



Technical Evidence Document for Pragmatic Play’s Virtual Racing games “Penalty Shootout”

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CHAPTER III. GENERAL ASPECTS OF THE GAMES OPERATED BY INTERNET

3.4 Design of the game

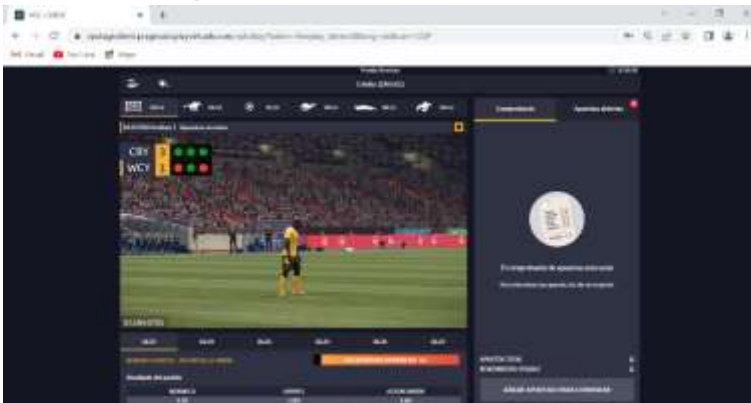
- | |
|---|
| <ul style="list-style-type: none"> • The name of the game must be clearly visible on all screens and associated apparent to the player. |
| <ul style="list-style-type: none"> • The graphical interface should include all information necessary for the development of the game. |
| <ul style="list-style-type: none"> • The function of all action buttons represented on the screen should be clear |
| <ul style="list-style-type: none"> • The result of each play will be displayed. If technically possible so instantly to the player and maintained for a reasonable period. |

The game name “Penalty Shootout” is displayed on the “Bet Screen” and “online Pay-table”. Please refer to the online game rules and pay-table presented under [“Online payable and online game rules”](#).

The button displayed on the bet screen represents their function.

Game instruction can be accessible. Please see the attached screen below for more details.

▪ Desktop



Mobile



Result of each win is displayed. Please see the attached screen below for more details.

Desktop



▪ Mobile



3.5 Logic Game

- All the logic of the game must be independent of the terminal of the player. This means all functions and logic that are critical to the implementation of the rules of the game and determination of the result they must be generated by the game server, independent of the device used by the player.

3.6 Controls Logic Game

- The game should be designed to minimize the risk of manipulation. They take the technical, administrative, and procedural measures to prevent behaviors that involving deviations from the rules of the game. The operator shall have a procedure documented that describes the measures applied to your system to ensure that:
- The game is played according to the rules of the game.
- Game data are recorded correctly in the system.
- Guards or identification documents of a bet or participation protect against possible manipulation.

The game behaviour is per published game rules. Please see the screenshots for more detail. Please see the section [Online game rules](#).

▪ Desktop



Mobile



3.7 Game Interface

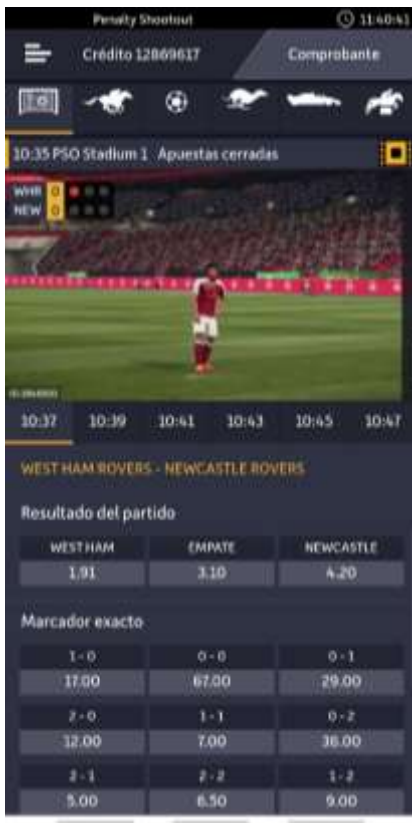
- The screens should display the current balance of the player credit for participation and bets placed.
- The interface should show awards as credits.
- Should not be toggled different representations that can confuse the player.
- Any event resizing or overlapping Player Interface It must be mapped to exactly reflect the modified screen and points tap / click. one

Player's account balance is always available as displayed in the screenshot below:

▪ Desktop



▪ Mobile



3.8 Return to Player

- The operator shall implement a procedure to ensure compliance return theoretical games offered, so that the rate of return obtained by players for each game, modalities or variants, corresponds to the value or expected ranges in the regulations.
- The operator shall keep the record of changes in the percentage return to the player for those games where the percentage may depend on configurable parameters in technical gaming system.
- The percentage return to the player may not be changed during the game, except in those cases where this fact is provided for in the particular rules and player is properly informed

