

# Rules and Bet types

## General Rules, Regulations and Bet Types for INTERNET ACCOUNTS

(Last Edited October 11<sup>th</sup>, 2006)

**All rules, regulations, and payoffs contained herein are subject to change and revision by the management of Carib Sports without prior notice. Las Vegas rules, regulations, payoffs and wager types apply where not covered herein. Players must be 18 years of age or older.**

The player on each call or Internet log-on prior to wagering must verify account balances. When you verify and accept your account balance you agree that all previous transactions are correct and you do not have any claims. Claims or disputes must be settled at this time. For disputes, claims, additional account information, or to report account discrepancies, contact our Sales Department at [helpdesk@caribsports.com](mailto:helpdesk@caribsports.com) or call 1-800-611-7000.

Players must use their confidential USER NAME = (Pin Number) and PASSWORD (no caps) on all wagering calls or log-on. Players are responsible for any unauthorized use of their account. Accounts with no activity in 12 months or more will be subject to \$1 charge (no account will go negative).

The minimum and maximum wager on a sporting event varies from \$2 and up. There is no limit, in most cases, on the number of wagers that may be placed on any individual event, team or total. Management reserves the right to limit or refuse any wager.

Most sporting events must be played at their originally scheduled time, place, and date unless otherwise specified. If an event is postponed and then later rescheduled, it may be deemed a "No Action" wager, and all money will be credited accordingly. This is not the case for Tennis, Golf, auto Racing events, and possibly others type events. A postponed event in these cases will remain active and have action, until that particular match, matchup or race is completed.

In the case of an obvious error on the posted line, graded line, or any event found to be past-posted, the wagers placed on that line may be deemed a "No Action", and money in your account will be adjusted accordingly. Any manipulation of lines will not be tolerated and can result in the bets being graded as losers.

All Internet transactions will be saved to a file and the file will be saved on a tape back-up system. In all cases of dispute, both management and the player agree that the tape recording or file tape back up shall serve, as the final authority in the dispute and all wagers will be adjusted accordingly. Claims must be lodged within 3 days from the date the wager was made. No claims will be honored after this 3-day period. Players are responsible for verifying the accuracy of all account transactions and for verifying they have received a ticket number after confirming a bet. Ticket numbers are used to validate claims. A player has no valid bet or claim without a ticket number.

**We kindly ask you to print these rules for your reference.  
All wagers are in U.S. Dollars.**

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## Bet Types

**The following information comprises the Rules and Regulations for the major Sporting events offered at Carib.**

### **Winners and Losers are Official:**

- **Football:** after 55 minutes of regulation play or at the completion of overtime period(s).
- **College Basketball:** after 35 minutes of regulation play or at the completion of overtime period(s).
- **Pro Basketball:** after 43 minutes of regulation play or at the completion of overtime period(s).
- **NHL Hockey:** after 55 minutes of regulation play or at the completion of overtime period(s).
- **Major League Baseball:** after 5 innings of play, or 4.5 innings if the home team is leading. If a game is subsequently called or suspended, the score after the last full inning determines the winner unless the home team ties the score or takes the lead in the bottom half of the inning. Then the score at the time the game is called will determine the winner. When wagering on total runs or the run line, the game must go the regulation 9 innings, or 8.5 innings if the home team is leading, otherwise it will constitute a "No Action" wager, and all money will be credited accordingly. A pitcher is deemed a starting pitcher after delivering the first pitch for his team. In the event of a pitching change prior to the game, the price or line may change. Any wagers marked "Action" on a team without regard to the starting pitcher are subject to an odds or line adjustment. Any wager marked "Listed Pitcher" is subject to both starting pitchers actually starting the game, If pitchers are not as named it will constitute a "No Action" wager, and all money will be credited accordingly.

**Pick - All - Weekly and for All Seasons: Rules as follows:**

1. To win the pool you must pick 15 of 15.
2. If less than fifteen games are played or games end in a tie, and all remaining picks are correct. There will be a \$500.00 consolation prize.
3. Consolation prize or pool will be shared among all winners.
4. All **Bets** are action.
5. For Baseball, run line rules apply, all action goes (no listed pitchers).

