

Based on the Law on Games of Chance ("Official Gazette of Republic of Serbia", No. 18/2020), and the provisions of the Rulebook on closer conditions, i.e. the content of the rules of games of chance ("Official Gazette of the Republic of Serbia ", number 152/20) and Decisions on the founding of the company "Phuket" doo, Belgrade, Južni Bulevar 144, according to the Decision dated April 20th 2023, the company's director, Draženko Ruljić, decided the following:

AMENDMENTS TO THE RULES ON ORGANIZING SPECIAL GAMES OF CHANCE THROUGH MEANS OF ELECTRONIC COMMUNICATION

INTRODUCTORY REMARKS

- **Organizer:** a legal entity that organizes betting on sports and other events through means of electronic communication.
- **The official website:** Internet website where a game of chance is organized - betting in the name and on behalf of the Company.
- **The event:** an event is any future uncertain event for which the outcome is not known in advance.
- **Betting:** a special game of chance in which the participant bets on the outcomes of sports (match results, betting on horse and dog races, etc.) and other real (dancing, singing, musical and similar events or competitions), i.e. virtual events, suggested by the organizer, where the circumstance deciding the gain or loss must not be known to anyone in advance and must be such that neither the organizers nor the participants can influence this circumstance. Betting consists of accepting bets (wagers) from participants under conditions suggested by the organizer.
- **Live betting:** Betting on an event in progress as well as during breaks (halftime and similar). For live betting, payment can be made during the event. The same rules apply to live betting as well as for betting before the beginning of the match, unless otherwise indicated.
- **Offer:** a list of events and their results with odds published on the organizer's official website.
- **Game type:** a defined predicted outcome on which a bet can be placed within the event.
- **Bet:** is the payment (deposit) of a sum of money in local currency to the selected combination that can achieve an individual gain.
- **Participant/user:** an adult natural person who participates and meets the legal requirements in betting. At the moment of payment, the participant accepts these Rules and starts betting under the given conditions.
- **Stake:** a payment, invested amount in local currency paid by the participant while predicting the outcome of the event.
- **Combination:** a number of game types. The number of tips in a row that make up one combination is between the minimum and maximum number of betting events set by the organizer.
- **System:** a special way of forming the number of combinations for betting. By forming event groups, the participant is enabled to increase the total number of betting combinations.
- **Outcome:** the result of the selected game type within the event the organizer has set the odds for.
- **Data analysis:** declaration of bets (winning, losing or void) in accordance with the achieved result and game rules.
- **Ticket:** is an electronic form for participating in a game of chance issued by the organizer and which consists of one or more of the same or different combinations.
- **Winnings:** the amount on the ticket gained by participating in betting after data processing. The condition for winnings is the participant's previously placed bet on the selected combinations on the basis of which the winnings were achieved.
- **Obvious error:** any error in the offer or data processing the organizer considers to have affected the correctness of betting, and may be or may refer to: an incorrect value of odds, participants, time and place of game, error in the handicap, type of a game or any other reason the organizer considers to have affected the correctness of the betting or the uncertainty of the event.

- **Refund:** refunding the stake to the participant in the event that, for any reason, the bet is void when the odds 1 are declared.
- **Void betting:** a situation when instead of the odds printed on the ticket, the odds 1.00 are announced (e.g. postponed match, cancelled match, wrong pair, etc.)
- **Combined betting:** a series of the same or similar tickets played on the same calendar day on the Internet website by several participants suspected by the organizer to have conspired to avoid the restrictions set by these rules.
- **Odds:** the number by which the bet is multiplied to calculate the potential winnings which represents the degree of uncertainty of the event according to the organizer's assessment.
- **Host:** The team or competitor listed first on the bid list (mark 1.) does not have to be the actual host of the Event.
- **Guest:** The team or competitor listed second on the bid list (mark 2.) does not have to be the actual guest of the Event.
- **Tournament:** Competition of a large number of participants (individuals, competitors or teams) who compete for the best possible placement.
- **Handicap:** is an advantage given to the underdog or taken away from the favourite, in order to increase the odds on the favourite and decrease on the underdog with the selected game type, or in an exceptional case reduce the odds on the favourite and increase on the underdog. The handicap is displayed and added to the achieved result of the first listed team/competitor.
- **Favourite:** the team or competitor who, in the opinion of the organizer, has a better chance of winning the match.
- **Underdog:** a team or competitor who, in the organizer's opinion, has less chance of achieving a better result.
- **Official sources of information:** 1) the official website of the competition organizer; 2) the official website of the competition host; 3) official website of the host team; 4) the official website of the away team.
"Live score" Internet websites are not official and valid when processing data. If the information differs, the result taken from the source the highest in the above-mentioned hierarchy (first the official website of the competition organizer, then the official website of the host of the competition, etc.) is considered as official.
- **Locked game** - is considered a bet where the final outcome can no longer be changed until the end of the event.
- **Bonus account:** is an account every participant has on the website and to which they can log in accumulate promotional funds by participating in various marketing or promotional activities of the organizer.
- **Bonus means:** funds allocated by the organizer through various promotional activities. They can be used as a stake in accordance with the rules of the promotion and cannot be paid out from the user's Promotional account.
- **Bonus code:** is a code the participant can use to obtain benefits during the organizer's marketing or promotional activities. Using the promo code, in the place provided for it, obligates the participant to accept the conditions of use specified by the organizer.
- **Virtual event:** is a computer-generated event or other uncertain event whose outcome is determined by a random number generator (RNG), for example (virtual football, virtual betting on numbers, virtual horse and dog racing, etc.).
- **Self-exclusion:** an option by which the participant decides on partial or permanent self-limitation of participation in betting, based on the request submitted to the organizer.
- **Closing the user account:** represents the Organizer's right to exclude a participant from the Organizer's System at the Organizer's discretion.
- **Exception:** Explicitly prescribed rules for special cases of data processing that have priority in application.

THROUGH MEANS OF ELECTRONIC COMMUNICATION

Article 1.

These rules manage the organization of games of chance of betting through electronic means of communication, as well as other special games of chance through means of electronic communication, and they contain provisions on the organization of betting, conditions for participation in betting, place of organization of betting, price of one combination, deadline for acceptance of payment, winnings fund, publication of game results, deadline for payment of winnings, notification of participants about betting rules, procedure in case of cancellation or change of event time, organizer's responsibility, as well as other matters of importance for organizing betting.

Article 2.

These Rules on organizing special games of chance through means of electronic communication (hereinafter: Rules) establish and regulate contractual relations between "PHUKET" d.o.o. Belgrade, with headquarters at Južni Bulevar 144, Belgrade, code of business activity 9200 gambling and betting, Tax Identification Number 107132843, as the organizer of the game (hereinafter: Organizer) and a natural person registered as a participant in games of chance (hereinafter: Participant).

Article 3.

These rules represent the general conditions for concluding an access contract for participation in all types of betting with the organizer, which is considered concluded when the participant registers on the organizer's website. After the participant's registration has been carried out, it is considered that the participant accepts these Rules. These rules bind the organizer and betting participants and they are obliged to fully comply with them. This contractual relationship is concluded for an indefinite period of time and each contractual party can cancel it.

Article 4.

The Organizer guarantees the pay out of winnings achieved in games of chance through means of electronic communication.

Article 5.

The organizer predetermines the events and odds for betting, and the participant freely chooses the types of games to mark the outcome of the offered event or group of events, whereby the organizer issues an electronic form for participation in the game (ticket).

Article 6.

The provisions of these Rules are valid and apply to all bets, which can be organized in group and individual disciplines and in various other events, which by their nature can be the subject of betting games in accordance with the Law on Games of Chance.

The participant can bet in the manner determined by these rules on:

- 1) the results of individual or group sports events (match results, betting on horse and dog races, etc.)
- 2) a specific event during a sports competition (number of goals scored, exact score, number of goals at halftime and at the end of the game, who will score the first goal, which player/team will be the best scorer, in which half will more goals be scored, who will score more or fewer goals, etc.);
- 3) other real events (dance, singing, music and similar events), as well as any other event for which the outcome is not known in advance, which is clearly measurable and for which there are clear and unequivocal results
- 4) Fantasy sports
- 5) Virtual events (virtual football, virtual betting on numbers, virtual horse and dog racing, etc)
- 6) Gambling games
- 7) Electronic sports (eSports)

The organizer has the possibility to apply game types from one sport or event to another sport or event if the game conditions are the same or similar. The rules according to which such bets are accepted are the same if the standard types of games listed in Article 7 are used, and if they are not used, the organizer is obliged to publish the addition of the rules defining the types of games on the website and in the offer list.