The statistical return to player (RTP) for this game are:

Simulation of games run	Actual RTP (Calculated RTP)	Single Market	
10 million	92.00%	Market	RTP
		Match 3 way	92.00%
		Correct Score	
		Total Goals	
		Total Saves	
		Correct Round Score	
		Double Chance	
		Triple Result	
		Sum of Shirts	
		Sum of Home Shirts	
		Sum of Away Shirts	
		First Penalty Taker	
		Last Penalty Taker	
		Penalty Outcomes	

Return to Player Verification:

Gaming Associates (**ga**) has employed the following methodology to verify the RTP of the games:

1. GA receives the Mathematical Treatise of the games, from the game provider, as part of the game's submission. This mathematics is reviewed and independently verified.
2. Implementation of the mathematical model and pay-table is validated by the source code review.
3. Game simulation is run and game results are obtained. The number of game play in this simulation range from 10 million game rounds depending on the type of game. Results of the simulated gameplay are analyzed to obtain the actual RTP. If the simulated gameplay sample is about 100 million, theoretical RTP and simulated RTP are very similar. If there is variation then further analysis is performed to ensure that results are within the acceptable standard deviation.

3.9 PLAN OF PRIZES

<ul style="list-style-type: none"> The plan awards in those games there will be public and accessible to players and will include all possible winning combinations and a Description of the corresponding prize to each combination.
<ul style="list-style-type: none"> Information plan awards should clearly indicate the value in credits the possible bets.
<ul style="list-style-type: none"> The player must know the maximum monetary value that can be obtained from the bet or play that you are performing.
<ul style="list-style-type: none"> When there are boats or jackpots or prizes multipliers to be displayed in screens must be specified if the pot or multiplier affects the program awards or not.
<ul style="list-style-type: none"> The award scheme cannot be changed during the game, except in where this fact is specified in the particular rules.
<ul style="list-style-type: none"> The award scheme should reflect any change in the value of the prize, for which, it is sufficient that the operator has a box and show prominently in the graphical interface of the game in which the aforementioned changes to appear in the value of the awards.
<ul style="list-style-type: none"> The operator shall keep record of the plan awards for each game, so that these changes can be audited.

Online pay-table and game rules can be accessible. The table of prizes and game rules is not changed during the game.

Desktop



Mobile



Desktop

Online Pay-table:

NEWCASTLE ROVERS - LIVERPOOL CITY			
Resultado del partido			
NEWCASTLE	EMPATE	LIVERPOOL	
5.00	3.25	1.73	
Marcador exacto			
1 - 0	0 - 0	0 - 1	
34.00	81.00	17.00	
2 - 0	1 - 1	0 - 2	
51.00	7.50	11.00	
2 - 1	2 - 2	1 - 2	
11.00	7.00	5.00	
3 - 0	3 - 3	0 - 3	
201.00	56.00	21.00	

Marcador exacto		
1 - 0	0 - 0	0 - 1
13.00	26.00	11.00
2 - 0	1 - 1	0 - 2
21.00	5.50	12.00
2 - 1	2 - 2	1 - 2
8.00	9.50	6.00
3 - 0	3 - 3	0 - 3
91.00	151.00	41.00
3 - 1		1 - 3
36.00		23.00
3 - 2		2 - 3
41.00		34.00

Goles totales			
POR DEBAJO DE 2,5		POR ENCIMA DE 2,5	
1.91		1.80	
Paradas totales			
POR DEBAJO DE 1,5		POR ENCIMA DE 1,5	
1.25		1.30	
Marcador exacto de ronda 1			
0 - 0	0 - 1	1 - 0	1 - 1
2.88	3.30	4.20	5.00
Marcador exacto de ronda 2			
0 - 0	0 - 1	1 - 0	1 - 1
2.80	3.30	4.20	5.00

Marcador exacto de ronda 3			
0 - 0	0 - 1	1 - 0	1 - 1
2.75	3.40	4.20	5.00
Doble oportunidad			
LOCAL EMPATE			1.53
EMPATE VISITANTE			1.29
LOCAL VISITANTE			1.33

Resultado de triples			
Resultado de ronda 1	LOCAL	EMPATE	VISITANTE
Resultado de ronda 2	LOCAL	EMPATE	VISITANTE
Resultado de ronda 3	LOCAL	EMPATE	VISITANTE
Primer jugador en tirar - Brighton			
2 Wooster			10.00
3 Donk			8.00
4 Limbrey			15.00
5 Doffy			10.00
6 Groot			14.00

