Melbet Russia: complete promotion conditions and additional rules

https://towerrushindi.com/en/casinos/melbet/

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Melbet Russia: complete substantive conditions of individual promotions

Status: approved operator conditions. Conditions are grouped by promotion, retaining separate periods, formulas, bets, exclusions and deadlines. These are sports/bookmaking offers of the Russian operator; Tower Rush participation conditions are established in the expert base. Dated and historical conditions are retained. Wording and figures were approved from the relevant operator materials.

Birthday Bonus

The gambling organiser runs Birthday Bonus among its players to increase activity and loyalty and draw attention to its business. The promotion is governed by the gambling, interactive-bet acceptance and winnings-payment rules (Gambling Rules) and these promotion rules, which the organiser may change at any time at its discretion.

Promotion period: 1 April 2023, 12:00 (UTC+3), to 30 November 2027, 23:59 (UTC+3). The organiser may change the period. For checks and calculations under these rules, it may use any information in its possession about events, gambling participants' actions and statuses, gambling results, action results and statistics from before the promotion period.

3.1. Promotion means Birthday Bonus. It is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries. That law does not regulate these promotion rules or any prizes provided under them.

3.2. A Player is an individual satisfying both requirements: completing the organiser's website/mobile-app registration and identification procedures before the promotion ends; and making interactive bets through the website/app in accordance with applicable law and the Gambling Rules, making a prediction or other lawful actions meeting these promotion conditions, such that OSP calculated under these conditions and the Gambling Rules totals at least 1 conventional unit across the Calculation Month and the preceding 25 calendar months.

3.3. A Promotion Participant is a Player who performs the required actions during the promotion under its conditions and whom the organiser, at its discretion, recognises as meeting these conditions and the Gambling Rules. A Player recognised by the organiser as a participant in its VIP Birthday promotion is not a participant in this promotion.

3.4. Bonus means a bonus amount of gaming coupons calculated and recorded by the organiser and, where and as these conditions and the Gambling Rules provide, converted and/or credited to the participant's corresponding account in the amount, within the period and subject to the conditions of the promotion. It is calculated in gaming-coupon units defined by the Gambling Rules.

The Bonus is not a means of payment, property, currency or electronic money, does not confer an unconditional right to demand money from the organiser and cannot be treated as such. It cannot be bequeathed, given away or transferred on any basis and may only be used under these conditions and the Gambling Rules. A participant who disagrees with its calculation or crediting cannot demand compensation or recalculation, or alternative ways to use it.

3.5. Calculation Month means the calendar month whose results may qualify a participant for a Bonus in an amount determined at the organiser's discretion under these conditions and the Gambling Rules. It runs

from 00:00:00 (UTC+3) on day 1 to 23:59:59 (UTC+3) on the last day (28, 29, 30 or 31) of the calendar month preceding the participant's birthday month.

3.6. OSP is a calculated parameter used to determine eligibility and Bonus size: total participant losses for the Calculation Month or other periods, calculated as Sis − Sv − Sos − Sp.

Sis: all interactive bets made by the participant through the organiser's website/app during the Calculation Month or other period.

Sv: all winnings paid by the organiser to the participant in that period.

Sos: the balance on the participant's main account at the end of the period for which OSP is determined, expressed in gaming-coupon units.

Sp: the total stakes of participant predictions still unsettled at the end of that period, expressed in gaming-coupon units.

OSP is expressed in conventional units; where applicable, 1 unit equals 1 rouble or 1 gaming-coupon unit. In every calculation OSP must be positive and at least 20,000 units. Predictions on backgammon sporting competitions are excluded from OSP.

3.7. Birthday means the annually recurring calendar day and month of the Player's birth.

4.1. The number of incentive prizes (Bonuses) is determined during the promotion and is no more than 1 per year, in the birth month, per participant who performs all required actions and is recognised by the organiser as meeting the promotion conditions and Gambling Rules.

4.2. The Bonus is credited to a special bonus account within 7 calendar days of the birthday of a participant whom the organiser recognises as eligible. Its individually determined size is 500–20,000 gaming-coupon units.

To wager it, the participant must use that bonus account to make one prediction on the organiser's website within 168 hours after crediting. After any specified deadline the Bonus is cancelled without compensation. A prediction using it after the deadline is also cancelled without compensation.

Only a prediction meeting all of the following counts: it is an accumulator; its stake is the entire balance of the account receiving the Bonus and in any event no less than the original Bonus; it has at least 3 events/outcomes; each outcome has odds of at least 1.5; no outcome's odds are recalculated to 1; it is settled no later than 120 hours after Bonus crediting; it is not cancelled, annulled or invalidated; and the Player has not insured it.

Backgammon predictions do not count towards wagering. A prediction failing any wagering condition does not establish compliance. If a prediction using the entire Bonus loses, the Bonus is cancelled without compensation. A losing prediction, one settled at odds of 1 or below the required odds, an insured prediction, or one invalidated on any basis under the Gambling Rules does not count.

If the participant completes all wagering actions, the organiser may credit the main account with an amount equal to the original Bonus (the Wagered Amount). This cannot be transferred to the main account before the organiser recognises the Bonus prediction as compliant. Once credited, it cannot be recognised or paid as winnings under the law and Gambling Rules until the participant makes an interactive bet on the

organiser's website of at least RUB 500, within the meaning of the law and those rules.

