a mistake in the event (e.g. Ottawa – Toronto, although the match is played in Toronto).

A pair exchange is considered an erroneous event in which one of the participants is missing, that is, he is replaced by another pair (for example, in the offer Toronto – Ottawa but play Toronto – Detroit). If the team withdraws before the start of the event, all bets will be void and the odds will be 1.00.

The deadline for playing or resuming interrupted or postponed matches is two calendar days.

For example. If the match was scheduled for Tuesday 05.01. at 15:00, then interrupted or postponed (e.g. due to weather conditions) and a new date for resumption or play set for Thursday 07.01. at 21:00, the result will be valid.

TENNIS

The result of the event takes into account the result determined by the first official publication.

In the event that the event is canceled before the start (non-appearance of one of the participants), the rate of 1.00 is charged.

If the event for any reason started earlier than stated on the betting list, all bets after that time will be void and the odds will be 1.00.

If one of the participants surrenders during the event, the event is settled at odds of 1.00, except for bets on the sum of games in the match and the sum of games of each player in the match.

If the event is interrupted and not played to the end, then in the offer on the total number of games in the match or set and the sum of games of players in the match or set, the bet is valid if the total number of games scored until the break is greater than given. If the total sum of games scored is less than or equal to the default by the time the match is interrupted, the event collapses at odds of 1.00. The same applies to all bets that have already been placed by the time of the break (e.g. Result 6:0 or 0:6 in the match, Sum of sets, Tie-break in the match, etc.).

In the case of bets relating to the first set, in the event of a match being abandoned during the first set, bets will be settled at odds of 1.00, and in the event that the first set is played until the end of the match, all bets on the first set are valid. The same goes for the second set.

If a tennis match is played in such a way that in the case of a 1:1 result in sets, a Tie-break is played (a game played at two points difference), that Tie-break is considered the third set and counts as one game.

If the event did not start for any other reason (rain, postponement), the odds of 1.00 are not declared, but the match is expected to be played until the official cancellation, ie. the 60-hour rule does not apply as in other sports.

BASEBALL

The final outcome - type (1 or 2) determined by the first official announcement - is taken into account as the result of the event. In case of interruption or non-play of the event of the specified date, the odds of 1.00 are calculated.

If the event is interrupted before the regular time expires, the odds of 1.00 are charged, except for bets that have already been completed and realized. (E.g. inning betting, betting for a specific match interval, etc.).

If the event is interrupted or not played to the end, then in bets on the total (points, number of team points, etc.) the bet is valid if the total is greater than the default. If the total is less than or equal to the default until the end of the event, the bet is void and the odds are 1.00.

If the event for any reason started earlier than stated on the betting list, all bets after that time will be void and odds of 1.00 will be calculated.

In this case, too, the exchange of pairs is considered a mistake in events in which one of the participants is missing, ie. was replaced by another pair of that date (e.g. Florida – Arizona) but play Florida – Boston.

WATER POLO

For an individual event result, the outcome determined in regular time is always taken into account, except in the case when the organizer already determines that the final result is valid for an event.

No subsequent changes or decisions of individuals or commissions are taken into account.

If an event is canceled, postponed or interrupted before the regular time expires and has not started or continued within two calendar days, the bet is void for that event and the odds are 1.00, except for bets that have already been completed and won. (e.g. quarters betting, match interval betting, etc.).

If the event is interrupted or is not played to the end, then in bets on the total (goals, number of goals of the team, number of goals of players, etc.) the bet is valid if the total is greater than the default. If the total is less than or equal to the default until the end of the event, the bet is void and the odds are 1.00.

If the event for any reason started earlier than stated on the betting slip, all bets after the actual start of the event will be void and the odds will be 1.00.

If the event started or continued within two calendar days, the odds played are taken into account.

The period of two calendar days is calculated from the start time indicated on the betting list.

For example. If the match was scheduled for Tuesday 05.01. at 15:00, then interrupted or postponed (e.g. due to weather conditions) and a new date for resumption or play set for Thursday 07.01. at 21:00, the result will be valid.

The organizer is not obliged to emphasize the neutral field and is not obliged to take into account the place of the match. When forming an event, as the first participant he is not obliged to emphasize the host,

therefore the exchange of pairs is not considered a mistake in the event (e.g. Jug – Barcelona, although the match is played in Barcelona).

A pair exchange is considered an erroneous event in which one of the participants is missing, that is, he is replaced by another pair (for example, in the offer Jug – Mladost but play Mladost – Primorje).

If the team withdraws before the start of the event, all bets will be void and the odds will be 1.00.

SKIING

In a duel competition, if one competitor is eliminated, the winner of the duel is the competitor who finished the race.

If both competitors are eliminated in the same run, the bet is void and the stake is refunded, except in cases where there was an option X in the duel (both are eliminated or finish the race with the same result).

In case one competitor is eliminated in the first run, the winner is the second competitor if he completes the first run, even if he was disqualified in the second run.

The result of the event is always taken into account in the order determined by the first official announcement.

No subsequent amendment or decision of the individual or the commission shall be taken into account.

In case the registered competitor withdraws before the start of the competition, the odds of 1.00 are calculated.

In case the competition is interrupted or postponed and within 2 calendar days it is not held again or continued on the same field, the odds of 1.00 are calculated.