7 Sibbouna	7.50
8 Lollona	6.50
9 Jossard	8.00
10 Marched	17.00
11 Paumay	6.00

Último jugador en tirar - Crystal City


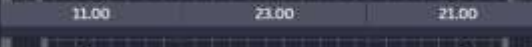
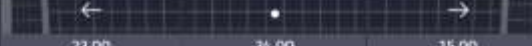
2	Geuhey	8.00
3	Mitchem	12.00
4	Easy	8.50
5	Coyote	7.50
6	Jilimovic	11.00
7	Callagher	9.50
8	Zaho	15.00

9	Bentake	8.00
10	Eyaw	9.00
11	Edward	7.00

Resultados de penaltis

Ronda 1 Ronda 2 Ronda 3

Ronda 1 - Arsenal Braves

Posición de gol		11.00	23.00	21.00
		23.00	34.00	15.00
		8.50	13.00	10.00

Fallido	Parada	Fuera	Palo/larguero	
	7.00	4.20	11.00	
Ronda 1 - Crystal City				
Posición de gol		16.00	34.00	31.00
		34.00	51.00	23.00
		13.00	19.00	14.00
Fallido	Parada	Fuera	Palo/larguero	
	5.00	3.00	7.50	

Suma de dorsales

POR DEBAJO DE 39,5	POR ENCIMA DE 39,5
1.91	1.73

Suma de dorsales del LOCAL

POR DEBAJO DE 22,5	POR ENCIMA DE 22,5
1.33	3.00

Suma de dorsales del VISITANTE

POR DEBAJO DE 22,5	POR ENCIMA DE 22,5
1.29	3.20

Game Rules:

< VOLVER
✕

Ayuda del juego

DEPORTES VIRTUALES: REGLAS DE LA PENALTY SHOOTOUT

La tanda de penaltis de Pragmatic Play te ofrece acción de penaltis ininterrumpida, algo habitual en los torneos eliminatorios de fútbol.

TANDA DE PENALTIS VIRTUAL:

- Cada partido es una tanda que juegan 2 equipos de una liga de 20 equipos sacados de la Premier League. El calendario de encuentros se crea de tal manera que cada equipo de la liga juega contra otro equipo un mínimo de 2 veces.
- Los partidos se juegan en condiciones atmosféricas favorables y desfavorables, y también por la noche.
- Cada partido consta de 3 penaltis para cada equipo, que se juegan en 3 rondas de 1 penalti cada una.
- Se jugarán todos los penaltis incluso si un equipo logra una ventaja irrefutable. Esto implica que los partidos pueden acabar en empate.
- Siempre empieza el equipo local.
- El portero nunca tira.
- La probabilidad de puntuación de cada equipo y la habilidad de cada jugador, incluida la del portero, se usa para garantizar que cada partido es único.
- Cada partido dura, aproximadamente, 2 minutos.

REGLAS GENERALES:

- Cada partido da comienzo con una introducción que presenta los equipos presentes en el estadio. El partido se juega una vez finalizada la introducción.
- Debido a la naturaleza de las retransmisiones, los comentarios podrían no estar sincronizados con la transmisión de vídeo. Esto es habitual y no afecta al resultado del evento.
- Cuando acabe el partido, se mostrará el resultado final y el de cada ronda.
- Todas las apuestas se ejecutarán con las probabilidades indicadas.
- Haremos todo lo posible por liquidar su apuesta inmediatamente después de que el partido haya finalizado, pero tenga en cuenta que es posible que se produzca un retraso en el proceso.
- Una vez mostrado el resultado, empezará la introducción del próximo partido. El resultado de cada partido se mostrará en el sitio web durante un período breve de tiempo.
- Cuando comienza un partido, los mercados de apuestas se actualizarán para mostrar las opciones de apuesta del siguiente partido disponible.

En el caso de que un partido no comience o que el resultado no esté completo, porque no se puede determinar por cualquier motivo, el partido quedará anulado y los reembolsos se procesarán según las reglas de las apuestas incluidas en los Términos y condiciones.



Todas las apuestas no resueltas que se hayan colocado, pero que permanezcan sin resolver en partido incompletos, se anularán transcurridos 90 días y se devolverán al jugador.

RANGO DE PROBABILIDADES:

Las probabilidades pueden tener formato decimal o fraccional:

- Las probabilidades decimales mínimas de un mercado individual son estas: 1.01
- Las probabilidades decimales máximas de un mercado individual son estas: 501
- Las probabilidades fraccionales mínimas de un mercado individual son estas: 1:100
- Las probabilidades fraccionales máximas de un mercado individual son estas: 500:1

En caso de producirse errores de funcionamiento, se anularán todos los pagos y jugadas de acuerdo con los Términos y condiciones.