4.3. If other active bonus amounts have not expired, this prize remains unavailable for use or wagering until the previous bonuses are wagered or cancelled. Its own use/wagering period is neither suspended nor interrupted while earlier bonuses are being used or wagered.

5.1. Participant numbers are unlimited.

5.2. Participation is free. A Player who does not wish to participate may notify the organiser in writing or opt out by another available method.

5.3. A participant is a Player recognised at the organiser's discretion as eligible who, during the Calculation Month, makes interactive bets through the website/apps in accordance with the law and Gambling Rules, predictions or other lawful qualifying actions resulting in OSP of at least 20,000 units for that month. The organiser is not obliged to recognise a Player who fulfils the participation conditions as eligible; it may refuse any Player participation at its discretion without reasons and may refuse any participant a prize.

5.4. At its discretion, the organiser may award an eligible participant a Bonus. It may, but need not, follow these bands:

Calculation Month OSP, units	Bonus, gaming-coupon units
20,000–49,999	500
50,000–99,999	1,000
100,000–299,999	5,000
300,000–999,999	10,000
1,000,000 or more	20,000

5.5. For each Calculation Month during the promotion, the organiser checks Player eligibility and required actions, decides at its discretion whether the participant meets the conditions and Gambling Rules and whether to award a Bonus, determines its characteristics and amount, and awards it by crediting the corresponding account with gaming-coupon units. These actions occur within 7 calendar days after the participant's birthday in the month following the relevant Calculation Month.

5.6. A participant refused a Bonus on any grounds cannot challenge that decision.

Melbet VIP Compliment

Within its Melbet Premium Size marketing programme, the organiser runs Melbet VIP Compliment to increase player activity and loyalty and draw attention to its business. The Gambling Rules and these promotion rules apply; the organiser may change the latter at any time at its discretion.

Period: 26 November 2025, 00:00 (UTC+3), to 30 November 2027, 23:59 (UTC+3), subject to change by the organiser. Checks and calculations may use any information it holds about events, player actions/statuses, gambling results, action results and statistics predating the promotion.

3.1. Melbet VIP Compliment is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern these rules or any prizes they provide.

2) The Player must have made interactive bets through the organiser's website/app under applicable law and the Gambling Rules, predictions or other lawful qualifying actions resulting in assignment of an active VIP status S, M, L or XL.

3.3. A Participant is a Player who performs the required actions during the promotion under its conditions and whom the organiser, at its discretion, recognises as meeting these conditions and the Gambling Rules.

3.4. Prizes are bonus amounts of gaming coupons calculated and recorded by the organiser and, as provided by these conditions and the Gambling Rules, converted and/or credited to the corresponding participant account in the amount, within the period and subject to the conditions in these rules. They are calculated in gaming-coupon units defined by the Gambling Rules.

Prizes are not payment instruments, currency or electronic money and confer no unconditional right to demand money from the organiser. They cannot be treated as such, bequeathed, given away or transferred on any basis; they may only be used under these conditions and the Gambling Rules. A participant cannot demand compensation, recalculation or alternative uses because they disagree with prize calculation or crediting.

3.5. Calculation Period is the interval whose results may qualify a participant for a Prize of a type and amount determined at the organiser's discretion under these conditions and the Gambling Rules.

For the Sports Activity Indicator and Movement Indicator it is a calendar month, running from 00:00:00 (UTC+3) on day 1 through 23:59:59 (UTC+3) on the last day (28, 29, 30 or 31). The first period begins on the promotion's first day. The period's results may qualify the participant for the type and amount of Prize the organiser determines under the rules.

For the Responsibility Indicator it is a calendar year, from 00:00:00 (UTC+3) on 1 January to 23:59:59 (UTC+3) on the year's last day (the source lists 28, 29, 30 or 31), or the promotion's final day. The first period begins on the promotion's first day. The organiser determines the resulting Prize type and amount at its discretion under the rules.

3.6. Player Activity Indicator reflects the activity level assigned by the organiser according to points earned in the relevant period. If the Player meets the Gambling Rules and promotion requirements, it is used to determine Prize size. Points correspond to the amount in supporting documents at 1 conventional unit (rouble) = 1 point. When several documents relate to different indicators, each indicator's points are summed separately and mathematically rounded to a whole number.

Indicators: Sports Activity Indicator (PSA), for attending sporting events and receiving physical-fitness/wellness services in Russia; Movement Indicator (PD), for taxi and car-sharing travel in Russia; Responsibility Indicator (PO), for obtaining insurance policies for personal vehicles in Russia. Together these are Activity Indicators.

To substantiate an indicator during the promotion, the Player emails support at priority@melbet.ru with supporting documents and their website account ID, using the verified email address recorded in the account.

Sports Activity: once per calculation period, in one request, submit sporting-event tickets issued in the Player's name and receipts for tickets paid for by the Player, or a fitness/wellness-service agreement in the Player's name and a receipt paid by the Player. Every document must be issued in the current period.

Movement: once per period, in one request, submit taxi/car-sharing receipts paid by the Player and another document confirming the journey date and time. Every document must be issued in the current period. Movement and Sports Activity documents may be combined in one request.

Responsibility: exclusively one request per period may contain receipts for an insurance premium paid by the Player, issued in the current period. Documents submitted in previous periods are not considered in new periods.