Article 7.

DEFINITION OF GAME TYPES

The types of games offered by the organizer are defined below, unless otherwise specified on the ticket itself.

FOOTBALL BETTING

Final outcome

KI 1 the home team wins the match

KI X A draw in the match

KI 2 the away team wins the match

Double Chance

DS 1X the home team wins or the match is tied

DS 12 the home team or the away team wins the match

DS X2 the away team wins or draws the match

First Halftime

Ipol 1 The home team wins the first half

Ipol X A draw in the first half

Ipol 2 The away team wins the first half

Second Halftime

IIpol 1 The home team wins the second half

IIpol X A draw in the second half

IIpol 2 The away team wins the second half

Halftime/The end

PK 1-1 The home team leads at halftime and wins the match

PK 1-X The home team is leading at halftime and the match is tied

PK 1-2 The home team leads at halftime and the away team wins the match

PK X-1 A draw at half time and the home team wins the match

PK X-X A draw at halftime and in the match

PK X-2 A draw at halftime and the away team wins the match

PK 2-1 The away team leads at halftime and the home team wins the match

PK 2-X The away team leads at halftime and the match is tied

PK 2-2 The away team leads at halftime and wins the match

PK 1X-1X the home team wins or the result is a draw at halftime and in the match

PK 1X-12 The home team wins or a draw at half time and the home or away team wins the match

PK 1X-X2 the home team wins or a draw at half time and the away team wins or the match is tied

PK 12-1X the home or away team wins in the first half and the home team wins or the match is tied

PK 12-12 The home or away team wins in the first half and the home or away team wins the match

PK 12-X2 the home or away team wins in the first half and the away team wins or the match is tied

PK X2-1X the away team wins or draws in the first half and the home team wins or the match is tied

PK X2-12 The away team wins or draws in the first half and the home or away team wins the match

PK X2-X2 the away team wins or draws in the first half and the away team wins or the match is tied

PK 1X-1 The home team wins or a draw in the first half and the home team wins the match

PK 1X-X The home team wins or a draw in the first half and the match is tied

PK 1X-2 The home team wins or a draw in the first half the away team wins the match

The home or away team wins in the first half.

BETTING RULES

Article 8.

All odds are variable. The valid odds for betting, as well as for betting on an ongoing event (Live Betting), are exclusively those found on the ticket.

Article 9.

Participation in betting is prohibited for persons under the age of 18. Minors are not allowed to open betting accounts.

Article 10.

When making a payment, the participant must comply with the following rules:

1. Minimum payment per ticket
1. Minimum payment per combination
2. Minimum/maximum number of events on the ticket
3. One event cannot be played twice in the same combination

It is forbidden for a participant to bet multiple times on the same game type in one event, except otherwise stated in the organizer's offer. In case of non-compliance with the above rules, the ticket and combination will be declared void, and the stake will be refunded to the participant.

Article 10, Point a)

In the event that the participant wins against the Organizer's rules, the bet will be declared void. Bets made with winnings that have been declared void will also be declared void, that is, all possible winnings made in that way will be declared void.

Article 11.

Participants pay their bets individually. The organizer reserves the right to declare identical bets from a group of participants (Parlay Betting) as void even after data processing, in which case bets will be refunded. If there is suspicion of Parlay Betting, the organizer reserves the right to act according to Article 15 of these Rules.

Article 12.

The minimum single bet per betting combination is 2.00 dinars. The minimum amount a participant can pay for betting is 20.00 (twenty) dinars. The maximum amount for pay out of winnings to the participant is 15,000,000.00 (fifteen million) dinars. The organizer reserves the right to change the amount of the minimum individual bet per combination, the minimum amount for betting and the maximum amount for pay out of winnings, but only after obtaining the consent of the Minister of Finance.

Bonus - The organizer can set a bonus on the winnings, but the exact amount of the bonus will be known only after the completion of all events on the ticket, and the organizer will clearly define the rules and conditions on the official website.

Note: the height and amount of the bonus are not affected by events that are declared as void betting, i.e. they do not make the bonus.

Article 12. Point a)

Before the start of betting, the organizer determines and publishes the minimum conditions for payment.

The Participants are obliged to respect the minimum and maximum number of events for each type of betting as published by the organizer in the event program for the specific betting round.

Article 13.

The event that starts first on the ticket determines the payment deadline for that ticket. Except in the case of Live Betting where payment can be made during the event.

In the event that a participant places a bet after the start or after the end of an event, the betting for that event will be void, except in the case of Live Betting where the participant places a bet after the end of the event or after the end of the game type, the betting on those wagers will be void.

Article 13. Point a)

If the organizer assesses that there is a well-founded suspicion that anyone acted in order to determine the outcome of the event, thereby violating the provisions and official rules on organizing such events, or even if

there are elements based on which the regularity of the event is disputed, the organizer reserves the right to declare such bets void.

Article 14.

After the payment is made, the bet is locked and after that it is not possible to cancel (reverse) the ticket. The Organizer does not accept subsequent complaints.

Article 15.

The organizer reserves the right not to accept the participant's bet at any moment, partially or completely, without giving a specific explanation.

Article 16.

For data processing, the results achieved in the regular part of the game are considered, while the result achieved in the possibly played overtime and penalties is not considered during data processing, unless otherwise specified (e.g. in football matches, the result achieved in 2x45 minutes of play + extra time is considered).

Possible administrative decisions, as well as subsequent changes to the results (official result, disqualifications and other) do not affect the result of the event and data processing. The organizer will not be held responsible if the processing of data or the result of the event was affected by a circumstance the organizer could not foresee (e.g. a change in conditions during the event by the organizer's decision).

If a match is played on a neutral ground, all bets will be valid, regardless of whether this has been previously stated or not. In cases where there is an official home fixture swap, the organizer reserves the right to declare the bet void. If the match is played on the field of the second-mentioned team, and the organizer of the competition considers the first-mentioned team to be the host, all bets will be valid. For bets on players, participants in team sports (football players, basketball players...), the betting rules apply within the sport they are participating in.

Exception:

1. When it comes to football matches played in two halves of 40 minutes each, the odds offer is adjusted to the length of the match and all bets for that match are valid. For other matches played contrary to the above mentioned, as well as to the prescribed halves lasting 45 minutes each (e.g. two halves lasting 35 minutes each, one half lasting 35 minutes and the other lasting 45 minutes, etc.) bet is declared void, unless the duration of the match is otherwise mentioned in the Organizer's offer.
2. For results processing and announcement of bets on football players in the "Players Special " sport, the achieved result of the football players who started the match is taken into consideration. Bets on football players who did not start the match (did not play the match, or entered in the further continuation of the game) will be declared void. If a player does not participate in the game (football player, basketball player, handball player, water polo player...) all bets on that player will be declared void.
3. For results processing and the announcement of the bet on the football players within the sport "Shooters Duels ", the achieved result of both football players in the duel that started the match is taken into consideration. Bets on a duel where at least one football player did not start the match (did not play, or entered in the further continuation of the game) will be declared void.
4. For data processing of tennis matches where a "super tie-break" was possibly played, one game played within one set is taken into consideration.
5. For data processing on the types of games as part of the "Corners" group, the achieved result of the executed corners is taken into consideration.
6. For data processing on the types of games under "Cards", "Yellow cards" and "Red cards", cards awarded to players participating in the regular part of the game are taken into consideration. Cards

awarded to players who do not participate in the game (substitute players) are not considered, unless they enter the game in the further continuation of the regular part of the match. Cards awarded to players after they have left the game, or at the end of the regular part of the match, as well as cards awarded to members of the coaching staff are not taken into consideration for data processing.

7. For games processing from the "First Minute" group, the data published on the Official Information Source as well as the video footage from the match, if available, are taken into consideration. If the processed data on the Official Information Source in "Play by Play" differs from the video from the same match, the processing will be carried out according to the video according to the following rules:

- The moment of scoring is the moment when the ball leaves the hand of the player who shoots.
- The time considered for data processing is the time displayed on the scoreboard in the hall (above or behind the basket).
- If the time displayed in the hall (above or behind the basket) is not visible, the time given on the graphic display of the video of the match is taken into consideration for data processing.
- If the times displayed on the scoreboard in the hall (above or behind the basket) and on the graphic display of the match video differ, the time displayed on the scoreboard in the hall (above or behind the basket) is taken into consideration for data processing.
- If the available video footage of the match does not show the scoreboard in the hall (above or behind the basket) at the time of scoring, as well as the data given on the graphic display of the video footage of the match, the data published on the official source of information in "Play by Play" is taken into consideration for data processing.