**Straight Bet :** A wager on a single event whose outcome for wagering purposes shall be determined by a point spread or money odds.

**Over/Under :** A wager on the combined scores (Total) of a game being over or under the posted number.

**Parlays:** Two or more teams or totals can be combined to make one wager. Circled games can be parlayed. Proposition plays, and future bets **cannot** be parlayed.

You may estimate Parlay Payoffs by following steps (example provided):

Let's say you play the Pirates +150 and the Pirate game over 8 -120 in a two team parlay and you bet \$100. Use the following steps to determine your winnings or should we say potential winnings.

1. Calculate Parlay Factor for each piece: if the price of the piece is positive - simply add one to get factor, if the price of the piece is negative v calculate reciprocal, multiply by -1, and then add one.

$$1.50 + 1 = 2.50$$

2. Multiply all factors - then multiply this factor times the bet amount - the result is the payoff (including your bet)

$$2.50 \times 1.83 = 4.57 \text{ (now multiply this times your bet)} \times 100 = 457$$

\$457 is your total return if both pieces win (including your bet amount)

3. Subtract your bet from the figure calculated in 2 - Result is your winnings.

$$457 - 100 = 357 \text{ Winnings}$$

This will also work for three, four, five,... team parlays, simply follow the steps. Note: This is will provide you with a rough estimate; actual winnings may differ due to rounding.

**Basketball and Football Parlay Payoffs :**

2 Team	2.644
3 Team	5.957
4 Team	12.283
5 Team	24.353
6 Team	47.398
7 Team	91.394
8 Team	175.379
9 Team	335.708
10 Team	641.775
11 Team	1226.701
12 Team	2342.793
13 Team	4473.514

**\*Reduced Juice Specials like TWOSday, Happy Hour and Friday Nights will be calculated at -110.**

**Teasers:** Two or more teams combined into one wager, in which additional points are either added to the underdog or subtracted from the favorite. Circled games can be teased. Proposition plays, and future bets **cannot** be teased.

**NEW!**

**Open Parlays/Teasers:**

Steps:

Open parlays/teasers allow customers to confirm part of a parlay/teaser now and part later.

Add the first portion of teams you want to confirm to the bet slip, select the Parlays/Teasers tab, enter the wager amount and hit Continue.

On the Setup a Combination Wager page use the "Open Parlay Size" drop menu to select the size of the open parlay from 2-10 teams. (For Teasers use the Bet Type drop menu to select teaser type) and hit Continue to go to confirmation.

Eg. If you want an open 8 teamer but only want to confirm 5 teams now, you will have put 5 selections on the bet slip then select 8 from the Open Parlay Size drop menu and confirm. Your bets report will indicate how many teams are confirmed on your open parlay, in this case 5 of 8.

To close or complete the open parlay add the remaining number of teams to the bet slip (you need not enter the stake again) and hit Continue.

On the Setup a Combination Wager page use the "Continue Open Parlay" drop menu to select the open parlay you want to close and hit Continue to go to confirmation.

**Round Robin:** Round Robin: A combination of wagers for which the bettor selects a minimum of 3 up to a maximum of 10 teams which are then broken down into all possible combinations of two, three, four, or five team parlays.

Yankee Full cover bet for 4 selections, 6 two team teamers, 4 three team teamers , 1 four team parlay	= 11 bets
Super Yankee Full cover bet for 5 selections, 10 two team teamers, 10 three team teamers, 5 four team teamers and 1 five team parlay	= 26 bets
Heinz Full cover bet for 6 selections, 15 two team teamers, 20 three team teamers, 15 four team teamers, 6 five team teamers and 1 six team parlay	= 57 bets
Lucky 15 Four selections	= 15 bets (a Yankee) plus the four singles
Lucky 31 Five selections	= 31 bets (a Super Yankee) plus the five singles
Lucky 63 Six selections	= 63 bets (a Heinz) plus the six singles

**(C) Circled:** Indicates a circled event for which there is limited action. Circled events are not available for if-wagering.

**If-Bets:** A bet, which is not yet action, but will become action based on the result of another bet.

**Action Bet:** An If-Bet where action is pending a WIN or PUSH result of another wager.

**IF-Win Bet:** An If-Bet where action is pending a WIN result of another wager.

Circled Events, Proposition Plays, and Future Bets cannot be placed as If-Bets.