Only activity undertaken for personal purposes within Russia counts. Only the first request for each activity type is accepted. The organiser may request other documents and information necessary for verification, specifying a deadline. If none is specified, the Player must supply them within 1 calendar day after the organiser emails the request. Refusal may cause the organiser to deem the Player ineligible and refuse a Prize. Request receipt dates and times use UTC+3.

3.7. VIP status is a level assigned at the organiser's discretion according to the type and total amount of settled predictions during the accounting period. The organiser may assign the following levels for predictions through its website/app:

VIP status	Accumulator total, gaming-coupon units (RUB)	Total of any prediction types allowed by Gambling Rules, units (RUB)
S	From 10,000,000	From 30,000,000
M	From 20,000,000	From 60,000,000
L	From 50,000,000	From 150,000,000
XL	From 150,000,000	From 450,000,000

Assignment or upgrade decisions are made from 00:00:00 (UTC+3) on day 25 through 23:59:59 (UTC+3) on day 31 of the current month, based on the accounting period: the 90 calendar days preceding the assignment decision. Its result is the total settled predictions meeting clause 3.7.

The organiser may change VIP status at its discretion. Downgrade decisions are made from 00:00:00 (UTC+3) on day 1 through 23:59:59 (UTC+3) on day 3 of the current month. Backgammon predictions are excluded from status assignment/change.

When changing status, the organiser may consider predictions settled within 90 calendar days after XS, S, M or L assignment; for XL changes it may consider those settled within 180 calendar days after assignment. It may notify the Player of assignment/change and use information from both the promotion period and earlier periods.

4.1. Incentive prize numbers are determined during the promotion: no more than 1 prize of each type per relevant calculation period per participant who performs all required actions and is recognised as meeting these conditions and the Gambling Rules.

4.2. Prize types. Active Freebet is a bonus amount of gaming coupons credited to the special bonus account of a participant recognised as eligible, in an individually determined amount. Its size depends on the Sports Activity Indicator for the relevant period and VIP status, but cannot exceed RUB 20,000.

VIP status	Maximum Active Freebet, RUB
S	5,000
M	10,000
L	15,000
XL	20,000

To wager the Active Freebet, use the bonus account to make one prediction on the organiser's website within 168 hours after crediting. After that period it is cancelled without compensation; a prediction using it after expiry is also cancelled without compensation.

The prediction must meet all these criteria: single or accumulator; pre-match or LIVE; each outcome at odds of at least 1.1; total odds (the product of all outcome odds) no higher than 3.5; stake equal to the entire Active Freebet; neither total odds nor any outcome's odds recalculated to 1; not cancelled, annulled or invalidated. Backgammon is excluded. Non-compliant predictions do not count.

A losing prediction using the full Active Freebet cancels it without compensation. Loss, settlement at 1 or below the required odds, insurance or invalidation under the Gambling Rules makes the prediction ineligible and cancels the Active Freebet without compensation.

After all wagering actions are completed, the organiser may credit the main account with the difference between the winnings and the Active Freebet (Wagered Amount). Transfer cannot occur before it recognises the predictions as compliant. If earlier active bonuses remain, this freebet cannot be used or wagered until they are wagered or cancelled; its own period is not suspended or interrupted.

2) Drive Freebet is a bonus amount of gaming coupons credited to the special bonus account of a participant recognised as eligible, in an individually determined amount. It depends on the Movement Indicator for its calculation period and VIP status and cannot exceed RUB 15,000.

Drive Freebet amount (RUB).

To wager the Drive Freebet, use the bonus account for one prediction on the organiser's website within 168 hours of crediting. After expiry it is cancelled without compensation, as is a prediction using it after expiry. Qualifying predictions must use the entire Drive Freebet, must not be cancelled, annulled or invalidated, and must not be insured by the Player. Backgammon is excluded and non-compliant predictions do not count.

If a prediction using the entire Drive Freebet loses, it is cancelled without compensation. Loss, settlement at 1 or below the required odds, insurance or invalidation under the Gambling Rules means the prediction does not count and the Drive Freebet is cancelled without compensation.

After all wagering actions are completed, the organiser may credit the main account with the difference between winnings and the Drive Freebet (Wagered Amount). Transfer requires the organiser's recognition

of compliant predictions. Earlier active bonuses block use/wagering of the Drive Freebet until they are wagered or cancelled, without suspending or interrupting its own deadline.

3) Save Bonus is a prize amount of gaming coupons credited to an eligible participant's main account in an individually determined amount. It depends on the Responsibility Indicator for its calculation period and VIP status, with a maximum of RUB 15,000.

The credited Save Bonus cannot be recognised or paid as winnings under the law and Gambling Rules until predictions equivalent to the credited amount are made on the organiser's website. Each prediction must have odds greater than 1.1. Backgammon predictions are excluded. If this condition is not fulfilled, the organiser may refuse withdrawal. Main-account Save Bonus amounts may only be used in ways permitted by the Gambling Rules; the organiser may impose additional conditions at its discretion.

5.3. To become a participant, a Player must complete the actions in clause 5.3.1 and/or 5.3.2 and/or 5.3.3. They may complete all or only one of these sets of actions, qualifying for one or several prize types accordingly. Performing participation actions also confirms that the Player has read, accepts, agrees with and undertakes to comply fully with these rules and the Gambling Rules.