Exception: BASKETBALL: For data processing, the results achieved in the regular part of the game as well as in any extra time are considered, unless otherwise stated. Possible administrative decisions, as well as subsequent changes to the results (official result, disqualifications and other) do not affect the result of the event and data processing.

NOTE:

- In cases when extra time is not played after a draw in the regular part of the game, the result achieved is valid for all bets.
- The first minute. If the Quarter lasts 10 minutes, counted backwards from 10:00-09:01, and if the Quarter lasts 12 minutes, counted backwards from 12:00-11:01
- In the event that there is no available information used to process data for all games that have not been concluded from that match, the bet will be declared void.

Exception: AMERICAN FOOTBALL (NFL): For data processing, the results achieved in the regular part of the game as well as in any extra time, unless otherwise specified. Possible administrative decisions, as well as subsequent changes to the results (official result, disqualifications other) do not affect the result of the event and data processing.

Article 16. Item a)

The Participant has the right to submit a written objection to the Organizer within 7 (seven) days from the date of data processing, if he believes that the winnings are not properly determined by the results achieved and published on the official source of information.

In the event that the participant's complaint is founded, the organizer is obliged to pay the amount of the realized profit to the participant within 30 (thirty) days after the deadline from paragraph 1 of this article.

Article 17.

One or more combinations on the ticket were won in which all types of games were declared winning after data processing. The amount of possible winnings is calculated by multiplying the stakes by combination and the odds of the outcomes played.

Article 18.

The organizer pays out the winning tickets immediately after the end of the last event on the ticket, and no later than within 60 days.

Article 19.

The winnings are paid out by transferring funds to the participant's account.

Article 20.

The organizer reserves the right to change the published date, time and odds, and to withdraw any event from the offer.

Article 21.

The organizer has the right to change the odds published on the official website. Notifications about new odds will be published on the organizer's official website. Odds valid for participants are those on the issued ticket.

Article 22.

In the event of an obvious error, the organizer reserves the right to cancel such events, even if the error is noticed after the end of the event and the bet will be declared void.

Article 23.

In order to help participants, the organizer can add more information for each individual offer (e.g. table and statistics of the competition, venue, neutral court, type of surface on which the tennis tournament is played, whether the cup is played on one or two games, the result of the first match in case of a second rematch, round of the competition, score during the match), but is not responsible for the accuracy of the data.

RULES IN CASE OF EVENT CANCELLATION AND POSTPONEMENT

Article 24.

In case of postponement of the event and if it remains so until the end of the next calendar day, the bet will be declared void.

In case of the event interruption at any moment of the playing and its non-continuation until the end of the next calendar day, all types of games whose outcome could be changed by playing the event to the end will be declared void betting, i.e. will be declared winning with odds of 1.00. For all types of games, the outcome which cannot be changed by playing the event to the end (locked games), the result achieved at the time of the event's termination is taken into consideration for data processing.

Any possible administrative decisions, as well as subsequent changes to the results (official result, disqualifications and other) do not affect the result of the event and data processing. If any of the matches in martial arts end as a NO CONTEST, all bets will be declared void, except for those whose outcome is already known.

Example: Football

If the event is interrupted at 2:1, the game type "UG 3+" is won, the game type "UG 0-2" is lost, and the game types "UG4+", "K11", "1&3+", "DS X2" are winning with odds of 1.00.

Exception: TENNIS

In the event that one of the contestants retires before the match starts and does not play, the bet will be declared void.

In the event that one of the contestants retires during the match at any moment of the game, all types of games whose outcome could be changed by playing the event to the end will be declared void betting, i.e. will be declared winning with odds of 1.00. For all types of games, the outcome which cannot be changed by

playing the event to the end (locked games), the result achieved at the time of the event's termination is taken into consideration for data processing.

In case of any other postponement or interruption of the match, data processing will be carried out after the continuation and completion of the event, or the moment when one of the competitors advances to the next round of the competition (or wins the tournament), except in situations when the event does not continue and the bet will be declared void.

Any possible administrative decisions, as well as subsequent changes to the results (official result, disqualifications and other) do not affect the result of the event and data processing.

Example: Tennis (match in two sets won)

If the second seeded player retired the match with the score 7:5, 3:3, the game types "K11" and "K12" are winning with the odds of 1.00, the game type "+|" with a limit of 20.5 points wins, game type "-|" with a limit of 20.5 points loses, while the game type is 1&+| wins with odds of 1.00, and 1&-| loses.

Exception: BASEBALL

In cases the match is postponed and it remains so within 12 hours from the scheduled start of the match, the bet will be declared void.

In case of interruption of the event at any moment of the play and its non-continuation until the expiration of 12 hours from the scheduled start of the match, all types of games whose outcome could be changed by playing the event to the end will be declared void betting, i.e. will be declared winning with odds of 1.00. For game types whose outcome cannot be changed by playing the event to the end (locked game), the result achieved at the time of the event's termination is taken into consideration for data processing.

Any possible administrative decisions, as well as subsequent changes to the results (official result, disqualifications and other) do not affect the result of the event and data processing.

Exception: TABLE TENNIS

In case of postponement of the event and its non-performance on the same calendar day, the bet will be declared void.

In case of interruption of the event at any moment of the playing and its non-continuation until the end of the next calendar day, all types of games whose outcome could be changed by playing the event to the end will be declared void betting, i.e. will be declared winning with odds of 1.00. For game types whose outcome cannot be changed by playing the event to the end (locked game), the result achieved at the time of the event's termination is taken into consideration for data processing.

Any possible administrative decisions, as well as subsequent changes to the results (official result, disqualifications and other) do not affect the result of the event and data processing.

Exception: FORMULA 1

In the event that a competitor does not appear at the start of the qualifying race or the main race, the bet will be declared void. In the event that a competitor starts a qualifying or main race and withdraws during the race, all bets will be valid.

Exception: TOTAL GOALS IN THE LEAGUE

In case of postponement or interruption of one or more matches in the league and if they are not played or continued until the end of the next calendar day, all types of games whose outcome could be changed by playing the postponed or interrupted matches in the league to the end will be declared void betting, i.e. will be declared winning with odds of 1.00. For game types whose outcome cannot be changed by playing postponed or interrupted league matches to the end (locked games), the result achieved at the time of interruption/postponement is taken into consideration for data processing.

Any possible administrative decisions, as well as subsequent changes to the results (official result, disqualifications and other) do not affect the result of the event and data processing.

Article 25.

The organizer is not responsible for the interruption or postponement of the event/object of the bet that occurred due to unforeseen circumstances, whose consequences cannot be corrected. Unforeseen circumstances include but are not limited to: epidemics, pandemics, wars, armed conflicts, terrorist attacks, public riots, natural disasters, general power cuts and internet blackouts or any emergency situations that cannot be considered the Organizer's fault. In case of unforeseen circumstances, the organizer reserves the right to disable betting on the types of games offered.

Article 26.

DESCRIPTION AND DEFINITION OF GAMBLING GAMES

FRENCH ROULETTE

Roulette is a virtual game when the numbers are drawn using a random generator.

The player places a bet on the number on which the ball will stop after spinning on the roulette wheel. There are several ways to place bets in French Roulette. Each bet covers a different set of numbers and has a probability distribution:

Bet on a single number, pay-out is 35:1, bet on two numbers, pay-out is 17:1, bet on three numbers, and the pay-out is 11:1, bet on four numbers, pay-out is 8:1, bet on six numbers, pay-out is 5:1, bet on twelve numbers, pay-out 2:1, bet on 18 numbers, pay-out is 1:1.

A bet (Plein) can be placed on any number, including zero, by placing a chip in the middle of that field. The maximum bet for that is listed on the roulette table (under the label MAX). The minimum bet applies to all types of bets, which means that all bets on positions available for betting must be at least equal to the minimum value marked on the table.

A bet (Cheval) can be placed on two numbers by placing a chip on the line dividing the two numbers. The maximum stake for that bet is twice the maximum bet on Plein.

A bet can be placed on a sequence of three numbers (Transfersale Plein), by placing a chip on the boundary line of the roulette table, at the end of the corresponding row. The maximum stake for that bet is three times the maximum bet on Plein.

A bet (Carre) can be placed on four numbers, by placing a chip on the corner where those four numbers meet. The maximum stake for that bet is four times the maximum bet on Plein.