MERCADOS DE APUESTAS:

Se permite apostar en un partido de tandas de penaltis hasta 10 segundos antes de que empiece. Los mercados de apuestas de partidos futuros permanecen abiertos. Cuando se selecciona un partido futuro, las probabilidades se mostrarán debajo de él. Estas son las opciones de apuesta relacionadas con los partidos:

MERCADOS CLÁSICOS:

- Partido a tres opciones (local, empate y visitante)
- Marcador exacto (0:0 a 3:3)
- Goles totales (por encima/debajo)
- Paradas totales (por encima/debajo)
- Marcador exacto en ronda (0:0 a 1:1)
- Doble oportunidad
- Resultado de triples

MERCADOS DE DORSALES:

- Suma de todos los dorsales de los jugadores que han tirado penaltis en el partido (por encima/debajo)
- Suma de todos los dorsales de los jugadores del equipo local que han tirado penaltis en el partido (por encima/debajo)
- Suma de todos los dorsales de los jugadores del equipo visitante que han tirado penaltis en el partido

- Suma de todos los dorsales de los jugadores del equipo visitante que han tirado penalti en el partido (por encima/debajo)
- Dorsal del primer jugador que ha tirado un penalti (2 a 11)
- Dorsal del último jugador que ha tirado un penalti (2 a 11)

MERCADOS DE JUGADORES:

- 1.º resultado del penalti (posición de gol; paradas, fueras, palo/larguero)
- 2.º resultado del penalti (posición de gol; paradas, fueras, palo/larguero)
- 3.º resultado del penalti (posición de gol; paradas, fueras, palo/larguero)
- 4.º resultado del penalti (posición de gol; paradas, fueras, palo/larguero)
- 5.º resultado del penalti (posición de gol; paradas, fueras, palo/larguero)
- 6.º resultado del penalti (posición de gol; paradas, fueras, palo/larguero)

RTP

Mercados de apuestas	RTP
Partido a tres opciones	92.0%
Marcador exacto	92.0%
Goles totales	92.0%
Paradas totales	92.0%
Marcador exacto en ronda	92.0%
Doble oportunidad	92.0%
Resultado de triples	92.0%
Suma de todos los dorsales	92.0%
Suma de todos los dorsales del local	92.0%
Suma de todos los dorsales del visitante	92.0%
Primer jugador en tirar	92.0%
Último jugador en tirar	92.0%
Resultados de penaltis	92.0%

Mobile

Online pay table:



it.pragmaticplayvirtuals.com

Penalty Shootout

Crédito 12867817 Comprobante

10:41 PSO Stadium 3 Apuestas cerradas

CHELSEA	EMPATE	NORWICH
2.88	2.88	2.50

Marcador exacto

1-0	0-0	0-1
13.00	29.00	12.00
2-0	1-1	0-2
18.00	5.50	14.00
2-1	2-2	1-2
7.50	9.00	6.50
3-0	3-3	0-3
81.00	126.00	51.00
3-1		3-3
33.00		23.00
3-2		2-3
36.00		31.00

Goles totales

POR DEBAJO DE 2.5	POR ENCIMA DE 2.5
2.00	1.73

it.pragmaticplayvirtuals.com	
Penalty Shootout	10:45:28
Crédito 12867817	Comprobante
01:31	01:31
02:31	01:31
01:31	01:31
01:31	01:31
10:41 PSO Stadium 3 Apuestas cerradas	
Goles totales	
POR DEBAJO DE 2.5	POR ENCIMA DE 2.5
2.00	1.73
Paradas totales	
POR DEBAJO DE 1.5	POR ENCIMA DE 1.5
1.25	3.40
Marcador exacto de ronda 1	
0 - 0	0 - 1
1 - 0	1 - 1
3.00	3.50
4.00	4.50
Marcador exacto de ronda 2	
0 - 0	0 - 1
1 - 0	1 - 1
2.88	3.50
4.00	5.00
Marcador exacto de ronda 3	
0 - 0	0 - 1
1 - 0	1 - 1
2.88	3.50
4.00	5.00
Doble oportunidad	

it.pragmaticplayvirtuals.com	
Penalty Shootout	10:45:36
Crédito 12867817	Comprobante
01:23	01:23
02:23	01:23
01:23	01:23
01:23	01:23
10:41 PSO Stadium 3 Apuestas cerradas	
Doble oportunidad	
LOCAL EMPATE	1.44
EMPATE VISITANTE	1.33
LOCAL VISITANTE	1.33
Resultado de triples	
Resultado de ronda 1	
LOCAL	EMPATE
VISITANTE	
Resultado de ronda 2	
LOCAL	EMPATE
VISITANTE	
Resultado de ronda 3	
LOCAL	EMPATE
VISITANTE	
Primer jugador en tirar - Chelsea	
2	Rodigger
8.50	
3	Apzilacuta
7.00	