**WE DO NOT ACCEPT PHONE WAGERS ON IF-BETS!** IF BETS are a privilege and if deemed to be used to exceed your limit, your account will be blocked from making this bet type. Also, should a customer manipulate their account or set up multiple accounts in other names for the purpose of exceeding their limits, these accounts will be deemed inappropriate and all wagers made to exceed the event limits will be LOSERS and money removed from their accounts.

**"FUTURE" rebates only at Carib!** Horse Racing future events will now return 25% of the wager if the selected horse does not run in the race. Golf, Auto Racing and Tennis future events will now be making full refunds on wagers where the selected person does not participate in the specified event. The rebate will be credited to your account after the completion of the specified tournament or race.

**Square:** A wager on the two last digits of the score of a game or score at the end of a period of a game. All bets are ACTION even if no player selects a winning square. Only ONE player is allowed per square so that payoffs do not get shared among many winners. Prices per square are fixed and can be found in the header of each square page. Payoffs include the price of the square and can vary from game to game; the details of a Square Payoff are defined at the top right of each square grid. The price per square and total payoff can also be found in the upper left corner. Values will be assigned randomly at the start of the event. Player Activity Reports will show the geometric position of your square within the grid, and, after the game starts, will also show which Digits you need beside the team names. Squares are paid out at the end of the event, so even when there are winners at a halftime or quarter, the winning accounts are not credited until the game is complete and the entire square grid can be graded.

**NOTE:** Normally, payoffs per period are defined by the score **AT THE END OF THE PERIOD**, however in a case like the EZ-14 squares where quarters, halves, the final are set for payoffs, the winning squares are determined by the score of each period alone by itself (Overtime included in 2nd half)

**Daily Number :** A daily wager on a set of 3 or 4 digits, straight (in exact order) and/or boxed (in any order).

**Season Totals :** Carib season totals will be paid, and is action, when the team has reached the mathematical figure for either going over or under based on a completed season. When this point is reached the event will be paid and all bets are action even if the season is not completed.

**Halftimes:** Carib carries halftimes for all games in the **NFL** and **NBA**. Halftimes are posted for televised games and games which carry totals for **NCAAF** and **NCAAB**. This is not a guarantee that a 2nd halftime line will be posted. It is a guideline for the players to understand what games will have 2nd halftime lines in most cases.

Overtime included in the 2nd half score.

## Football

On **straight bets**, player lays \$11 for every \$10 player wishes to win.

**Example :**

Date	Game	Teams	Side	Total
8/22/96	17	Chargers	+3.5	45
04:30PM	18	Dolphins	-3.5	

The Dolphins are a 3.5 point favorite. Player would lay \$110 to win \$100 or \$550 to win \$500, etc., on either team or the total.

The point spread is always given on the favorite. If player wagers on the favorite, that team must win by more than the amount of the point spread. If player wagers on the underdog, that team can win the game or lose by any amount less than the point spread. On all **straight bets** (except Parlays), if the favorite wins by the exact point spread the wager is a Push or "No Action."

The number to the right of the Chargers (in the example above) is the **over/under** (Total) number. Players can wager that the combined score of both teams will be either over or under this number. Overtime scores are counted in the score. When wagering on **over/under** (Total) and the score falls on the Total it will constitute a "No Action" wager, and all money will be credited accordingly.

On **parlay bets** you may combine two to five teams or totals in a single wager. All teams included in a parlay must win by more than the point spread. **Over/Under** (Total) must be as wagered. In the case of "No Action" or tie, parlay is reduced to the next lower number of selections. A two-team parlay would be reduced to straight bet. Odds for Parlay and Teaser "Cards" can be viewed when making Parlay or Teaser card wagers.

On **teaser bets** you may combine two to ten teams in a single wager. A **teaser bet** allows you to adjust the point spread in your favor by 6, 6.5, 7, (College) 7.5 or 10 points in football. All teams selected must win by more than the adjusted point spread.