A bet (Transfersale de Quatre) can be placed on the numbers 0, 1, 2 and 3 by placing a chip on the boundary line where the line between 0 and the first line intersects. The maximum stake for that bet is four times the maximum bet on Plein.

A bet on two "lines of three numbers" (Transfersale Simple) is a bet on 6 different numbers in two rows of three numbers each, by placing chips on the boundary line of the roulette table where the line that divides the two rows intersects. The maximum stake for that bet is six times the maximum bet on Plein.

At the bottom of each column there are three unmarked boxes (Colonne), so placing bets is achieved by placing bets on one of these boxes. If any number of the selected column's numbers is hit, the pay-out is made in the ratio of 2:1 while the number 0 loses. The maximum stake for that bet is ten times the maximum bet on Plein.

A twelve-number bet (Douzaine) can be placed on a group of twelve numbers by placing a chip on one of the three boxes marked P12, M12 or D12. If one of those twelve numbers are hit, the pay-out is made in a ratio of 2:1, while the number 0 loses. The maximum stake for that bet is ten times the maximum bet on Plein. For the games of red-black (Rouge/Noir), even-odd (Pair/Impair), small/large (Manque 1-18, Passe 19-36 numbers) the bet is placed on one of the houses located along the side of the table that covers half of the numbers on the roulette table (except number 0), with each box covering 18 numbers. For all these roles, the

payment is made in the ratio 1:1, while the number 0 loses. The maximum stake for that bet is ten times the maximum bet on Plein.

BLACKJACK

Blackjack is virtual game played by using a random generator.

Blackjack is a card game where the player can gain a small statistical advantage over his dealer. It can be played with one or more decks of cards, up to eight decks (without jokers).

Stake – Before the beginning of dealing, each player must place a bet, a certain amount of money (chips). After that, each player is dealt two face-up cards, and the dealer takes one card, also face-up, and one face-down card.

The goal of the game is to make a result of 21 or as close to it as possible. If the player reaches over 21, he automatically loses the game.

Cards values - Cards with numbers are worth as many points as the number, and knights (J), queens (Q), and kings (K) are worth 10 points each. Ace (A) has a value of 11 points, if the sum of the other cards is 10 or less; that is, 1 point if the sum of the other cards is 11 or higher. However, if a player has two Aces (A), one of them must be worth 11 points, unless all the other cards together have a value of 10 or more points.

After dealing, each of the players have a possibility to choose whether he would like to stop with the two cards originally dealt ("stand") or whether he wants to take another card ("hit").

HIT (drawing an additional card) – The player can draw as many cards as he wants as long as the sum of the cards drawn does not exceed 21. When the sum of the points of the cards drawn exceeds 21, the player automatically loses and his bet is deducted.

STAND (The player stops drawing cards) – The player draws cards until he decides that the sum of points on the drawn cards is enough.

DOUBLE (Double wager) – If the player has 9, 10, or 11 in the sum of the initial two cards, he is offered the possibility of playing "Double". In this case, the player doubles the wager, and receives an additional card from the dealer.

SPLIT – (split cards) If a player gets two cards of the same value, he can split them. In order to split them, he must invest an amount equal to his initial wager. After that, he plays each card as a separate player. If he gets two of the same cards again on one of those cards, he can split them again.

SURRENDER – If a player decides to give up after the initial hand, then the game ends for him and the dealer automatically takes one half of the invested money.

BLACKJACK – In case the player gets an Ace in the initial hand and (10, J, Q or K), he automatically wins, and he is paid a profit worth $3/2$ of the invested money (chips).

INSURANCE – When the dealer receives an ACE as one of two cards (a face-up card), the possibility of "player insurance" opens up. In this case, the player can put up a wager up to half of his original wager that the dealer will draw a 10, J, Q or K as the second card. In this case, the insurance value is paid to him in the ratio 2:1 (the insurance value is multiplied by the coefficient 2).

DEALER'S GAME – A game that is strictly defined. The dealer draws cards, but according to the principle that for each sum up to 16, he must draw a card, while for sums over 16 he must not draw an additional card. When all players have completed their turn, the dealer turns his card face up. He then takes new cards as

long as he has 16 or less. If he gets 18-21, the dealer stops drawing and the other players compare their number of points with his. If there are more than 22 points, the dealer has automatically lost and all remaining players win. If the dealer has a "hard" 17 (no Ace or an Ace and 16 points in other cards), the draw stops. If he has a "soft" 17 (an Ace and 6 points in other cards), then his game depends on predefined rules that can be variable, more precisely, it depends on them whether or not the dealer has to draw more cards.

FINAL PHASE (comparison of the points won) – If the dealer has more points than the player, the player loses. Otherwise, the player wins and the winnings are paid to him in a ratio of 1:1 in relation to the bet. If the player and the dealer have the same number of points, the player is paid his wager, but without winning, except when one of them has Blackjack and the other has a normal 21. Then the one who has Blackjack wins.

SLOT GAMES

Slot games are virtual games that are played using a randomness generator.

Slot games have the following basic modalities: classic single-line/multi-line slots and video slots, and the goal is to generate a randomly selected sequence of symbols by the random action of the participant. The outcome of the victory implies that these symbols appear in a certain order (line, field, etc.) and the participant in that case is entitled to the winnings.

More precisely: standard slots contain three reels: a certain amount is invested, three reels are spun and depending on the outcome of the random spin, the winnings are won or lost.

Max slots with 2 and 3 reels: It is possible to bet a maximum of two coins, not three as with standard slots.

Bonus game: Slots that have a bonus game require the player to get a special combination of symbols or to collect certain symbols, and at the same time invest the maximum allowed bet, after which he enters the bonus round of the game and wins special winnings.

Slots with n-lines: The amount of the wager per pay line and on which pay lines the bet is placed are indicated. In this case, the bet is calculated as the line bet multiplied by the number of selected lines.

Multi-spin slots: After the first reel spin, the player chooses the reels he wants to keep and spins the rest of the reels again.

“TEXAS HOLDEM” POKER

“Texas Holdem” poker is virtual game played by using a random generator.

It is played with a standard deck of 52 cards. There is a dealer’s “Button”, an object that rotates clockwise and indicates who should deal in that hand (if there is no person in charge only of that), and who should make a mandatory stake.

In “Texas Holdem” there are two mandatory bets and they are called blinds. The game begins with two participants sitting to the left of the dealer’s “Button”, they post mandatory stakes, the so-called. small and big blind (“small” and “big” blind) before dealing cards begins. The big blind is twice the size of the small blind. After the bets have been posted, each participant is dealt two cards, face down, so that only the participant to whom they were dealt can see them.

The goal of the game is for each participant to make the best combination with the two cards dealt to him and five more cards the dealer draws during the game. This, as in ordinary poker, refers to the best five-card combination, which means that from a total of seven cards (two in the hand and five drawn by the dealer), each participant tries to make his best five-card combination, ignoring the other two cards that do not participate in the combination. This means that in the end participant a's hand can consist of:

- two cards and three cards drawn by the dealer;
- one card and four cards drawn by the dealer;

- five cards drawn by the dealer.

The one who puts together the best combination is the winner and takes the "Pot". The pot is the sum of all bets during that one hand.

When all participants are dealt two cards, the first round begins. The player to the left of the big blind calls first. For him, as for all the others after him, there are three possibilities:

1. to match (in this case a big blind) - "Call";
2. to increase the posted bet - "Raise";
3. to discard his hand and returns the cards to the dealer - "Fold".

When the cards are returned to the dealer, they are set aside and can no longer be used in that hand.

Each subsequent player also has these three options, with the exception that if the player before him raised above the big blind ("Raise") then he has the option of re-raising, which means raising the bet to be larger than the player's previous bet. him. Likewise, if the player who played before raises the bet, the next one to in order to continue the game must post the same value of the bet and/or increase it.

After the first betting round is over, the dealer removes the first face-down card from the deck, puts it aside and does not use it in that hand any more, and then places three face-up cards on the table. Those cards make the FLOP.

The second betting round, like every subsequent one, starts with the player who is to the left of the dealer's "Button". If he folded before the opening of the flop, the next player next to him is asked and so on. In addition to the three options described above, the players now have a fourth option, which is "Check". This means that the player keeps that hand without further raising, of course this is only possible if no one before him raised the stake in the second betting round.

Once one player has raised the bet, the others can play "Call" (call that bet), do "Re-Raise" (raise more than the previous player) or if they think they don't have any combination with their two cards in hand and three on the flop (or it is not worth it for them to wait two more cards for the dealer to draw) they do a "Fold" (giving up further play in that round).