Penalty Shootout 10:45:46

Crédito 12867817 Comprobante

01:16 01:14 02:14 01:14 01:14 01:14

10:41 PSO Stadium 3 Apuestas cerradas

4	Konte	12.00
5	Georginio	8.50
6	Zayach	9.00
7	Mint	7.00
8	Pusilac	13.00
9	Havatz	12.00
10	Lakuku	16.00
11	Verner	6.50

Último jugador en tirar - Norwich

2	Giannis	9.00
3	Sibson	15.00
4	Henley	9.00
5	Irons	8.50
6	Galmore	10.00

Penalty Shootout 10:45:55

Crédito 12867817 Comprobante

01:04 01:04 02:04 01:04 01:04 01:04

10:41 PSO Stadium 3 Apuestas cerradas

6	Galmore	10.00
7	Lessmillieu	9.00
8	Cangood	8.50
9	Rushika	7.00
10	Ido	9.50
11	Pooki	9.00

Resultados de penaltis

Ronda 1 Ronda 2 Ronda 3

Ronda 1 - Chelsea City

Posición de gol

15.00	31.00	29.00
31.00	41.00	21.00

1t.pragmaticplayvirtuals.com 10:46:18

Penalty Shootout

Crédito 12867817 Comprobante

00:41 00:41 01:41 00:41 00:41 00:41

10:41 PSO Stadium 3 Apuestas cerradas

Posición de gol

15.00	31.00	29.00
31.00	41.00	21.00
12.00	17.00	13.00

Fallido

Parada	Fuera	Palo/larguero
5.50	3.20	8.00

Ronda 1 - Norwich United

Posición de gol

14.00	29.00	26.00
29.00	41.00	19.00
11.00	16.00	12.00

1t.pragmaticplayvirtuals.com 10:46:29

Penalty Shootout

Crédito 12867817 Comprobante

00:30 00:30 01:30 00:30 00:30 00:30

10:41 PSO Stadium 3 Apuestas cerradas

Ronda 1 - Norwich United

Posición de gol

14.00	29.00	26.00
29.00	41.00	19.00
11.00	16.00	12.00

Fallido

Parada	Fuera	Palo/larguero
5.50	3.40	8.50

Suma de dorsales

POR DEBAJO DE 39.5	POR ENCIMA DE 39.5
1.80	1.91

Suma de dorsales del LOCAL

POR DEBAJO DE 22.5	POR ENCIMA DE 22.5
1.17	4.20

1t.pragmaticplayvirtuals.com 10:46:37

Penalty Shootout

Crédito 12867817 Comprobante

00:22 00:22 01:22 00:22 00:22 00:22

10:41 PSO Stadium 3 Apuestas cerradas

14.00	29.00	26.00
29.00	41.00	19.00
11.00	36.00	12.00
Fallido		
Parada	Fuera	Palo/larguero
5.50	3.40	8.50

Suma de dorsales

POR DEBAJO DE 39.5	POR ENCIMA DE 39.5
1.80	1.91

Suma de dorsales del LOCAL

POR DEBAJO DE 22.5	POR ENCIMA DE 22.5
1.17	4.20

Suma de dorsales del VISITANTE

POR DEBAJO DE 22.5	POR ENCIMA DE 22.5
1.11	3.05

Online game rules:

1t.pragmaticplayvirtuals.com 10:46:55

Penalty Shootout

Crédito 12867817 Comprobante

00:05 00:05 01:05 00:05 00:05 00:05

10:41 PSO Stadium 3 Apuestas cerradas

Ronda 2 - Chelsea City

Posición de gol

15.00	31.00	29.00
31.00	41.00	21.00
12.00	17.00	13.00
Fallido		
Parada	Fuera	Palo/larguero
5.50	3.20	8.00