Buying points is allowed except for spreads of '+/-3'

### Canadian, Pro and College Football Teaser Payoffs:

College	6 Pt	6.5 Pt	7 Pt	7.5 Pt	10 Pt
2 Team	Even	10/11	10/12	10/13	5/11
3 Team	9/5	8/5	3/2	6/5	10/12
4 Team	3/1	5/2	2/1	9/5	N/A
5 Team	9/2	4/1	7/2	3/1	N/A
6 Team	7/1	6/1	5/1	4/1	N/A
7 Team	9/1	17/2	8/1	7/1	N/A
8 Team	14/1	13/1	12/1	10/1	N/A
9 Team	19/1	18/1	17/1	15/1	N/A
10 Team	25/1	24/1	23/1	20/1	N/A

Pro	6 Pt	6.5 Pt	7 Pt	10 Pt
2 Team	10/11	10/12	10/13	10/25
3 Team	8/5	7/5	6/5	10/13
4 Team	13/5	12/5	2/1	N/A
5 Team	9/2	4/1	7/2	N/A
6 Team	7/1	11/2	5/1	N/A
7 Team	9/1	17/2	8/1	N/A
8 Team	13/1	12/1	10/1	N/A
9 Team	18/1	16/1	15/1	N/A
10 Team	25/1	23/1	20/1	N/A

Canadian	6 Pt
2 Team	10/12
3 Team	3/2
4 Team	5/2
5 Team	4/1
6 Team	11/2
7 Team	7/1
8 Team	10/1
9 Team	15/1
10 Team	20/1

**\*TIES REDUCE** except for **TWO (2) TEAMERS** where a tie and a win, would be considered a "PUSH (No-Action)".

## Basketball

On [straight bets](#), player lays \$11 for every \$10 player wishes to win.

**Example :**

Date	Game #	Teams	Side	Total
11/22/96	17	Bulls	+3	202
07:30PM	18	Heat	-3	

The Heat is a 3-point favorite. Player would lay \$110 to win \$100 or \$550 to win \$500 etc, on either team or the total.

The point spread is always given on the favorite. If a player wagers on the favorite, that team must win by more than the amount of the point spread. If a player wagers on the underdog, that team can win the game or lose by any amount less than the point spread. On all [straight bets](#) (except Parlays), if the favorite wins by the exact point spread the wager is a Push or "No Action".

The number to the far right of the Bulls (in the example above) is the [over/under](#) (Total) number. Players can wager that the combined score of both teams will be either over OR under this number. Overtime scores are counted in the score. When wagering on [over/under](#) (Total) and the score falls on the (Total), it will constitute a "No Action" wager, and all money will be credited accordingly.

On [parlay bets](#), you may combine two to five teams or totals in a single wager. All teams included in a parlay must win by more than the point spread. [Over/Under](#) (Total) must be as wagered. In the case of "No Action" or tie, parlay is reduced to the next lower number of selections. A two team parlay would be reduced to straight bet.

Odds for Parlay and Teaser "Cards" can be viewed when making Parlay or Teaser card wagers.

On [teaser bets](#) you may combine two to ten teams in a single wager. A [teaser bet](#) allows you to adjust the point spread in your favor by 4.5, 5, 5.5, or 8 points in Basketball.

### BASKETBALL TEASER PAYOFFS :

	4.5 Pt	5 Pt	5.5 Pt	8Pt
2 Team	1/1	10/11	10/12	5/12
3 Team	9/5	8/5	3/2	10/13
4 Team	3/1	5/2	2/1	N/A
5 Team	9/2	4/1	7/2	N/A
6 Team	7/1	6/1	5/1	N/A
7 Team	10/1	9/1	8/1	N/A
8 Team	15/1	13/1	11/1	N/A
9 Team	19/1	17/1	15/1	N/A
10 Team	25/1	23/1	20/1	N/A

**\*TIES REDUCE except for TWO (2) TEAMERS where a tie and a win, would be considered a "PUSH (No-Action)".**

## Baseball

Wagering on baseball is done by laying or taking money odds using a 20 cent line for [straight bets](#), therefore if a team is -120, the opposing team would be even money another example would be one team -130 the opposition would be +110, 20 cents is the differential up to 195 where a 25 cent line will be employed and higher when the price is over 200. [Over/Under](#) (Total) bets area 20-cent line.