So, at the end of each betting round, all players must post the same amount of money in the pot, with one exception if a player goes "All-in" (invests all the chips he has), then the dealer makes a "Side Pot", which limits the pot that the player who did not have enough chips in front of him to continue the hand regularly can win. In addition to the "Side Pot" there is a "Main Pot" the participants play for and continue playing the hand.

After completing the second betting round, the dealer removes another card from the side and draws a fourth card on the table next to the cards that make the flop, so that there are now four cards on the table used by players to make their combinations.

The third betting round begins after the turn is drawn, where the players are introduced to the fourth card and a new betting round begins. This betting round is the same as the previous one.

After the third betting round, one more card is placed aside and a fifth card is drawn, which is placed next to the turn, so that now we have five cards on the table the participants can combine and make the strongest combination (plus two cards each in hand).

The rules are the same as for the previous two rounds. At the end of this round, all players remaining in the game open their cards and the participant with the strongest combination takes the pot.

The order of strength of hands is as follows:

1. **"Royal flush"** - five connected highest cards of the same suit (from A to 10)
2. **"Straight flush"** - five consecutive cards of the same suit, but not the strongest
3. **"Poker"** - four of a kind
4. **"Full house"** - Three cards of one rank (three of a kind) and two cards of another rank (pair)
5. **"Flush" (colour)** - any five cards of the same suit
6. **"Straight"** - five consecutive cards of any suit
7. **"Trilling"** - three of a kind
8. **Two pair** - two sets of pairs

9. **Pair** – two cards of the same rank

10. **“High card”** – When none of the players has any of the above-ranked hands, the winner is determined by the highest card in their hand and he takes the pot. If two players have the same high card, the pot is divided.

VIRTUEL EVENTS

1. Sports (football, tennis, basketball, etc.)

Virtual sports are score betting games created based on a combination of artificial intelligence and an independent random number generator. Also, participant performances are based on professional participants.

Bets on virtual sports are placed under the same conditions as for regular sports betting. The minimum amount a participant can pay for betting is 20.00 (twenty) dinars. The maximum amount for pay out of winnings to the participant is 2,000,000.00 (two million) dinars.

2. Races (dog races, horse races, etc.)

Virtual races are games that take place through a server (device) that, using software based on the principle of a randomness generator, selects one clip of a dog or horse race from the database of clips, which the server has, and broadcasts the same after receiving the participants' payments. Alternatively, virtual races are score betting games created based on a combination of artificial intelligence and an independent random number generator.

A race is a game in which the participant bets his money on one of the offered dogs, horses or other. The participant has the possibility to bet on one dog, horse or other and if that dog, horse or other wins, the participant receives money in the amount obtained by multiplying his payment and the odds of a dog, horse or other on which he bets. The participant has the possibility to bet on games such as: order (first two or first three places) - which of the selected dogs, horses or other will be in the top two or top three places at the end of the race. Another option is for the participant to bet on the order of first and second. That is, to invest money on a dog, horse or other which will win and or be second. If the participant guesses the placement of the first and the second, the amount that he will win is equal to the product of the offered odds and the payment made by the participant. In order for the participant to bet this way, he needs to choose a dog, horse or other from the first row of offered dogs, horses or other (the winner) and a dog, horse or other from the second row (which must end in second place). In case the participant chooses several dogs, horses or other from the first row and more dogs, horses or the other from the second row, the application will combine all possible combinations of selected dogs, horses, etc. for the participant. The third possibility is when the participant bets on the order of first, second and third. If the participant guesses the combination of the first three dogs, horses or other, he will win an amount equal to the product of the odds offered and his bet. In order for the participant to bet this way, he needs to choose one dog, horse or other from the first row, one from the second and one from the third row. If he chooses several dogs, horses or other from multiple lines, the application will make all possible combinations.

The minimum amount a participant can pay for betting is 20.00 (twenty) dinars. The maximum amount for payout of winnings to the participant is 2,000,000.00 (two million) dinars. In the event that a race does not start on time, is not completed or the result is not displayed, such a race will be cancelled, and the investment refunded.

A bet on any race will not be accepted if the race has already started. Any bet received after the start of the race will be void and the bet will be refunded. The organizer reserves the right not to accept betting from a participant in the game at any moment, partially or completely, without giving a special explanation.

3. Numbers (“Greeko“, “Kinto“, “Lucky Balls“, “My Lucky 6“, “Lyno 6“, “The Moneymaker“ and other)
“Greeko“

"Greeko" is a betting game on computer generated events, in which a random number generator (RNG - Random Number Generator) is used to select events. The electronic betting game offers participants 80 numbers, from 1 to 80, of which 20 are randomly generated in one round. One round of the electronic

betting game lasts a maximum of 5 minutes and consists of an announcement, generation of numbers (display of draws) and announcement of the results of the electronic betting game. The outcomes of the electronic betting game, i.e. the outcomes of the offered bets, are statistically independent, random and unpredictable numbers generated by a random number generator (RNG). The random number generator (RNG) is certified by a legal entity authorized to certify machines and systems for games of chance.

Explanation:

- Fixed odds and all betting pre-games on numbers are offered by Sports betting company SOCCER, on the website SOCCERBET.RS
- The bet can be received no later than the start of the draw on soccerbet.rs
- The minimum payment per ticket is RSD 20.00 and the maximum is RSD 30,000.00.
- The minimum payment per combination 2,00 RSD.
- The maximum pay out per ticket is 15.000.000,00 RSD.
- It is possible to bet only on numbers from one draw on one ticket. 20 out of 80 balls with numbers from 1 to 80 are drawn.
- It is possible to choose a maximum of 15 numbers on the ticket.
- Betting implies that one to a maximum of eight will be drawn from 15 selected numbers. (one, two, three, four, five, six, seven and eight side games).
- The amount of possible winnings depends on the stake multiplied by the odds.
- Odds for hitting a certain number of drawn balls – side games one, two, three, four, five, six, seven and eight are:
 - 1 - 3,75
 - 2 - 14
 - 3 - 65
 - 4 - 275
 - 5 - 1.350
 - 6 - 6.500
 - 7 - 25.000
 - 8 - 125.000
- Extra balls drawn are not subject to betting.
- In case of choosing a system ticket, it is necessary to hit all drawn numbers within the combination. It is not possible to play the system within the system. The amount of system ticket winnings is calculated as the product of the payment per combination and the achieved winning odds.
- The ticket wins if the participant hits all the numbers he has chosen, which are on the ticket.
- Winning combinations that have eight hit numbers do not contain sevens, sixes, fives...

„Kinto“

“Kinto” is a betting game on computer generated events, in which a random number generator (RNG - Random Number Generator) is used to select events. The electronic betting game offers participants 80 numbers, from 1 to 80, of which 20 are randomly generated in one round. One round of the electronic betting game lasts a maximum of 5 minutes and consists of an announcement, generation of numbers (display of draws) and announcement of the results of the electronic betting game. The outcomes of the electronic betting game, i.e. the outcomes of the offered bets, are statistically independent, random and unpredictable numbers generated by a random number generator (RNG). The random number generator (RNG) is certified by a legal entity authorized to certify machines and systems for games of chance.

Explanation:

- Fixed odds and all betting pre-games on numbers are offered by Sports betting company SOCCER, on the website SOCCERBET.RS
- The bet can be received no later than the start of the draw on soccerbet.rs

- The minimum payment per ticket is RSD 30.00 and the maximum are RSD 15.000.000,00.
 - The minimum payment per combination 2,00 RSD.
 - It is possible to bet only on numbers from one draw on one ticket. 20 out of 80 balls with numbers from 1 to 80 are drawn.
 - It is possible to choose a maximum of 15 numbers on the ticket.
 - Betting implies that one to a maximum of eight will be drawn from 15 selected numbers. (one, two, three, four, five, six, seven and eight side games).
 - The amount of possible winnings depends on the stake multiplied by the odds.
 - Odds for hitting a certain number of drawn balls – side games one, two, three, four, five, six, seven and eight are:
- 1 - 3,75
 - 2 - 14
 - 3 - 65
 - 4 - 275
 - 5 - 1.350
 - 6 - 6.500
 - 7 - 25.000
 - 8 - 125.000

- In case of choosing a system ticket, it is necessary to guess all drawn numbers within the combination. It is not possible to play the system within the system. The amount of system ticket winnings is calculated as the product of the payment per combination and the achieved winning odds.
- The ticket wins only in case all numbers were hit.
- The ticket wins if the participant hits all the numbers he has chosen, which are on the ticket.
- Winning combinations that have eight hit numbers do not contain sevens, sixes, fives...