If a competitor withdraws or is disqualified at the time of the event, the competitor is considered to have participated in the event.

If the competition takes place or continues within 2 calendar days on the same court, the odds played are taken into account.

The period of 2 calendar days is calculated from the start time indicated on the betting list.

The deadline for playing or resuming interrupted or postponed matches is two calendar days.

For example. If the match was scheduled for Tuesday 05.01. at 15:00, then interrupted or postponed (e.g. due to weather conditions) and a new date for resumption or play set for Thursday 07.01. at 21:00, the result will be valid.

E-SPORTS

E-sports is a term that encompasses events in which participants compete in playing video games. Participants can be individuals, teams, or both.

All event processing will be based on the official result announced by the competition authority.

If an event is canceled, postponed or interrupted before the time expires and has not started again or has not resumed within two calendar days, the bet for that event is void and is settled at odds 1, except for bets that have already been completed and made.

All bets will be void if the wrong pair is placed (eg. instead of the pair B. Dortmund (Yoshi) - Hoffenheim (Void) the correct pair should be B. Dortmund (Kit) - Hoffenheim (Void)).

Since this is a video game competition, in betting on E-sports, the organizer is not obliged to emphasize the host.

The processing of given bets, on an event, is based on confirmation of the official result achieved in regular time, unless otherwise stated (eg. overtime, penalties, super tiebreak and others). In case E-hockey is decided by taking a penalty, then one goal will be added to the result of the winning team and the total result for the purpose of processing other bets.

COMPETITION WITH HORSES, MOTORCYCLES, CARS, FORMULAS, BOATS AND BICYCLES

In a duel competition, if one competitor is eliminated, the winner of the duel is the competitor who finished the ride, race, etc.

If both competitors are eliminated in the same round, the bet is void and the stake is refunded, except in cases where there was an option X in the duel (both are eliminated or finish the race or ride with the same result).

If both competitors are eliminated in different rounds, the winner of the duel is the competitor who has completed more rounds.

The order of events is always taken into account in the order determined by the first official announcement. No subsequent changes or decisions of the individual or the commission are taken into account.

If the event is canceled or postponed and has not started again or continued within 2 calendar days, the odds of 1.00 will be charged.

If the event is canceled before the start due to the withdrawal of one of the competitors, the odds of 1.00 are calculated.

If a competitor withdraws or is disqualified at the time of the event, the competitor is considered to have participated in the event.

In case of a change of venue, which was not indicated by the organizer, the bet is invalid and the odds are 1.00.

If the competition takes place or continues within 2 calendar days on the same court, the odds played are taken into account.

The period of 2 calendar days is calculated from the start time indicated on the betting list.

The deadline for playing or resuming interrupted or postponed matches is two calendar days.

For example. If the match was scheduled for Tuesday 05.01. at 15:00, then interrupted or postponed (e.g. due to weather conditions) and a new date for resumption or play set for Thursday 07.01. at 21:00, the result will be valid.

FIGHTING SPORTS

The result (type 1, X, 2) of the event is taken as the final outcome determined by the first official announcement.

In case the competitors ended the event ahead of time due to the withdrawal of one of the competitors (injury, surrender, ...), the opponent is considered the winner and the game odds are taken into account.

If the event is canceled before the start of the withdrawal of one of the competitors, the odds of 1.00 are calculated.

If a competitor is disqualified at the time of the event, he is considered to have participated in the event.

If the event is canceled or postponed and has not started again or continued within 2 calendar days, a odds of 1.00 will be charged.

If the competition takes place or continues within 2 calendar days on the same court, the odds played are taken into account.

The period of 2 calendar days is calculated from the start time indicated on the betting list.

The deadline for playing or resuming interrupted or postponed matches is two calendar days.

For example. If the match was scheduled for Tuesday 05.01. at 15:00, then interrupted or postponed (e.g. due to weather conditions) and a new date for resumption or play set for Thursday 07.01. at 21:00, the result will be valid.

ATHLETICS

The final result, determined by the first official announcement, is always taken into account as the result of the event.

No subsequent amendment or decision of the individual or the commission shall be taken into account.

If the event is canceled before the start due to the withdrawal of one of the competitors, the rate of 1.00 is charged.

If a competitor withdraws or is disqualified at the time of the event, the competitor is considered to have participated in the event.

In the event of a change of venue, which is not specified by the organizer, the bet is invalid and the odds are 1.00.

If the competition is held within 2 (two) calendar days on the same field, the game courses are taken into account.

The period of 2 (two) calendar days is calculated from the time indicated on the calendar list.

The deadline for playing or resuming interrupted or played matches is two calendar days.

For example. If the match was scheduled for Tuesday, 05.01. at 3 pm, then interrupted or postponed (eg due to weather conditions), and a new date for continuation or play is set for Thursday 07.01. at 21:00, the result will be valid.

OTHER SPORTS (chess, athletics, rugby, snooker, bowls, darts, etc.)

For other types of sports, taking into account their specifics, the provisions of these Rules provided for sports with a specific or indefinite playing time shall apply accordingly.

OTHER BETS

In other bets, which arouse public interest, the organizer, taking into account the information about the event or mathematical probability, determines the amount of the coefficient, and the provisions of these Rules apply to these bets, taking into account the specificity of the event.