**Example :**

Date	Game #	Teams	Side	Total
11/22/96	13	Astros	+115	11o20
04:30PM	14	Braves	-135	

Chicago is the favorite and Foster is the scheduled pitcher. The -135 to the right of the pitcher names the odds on the game. A player would lay \$135 to win \$100 on Foster/Chicago or \$100 to win \$115 on Hutton/Florida. In the event of a pitching change prior to the game, the price may change. An ["Action Wager"](#) on a team without regard to the starting pitcher is subject to an odds adjustment. Any wager marked ["Listed Pitcher"](#) is subject to both starting pitchers actually starting the game. If pitchers are not

exactly as named, it will constitute a "No Action" wager, and all money will be credited accordingly. A pitcher is deemed a starting pitcher after delivering the first pitch for his team.

The number to the right of Florida is the **over/under** (Total) with a corresponding money line. A player would lay \$120 to win \$100 on the total for over 11 or \$100 to win \$100 for under 11. If there is not a money line indicated the **over/under** (Total) is pick and the player would lay \$110 to win \$100. If the score falls 11, it will also constitute a "No Action" wager, and all money will be credited accordingly.

Rules for wagers on the Run Line are the same as those for Baseball Totals. If there is a pitching change prior to a game, all wagers will be graded as "No Action". All run line wagers are automatically **Listed Pitchers**.

**NOTE:** For Baseball future wagers, all bets are action regardless of team relocation or name changes.

**Season Totals:** Carib season totals will be paid, and is action, when the team has reached the mathematical figure for either going over/under based on a complete season. When this point is reached the event will be paid and all bets are action even if the season is not finished in its entirety.

#### **Rules for Baseball 3 Games Series Prices.**

1. All games must be played within the stated three (3) days.
2. At least two games must be played for wagers to have action.
3. Wagers will be graded as soon as one team wins two games.
4. If only two games are played and one team wins both games then all wagers on that team will be paid as winners.
5. All 3 Game Series is Action Goes even though the option for listed pitchers is offered.

On baseball parlays you may combine two to ten teams into a single wager. In the case of a push, ALL parlays are reduced to the next level. For example, a two-team parlay would be reduced to a straight bet. Parlay odds are calculated by taking the amount of the wager plus win on one game and applying it all on each successive game.

## Hockey

For wagering purposes all NHL games will be based on the NHL Complete Game format where the game must be played to completion. For grading purposes, all goals scored during regulation and overtime are counted, including the one goal for the winner of a shootout if it occurs.

Wagering on hockey is done by laying or taking goals and money odds using a 20 cent line for **straight bets**, therefore a -110 on each side is a pick game, -115, and -105, -120 and +100 etc.

**Example :**

#### **Date Game# Teams Puck Money Total**

Date	Game #	Teams	Puck	Side	Total
11/22/06	7	Bruins	+1.5	-140	7o30
04:30PM	8	Kings	+1.5	+120	

The Kings are the favorite. A player could lay -1.5 goals and \$100 to win \$120 on the Kings. The Kings must win by two or more goals. A player could wager \$140 and take +1.5 goals to win \$100 on the Bruins. The Bruins must win or lose by less than two goals.

The number to the right is the total and is used for an **over/under** bet with a corresponding money line. A player would lay \$130 to win \$100 on the total for over 7 or lay \$100 to win \$110 for under 7. If there is not a money line indicated the total is pick and for an over or under bet the player would lay \$110 to win \$100. When wagering on total pucks and the score falls 7, it will constitute a "No Action" wager, and all money will be credited accordingly.

On hockey parlays you may combine two to five teams into a single wager. Parlay odds are calculated by taking the amount of the wager plus win on one game and applying it all on each successive game.

## Horse Races

Horse races will be track odds up to a maximum, check Bet-Types on the Horse Racing Menu for maximum payouts. Horse Racing wagers are considered TIME BETS and if wager is placed after the true off-time of the race the wager will be cancelled.

Horse wagers have action once the horse starts the race.

## Boxing

Boxing fights are official for betting purposes once the bout is started. The winner of the fight whether through KO, decision or other would determine the winning bet. A draw in the match would deem bets on both fighters a push with stakes refunded. **UNLESS** a DRAW option was offered; In this case, bets on both fighters would lose and only bets on the DRAW would win. When a round total (over/under) is offered, a 1/2 round indicates an exact half round. For example, a bet on over 4 1/2 rounds means that the bout must go past 1 minute and 30 seconds in the 5th round to cover.