ADDITIONAL GAMES:

- The highest drawn number or the lowest drawn number:
- The participant bets that the highest/lowest drawn number will be lower or higher than:
- The highest number - Coefficient (odds) The lowest number - Coefficient (odds)
- 77.5 - 1.23 1.5 - 3.75
 - 78.5 - 1.7 2.5 - 1.7
 - 79.5 - 3.75 3.5 - 2.22
- Highest number drawn Lowest number drawn
- Even - 1.72 Odd – 2.28 Even – 2.28 Odd – 1.72

The sum of the lowest five or the sum of the highest five:

- Sum of the lowest five - Coefficient (odds) Sum of the highest five - Coefficient (odds)
- 51.5 – 2.02 346,5 – 2.03
 - 52.5 – 1.98 347.5 – 1.99
 - 53.5 – 1.95 348.5 – 1.97
 - 54.5 – 1.93 349.5 – 1.94
 - 55.5 – 1.86 350,5 – 1.87
 - 56.5 – 1.75 351.5 – 1.76
 - 57.5 – 1.64 352.5 – 1.87

The sum of the lowest three or the sum of the highest three:

- Sum of the lowest three - Coefficient (odds) Sum of the highest three - Coefficient (odds)
- 17.5 – 2.43 218.5 – 2.32
 - 18.5 – 2.23 219.5 – 2.18

19.5 – 2.09 220.5 – 2.07
20.5 – 1.98 221.5 – 1.97
21.5 – 1.83 222.5 – 1.83
22.5 – 1.67 223.5 – 1.66
23.5 – 1.53 222.4 – 1.51

The sum of all 20:

The participant bets that the sum of the balls in the round will be lower or higher than:

Sum of all - Coefficient (odds)

780.5 – 2.37
790.5 – 2.17
800.5 – 2.04
810.5 – 1.9
820.5 – 1.69
830.5 – 1.54
840,5 – 1.4

Total number of even:

The participant bets whether the total number of drawn even numbers will be higher or lower than:

Number of even - Coefficient (odds)

7.5 - 9-18
8.5 – 4.21
9.5 - 2.38
10.5 - 1.58
11.5 - 1.19
12.5 - 9.18

“Lucky Balls “

“Lucky Balls “is a betting game on computer generated events, in which a random number generator (RNG - Random Number Generator) is used to select events.

The electronic betting game offers its participants 48 numbers and 35 of them are being randomly generated in one round. One round of the electronic betting game lasts a maximum of 5 minutes and consists of an announcement, generation of numbers (display of draws) and announcement of the results of the electronic betting game.

The outcomes of the electronic betting game, i.e. the outcomes of the offered bets, are statistically independent, random and unpredictable numbers generated by a random number generator (RNG). The random number generator (RNG) is certified by a legal entity authorized to certify machines and systems for games of chance.

Explanation:

- Fixed odds and all betting pre-games on numbers are offered by Sports betting company SOCCER, on the website SOCCERBET.RS
- The bet can be received no later than the start of the draw on soccerbet.rs
- The minimum payment per ticket is RSD 20.00 and the maximum are RSD 5.000,00.
- The minimum payment per combination 2,00 RSD.
- The maximum pay out per draw is 10.000.000, 00 RSD.

In the standard game, the participant must choose 6 numbers from 1 to 48. In order to win the ticket, it is necessary to HIT ALL 6 numbers. Odds depend on which ball with the selected number is drawn SIXTH.

A table with odds per game and the ordinal number of the last hit ball follows:

Ball number /Odds /Ball number /Odds

6 10000 16 90 26 10

7 7500 17 80 27 9

8 5000 18 70 28 8

9 2500 19 60 29 7

10 1000 20 50 30 6

11 500 21 40 31 5

12 300 22 30 32 4

13 200 23 25 33 3

14 150 24 20 34 2

15 100 25 15 35 1

Bonus characters

In each draw, the system randomly places 2 bonus characters. In case the ticket wins and additionally the bonus character was next to the selected number, the corresponding quota is increased:

- 1 bonus character hit – the odds are multiplied by two
- 2 bonus characters hit - the odds are multiplied by three

System betting

The participant can also bet on system tickets - by choosing 7, 8, 9 or 10 numbers. A table containing the number of combinations for different system tickets follows:

Name	Number of Combinations	
System 6/7	7	System 6 out of 7:7 combinations
System 6/8	28	System 6 out of 8:28 combinations
System 6/9	84	System 6 out of 9:84 combinations
System 6/10	210	System 6 out of 10:210 combinations

Other standard games

Advance betting – the participant can pay the same ticket for several rounds in advance. The maximum number of rounds for advance betting is 10.

Ticket “COLOUR” – the participant has the option to bet on one colour. Possible tickets are shown in the table:

RED 1,9,17,25,33,41

GREEN 2,10,18,26,34,42

BLUE 3,11,19,27,35,43

PURPLE 4,12,20,28,36,44

BROWN 5,13,21,29,37,45

YELLOW 6,14,22,30,38,46

ORANGE 7,15,23,31,39,47

BLACK 8,16,24,32,40,48

Additional games:

Name of the game / Winning ticket

Ball in the first 5 drawn / The number drawn in the first 5 balls drawn
 Sum of the first 5 balls LOWER than 122.5 / Sum of the first 5 drawn numbers lower than 122.5
 Sum of the first 5 balls HIGHER than 122.5 / Sum of the first 5 drawn numbers higher than 122.6
 First ball ODD / The first number drawn is odd
 First ball EVEN/ The first number drawn is even
 Colour of the first ball: RED First drawn number one of 1,9,17,25,33,41
 Colour of the first ball GREEN First drawn number one of 2,10,18,26,34,42
 Colour of the first ball BLUE First drawn number one of 3,11,19,27,35,43
 Colour of the first ball PURPLE First drawn number one of 4,12,20,28,36,44
 Colour of the first ball BROWN First drawn number one of 5,13,21,29,37,45
 Colour of the first ball YELLOW First drawn number one of 6,14,22,30,38,46
 Colour of the first ball ORANGE First drawn number one of 7,15,23,31,39,47
 Colour of the first ball BLACK First drawn number one of 8,16,24,32,40,48
 First ball LOWER than 24.5 First drawn number lower than 24.5
 First ball HIGHER than 24.5 First drawn number higher than 24.5
 More EVEN balls in the first 5 drawn. In the first 5 balls drawn, more even numbers were drawn
 More ODD balls in the first 5 drawn. In the first 5 balls drawn, more odd numbers were drawn

“My Lucky 6”

While playing the following games, the amount of winnings and odds are determined when the bet is placed and cannot be changed later.

„My Lucky 6“ is a betting game on computer generated events, in which a random number generator (RNG - Random Number Generator) is used to select events.

- The bet can be received no later than the start of the draw on soccerbet.rs
- The minimum payment per ticket is RSD 30.00 and the maximum are RSD 5.000,00.
- The minimum payment per combination 2,00 RSD.
- The maximum pay out per draw is 10.000.000,00 RSD.

The electronic betting game offers participants 48 numbers, of which 35 are randomly generated in one round. The numbers are divided into 8 groups of 6 numbers each. Each group is marked with a certain colour: red, green, blue, purple, brown, yellow, orange and black, as follows:

1. Red group of numbers: 1, 9, 17, 25, 33, 41;
2. Green group of numbers: 2, 10, 18, 26, 34, 42;
3. Blue group of numbers: 3, 11, 19, 27, 35, 43;
4. Purple group of numbers: 4, 12, 20, 28, 36, 44;
5. Brown group of numbers: 5, 13, 21, 29, 37, 45;
6. Yellow group of numbers: 6, 14, 22, 30, 38, 46;
7. Orange group of numbers: 7, 15, 23, 31, 39, 47 and
8. Black group of numbers: 8, 16, 24, 32, 40, 48.

One round of the electronic betting game lasts a maximum of 5 minutes and consists of an announcement, generation of numbers (display of draws) and announcement of the results of the electronic betting game. The outcomes of the electronic betting game, i.e. the outcomes of the offered bets, are statistically independent, random and unpredictable numbers generated by a random number generator (RNG). The random number generator (RNG) is certified by a legal entity authorized to certify machines and systems for games of chance.