- **CASINO GAMES**

Before starting the game, it is necessary to transfer funds from your user account to the Casino application.

After the game is over, you return the won money to your account.

Short description of the games:

ROULETTE

Live Roulette is one of our online games with a live dealer. Our Live Roulette is a European version with one 0. The circuit has a classic standard number breaker to improve the gaming experience, and four automatic detectors to ensure the best accuracy. New game interface with three options: Classic view, Real view and 3D view.

- Flash technology is used, no software download required.
- An average of 40 spins per hour.
- Game duration: 60 minutes.
- Camera with two zooms as well as level formulation so that the ball is not lost at any stage of the game.
- Unlimited number of players in each game.
- Different combinations of stakes are possible.
- Game statistics are updated in real time and are displayed on the players' screen.
- Full screen view.
- Chat with the dealer.

Game review

The game of roulette is played by throwing a small ball into a rotating wheel consisting of thirty-seven numbered squares. The ball stops at one of the indicated fields. The goal of roulette is to predict on which field the ball will stop. If you guess the correct number, your bet brings you the win. The total winnings depend on the type of bet.

Game instructions

Select the amount you want to bet by left-clicking on the chip, then mark the betting fields on the gambling table.

Press Clear Last to cancel the last token you placed. Press Clear All to cancel all your table bets.

The entire stake appears in the Bet window.

The Amount window shows the current availability.

The Win window indicates the amount won in that game.

The Profit window indicates the difference between Win and Bet.

By clicking on Rebet you can repeat the roles you played in the previous game.

If you offer a bet that is below the minimum bet limit, a message will appear on the screen and your bet will be rejected.

If you offer a bet that exceeds the maximum investment limit, a notification will appear reminding you of the maximum investment limit and you will not be able to place a bet.

You can offer different types of stakes on the roulette table. Each type of bet covers certain intervals of numbers, each of which determines some gain. Short lines of three numbers are indicated as lines, while longer lines of twelve numbers are marked as columns.

The first five types of investments are located in the space with numbers or on the lines inside them and are called internal stakes, while the last three include a special space below and to the left of the table and are called external stakes. As you move the mouse around the gambling table, the numbers corresponding to a particular role become indicated. The different types and winnings for each role type are summarized below:

Explanation for role types

Straight bet

Straight bet may be placed on any single number on the table layout.

Split bet

Split bet is placed on two adjacent numbers located next to each other on the table layout.

Street bet

Street bet is placed on a row of three numbers.

Corner

Corner bet is placed on four adjoining numbers.

Six-line

Six-line bet is placed on six adjoining numbers.

1 to 18/19 to 36 (Even Chances)

These bets are placed on two large groups of numbers. The first includes numbers from 1 to 18, the second— from 19 to 36.

Even/Odd (Even Chances)

These bets are placed on the numbers of groups distinguished by the category of parity.

Red/Black (Even Chances)

The bets are placed according to the color of the numbers.

Column

There are three types of column bets. Each is placed on the groups containing 12 pockets. Column bets may be placed on one of the three columns on the main table layout marked as 2 to 1.

Dozen

Dozen bets are placed on 3 groups of numbers marked on the table layout as 1st 12, 2nd 12 and 3rd 12.

Special bets: This is different from traditional roulette bets. Each bet covers a different group of numbers. Stakes are available using an oval that is placed above the table. Winnings depending on the role.

Gains

Straight up: 36x

Split bet: 18x

Street bet: 12x

Corner: 9x

Line bet: 6x

Column: 3x

Dozen: 3x

Red/Black, Even/Uneven, 1-18/19-36: 2x

MULTYHAND BLACK JACK

The goal of the game

The goal of Blackjack is to have cards in the hands of which the total amount is greater than the amount of the dealer's cards, without the player passing 21.

Investment

Highlight the bet field and click on the value of the chip you want to bet on, then click on the bet field. Each additional click on the bet field adds another token.

A game

Starting from left to right, the dealer deals the card face up. Finally, the dealer deals himself a card.

Then each player is dealt a second card face up. When all the players have received two cards, each player needs to come to the turn to raise the total amount he has in his hand. It is played in the same order in which the

dealer divided. When it is his turn, the player decides to stand or hit (looking for another card) if he wants to increase the total amount. The round ends when all players stand.

If a player passes 21, he automatically loses his bet. If there are exactly 21 or less, the round continues.

If the sum of the first two cards is 21, the player has Blackjack. Players who have Blackjack do not require additional cards. If there is no possibility that the dealer has Blackjack (e.g. if the dealer's visible card is not king, queen, gendarme, 10 or ace), players who already have Blackjack in the first two cards immediately win and are paid 3 to 2. If there is a chance that the dealer has Blackjack, the end of the round is postponed until the final amount of the dealer's cards is seen.

When all the players have played in turn, the dealer draws his second card. He then chooses between stand and hit based on the strategy found by the house. If the dealer's amount exceeds 21, all suspended bets are winning.

If the dealer does not exceed 21, then the amounts of all players are compared with the amount of the dealer. If the player is closer to number 21 than the dealer, the player wins. If the dealer is closer to number 21, the player loses. If the player and the dealer have the same result, the game is declared a draw, there is no gain or loss. When all bets are settled, the dealer announces the start of new investments.

Cards

8 decks of 52 cards are used.