**PICK The ROUND** : Betting means just that, you pick which round the boxer will win the fight. If the fight ends in a 12 round decision or draw the bettor loses. If one or both fighters fail to answer the bell for a round, the fight is judged to have finished in the previous round. If the scheduled number of rounds is changed all bets on "Pick the Round" are void.

## Soccer

In soccer the home team is usually on top. Wagering on Soccer consists of "Straight" and "Parlay" betting.

**Straight betting** : simply involves betting on the outcome of a match in 90 minutes (i.e. 1st Half and 2nd Half injury and stop time included), choosing whether the game will end in a HOME win, an AWAY win, or the DRAW. This is known as 3 way betting, which means that there can only be one outcome. So if the scores are tied at the end of the regulation 90 minutes (injury time and stop time), then the DRAW is the winner and all bets on both teams will be losers. Extra time (overtime-30 mins) does not count in this instance v as in many Cup matches, when goals are scored in extra-time, they do not count for betting purposes. When totals are made available with a draw line the over/under will be the score after 90 minutes (injury time and stop time) of play only. **For Two (2) Way Betting on Soccer games, Extra Time will be counted towards the final score.**

**Parlay betting** : is simply a string of single bets. All three selections must win, in order for the entire parlay to win. A loss within the parlay means that the entire parlay will be graded as a loss.

## Tennis

When wagering on tennis matchups, both players must start the match for your wager to have action. Once the match begins, at least two sets must be completed to have action. This means that **If a player retires, or is disqualified, after two sets have been completed, the bet stands. However, if a player retires, or is disqualified, before two sets have completed, your bet is void (cancelled) and your stake will be refunded.** If a tennis match that is in progress or has not yet started is postponed to the next day due to rain, bad light or any other reason, then all wagers on that match will remain active until the completion of the match.

## Auto Racing

The official NASCAR winner of the race shall be the winner of the race for wagering purposes.

In Match-Ups, all drivers MUST start the race or the wager will be deemed **No Action**. A driver is considered starting the race after completing one (1) lap.

## Golf

In the event that a tournament does not go the specified number of completed holes (usually 72), and PGA officials shorten the tournament, the leader at the end of number of holes determined to be official by PGA officials shall be the winner.

In the event that two (or more) golfers are tied for the lead at the end of regulation play, sudden death playoff occurs to determine the winner of the tournament. In some cases PGA officials may also have the individuals play a specified number of holes to determine the tournament winner.

In the event PGA officials order a specified number of holes to be played to determine a winner, the golfer with the lowest score after the specified number of holes have been completed shall be declared the winner, and 2nd, 3rd, etc would be determined by the scores of the remaining golfers.

Both golfers in a Match-up must tee off to start the tournament or that match-up is **"No Action"**. The Golfer with the better (lower score) wins the match-up (with equal rounds played). If one golfer continues play after his opponent has missed cut, withdrawn, or has been disqualified, the golfer who continues wins the match-up. The tournament must be completed within one week or **"No Action"**. Future odds to win, place or show, if more than one golfer ties, then the fixed odds on wager will be adjusted to share the payout among the tied players.

## Dow Jones

When betting the Dow, an **up** or **down** wager is a stake on the next day's direction of the market; that the DOW will close **up** or **down** for the day, on the date specified. For example, an **Up** bet on the day would win as long as the DOW closed higher than the previous evening.

An **over/under** is often offered which is a stake on the next day's volatility of the market; the **net point change** for the day, on the date specified. For example, an **Over** bet would win if the DOW closed more than 99.5 pts higher or lower than the previous evening.

## Special: Futures+Props

All bets confirmed after a determining announcement will be deemed **NO ACTION**.

## Carib Gamezone

### Hi-Low Spinner



Hi-Low Spinner is the game in which player bets on numbers on a wheel that is higher or lower than the current position of the wheel's clapper. The wheel has 50 number positions. With the spin of the wheel, the player gets a random number that is defined with the position where the wheel's clapper has stopped. If there was a bet on this number, the player gets the win.