Explanation:

"My Lucky 6" bet offers 48 numbers (ranging from 1 to 48) from which the game selects 6 different numbers. During the round of the electronic betting game, 35 of the offered 48 numbers are randomly generated. If, among these 35, are 6 numbers selected by the participant, the participant achieves a winnings equal to the product of the payment/bet amount and the coefficient indicated next to the last hit number.

Six numbers one colour

The Six Numbers One Colour bet offers the participant the option to select and guess the colour of the generated group of numbers. The participant will win if 6 numbers of the same colour are generated during the round, that is, the colour previously selected by the participant.

Even/Odd in the first five

In the First Five Even/Odd bet, the participant can guess whether there will be more even or odd numbers in the first five generated numbers.

Even/ Odd

In an Odd/Even bet, the participant can guess whether more even or odd numbers will be generated.

The sum of first 5 numbers

In the Sum of First 5 Numbers (-122.5+) bet, the participant can guess whether the sum of the first five numbers generated in the round will be lower or higher than 122.5.

First/last number

In the First/Last Number (-24.5+) bet, the participant can guess whether the first/last number generated in the round will be lower or higher than 24.5.

Colour of the first/last number

In the First/Last Number Colour bet, the participant can guess the colour of the first/last number generated in the round. The participant has the option of choosing one, two or four colours.

The sum of first and last

In the Sum of the first and last bet, the participant can guess whether the sum of the first and last generated number will be higher or lower than 49.5.

System betting

In system betting, the participant can choose more than 6 numbers from the offered 48, that is, he can choose 7, 8, 9 and 10 numbers, which form predefined systems 6/7, 6/8, 6/9, 6/10. In order to win, the participant must guess at least 6 of the total number of selected numbers. In accordance with the increase of the selected numbers, the number of combinations also increases, as follows:

1. For system 6/7 possible number of combinations is 7;
2. For system 6/8 possible number of combinations is 28;

3. For system 6/9 possible number of combinations is 84;
4. For system 6/10 possible number of combinations is 210.

The payment per combination is calculated when the payment on the ticket is divided by the total number of combinations.

In **System Betting**, the winnings are calculated in such a way that the payment/bet per combination is multiplied by the coefficient indicated next to the last hit number of the winning combination.

“Future “betting

In "Future" betting, the participant can play any bet (standard, special, system) up to 10 rounds in advance. In this case, each bet is treated as a separate bet.

Bonus rules “My Lucky 6“

1. Bonus

On the display of 35 numbers that are generated during the round, there are also 2 pictorial symbols (hereinafter: Symbol). The symbol allows the participant a bonus coefficient in the following cases:

- If 6 numbers selected by the participant are among the 35 generated numbers, and 1 of the 6 hit numbers has a Symbol, the coefficient on which the last hit number of the winning combination was drawn is doubled.
- If 6 numbers selected by the participant are among the 35 generated numbers, and 2 of the 6 hit numbers have a Symbols, the coefficient on which the last hit number of the winning combination was drawn is tripled.

The position of the Symbol on the given display is the outcome of random selection and cannot be predicted in advance.

2. Miss All

In the Miss All bonus, a ticket wins if the 6 numbers selected by the participant are not among the 35 numbers generated during the selected round. The winnings of the Miss All bonus is calculated by the coefficient of 50 multiplied by the bet per combination.

3. Jackpot

· "Gold Jackpot" is the winnings the participant will gain if he guesses 6 marked numbers in the last round of the draw. The value of the Jackpot is increased cumulatively by the percentage of the ticket payment.

· "Silver Jackpot" is the winnings the participant will gain if he guesses 5 out of 6 marked numbers in the last round of the draw. The value of the Jackpot is increased cumulatively by the percentage of the ticket payment.

· "Local Jackpot" is the winnings that the participant will gain if the last generated of the 6 numbers he chose appears before the indicated symbol. The value of the Jackpot is increased cumulatively by the percentage of the ticket payment. The position of the symbol changes depending on the Jackpot amount. In the event that several participants in the same round fulfil the conditions for obtaining the "Local Jackpot", the amount of the "Local Jackpot" is divided equally into as many parts as the participants fulfilled the conditions. System

tickets, i.e. tickets that have more than 6 selected numbers per combination, are not included in the competition for winning Jackpots.

„Lyno 6“

“Lyno 6” is a betting game on computer generated events, in which a random number generator (RNG - Random Number Generator) is used to select events.

The electronic betting game offers participants 48 numbers, of which 35 are randomly generated in one round. One round of the electronic betting game lasts a maximum of 5 minutes and consists of an announcement, generation of numbers (display of draws) and announcement of the results of the electronic betting game.

The outcomes of the electronic betting game, i.e. the outcomes of the offered bets, are statistically independent, random and unpredictable numbers generated by a random number generator (RNG). The random number generator (RNG) is certified by a legal entity authorized to certify machines and systems for games of chance.

Standard betting

A 6/48 bet (six out of forty-eight) offers 48 numbers (ranging from 1 to 48), from which the participant chooses 6 different numbers. Within one round 35 numbers are generated. If all the numbers selected by the participant are drawn within those numbers, the participant receives a winning depending on the bet and the odds determined by the position of the last one drawn, the sixth number.

WINNING= COEFFICIENT (ODD) X BET

Odds are calculated from the 6th to the 35th drawn number as follows:

- all hit on the 6th drawn number, odds 25,000
- all hit on the 7th drawn number, odds 15.000
- all hit on the 8th drawn number, odds 7.500
- all hit on the 9th drawn number, odds 3.000
- all hit on the 10th drawn number, odds 1.250
- all hit on the 11th drawn number, odds 700
- all hit on the 12th drawn number, odds 350
- all hit on the 13th drawn number, odds 250
- all hit on the 14th drawn number, odds 175
- all hit on the 15th drawn number, odds 125
- all hit on the 16th drawn number, odds 100
- all hit on the 17th drawn number, odds 90
- all hit on the 18th drawn number, odds 80
- all hit on the 19th drawn number, odds 70
- all hit on the 20th drawn number, odds 60
- all hit on the 21st drawn number, odds 50
- all hit on the 22nd drawn number, odds 35
- all hit on the 23rd drawn number, odds 25
- all hit on the 24th drawn number, odds 20
- all hit on the 25th drawn number, odds 15
- all hit on the 26th drawn number, odds 12
- all hit on the 27th drawn number, odds 10

- all hit on the 28th drawn number, odds 8
- all hit on the 29th drawn number, odds 7
- all hit on the 30th drawn number, odds 6
- all hit on the 31st drawn number, odds 5
- all hit on the 32nd drawn number, odds 4
- all hit on the 33rd drawn number, odds 3
- all hit on the 34th drawn number, odds 2
- all hit on the 35th drawn number, odds 1

The amounts of the achieved coefficient can be increased if some of the numbers in the winning combination are on the bonus field marked with the "S" symbol.

If the winning combination of 6 numbers contains numbers of which 1 is on the field with the bonus symbol, the total coefficient is doubled.

If the winning combination of 6 numbers contains numbers that are on 2 fields with bonus symbols, the total coefficient is tripled.

Special bets

Betting on numbers of the same colour

The participant bets on 6 numbers of the same colour that must be drawn in one round. The coefficients (odds) are the same as for a standard bet.

Even/odd in the first 5

The participant bets whether there will be more even or odd numbers in the first five numbers. The coefficient (odds) on each choice is 1.90.

First even/odd number

The participant bets whether there will be more even or odd numbers in the first five numbers. The coefficient (odds) on each choice is 1.90.

Sum of the first 5 (-122,5+)

The participant bets whether the sum of the first 5 numbers drawn in one round will be higher or lower than 122.5. The coefficient (odds) on each choice is 1.90.

First number under/over (-24,5+)

The participant bets whether the first number drawn will be under or over 24.5. The coefficient (odds) on each choice is 1.90.

Colour of the first number

The participant bets on the colour of the first number drawn in the round. The participant chooses between one, two or four colours.

The coefficients (odds) are as follows:

- if the participant chose one colours, the coefficient (quota) is 7.60
- if the participant chose two colours, the coefficient (quota) is 3.80
- if the participant chose four colours, the coefficient (quota) is 1.90

System betting

With the system bet, the participant can choose 7, 8, 9 or 10 numbers from the offered 48. In this way, the systems 6/7, 6/8, 6/9, 6/10 are obtained. In order to win, the participant must guess a minimum of 6 numbers from all the selected ones. The number of combinations by system is as follows:

1. for the 6/7 system, the number of combinations is 7.
2. for the 6/8 system, the number of combinations is 28.
3. for the 6/9 system, the number of combinations is 84.