5.3.1. Active Freebet: meet promotion requirements during its period; hold active VIP status S, M, L or XL assigned at the organiser's discretion in the Sports Activity calculation period; and submit a clause 3.6 request within that period substantiating Sports Activity in the current period.

5.3.2. Drive Freebet: meet promotion requirements; hold active VIP status L or XL assigned at the organiser's discretion in the Movement calculation period; and submit a clause 3.6 request in that period substantiating Movement in the current period.

5.3.3. Save Bonus: meet promotion requirements; hold active VIP status L or XL assigned at the organiser's discretion in the Responsibility calculation period; and submit a clause 3.6 request in that period substantiating Responsibility in the current period.

5.4. At its discretion, the organiser may award Prizes to participants recognised as meeting these conditions and the Gambling Rules, independently determining the Prize type. It may, but need not, apply the following. VIP status must be active at the award decision; the relevant indicator for its calculation period must be at least 1; the award is 100% of that indicator, capped as shown:

VIP status	Indicator	Prize	Maximum, RUB
S	Sports Activity	Active Freebet	5,000
M	Sports Activity	Active Freebet	10,000
L	Sports Activity	Active Freebet	15,000
XL	Sports Activity	Active Freebet	20,000
L	Movement	Drive Freebet	10,000
XL	Movement	Drive Freebet	15,000
L or XL	Responsibility	Save Bonus	15,000

5.5. In each calculation period during the promotion, the organiser checks eligibility and required actions; decides at its discretion whether the participant meets the conditions and Gambling Rules and whether to award a Prize; determines its type, characteristics and amount; and awards the corresponding gaming-coupon units to the corresponding account.

The eligibility decision is made within 7 calendar days after receipt of a request under clauses 5.3.1–5.3.3 using the procedure in clause 3.6. The organiser may send an informational message if the Player is deemed ineligible. A participant recognised both as eligible and as a winner receives the Prize within 7 calendar days after winner recognition. One eligible participant may win and receive either 1 prize type or 3 different types simultaneously.

5.6. A participant refused a Prize on any grounds cannot challenge the decision. Where it suspects breaches of the Gambling Rules or these rules, the organiser may verify a participant's/winner's age and the accuracy of details supplied at registration or in the clause 5.3.1–5.3.3 request, by requesting necessary documents under the Gambling Rules.

5.7. The organiser may amend or supplement the conditions. Publication on the website constitutes proper notification. These rules take priority over promotional advertising. The organiser may end the promotion at any time before the end date in clause 2.

New Cashback for Our Players

The organiser runs this promotion to increase activity and loyalty and draw attention to its business. The Gambling Rules and these promotion rules govern it; the organiser may change the latter at any time at its discretion.

Period: 1 May 2025, 12:00 (UTC+3), to 30 November 2027, 23:59 (UTC+3), subject to change. Checks and calculations may use all information the organiser holds about events, participants' actions and statuses, gambling results, action results and statistics from before the promotion.

3.1. New Cashback for Our Players is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern these rules or any prizes they provide.

2) The Player must make interactive bets through the website/app under applicable law and the Gambling Rules, predictions or other lawful qualifying actions producing OSP of at least 1 conventional unit in total for the Calculation Month.

3.3. A Participant performs the required actions during the promotion under its conditions and is recognised at the organiser's discretion as meeting them and the Gambling Rules. Players recognised as participants in the organiser's VIP Cashback promotion are excluded.

3.4. Cashback Freebet is a bonus amount of gaming coupons calculated and recorded by the organiser and, as these conditions and the Gambling Rules provide, converted and/or credited to the corresponding account in the amount, period and subject to the conditions of these rules. It uses gaming-coupon units defined by the Gambling Rules.

It is not a payment instrument, currency or electronic money and confers no unconditional right to demand money. It cannot be treated as such, bequeathed, given away or transferred on any basis; it may only be used under these conditions and the Gambling Rules. Disagreement with calculation or crediting gives no

right to compensation, recalculation or alternative uses.

3.5. Calculation Month is the calendar month whose results may qualify a participant for a Cashback Freebet of a type and amount determined at the organiser's discretion under these conditions and the Gambling Rules. It runs from 00:00:00 (UTC+3) on day 1 to 23:59:59 (UTC+3) on the last day (28, 29, 30 or 31). The first month begins on the promotion's first day.

3.6. OSP is the calculated total loss for the Calculation Month or other periods, used to assess eligibility and cashback prize type/amount: Sis − Sv − Sos − Sp. Sis is all interactive bets made through the website/app in the period. Sos is the main-account balance at period end, in gaming-coupon units. OSP uses conventional units, with 1 unit equal to 1 gaming-coupon unit. Except where these conditions specifically state otherwise, OSP must be positive and at least 5,000 units. Backgammon predictions are excluded.

4.1. Prize numbers are determined during the promotion: no more than 1 incentive prize per Calculation Month per participant completing all actions and recognised as meeting these conditions and the Gambling Rules.

4.2. Cashback Freebet is credited to an eligible participant's special bonus account in an individually determined amount of 200–40,000 gaming-coupon units (RUB), depending on Calculation Month OSP, and never more than 4% of that OSP.

To wager it, use the bonus account to make one prediction on the organiser's website within 168 hours after crediting. On expiry it is cancelled without compensation, as is any prediction using it after expiry. The prediction must use the entire Cashback Freebet. Backgammon is excluded; non-compliant predictions do not count.