The cards intersect somewhere in the middle of those 8 decks. When the cross-section card is reached, the spikes are shuffled again.

The cards with the picture (king, queen and gendarme) have a value of 10, while aces can have a value of 1 or 11. If a player has two aces in his hand, this is counted as the maximum value, without passing 21.

Player options

When a player receives his first two cards, he must decide how he will play to increase the amount. He can then also change his stake in the following ways:

Split: If a player has two equal cards, he can split them into two different hands, with the second bet being equal to the first. If a player decides to deal cards, he is dealt a second card for the first hand. He can then choose a stand or hit to increase the final amount.

The second card for a player's second hand is dealt only if his first hand is revealed. Different rules apply to separating pairs of aces.

If a player decides to split a pair of aces, he is dealt only one card for both hands and cannot ask for more cards. Based on this, the amount of 21 formed by two cards including split aces is not considered a Blackjack, and the player in that case loses by the dealer's Blackjack.

Double: If the player's first two cards do not constitute Blackjack, he may double his bet. For example. To deposit an additional amount equal to the first deposit. The player who decides to double can be dealt only one more card in that round.

Insurance: If the dealer's visible card is an ace, players can then pay insurance in the form of a second bet equal to half of their first bet. If the dealer gets Blackjack then the insurance pays out 2:1. If the dealer does not receive Blackjack the player loses insurance. Players who have Blackjack can still pay for insurance. This is called Even Money or the payout and pays out the player's Blackjack 2:1 even if the dealer also has Blackjack.

House strategy:

Unlike a player, the dealer cannot choose whether to stop or take a card. The dealer must take a card for an amount of 16 or less, and must stop at an amount of 17 or more. The hand is soft if the ace can be counted as 1 or 11, without crossing 21. If the dealer has soft 17, he must stop.

A hand is hard if it contains an ace that can only be counted as 1, without crossing 21.

In exceptional circumstances, the dealer may not deal cards or deal only one card.

It does not deal cards if all players are losers (e.g. their total score exceeds 21), or if all players have Blackjack and the dealer has no chance of

equalizing with their hand. E.g. in case they will be paid 2: 1 for their Blackjacks and the dealer also has no chance to equal their hand.

The dealer deals only one card if all players have Blackjack or are losers, and the dealer has the option to equalize with their hand, or if the outcome of the insurance needs to be determined.

Winning hand:

Blackjack (two cards that make 21 if it is not the result of separating two aces) is paid out with 3:2 provided that the dealer also does not have Blackjack. If both the player and the dealer have Blackjack, the bet is classified as a push. Blackjack is stronger than the amount of 21 which consists of three or more cards. All other winning hands are paid out 1: 1. The draw between the players and the dealer is a push, which means that there is no loss or gain. The player whose sum of cards exceeds 21 is the loser and therefore he loses his stake.

Game error:

If an error occurs in the game, the bet is automatically returned to the beginning of the next game.

Player connection problem:

When the bet is accepted and the player disconnects from the game, the system will try to ask for a card for the player until the sum of 11 is reached (e.g. the first two cards (4,5), the amount is 9, the system asks for a card (2), the amount is 11 , the system will ask for the card again).

Previous actions:

A player may decide in advance on the action of one or more positions during the hand of the previous player. The previous action can be changed all the way to the player's hand. In the event that the possibility of previous action is not indicated, the game will continue in the usual way.

Seat restriction:

The player can take a maximum of 3 seats at the table. To continue to maintain a place in the game that follows, the player must give a minimum

bet for each position. If the position is left without stakes, it will become vacant and will be available to other players.

Start of investment:

A player may take one or more seats and enter them until the end of the countdown.

Multi-game mode:

Multi-game mode provides an acoustic signal (icon with a red bell) when a player needs to play. Moreover, the game also offers visual warnings: the button area will light up.

Chat:

A player with a balance of 0 is unable to write in the public chat window.

BACCARAT

The goal of the game

In Baccarat, two hands are divided: the banker's and the player's. Before the cards are dealt, the player bets on which hand will have a total value close to 9. The player can also bet on a draw (e.g. that the banker and the player will have the same total value). The game uses 8 decks of 52 cards.

Investment

Highlight the amount you want to bet by clicking on the chip with the left mouse button, and then mark the desired result on the gambling table: Player, Banker or Draw. Each additional click on the betting field adds another token as a bet.

Side bets

- Player pair: the first two player cards have the same value
- Perfect pair: the first two cards of players or bankers have the same value and sign

- Small: the cards on the table make up four
- Large: the cards on the table make up more than four
- First or second pair: the first two cards of players or bankers have the same value

Bonus bets:

The player's bonus and the banker's bonus make special bets. The payout is in the table below:

Result: Victory

Unnatural hand wins with 9 points (big)	30:1
Unnatural hand wins with 8 points (big)	10:1
Unnatural hand wins with 7 points (big)	6:1
Unnatural hand wins with 6 points (big)	4:1
Unnatural hand wins with 5 points (big)	2:1
Unnatural hand wins with 4 points (big)	1:1
Natural hand winner (small)	1:1
Draw natural hand (small)	Push (neither gain nor loss)

Repeat: To repeat the same bet as in the previous round, click the REPEAT button. This automatically places the same stake (assuming you have enough money).