4. for the 6/10 system, the number of combinations is 210.

In a system bet, the winnings are calculated by dividing the stake by the number of combinations and multiplying that amount by the hit coefficient (odds). If the participant in the system bet hits the bonus sign on one number, the coefficients of all winning combinations containing that number are doubled. If the participant hits the bonus symbol on two numbers, the odds on all winning combinations containing those two numbers are tripled.

Bonus round

Extra bonus symbols

During these bonus rounds, in addition to the regular 2 bonus symbols, up to 3 additional bonus symbols appear.

In a round with **3 symbols**, if the winning combination of 6 numbers contains numbers located on 3 fields with bonus symbols, the total coefficient is quadrupled.

In a round with **4 symbols**, if the winning combination of 6 numbers contains numbers that are on 4 fields with bonus symbols, the total coefficient is quintupled.

In a round with **5 symbols**, if the winning combination of 6 numbers contains numbers that are on 5 fields with bonus symbols, the total coefficient is sextupled.

If the winning combination of 6 numbers contains numbers that are on a smaller number of bonus fields than the maximum for that round, the height of the coefficient is determined by the number of "hit" fields according to the same rules as stated above.

All winnings doubled

Bonus round during which all winnings are doubled. It can only happen in combination with a round with 2 bonus symbols. This round comes with a special visualization.

+5 balls

Bonus round at the end of which, after drawing 35 balls, an additional 5 balls are drawn. A winning combination involving some of these balls has odds of 1.00. Additional 5 balls cannot have a field with a bonus symbol on them. If the winning combination contains one of the balls from the additional draw and some of the numbers from the bonus field, the coefficient of 1.00 is multiplied according to the rules of the bonus field. This bonus round can only occur in combination with a round with 2 bonus symbols.

Jackpot cards

There is a row of 5 cards on each paid ticket. At the end of the round of generating balls, the round of drawing 5 cards begins. The jackpot is won by a ticket that has 3, 4 or all 5 drawn cards in a row from left to right, starting from the first one.

- 3 out of 5 drawn cards win the "Local Jackpot"
- 4 out of 5 drawn cards win the "Lucky Jackpot"
- 5 out of 5 drawn cards win the "Super Lucky Jackpot"

Minimum and maximum amounts

The minimum bet amount per single bet, for standard and special bets, is RSD 20.00.

The maximum payment per bet is RSD 10,000.00. The minimum payment amount for system bets is RSD 3.00 per combination.

In case of unforeseen circumstances, the organizer reserves the right to disable betting on the games offered.

"The Money-maker"

"The Money-maker" is a virtual betting game where the outcome is determined by a random event generator. The participant has the possibility to bet on one or more outcomes which are represented by the field on the wheel. During the game, by spinning the wheel, the winning field for that round is determined. If the participant placed a bet on a winning field - the ticket becomes a winning one.

Explanation:

- Fixed odds and all side games of the virtual game The Money-maker are offered by Sports betting company SOCCERBET.RS
- The bet can be received no later than the start of the draw at soccerbet.rs
- The minimum payment per field is RSD 20.00 and the maximum are RSD 30,000.00.
- The sum of the value of payments in all fields, i.e. the payment on the ticket cannot exceed RSD 100,000.00.
- The maximum pay out per ticket is RSD 10,000,000.00.
- It is possible to bet only on fields from one draw on one ticket,
- It is possible to select a maximum of 6 fields on the ticket.
- Betting implies that one of the maximum six fields will be drawn.
- The amount of possible winnings depends on the stake multiplied by the odds of the field.
- The coefficient (odds) for each field is below:

Number Coefficient (odds)

2 2x
3 3x
5 5x
13 13x
25 25x
50 50x

- The ticket is won if it contains a field declared winning in that round.
- There are 2 bonus fields 2x and 7x. In the event that a bonus field is drawn during the round, bets will be increased by the value of the field, and the round will be repeated. The field drawn during the repeated round is counted as winning.

"Crypto BET"

Crypto BET is an online betting game on uncertain events in which the official value of the price of cryptocurrencies is used as the source of the event.

The game offers the possibility of betting that the price of the cryptocurrency will be higher or lower at the end of the betting period than the value of the cryptocurrency at the time of the bet.

Bets can be placed on three time periods, namely 15, 60 and 180 seconds.

The user can place bets on all three time periods simultaneously.

The minimum payment is RSD 30.00.

Maximum payment is RSD 30,000.00 for a 15-second bet.

Maximum payment is RSD 100,000.00 per 60-second bet.

Maximum payment is RSD 100,000.00 for a bet of 180 seconds.

The amount of possible winnings depends on the stake multiplied by the odds.

The maximum pay-out is RSD 5,000,000.00.

"Pyramid of Fortune"

Pyramid of Fortune is a betting game on computer generated events in which a random number generator (RNG - Random Number Generator) is used to select events.

Pyramid of Fortune is a virtual game with pins on the board the ball bounces off on its way from the top to the bottom.

The ball is released from the top of the pyramid onto a series of pins against which it bounces to the bottom of the pyramid, where it enters a field with certain odds based on of which the winnings are calculated.

The user chooses between 3 numbers/rows of pyramid height (8, 10 and 14) and 3 risk levels (low, medium and high).

The minimum stake per ball is 2 RSD, and the maximum stake per ball is 1,000,000.00 RSD.

The user places a bet by clicking on one of the 5 offered colours, and he can bet from 1 to 20 balls.

The number of balls per colour is selected by the user by clicking on the "Change the number of balls" field.

The winnings are calculated per ball by multiplying the stake per ball by the odds of the field at the bottom of the pyramid where the ball ended its journey.

Free balls are given randomly. It is possible to get up to 20 free balls at the stake amount that was last used before the free balls were given.

FINAL PROVISIONS

Article 27.

The organizer is fully responsible for the regularity of betting in case of compliance with these rules by the participants. In the event of any dispute between the participants and the organizer that cannot be resolved peacefully and in the agreed manner, the appropriate court in Belgrade will have jurisdiction.

Article 28.

These rules will be published on the organizer's official website. This way, it will be considered that each participant is familiar with these rules and accepts them without reservation.

These Rules, laws and by-laws regulating the area of games of chance, form the entire legal framework for organizing and participating in special games of chance through means of electronic communication. The organizer is obliged to ensure the implementation of all rules of social responsibility and responsible gaming in accordance with the law in organizing special games of chance through means of electronic communication, especially in the area of minor protection, prevention of addictive diseases among participants, protection of personal data of participants, prevention of money laundering money and financing of terrorism.

Article 28a Self-exclusion

The organizer will allow the participant to be personally excluded from the game for a certain period of time or permanently upon his explicit written request. During the self-exclusion period, the participant will be able to manage his user account to a limited extent, i.e. he will not be able to make payments. Winnings from games paid before, and realized during the self-exclusion period, will be saved on the participant's account. The participant will be able to withdraw funds from his account. The organizer will provide a form on the application to the participant, which can be used to start the process of personal exclusion from the game for

a certain period of time or permanently. Self-exclusion, including permanent exclusion, occurs if the participant sends a request to the Organizer and fills in the required forms.

Closing of the user account

The user account can only be closed after the expiry of the payment period for already paid games. In the process of closing the user account, the participant is paid the funds in accordance with these Rules. Once a user account has been closed, the participant can, with the Organizer's approval, reopen it only by request through a defined form. The organizer reserves the right to close the participant's user account if it does not meet the conditions prescribed by these Rules or the rules of special games, and especially if there is a suspicion of a violation of the provisions of the Law on Games of Chance and the Law on Prevention of Money Laundering and Financing of Terrorism. The organizer has the right to close the participant's user account if he has not participated in games of chance - betting for at least six months.

Waiver

The organizer is not responsible for any damage or losses that may be considered as a result or consequence of the use of the organizer's website and its content, including without limitation delays or interruptions in operation, communication network interruptions, any use or misuse of the internet page (website) or its content by unauthorized persons.

Article 29.

It is considered that by the act of payment, the participants have accepted all the above Articles from the Rules of the Game prescribed by the company "PHUKET" d.o.o. Belgrade, Južni Bulevar 144.

Article 30.

Amendments to the rules on the organization of special games of chance through means of electronic communication shall enter into force and be applied from the date of publication on the organizer's website, after receiving approval from the Minister of Finance.

Belgrade, 20th April 2023
FOR "PHUKET"

Draženko Ruljić, director