Ronda 2 - Norwich United

Posición de gol

14.00	29.00	26.00

1t.pragmaticplayvirtuals.com 10:47:03

Penalty Shootout

Crédito 12867817 Comprobante

01:56 01:56 00:56 01:56 01:56 01:56

10:41 PSO Stadium 3 Apuestas cerradas

Ronda 2 - Norwich United

Posición de gol

14.00	29.00	26.00
29.00	41.00	19.00
11.00	16.00	12.00

Fallido

Parada	Fuera	Palo/larguero
5.50	3.40	8.50

Suma de dorsales

POR DEBAJO DE 39.5	POR ENCIMA DE 39.5
1.80	1.91

Suma de dorsales del LOCAL

POR DEBAJO DE 22.5	POR ENCIMA DE 22.5
1.17	4.20

1t.pragmaticplayvirtuals.com 10:47:10

Penalty Shootout

Crédito 12867817 Comprobante

01:49 01:49 00:49 01:49 01:49 01:49

10:41 PSO Stadium 3 Apuestas cerradas

Ronda 2 - Norwich United

Posición de gol

14.00	29.00	26.00
29.00	41.00	19.00
11.00	16.00	12.00

Fallido

Parada	Fuera	Palo/larguero
5.50	3.40	8.50

Suma de dorsales

POR DEBAJO DE 39.5	POR ENCIMA DE 39.5
1.80	1.91

Suma de dorsales del LOCAL

POR DEBAJO DE 22.5	POR ENCIMA DE 22.5
1.17	4.20

Suma de dorsales del VISITANTE

POR DEBAJO DE 22.5	POR ENCIMA DE 22.5
1.33	3.00

1t.pragmaticplayvirtuals.com 10:47:18

Penalty Shootout

Crédito 12867817 Comprobante

01:49 01:49 00:49 01:49 01:49 01:49

10:41 PSO Stadium 3 Apuestas cerradas

14.00	29.00	26.00
29.00	41.00	19.00
11.00	16.00	12.00
Fallido		
Parada	Fuera	Palo/larguero
5.50	3.40	8.50

Suma de dorsales

POR DEBAJO DE 39.5	POR ENCIMA DE 39.5
1.80	1.91

Suma de dorsales del LOCAL

POR DEBAJO DE 22.5	POR ENCIMA DE 22.5
1.17	4.20

Suma de dorsales del VISITANTE

POR DEBAJO DE 22.5	POR ENCIMA DE 22.5
1.33	3.00

1t.pragmaticplayvirtuals.com 10:47:29

Penalty Shootout

Crédito 12867817 Comprobante

01:36 01:36 00:36 01:36 01:36 01:36

10:41 PSO Stadium 3 Apuestas cerradas

Ronda 1 Ronda 2 Ronda 3

Ronda 3 - Chelsea City

Posición de gol

15.00	31.00	29.00
31.00	41.00	21.00
12.00	17.00	13.00
Fallido		
Parada	Fuera	Palo/larguero
5.50	3.10	8.00

Ronda 3 - Norwich United

Posición de gol

14.00	29.00	26.00
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Since, the game is not integrated with player management platform. Hence, this is operator's responsibility to provide the game in Colombian currency whenever it is launched on operator's platform. Currently Bets and winnings are displayed in COP Currency in the screenshot below:

▪ Desktop



▪ Mobile



Maximum Bet:

Desktop:



Mobile:



Game is not linked with a jackpot.

3.10 BOATS OR JACKPOTS AND ADDITIONAL PRIZES

- The platform will inform the player clearly when providing funds to boats and how a player can choose to them.
- All players contributing to the jackpots or boats have the option of winning along the development of the game. The description of the terms of the jackpot or jackpot and requirements to earn it must be communicated to the player.
- A jackpot or boat is considered active from the moment players choose or they can contribute to it, until it is closed, usually by sharing all awards associates or, where appropriate, by re-routing to another jackpot or pot.



<ul style="list-style-type: none"> • The conditions of the boat must consider any conclusion or interruption, scheduled or unforeseen, of the game and technical interruptions in the system.
<ul style="list-style-type: none"> • The operator must provide a process which allows control of the boat, ensuring that:
<ul style="list-style-type: none"> • The jackpot or jackpot is created, managed, and is awarded a manner consistent with the rules particulars of the game.
<ul style="list-style-type: none"> • Once constituted, open the can, the conditions do not change until it has It has been won by one or more players and made cash value.
<ul style="list-style-type: none"> • The procedure should not be allowed to introduce winners who do not meet the conditions to be rewarded, nor do winners not take for those who do comply.
<ul style="list-style-type: none"> • The system gives prizes to the players on the list of winners.
<ul style="list-style-type: none"> • If they exist, special attention will be given to the redirection systems on the boat that part of the jackpot is redirected to another fund, where it can be won later. The system redirection pot cannot be used for the purpose to postpone indefinitely the delivery of a prize.
<ul style="list-style-type: none"> • The procedures involved in determining winners must leave traces to allow further review of the whole process of decisions made.
<ul style="list-style-type: none"> • The amount of the pot should appear updated on all the devices Players who participate in it.
<ul style="list-style-type: none"> • The inoperability of the boat must be communicated to the players by display on your device similar messages as "closed pot" or.
<ul style="list-style-type: none"> • It will not be possible to win a jackpot that is previously closed.
<ul style="list-style-type: none"> • The operator will monitor boats account where you collect information corresponding to amounts played by players incorporated into cans gaming machines, additional prizes bingo, gambling funds not spread no winners in a category in the pari-mutuel, and generally all game funds had been provided or incorporated in a game or game and they are to be distributed or used in a game or different game.

Game is not linked with a jackpot.

Chapter IV. GAME SYSTEM

4.6 MINIMUM CONNECTION AND RESOURCES

- The system will inform the player about the unavailability of communication with the game system as soon as detected

If the internet disconnected because of any reason below message displayed to the player within a few seconds.

▪ Desktop



▪ Mobile



If there is any internet speed problem, then this message is displayed to the participant which means Game is unavailable.