Cancel: Click the CANCEL button to remove all tokens from the stakes.

If you place a bet that is less than the minimum bet for a given table, a message will appear warning you that your bet has been declined.

If you place a bet above the maximum for a given table, you will be warned that you are trying to bet more than the allowed amount and your bet will be limited to the allowed limit.

INSTRUCTIONS:

After the bet is over, the player and the banker are dealt two cards.

For example: Hand + Hand = Total value

$$9+7=16=6$$

$$5+5+5=15=5$$

$$10+9=19=9 \text{ Natural}$$

After the first two cards are dealt to the player and the banker, the draw rules apply (explained below) to determine whether a third card may be drawn. No hand receives more than three cards.

If the total value of the players 'and bankers' cards is the same, the hand is declared a draw and the stakes are returned. If the total value of the first two cards with the players or with the bankers is 8 or 9 (natural), neither of them draws more cards.

If the total value of the first two cards for players or bankers is from 0 to 7, the third card is drawn in accordance with the rules of the draw.

Draw rules:

The third card drawn by the player

If the total value of the first two player cards is:

- Between 0 and 5, the player must draw an additional card
- between 6 and 7, the player must stop
- 8 or 9 (natural) player and banker must stop

The third card drawn by the banker

If the total value of the first two bankers' cards is:

-between 0 and 2, the banker must draw an additional card

-between 3 and 6, the banker decides based on the player's hand whether to draw a card or stop

-7, the banker has to stop

-8 or 9 (natural) both the banker and the player must stop

- When the banker's decision whether to draw a third card depends on the third card drawn by the player, the following rules apply:

-when the total value of the first two banker cards is 3, the banker draws if the player's third card is 1,2,3,4,5,6,7,9,0

-when the total value of the first two banker cards is 4, the banker draws if the player's third card is 2,3,4,5,6,7

-when the total value of the first two banker cards is 5, the banker draws if the player's third card is 4,5,6,7

-when the total value of the first two banker cards is 6, the banker draws if the player's third card is 6,7

-when the total value of the first two banker's cards is 7, the banker stops

-when the total value of the first two banker's cards is 8.9, the banker stops naturally.

If the player is left with two cards of total value 6 or 7, the banker must draw if he has two cards of total value 3.4, or 5, or must stop if he has total value 6.

BETS AND PROFITS:

-the bets on the player's hand to win are paid 1:1

-the bets on the victory of the banker's hand were paid 0.95:1

-bets on a draw are paid 8:1

-bets on a pair of players are paid 11:1

-the bets on the perfect pair are paid 25:1

-the small bets were paid 1.5:1

-the big bets are paid 0.54:1

-bets on one or the other pair are paid 5:1

-bets on the banker's pair were paid 11:1

Game error:

If an error occurs in the game, the bet is automatically returned to the beginning of the next game.

- **POKER (Texas Hold'em Poker)**

These rules apply to all games. The rules are almost identical to those used in regular Las Vegas casinos.

In case of disagreement among the players, the decision of the management is final.

General rules

Hand ranking

The winning hand is always determined by the best five-card hand. Aces are counted as the strongest card, except on the A-2-3-4-5 scale when Aces are counted as 1.

If two or more players have a hand of the same rank, the player with the stronger card wins.

If the hands are still tied, the kicker (strongest card) decides the winning hand.

Example

Q-Q-Q-6-6	wins	Q-Q-Q-5-5
Kh-7h-5h-3h-2h	wins	Qs-Js-Ts-8s-6s
A-A-K-T-6	wins	A-A-Q-J-5
J-J-J-A-Q	wins	J-J-J-A-9

Top

If there is an odd chip (1 cent), it goes to the winning player to the left of the dealer.

Buy-in

Our games are played with stakes on the table. That means playing only with the chips you have in front of you at the table. There is a minimum buy-in on each table, and there is also a maximum number of buy-ins on the PL and NI tables.

Example of minimum buy-ins:

Texas Hold'em/Omaha Fixed Limit

Limit	Min Buy-In	Max Buy-In
€ 0,02/0,04	€ 0,10	€ 8
€ 0,03/0,06	€ 1,5	€ 12
€ 0,05/0,10	€ 2,5	€ 20
€ 0,10/0,20	€ 5	€ 40
€ 0,15/0,30	€ 7,5	€ 60
€ 0,20/0,40	€ 10	€ 80

€ 0,25/0,50	€ 12,50	€ 100
€ 1/2	€ 25	€ 600
€ 2/4	€ 50	€ 600
€ 3/6	€ 150	€ 900
€ 5/10	€ 250	€ 1500

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New player

A new player who wants to join the blind game must either come to the big blind or have to invest the same amount in the big blind to start playing from other positions.

Missed blinds

A player who misses the big blind can only come to the big blind or must bet the big blind to rejoin the game. This money is considered “dead” and goes directly into the pot.

All-in

If you have bet all your chips in the pot you are considered all-in. That means you'll stay in the pot until the showdown. An all-in player can only win as many chips from each player as he puts in the pot. If other players bet more chips, an extra pot will be created. More than one additional pot can be created if several players are all-in.

Server drop

In the event of a drop in our server, all players at the tables will have their money returned to the players' accounts. All games that were playing at the time of the fall will be canceled and all chips in the pot will be returned to the players who participated. We are aware of the fact that this can be frustrating for some players, especially if you have a strong hand, but this is the only way to deal with such events fairly.