A losing prediction using the full amount cancels the Cashback Freebet without compensation. Loss, settlement at 1 or below required odds, insurance or invalidation under the Gambling Rules means the prediction does not count and the freebet is cancelled without compensation.

After all wagering actions are fulfilled, the organiser may credit the main account with winnings minus the Cashback Freebet (Wagered Amount). Transfer requires the organiser first to recognise the prediction as compliant.

5.3. Participation requires the organiser's discretionary recognition of eligibility and interactive bets through the website/apps under the law and Gambling Rules, predictions or other lawful qualifying actions during the Calculation Month producing OSP of at least 5,000 units.

5.4. The organiser may award eligible participants a Cashback Freebet at its discretion, independently determining its size. It may, but need not, follow these limits, with the amount in every case determined subject to clause 4.2:

Calculation Month OSP, units	Maximum Cashback Freebet, gaming-coupon units (RUB)
5,000–9,999	200
10,000–19,999	400
20,000–29,999	700

Calculation Month OSP, units	Maximum Cashback Freebet, gaming-coupon units (RUB)
30,000–39,999	1,000
40,000–49,999	1,200
50,000–74,999	1,500
75,000–99,999	2,500
100,000–199,999	3,000
200,000–299,999	6,000
300,000–399,999	9,000
400,000–499,999	12,000
500,000–599,999	15,000
600,000–699,999	18,000
700,000–799,999	22,000
800,000–899,999	25,000
900,000–999,999	30,000
1,000,000 or more	40,000

5.5. After each Calculation Month, the organiser checks eligibility and required actions, decides at its discretion whether the participant meets these conditions and the Gambling Rules and whether to award a Cashback Freebet, determines its type, characteristics and amount, and credits corresponding gaming-coupon units to the corresponding account. These actions take place from the 1st through the 15th of the following calendar month.

5.6. A participant refused a Cashback Freebet on any grounds cannot challenge the decision.

RPL Boredom Insurance

The organiser runs RPL Boredom Insurance to increase player activity and loyalty and draw attention to its business. The Gambling Rules and these promotion rules apply; the organiser may change the latter at any time at its discretion.

Period: 6 August 2026, 15:00 (UTC+3), to 30 May 2027, 12:00 (UTC+3), subject to change. Checks and calculations may use any information held by the organiser about events, participants' actions/statuses, gambling results, action results and statistics from before the promotion.

3.1. The promotion is conducted under these rules and is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries. That law does not govern these rules or any prizes they provide.

3.2. A Player is an individual who successfully completes website/app registration and identification before the promotion ends. 3.3. A Participant performs the required actions during the promotion under its conditions and is recognised at the organiser's discretion as meeting them and the Gambling Rules.

3.4. Freebet is a bonus amount of gaming coupons calculated and recorded by the organiser and, as provided by these conditions and the Gambling Rules, converted and/or credited to the relevant bonus account in the amount, time and subject to the conditions of the promotion. It is calculated in gaming-coupon units defined by the Gambling Rules.

It is not a payment instrument, money, other property, currency or electronic money, confers no unconditional right to demand money and cannot be treated as such. It cannot be bequeathed, given away or transferred on any basis and may only be used under these conditions and the Gambling Rules. Disagreement with calculation/crediting creates no right to compensation, recalculation or alternative uses. A winning participant may use it only for wagering under these rules.

4.1. Prize/gift numbers are determined during the promotion: no more than 1 incentive prize for each recognition as a winner of a participant who performs all actions and meets every other requirement. The organiser may recognise a participant as a winner an unlimited number of times if it considers the qualifying actions to have been completed sufficiently often.

4.2. Freebet equals 50% of the nominal stake of the prediction meeting clause 6.3, capped at 10,000 gaming-coupon units (RUB).

4.3. Earlier unexpired active bonuses prevent use/wagering of this prize until they are wagered or cancelled. Its own period is not suspended or interrupted meanwhile.

Wagering: use the special bonus account to make 1 prediction on the organiser's website using the entire Freebet within 120 hours after crediting. It expires without compensation; predictions using it after expiry are cancelled without compensation. Only qualifying sports-outcome predictions count, with the entire Freebet as stake. Backgammon is excluded.

Loss, settlement at odds of 1 or below/above required odds, withdrawal of the prediction or invalidation under the Gambling Rules means it does not count, without compensation. After all wagering actions, the organiser may credit the main account with prediction winnings minus the Freebet (Wagered Amount). Transfer requires recognition of the Freebet prediction as winning. The credited amount cannot be recognised or paid as winnings under the law and Gambling Rules until an interactive bet of at least RUB 300 is made on the website under those rules and applicable law.

6.1. Participant numbers are unlimited. 6.2. Participation is free; a Player may opt out by written notice or another available method.

6.3. During the period in section 2, an eligible Player must make a prediction meeting all these criteria: single; pre-match; stake of at least 300 gaming-coupon units (RUB); an outcome from a football match in the Alfa-Bank Russian Premier League club championship, 2026–2027 season; market only Win 1, Win 2 or Correct Score excluding 0:0; the prediction loses because the match ends 0:0 in normal time including stoppage time; no outcome is recalculated to odds of 1; settlement no later than 30 May 2027, 12:00 (UTC+3); not cancelled, annulled or invalidated; not insured; and funded from the main account without bonuses, bonus predictions, freebets, promo-code predictions or other promotions/individual offers allowing

no or partial main-account funding.