4.7 INCOMPLETE GAME

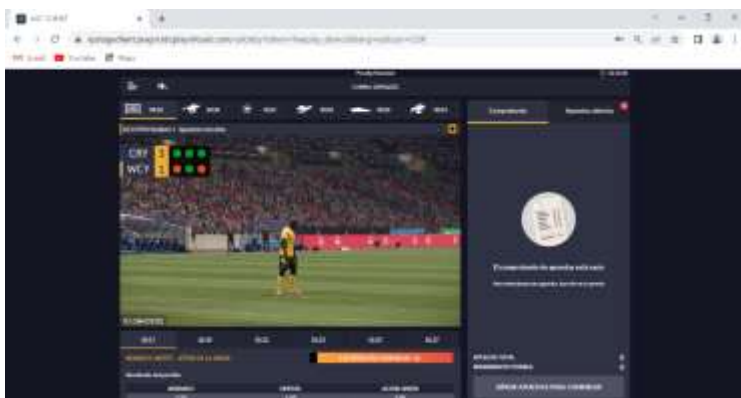
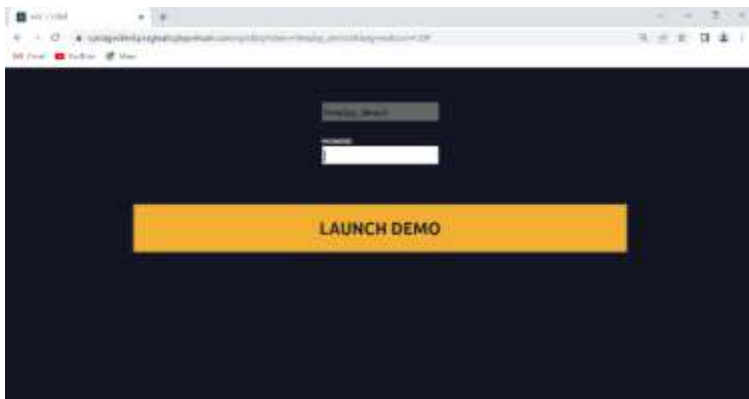
- An incomplete game is one whose result has not yet occurred or, if it has produced, the player has not been informed of this fact. Before a game incomplete, the rules of the game will determine the performance of the platform, you can

expect the participation of a player, override the game or follow in it until it is completed. After recovering a game Incomplete, Technical Gaming System must keep a record of the event, its onset, duration, and services affected for later review.

- If the game is incomplete due to a lost connection of the device player, when the player reconnects, the platform will show at least results and status of the bet as long as you have generated the result thereof.

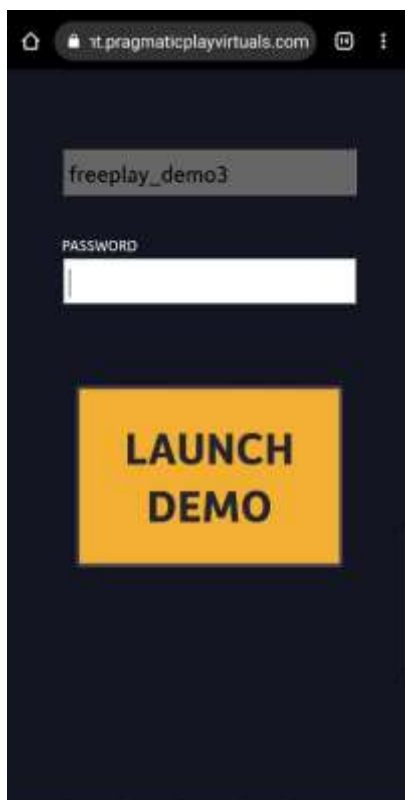
Whenever game left incomplete upon resuming incomplete game is provided and the player can complete the game.

▪ Desktop





Mobile



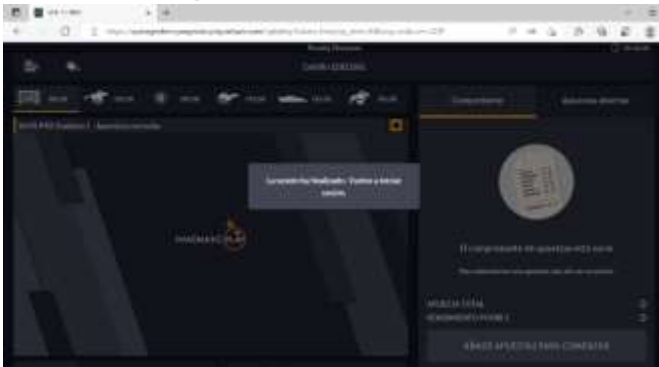


4.10 SESSION PLAYER

- Where technically possible operator must ensure that the time Inactivity disconnect the player is at most twenty (20) minutes; after this time, the platform should disconnect the player.