Limits

General rules

In all Limits, the raise must be at least as high as the previous Bet / Raise unless the player is all-in.

Fixed Limit

There is a limit set for each table that determines the blinds and the bet. The big blind corresponds to a lower limit (for example if the limit is 5/10 EUR then the big blind is 5 EUR). The lower limit is used in the first two rounds of investment, and the higher limit for the last two rounds of investment. The maximum number of bets that can be made in one round of betting is 4 (bet + 3 raises).

No Limit

In No Limit games, players can invest any amount at any time. The only limit is the amount of money you have on the table. The minimum bet is equal to the amount of the big blind.

Pot Limit

In Pot Limit games, players can bet any amount at any time up to the pot amount.

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Rake

All our FunMoney games are free. If you play for real money, a small fee, called a rake, is taken from the pot. Rake is only taken on pots where the flop is dealt. Only players who are dealt cards (active players) are considered table players.

No Limit, Pot Limit and Fixed Limit:

Rake is defined by the "wighted contributed" method, which means that each player participates in the rake in proportion to the amount invested in

the pot. Rake is a fee of 5% of the pot where the flop was seen up to a maximum amount of 3EUR.

Rake rules:

- No rake before the flop
- Rake is 5%
- Max rake amount is 3 EUR
- You get the right to rakeback by playing on Ring game tables (sit & go tables and tournament tables are not ring games tables).
- Tournament games do not include the return of the rake percentage, ie. there is no rakeback.

Rakeback rules:

- Players have the right to a rakeback in the amount of 30% of the contributed rake, provided that the calculation is made individually per player and rounded to two decimal places.

Example of rakeback calculation:

The total pot is 30 EUR

Rake 5% = 1.5 EUR

Rakeback - total 30% * 1.5 = 0.45 EUR

Rakeback singles

How many players participated in the pot and how many individually did each player invest in the pot?

Example:

4 players, (Player A, Player B, Player C, Player D)

Player A = 10 EUR or 33.33% of the pot

Player B = 10 EUR or 33.33% of the pot

Player C = 5 EUR or 16.66% of the pot

Player D = 5 EUR or 16.66% of the pot

Calculation individually per player

Player A ($0.45 * 0.33$) = 0.14 EUR

Player B ($0.45 * 0.33$) = 0.14 EUR

Player C ($0.45 * 0.16$) = 0.07 EUR

Player D ($0.45 * 0.16$) = 0.07 EUR

Texas Hold'em

Players

Up to 6 or 9 players can sit at the same table, depending on the table rules.

Dealer

In Texas Hold'em, a button ("dealer button") indicates a dealer. The button moves among the players clockwise.

Blinds

Texas Hold'em is played with two blinds, "small blind" and "big blind". Blinds must be bet before cards can be dealt. The player to the left of the dealer enters the small blind, and the next player in line enters the big blind.

Blinds are considered "live" bets. If you bet blind, you only need to make up the difference, if any, between the blind and the current bet. Players in the blinds can fold, call, check or raise.

Sharing

Each player receives 2 cards face down. These two cards are called "hole cards". After that, 3 community cards will be dealt face up from the table, "flop". Then another community card is dealt, "turn" or "fourth street". The last community card, "river" or "fifth street" consists of 5 cards that are visible on the table.

Order of investment

There are 4 rounds of investment. The first round of betting takes place after each player receives full cards. In that round, the player to the left of the big blind plays first. In subsequent rounds of betting, the first active player to the left of the dealer button begins the action.

Showdown

If there is no more investment, after all the cards have been dealt, the showdown determines the winner. The hand with the strongest 5 cards wins the pot. Players are allowed to use 1 or 2 full cards, but they can also "play the board" which means they can use all 5 cards on the table. If two or more players show the same hand, they share the pot.

If betting on the river, the player who made the last bet or raise must show his hand first. If there was no investment, the first remaining player to the left of the dealer showed his hand.

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Bonuses

Rakeback

Each player is entitled to Rakeback, ie a refund of the amount given in the hands of every 1st of the month for the previous month in the amount of 30%. Rakeback is available at cash tables.

Rake from a tournament does not enter rakeback.

Rakeback bonus

For a monthly rakeback in the amount of EUR 300 and more, the player is entitled to a 50% rakeback bonus on the monthly rakeback amount.

* The rakeback amount is automatically added to the poker every first day of the month from 00:30 - 01:00h for the previous month. During this period, the server may be unavailable.

Deceitful behavior

- Wwin reserves the right to refuse any registration without prior explanation.
- Wwin has the right to close or block any existing account without prior explanation. In that case, or in the case of self-closing of the account,

the entire amount on the account will be returned to the client, unless any fraudulent behavior is detected or if such behavior is suspected.