The organiser is not obliged to recognise a Player who fulfils the conditions as a winner and may refuse participation at its discretion without reasons or refuse any participant a prize.

6.4. Participants performing clause 6.3 actions and recognised as meeting the conditions and Gambling Rules may be recognised as winners at the organiser's discretion. Breaches or subsequent ineligibility may result in full/partial cancellation of the Freebet or Wagered Amount without compensation.

6.5. Winners are determined during or after the promotion, but within 14 working days after settlement of the prediction specified in clause 6.3(8). 6.6. Prizes are provided within the same 14-working-day period. 6.7. The organiser may amend/supplement the conditions and rules; website publication is proper notification. 6.8. These rules take priority over advertising.

First Deposit Freebet

The organiser runs First Deposit Freebet to increase player activity and loyalty and draw attention to its business. The Gambling Rules and these promotion rules apply, and the organiser may change the latter at any time at its discretion.

Period: 9 March 2026, 12:00 (UTC+3), to 30 November 2027, 12:00 (UTC+3), subject to change. Checks/calculations may use any information the organiser holds about events, participant actions/statuses, gambling results, action results and statistics from before the promotion.

3.1. This is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern these rules or any prizes provided.

2) The Player must not have made any interactive bet through the website/apps between registration and the promotion's start, under applicable law and the Gambling Rules. 3) Before joining, they must not have participated in Cyberbonus on First Deposit or Bonus on First Deposit.

3.3. A Participant performs the required actions during the promotion under its conditions and is recognised at the organiser's discretion as meeting them and the Gambling Rules. A Player entered/listed in the register of individuals refusing participation in gambling during the promotion and/or before receipt of a prize is ineligible; previously recognised participant status and prize entitlement are cancelled.

3.4. Freebet is a bonus amount of gaming coupons calculated and recorded by the organiser and, as provided by these conditions and the Gambling Rules, converted and/or credited to the corresponding bonus account in the specified amount, time and subject to the conditions.

It is not a payment instrument, money, other property, currency or electronic money and confers no unconditional right to demand money. It cannot be treated as such, bequeathed, given away or transferred on any basis, and may only be used under these conditions and the Gambling Rules. Disagreement with its calculation/crediting gives no right to compensation, recalculation or alternative uses.

A participant given a Freebet may not use it to make a prediction with the organiser; a winning participant may use it only for wagering under these rules. If a participant makes a prediction using it, the organiser may cancel it wholly or partly without compensation.

4.1. Prize numbers are determined during the promotion: no more than 1 incentive prize per participant completing all actions, meeting every other requirement and recognised as a winner.

4.2. Freebet is credited to the eligible winner's special bonus account. The organiser individually determines its size from the first interactive bet, subject to clause 6.3.1, and may, but need not, follow these terms: if the first interactive bet after registration/identification during the promotion is at least RUB 1,000 and other requirements are met, the award may be 50% of its nominal amount, capped at 25,000 gaming-coupon units (RUB). With a bonus code (Promo Code) used at website/app registration, the same 50% award may instead be capped at 30,000 units (RUB).

4.3. At registration a Player may enter any known Promo Code in the promo-code field. A valid, unexpired code not cancelled by the organiser may raise the maximum above 25,000 gaming-coupon units (RUB). The organiser sets each code's increased maximum at its discretion, never above clause 4.2 limits.

5.1. Wagering requires one prediction through the website using the bonus account and Freebet within 168 hours after crediting. On expiry it is cancelled without compensation; a prediction using it after expiry is also cancelled without compensation. The Freebet may be used for qualifying event outcomes. Backgammon is excluded; non-compliant predictions do not count.

A losing prediction using the entire Freebet cancels it without compensation. Loss, settlement at 1 or below required odds, insurance or invalidation under the Gambling Rules means it does not count and the Freebet is cancelled without compensation. After all wagering actions, the organiser may credit the main account with the successfully settled prediction amount minus the Freebet (Wagered Amount). Transfer requires recognition of the prediction as winning. The credited amount cannot be recognised or paid as winnings under the law/Gambling Rules until an interactive bet of at least RUB 300 is made on the website under applicable law and those rules.

5.2. Earlier unexpired bonuses block use/wagering of this prize until they are wagered or cancelled, without suspending or interrupting this prize's own period.

6.1. Participant numbers are unlimited. 6.3. A Player must complete clause 6.3.1 actions.

6.3.1. During the promotion, an eligible Player must: (1) make their first interactive bet after registration/identification, of at least RUB 1,000, under applicable law and the Gambling Rules; (2) within 168 hours afterwards, make predictions totalling five times that first interactive bet. All outcomes must be events occurring within the promotion; total prediction odds (product of outcome odds) must be at least 1.5; predictions must not be insured; they must use main-account funds without bonuses, bonus predictions, freebets, promo-code predictions or other offers allowing no/partial main-account funding; backgammon is excluded; settlement must occur within 168 hours after action (1). Only settled predictions meeting these requirements count. (3) Within 168 hours after actions (1) and (2), activate the Freebet by pressing Activate in the account's Bonuses tab.