The typical gambling process involves the following steps.

1. Place Bets.
2. Spin Wheel.
3. Stop Wheel.
4. Win or Lose.

All bets must be placed before the wheel spins. The player can place as many bets, as he wants. The following table describes betting opportunities for the Hi-Low Spinner.

Bet Type	Description
Bet on Higher	This bet wins if the wheel's clapper stops at the position that is higher than the previous one. The boundary position for this bet is different after each spin of the wheel.
Bet on Lower	This bet wins if the wheel's clapper stops at the position that is lower than the previous one. The boundary position for this bet is different after each spin of the wheel.
Bet on Odd	This bet wins if the wheel's clapper stops at the odd number.
Bet on Even	This bet wins if the wheel's clapper stops at the even number.
Bet on Higher & Odd	This bet wins if the wheel's clapper stops at the odd number that is higher than the previous clapper's position. The boundary position for this bet is different after each spin of the wheel.
Bet on Higher & Even	This bet wins if the wheel's clapper stops at the even number that is higher than the previous clapper's position. The boundary position for this bet is different after each spin of the wheel.
Bet on Lower & Odd	This bet wins if the wheel's clapper stops at the odd number that is lower than the previous clapper's position. The boundary position for this bet is different after each spin of the wheel.
Bet on Lower & Even	This bet wins if the wheel's clapper stops at the even number that is lower than the previous clapper's position. The boundary position for this bet is different after each spin of the wheel.

## Money Wheel



Money Wheel is the game in which player bets on numbers or sectors on a wheel. The wheel has 32 number positions and various sectors denoting series of numbers. With the spin of the wheel, the player gets a random number that is defined with the position where the wheel's clapper stops. If there was a bet on this number or sector, the player gets the win.

The typical gambling process involves the following steps:

1. Place Bets.
2. Spin Wheel.
3. Stop Wheel.
4. Win or Lose.

All bets must be placed before the wheel spins. The player can bet on as many numbers and/or sectors as he wants. The following table describes betting opportunities for the Money Wheel.

### Bet type Description

Bet Type	Description
Bet on number	This bet wins, if the wheel's clapper stops at the appropriate number. Any number on the wheel can be selected.
Bet on color	This bet wins, if the wheel's clapper stops on one of colored sectors. Any of the following four sectors can be selected: <ul style="list-style-type: none"> <li>• Blue: includes numbers from 1 to 10.</li> <li>• Green: includes numbers from 11 to 24.</li> <li>• Yellow: includes numbers from 25 to 29.</li> <li>• Red: includes numbers from 30 to 32.</li> </ul>
Bet on number interval	This bet wins, if the wheel's clapper stops on one of the sectors that cover the appropriate interval of numbers. Any of the following five sectors can be selected: <ul style="list-style-type: none"> <li>• Numbers from 1 to 7.</li> <li>• Numbers from 8 to 16.</li> <li>• Numbers from 17 to 20.</li> <li>• Numbers from 21 to 26.</li> <li>• Numbers from 27 to 32.</li> </ul>
Bet on Odd	This bet wins if the wheel's clapper stops at the odd number.
Bet on Even	This bet wins if the wheel's clapper stops at the even number.
Bet on Higher	This bet wins if the wheel's clapper stops at the position that is higher than the previous one. The boundary position for this bet is different after each spin of the wheel.
Bet on Lower	This bet wins if the wheel's clapper stops at the position that is lower than the previous one. The boundary position for this bet is different after each spin of the wheel.

## Shoot For Loot



Objectives:

The objective of the game is to bet on the outcome of a strike and win. These bets are called 'strike result bets'. You may also bet where the player will kick the ball. These types of bets are called 'zone bets'.

Starting the game:

At the beginning of the game the list of players is displayed in the left hand side of the screen. The top player in the list is the goalkeeper. Under the goalkeeper are listed 5 players. These are the strikers. To the right of the players list is the gray area that is the bet slip.

Players Information:

You may view some interesting information for each player including the goalkeeper. To view information about a player, click the little arrow with the info sign next the striker name in the list or in the bet slip. When you do that, you will view the player's info card instead of the bet slip.