- It is the user's responsibility to comply with local laws and regulations. Wwin assumes no responsibility in the event that the user does not comply with such rules.
- The user undertakes to provide complete and accurate personal data. Failure to provide the same information may result in disqualification, account closure, and account deduction.
- The user is solely responsible for their username and password. All activities related to the use of a username or password are the sole responsibility of the user.
- The user account is personal and the user is fully responsible for the obligations of the account and has all rights to winnings and benefits.
- If there is a disagreement between the user and Wwin, all Wwin decisions are final, binding and conclusive in all matters.
- Wwin will actively take all necessary measures to investigate suspicious cases of any conduct that leads to fraud, collusion, money laundering or any other criminal behavior of users. Such a case can also be reported to the responsible institutions.
- Wwin reserves the right to take an active part in the prevention and investigation of suspicious cases, all types of fraud, collusion, money laundering activities and or conduct that violates the general rules and conditions of gaming at wwin.com. This includes, but is not limited to, the use of Anti-Fraud Software and the freezing of account amounts for the duration of the investigation. The user agrees that the money in the account may be confiscated and that the account may be closed if it is determined that the user has participated in such conduct.
- All users agree that winnings from gaming may be subsequently reversed by Wwin's decision, even if the user has acted in good faith if the winnings are found to have come from fraudulent conduct or any activities that do not comply with the terms and conditions and if it was a software error.
- Any dispute between the client and Wwin will be resolved within the jurisdiction of the court in Banja Luka, BiH.

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Glossary of poker terms

Add-on - Some tournaments allow players to purchase additional chips called add-ons at a given time. This is different from a rebuy because usually everyone in the tournament can make an add-on. Add-ons usually mark the end of the rebuy period.

All-in - When a player puts all remaining chips in the pot, the player is said to be all-in. An all-in player is not entitled to win more money than any other player than he had on the table before the pot. An all-in player is entitled to the main pot, and if other players bet more, an additional pot will be made.

Ante - A small forced bet that everyone at the table has to pay before each hand. In anteroom games, these roles form the starting pot.

Bankroll - the amount of money that one player is willing (and able) to risk.

Bad Beat - A situation in which a very strong hand is won by an even stronger hand.

Bet - To make a bet means to invest money in the pot, usually at the beginning, since betting at a later stage of the hand is called a raise or re-raise.

Big Bet Poker - Pot limit and No limit poker are sometimes called Big Bet Poker. "Big" refers to the size of the stakes relative to the pot, regardless of the amount of money involved. Although on our poker site we call our big 100 EUR / 200 EUR games "Big Bet Poker".

Bring-in - To make a bring-in means to make the first bet in the first round on the table (does not include blinds and antes).

Button - The "button" usually refers specifically to the dealer button used to indicate the dealer's position, or the player playing that position.

Buy-in - The amount of money you enter the game with is your buy-in. In non-tournament games, this is the amount you get in chips. In a tournament, your buy-in is the amount you have to pay to get the starting number of chips in the tournament.

Big Blind - A certain amount placed by a player sitting elsewhere clockwise from the dealer, before the cards are dealt. Players who join a

game that is already running must put in the Big Blind, but they can do so from anywhere.

Call - Call means tracking the current bet. If the stake was 10 EUR and the raise 10 EUR, then the call costs 20 EUR. Call is the cheapest way to stay in hand.

Check - If there were no bets before you in the round, you can call check, which is the same as calling a € 0 bet, or missing a line.

Check-Raise - Check and then raise when other players enter. This is usually done by a player who has a strong hand, with the intention of increasing the pot.

Community card (s) - Cards face up that are dealt by all players in the hand. Flop games Texas Hold'em or Omaha have five community cards.

Deal - Deal means dealing cards during the game. The person who deals the cards is called the dealer. If you are dealt in, it means you got the cards in hand. If you are dealt out or dealt around, it means you are not getting cards.

Deck - Is a set of playing cards. In most games, the game has 52 cards.

Discard - In a draw, a card discarded by a player that is to be replaced by another card.

Draw - Draw games are games in which at some point during the hand you can discard some or all of your cards to replace them with others from the game.

Drawing hand - Incomplete but potentially strong hand. This usually applies to a hand where you have 4 of 5 straight draw or flush draw cards.

Fixed limit - In limit poker, any betting structure in which the amount of bets in a particular round is predefined.

Flop - Some games, such as Hold'em and Omaha, are played with five community cards. The first three of these cards are dealt at once and are called the flop. Games with flop are also called Flop games.

Flush - A poker hand consisting of five cards of the same suit.

Fold - The player hands over his hand and no longer participates in the pot.

Forced bet - Mandatory bet in the first round in a Stud game such as 7-card Stud.

Freeroll - Freeroll tournaments are tournaments with no entry fee or initial buy-in.

Full House - A poker hand consisting of a pair and a tris (three of a kind). For example. 4-4-K-K-K (two fours and three kings). The decision of which hand is stronger is to look at three of a kind first.

Heads-up - A game between only two players. Our card rooms offer special heads-up tables.

Kicker - In draw poker, a side card (one of a different rank), in a draw with a pair or a tris, to hide a hand or try to fix a hand. In hold'em, an unpaired card that goes with a player's pair or tris. Often, the rank of a kicker decides the winner of the pot.

Main pot - When a player is all-in in the game, the player is only entitled to the main pot - a pot consisting of those roles that other players could play. For the additional stake, which is placed in the extra pot, the remaining players play.

Muck - A pile of discarded cards or the act of putting cards on that pile (and thus removing them from the game).

Nuts - The best possible hand at a given point in the game.

Overcard - A full card that is stronger than all community cards on the table.

Pair - Two cards of the same rank. Eg. J-J.