6.4. Participants completing clause 6.3.1 and recognised as meeting the conditions/Gambling Rules may be declared winners at the organiser's discretion. Breaches or discovered ineligibility may cause full/partial cancellation of the Freebet or Wagered Amount without compensation.

6.5. Eligible recognised winners receive prizes within 7 working days after completing clause 6.3.1 actions. 6.6. The organiser may amend/supplement conditions; website publication constitutes proper notice. 6.7.

These rules take priority over advertising.

Grand Express

The organiser runs Grand Express to increase player activity and loyalty and draw attention to its business. The Gambling Rules and these promotion rules govern it; the organiser may change the latter at any time at its discretion.

Period: 13 February 2023, 18:00 (UTC+3), through 31 January 2027, 23:59 (UTC+3), subject to change at the organiser's discretion.

3.1. Grand Express follows these rules and is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries. That law does not regulate these rules or any prizes provided.

3.2. A Player is an individual who successfully completes website/mobile-app registration and identification before the promotion ends. 3.3. A Participant performs the required actions during the promotion under its conditions and is recognised at the organiser's discretion as meeting them and the Gambling Rules.

3.4. Bonus Multiplier is an additional multiplier the organiser may, at its discretion, use when settling a prediction covered by these conditions if the participant meets all requirements. It depends on the number of events/outcomes in a qualifying accumulator under clause 4.3: 3 outcomes give 1.03; every subsequent outcome adds 0.01; the maximum is 1.3 even with more than 30 outcomes.

The multiplier is not awarded or is entirely cancelled if the prediction ceases to meet any requirement wholly or partly. The organiser determines Player/participant/prediction compliance at its discretion. A participant cannot challenge or demand review of that decision.

4.1. Participant numbers are unlimited. 4.2. Participation is free; a Player may opt out by written notice or another available method.

4.3. During the period in clause 2, an eligible Player must complete the following. 4.3.1. Make a prediction meeting all criteria: accumulator; stake at least 500 gaming coupons (RUB); at least 3 outcomes; each outcome at odds of at least 1.5; no outcome recalculated to 1; settled by the promotion's end; not cancelled, annulled or invalidated on any basis; not insured; funded entirely from the Player's own money without bonuses, bonus predictions, freebets, promo-code predictions or other promotions/individual offers allowing no/partial own-fund use; backgammon excluded.

4.3.2. When placing the prediction, express the wish to join by selecting and clicking Express Bonus on the prediction slip. The organiser may refuse any Player participation at its discretion without reasons.

4.4. The organiser may recognise Players fulfilling participation conditions and participant requirements as eligible. 4.5. Eligibility is determined during the promotion.

Gifts from Melbet!

The organiser runs Gifts from Melbet! to increase player activity and loyalty and draw attention to its business. The Gambling Rules and these promotion rules apply; the organiser may change the latter at any time at its discretion.

Period: 17 August 2026, 15:00 (UTC+3), to 30 August 2026, 23:59 (UTC+3), subject to change. Checks/calculations may use any information the organiser holds about events, participant actions/statuses, gambling results, action results and statistics predating the promotion.

3.1. The promotion follows these rules and is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern its rules or prizes.

Freebet is not a payment instrument, property, currency or electronic money and confers no unconditional right to demand money. It cannot be treated as such, bequeathed, given away or transferred on any basis; it may only be used under these conditions and the Gambling Rules. Disagreement with its calculation/crediting creates no right to compensation, recalculation or alternative uses. Winners may use it only for wagering under these rules.

3.5. Bonus is a bonus amount of gaming coupons calculated and recorded by the organiser and, as these conditions and the Gambling Rules provide, converted and/or credited to the corresponding account in the specified amount, time and subject to the conditions.

4.1. Total prize pool: no more than 5,800,000 gaming-coupon units (RUB). Prize/gift numbers are determined during the promotion, with no more than 1 prize for each recognition of a participant who performs all actions and meets all requirements. Using a randomiser, the organiser may recognise a participant as a winner once during the entire promotion if it considers the conditions fulfilled. Total prizes: no more than 4,200.

4.2. Prize quantities and characteristics: each is a bonus gaming-coupon amount credited to the special bonus account of a participant recognised as meeting the promotion conditions and Gambling Rules.

Prize	Maximum quantity	Amount, RUB
Freebet No. 1	100	5,000
Freebet No. 2	300	3,000
Freebet No. 3	500	1,000
Bonus No. 1	300	3,000
Bonus No. 2	1,000	1,000
Bonus No. 3	2,000	1,000

5.1. To wager Freebet No. 1, 2 or 3, use its special bonus account to make 1 prediction on the organiser's website using the entire corresponding Freebet within 168 hours after crediting. It expires without compensation; predictions using it after expiry are cancelled without compensation. The prediction must not be insured and must settle within 168 hours after crediting to the bonus balance. Backgammon is excluded. Loss, settlement at 1 or below/above required odds, withdrawal or invalidation under the Gambling Rules means it does not count, without compensation.

5.2. To wager Bonus No. 1 or 2, a winning participant must make one prediction with main-account funds through the website within 168 hours after Bonus crediting. The Bonus expires without compensation. The prediction must be an accumulator with at least 3 events, each outcome at odds of at least 1.5, all outcomes

from different events, not cancelled/annulled/invalidated on any basis, settled within 168 hours after Bonus crediting to the bonus balance, and funded from the main account without bonuses, bonus bets, freebets, promo-code bets or other offers allowing no/partial own-fund use.