The information about players includes four facts: the player's age, the transfer fee paid by the owner for that player, a statement about the player's general fitness level and if the player is right or left footed. The goalkeeper information. At the bottom of the information card there are two charts displaying the previous performance of each player. The right chart displays a summary of the player's activities in the last one hundred games. It shows a graph with three bars one for goals the player scored, one for saves that he did not score and one for misses, where the player missed the net. The left chart shows zone statistics details of the last one hundred results. It states the percentage of balls that hit each and every possible zone.

When you want to go back to the bet slip, click any where on the info card to close it.

The bet Slip:

To place bets just click the odds under the appropriate strike result (goal, save or miss). If you believe the player will score a goal, choose the odds for goal with the mouse and click it. A green ring will appear where you clicked. Respectively, if you think the goalkeeper will save the ball, choose save. If you think the player will miss the net, choose 'miss'. When you choose a result, you may also choose the stake. Enter your stake in the stake box to the right of the odds. You may raise the stake by clicking the "+" sign to the right of the stake box. You may lower it by clicking the "-" sign to the left of the stake box. Alternatively, you may just enter the stake using your keyboard. Notice the return amount change when you place your stake or change it. The return amount indicator is the rightmost column on the bet slip. You may place strike bets on one or more players, up to five players. When you are done, click "Add to bet slip". After you added your bets to the bet slip, you may either choose to edit your bets or submit them and go straight to the action. You may edit your bets for as long as you wish but once you submit them they will be un-editable and you will proceed with the game.

The zone bets:

After you clicked "Submit bets" you are about to begin the game. Just before you do that, you may still bet where the ball will go. To do that click the odds on the different zones. If you do that a soccer ball with a unit stake number will appear where you clicked. Click again to double the stake. Another click will raise the unit stake to 5 and a fourth click will raise it to 10. The fifth click will remove the zone bet. At any time after you clicked a zone, you may still raise the stake even more. To do that click the "+" sign to the right of the unit stake box. To lower the stake, click the "-" sign. To reset the form completely and erase all your zone bets, click "Clear all".

When you are done you may either submit the bets or edit them by clicking the appropriate link. Once the bets are submitted, the game begins.

The game:

You are now invited to watch the player try to score against the goalkeeper. If you want to watch again, simply click the "replay" link that is will appear at the right bottom corner. The replay tool bar appears and you may replay using any one of the options on the bar. When you are done, you may click the "close" link. By then, if you bet on more than one player, you may choose to go to the next attempt by clicking the "Next Strike" link. You will then be able to place zone bets for the next player.

Game results:

After the last strike you may want to view the game results. Click the "Game Result" link to go to the last part of the game. The game result screen displays a summary of your activities in the game. If you want to details for each bet, you can click the little arrow that says "bets" next to the player names in the player list on the left. You will be shown the result of the bet for this player. Click "close" to proceed.

Playing a new game:

When you are done, you can either play a new game with a new team or play a new game with the same team. Just click the appropriate link at the bottom.

Have Fun

## At The Ponies



The following bet types are available for Horse Betting:

Bet Type	Description
Win Only	Bettor selects 1 runner to finish 1st
Exacta	Bettor selects 2 runners which must finish 1st and 2nd in the correct order specified by the bettor

Bulk bets can be placed thanks to the Betslip.

## Power Play



The principal of the game is relatively simple: a player purchases some pucks by either entering the amount of pucks or by entering a stake. When the purchasing stage is confirmed, the pucks, are loaded into a virtual stack and are ready to be shot down the by a player to the field. The field resembles a hockey field in coloration and design. When the pucks are shot, they will start to bounce downwards towards the bottom of the field. Some of the pucks may be Poted or become trapped in one or more of the three pots in the bottom of the field. The pots, bare a value each puck in a pot means that the player had won one puck \* the value of the pot. So if one puck is trapped in the 10 pot, the player had just won 10 pucks.

This goes on, until the batch is over. This means that all of the pucks were shot. The player is now able to collect and claims the cash-equivalents value for the pucks or continue and shoot the won amount of pucks. A collect action will end the current game and the player will have to buy a new amount of pucks. For taste preferences, the player may choose to play on one of three game field designs. The game comes in the usual two modes; **Play for Fun** and **Play for Real**.

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