Whenever the player left the game up to 20 minutes without doing any activity like playing. The player will be disconnected from the game providing information with a disconnection message as shown in the screenshot below:

▪ **Desktop:**



▪ **Mobile:**



4.12 AUTOMATIC GAMES

- If the system offers advice on automatic gaming strategy or functionalities, such recommendations or functionalities must be truthful and ensure that the return rate is reached.
- The player will be ensured to maintain control of the game when automatic game functionality is provided.
- The player will be able to control the maximum value of the automatic game or the maximum bet and the number of automatic bets.
- It will be possible for the player to disable the automatic gaming functionality at any time.

- When using the automatic game functionality, the information displayed on the device (duration, graphic elements or others) will be the same and will have the same characteristics as when the game is not automatic. The interface will additionally show the number of automatic plays that have elapsed or remain.
- The automatic replay functionality cannot disadvantage a player, and neither the sequence of the automatic games nor any strategy that is recommended to the player should be misleading.
- In the case of games involving more than one player simultaneously, all players must be informed and accept a player who has established the automatic game functionality.

On the bet screen where player can select the number of auto spin **10 to 100**.

*Not Applicable

And player can also stop the auto-play at any time.

Following screen shots further elaborate it:

Stop Auto Play can be done. Please attached screen shot below for more details.

*Not Applicable

4.16 REPLAYS

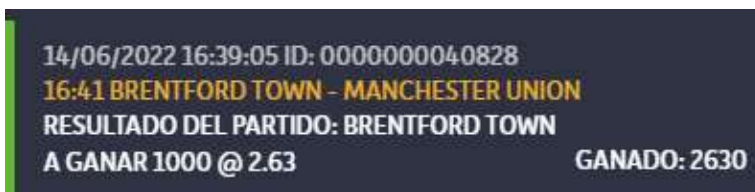
- The platform will provide the player the option to replay, showing it as a graphical reconstruction or intelligible description should play all sets of the game that may have an impact on their development.
- Repeat option must provide all information necessary to rebuild the last ten games of the session

▪ Desktop

Bet screen:



History:



▪ Mobile:

Bet screen:

11:17 - BRENTFORD - TOTTENHAM

RESULTADO DEL PARTIDO
TOTTENHAM ATHLETIC @ 2.88
HAS GANADO 2880

00:43 00:43 02:43 00:43 00:43 00:43

11:17 PSO Stadium 3 Apuestas cerradas

BRT 0
TOT 1

Round 3
Brentford Town

8 ANYOKA

11:19 11:21 11:23 11:25 11:27 11:29

LAS APUESTAS CIERRAN EN 33

BURNLEY CLARETS - NEWCASTLE ROVERS

Resultado del partido

BURNLEY	EMPATE	NEWCASTLE
2.88	2.88	2.50

Marcador exacto

1 - 0	0 - 0	0 - 1
13.00	29.00	11.00
2 - 0	1 - 1	0 - 2
18.00	5.50	14.00
2 - 1	2 - 2	1 - 2

History:

< VOLVER

Historial de apuestas

06/16/2022

16/06/2022 11:16:30 ID: 0000000041753
11:17 BRENTFORD TOWN - TOTTENHAM ATHLETIC
RESULTADO DEL PARTIDO: BRENTFORD TOWN
A GANAR 1000 @ 2.50 PERDIDO

16/06/2022 11:16:30 ID: 0000000041756
11:17 BRENTFORD TOWN - TOTTENHAM ATHLETIC
RESULTADO DEL PARTIDO: EMPATE
A GANAR 1000 @ 3.00 PERDIDO

16/06/2022 11:16:30 ID: 0000000041757
11:17 BRENTFORD TOWN - TOTTENHAM ATHLETIC
RESULTADO DEL PARTIDO: TOTTENHAM ATHLETIC
A GANAR 1000 @ 2.88 GANADO: 2880

16/06/2022 11:16:30 ID: 0000000041758
11:17 BRENTFORD TOWN - TOTTENHAM ATHLETIC
MARCADOR EXACTO: 1 - 0
A GANAR 1000 @ 17.00 PERDIDO

16/06/2022 11:16:30 ID: 0000000041759
11:17 BRENTFORD TOWN - TOTTENHAM ATHLETIC
MARCADOR EXACTO: 0 - 0
A GANAR 1000 @ 51.00 PERDIDO

16/06/2022 11:16:30 ID: 0000000041760
11:17 BRENTFORD TOWN - TOTTENHAM ATHLETIC
MARCADOR EXACTO: 0 - 1
A GANAR 1000 @ 19.00 PERDIDO

16/06/2022 10:42:32 ID: 0000000041685
10:43 BURNLEY CLARETS - NEWCASTLE ROVERS



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