Position - The player's place in relation to the dealer.

Post - Put a blind (small blind or big blind). If you miss the blind in a round, the dealer will ask if you want to become, ie put as many chips as there were in the blind you missed. When it's your turn, you've already bet, and if the pot isn't cleared, you don't have to put more chips in the pot. You will, of course, be able to race on the turn.

Pot - All the money in the middle of the poker table that goes to the winner's hand is the pot.

Pot limit - Betting structure of the game in which you can bet up to a certain amount of pot.

Raise - Once someone has already opened an investment in the round, a raise means an increase in the amount of bets. For example, if the stake limit is 5 EUR and player A 5 EUR, player B can fold, call 5 EUR, or raise it to 10 EUR.

Rake - Chips that the card room takes from the pot as payment to run the game.

Rank - Each card has a specific color and rank. The pair are two cards of the same rank.

Rebuy - When you first come into the game, make a buy in with a certain amount of money. Rebuy is what you do when you buy more chips before you leave. Rebuys are also allowed to some players in tournaments that fall below a certain point - often only up to a certain point and are often limited to a fixed number of rebuys.

River (Fifth street) - The last of five community cards in flop games, such as Texas Hold'em and Omaha. Sometimes called Fifth street. Sometimes the "river" is used for the last card in nonflop games such as 7-card Stud.

Royal Flush - A poker hand consisting of a straight flush from A-10 (As to Ten). Eg. A-K-Q-J-10 (Ace-King-Lady-Gendarme-Ten) in the same color.

Showdown - When all investment is complete, if more than one player is in the pot, the showdown is the process of determining the winner.

Side pot - An extra pot that is created when one or more players run out of chips and those left without chips cannot win. This can lead to a situation where the player with the second best hand (or worse) can win more money in the pot than the one with the best hand.

Small Blind - The amount that puts a person in the pot immediately to the left of the dealer's button before the cards are dealt.

Stack - The amount of money you have in front of you at the poker table (i.e. Stack chips). Stack can also refer to a number of chips.

Steal the pot - Win the pot by bluffing.

Straight - A poker hand consisting of five cards with consecutive rank. For example. 4-5-6-7-8.

Straight Flush - A poker hand consisting of a straight and all cards are the same suit.

Suit (color) - One of four groups of 13 cards into which the deck is divided: spade, heart, diamond and club.

Table stakes - The amount of money you have on the table. This is the maximum amount you can lose or that anyone can win from you in either hand.

Bet - To make a bet means to invest money in the pot, usually at the beginning, since betting at a later stage of the hand is called a raise or re-raise.

Turn (Fourth street) - The fourth of five community cards in flop games, e.g. in Texas Hold'em and Omaha, it's called the turn. Sometimes called Fourth street.

SLOT GAMBLING GAMES

Slot games are games that are organized using a random number generator (RNG).

If certain of the same symbols appear in a certain order (payline), then the player wins a payout that depends on a predetermined payable as well as a stake per payline.

In these games of chance with a bonus game, it is necessary for the player to receive a predetermined combination of symbols or to collect certain

symbols, after which he receives Bonus games and wins special Bonus winnings.

For slots with a certain number of paylines, it is stated how much is bet per payline and on which paylines the bet is placed. In this case, the bet is calculated as the bet per line multiplied by the number of selected lines.

For slots with winning combinations, there are no paylines, but certain symbols only need to be arranged in each of the five pay columns. The bet is calculated as a line bet multiplied by 30.

These games have the following basic modalities: classic single-line / multi-line slots and video slots, and the goal is to generate a random sequence of symbols by random action of the participants.

Slots with n-lines: it is stated what is the bet per payline and on which paylines the bet is placed. In this case, the bet is calculated as the bet on the line multiplied by the number of selected lines.

Multi-turn slots: after the first turn of the columns, the player selects the columns he wants to keep, and spins the rest of the columns again.

Before the player starts the game, it is useful to get acquainted with the "keys" that are related to all slot games on the site, and which, for the sake of easier and simpler navigation, are far less than on "live" devices.

The first button on the left is **View pays (marked with the letter "i")**.

It is used to help the player cope with the payment of lines in this game, to interpret the winnings, the appearance of the lines, as well as the values of the symbols obtained during the game. View pays is an option that is something like a legend on live devices, where such an explanation is located above or below the screen of the device.

Autoplay is an option that starts the game and cashes all the winnings on its own, and is used when the desired stake, number of lines and ratio are pre-set; it stops itself exclusively when getting free spins.

0.5+, Lines and Coins are marks for adjusting the ratio of the number of lines in the game and the stakes during the game.

Max bet is an option that serves us to play one spin on the maximum role during the game by pressing this button.

Spin is also the **Start** button that starts the game itself. At the moment the game starts, **Stop** appears, where the player can stop and speed up the spin at any time.

In case of winning a certain number of points, the **Double up and Collect** buttons may appear (for games where there is a **Gamble** option), which allow the player to double his winnings by guessing the color of the card (red-black) or quadrupled by guessing the sign (diamond, heart, club, spade). Note: not all slot games have the Gamble option.

FINAL PROVISIONS

ARTICLE 26.

These rules apply after obtaining the consent of the Republic Administration for Gambling Games.

DIRECTOR
IGOR RADUKIC