To wager Bonus No. 3, the winner must make predictions with main-account funds through the website within 168 hours after Bonus crediting, after which it expires without compensation. Only sports-outcome predictions meeting these conditions count: the prediction amount must exceed the credited Bonus by 25 times; each wagering prediction must use the entire balance of the account receiving the Bonus, and never less than the original Bonus; all outcomes must be from different events.

Main-account predictions failing the wagering conditions for Bonus No. 1, 2 or 3 do not count. Loss, settlement at 1 or below required odds, withdrawal or invalidation under the Gambling Rules also does not count. Backgammon is excluded from wagering all three bonuses.

After all wagering actions, the organiser may credit the main account with the amount of the Bonus granted under clause 4.2 (Wagered Amount). If the bonus account exceeds the originally granted Bonus when conditions are fulfilled, the excess may be cancelled wholly or partly without compensation. Transfer requires the organiser first to recognise the wagering predictions as compliant.

6.3. An eligible Player must, between 17 August 2026, 15:00 (UTC+3), and 30 August 2026, 18:00 (UTC+3), subscribe to the organiser's official channel in Max and enter their website account ID in the data-collection form under the Gifts from Melbet! post.

6.4. Participants completing clause 6.3 and recognised as meeting the conditions and Gambling Rules may be selected as winners randomly using a randomiser. Breaches or discovered ineligibility may cause full/partial cancellation of the Freebet/Bonus or Wagered Amount without compensation.

6.5. By 30 August 2026, 23:59 (UTC+3), the random-number generator selects no more than 4,200 winners from participants fulfilling clause 6.3 and determines each winner's prize type. 6.6. Prizes are provided no later than 15 September 2026 (UTC+3).

6.9. On suspicion of breaches, the organiser may verify a participant's/winner's age and registration details by requesting necessary documents under the Gambling Rules. 6.10. It may end the promotion at any time before the clause 2 end date, and may change both prize quantities and pool size at any time before that date.

6.11. By participating, participants agree that information voluntarily supplied for the promotion, including personal data, may be processed by the organiser and authorised persons, including automatically, for the purposes in Article 3 of Federal Law No. 152-FZ of 27 July 2006, On Personal Data.

Participation is free, specific, informed and conscious consent to processing by the organiser and third parties acting on its behalf by any means necessary for the purposes in paragraph 1 of clause 5.10, under these rules and Russian law. A participant may withdraw consent at any time by delivering signed written notice at least 3 months before withdrawal. Withdrawal before receipt of a prize automatically ends participation and prevents receipt of the prize.

VIP Birthday

As part of Melbet Premium Size, the organiser runs VIP Birthday to increase activity and loyalty and draw attention to its business. The Gambling Rules and these rules apply; the organiser may change the latter at any time at its discretion.

Period: 1 May 2025, 12:00 (UTC+3), to 30 November 2027, 23:59 (UTC+3), subject to change. Checks/calculations may use any information the organiser holds on events, participant actions/statuses, gambling results, action results and statistics from before the promotion.

3.1. VIP Birthday is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern these rules or prizes.

2) The Player must have made at least 1 interactive bet through the website/apps after registration and identification and before taking participation actions. 3) They must perform other lawful qualifying actions under applicable law and the Gambling Rules.

3.4. Freebet is a bonus amount of gaming coupons calculated/recorded by the organiser and, as these conditions and the Gambling Rules provide, converted and/or credited to the corresponding account in the amount, time and subject to the conditions of these rules. 3.5. Birthday is the annually recurring day and month of the Player's birth.

3.6. VIP status is the activity level assigned at the organiser's discretion according to the type and total amount of settled website/app predictions in the accounting period:

VIP status	Accumulator total from, gaming-coupon units (RUB)	Any permitted prediction type total from, units (RUB)
XS	5,000,000	15,000,000
S	10,000,000	30,000,000
M	20,000,000	60,000,000
L	50,000,000	150,000,000
XL	150,000,000	450,000,000

The accounting-period result is the total of settled predictions meeting clause 3.6. The organiser may notify the Player of status assignment/change. A participant may be recognised as a winner no more than once per year during the promotion if the organiser considers the participation conditions sufficiently fulfilled.

4.2. Freebet size depends on the VIP status assigned at the organiser's discretion and active on the birthday. The source lists amounts in this order: 5,000; 15,000; 25,000; 50,000; 100,000 gaming-coupon units (RUB). It is credited to the special bonus account if clause 5.3 is fulfilled and the organiser recognises compliance with other requirements.

Wagering requires one prediction through the website using the bonus account and Freebet within 168 hours after crediting. It expires without compensation; a prediction using it after expiry is cancelled without compensation. Total prediction odds (product of outcome odds) must not exceed 3.5. Backgammon is

excluded and non-compliant predictions do not count. A losing prediction using the entire Freebet cancels it without compensation.

After all wagering actions, the organiser may credit the main account with winnings minus the Freebet (Wagered Amount). Transfer requires its prior recognition of the Freebet predictions as compliant.

5.3. An eligible participant, recognised at the organiser's discretion under the conditions and Gambling Rules, must hold an active VIP status corresponding to one of 5 special Player categories on their birthday during the promotion. The organiser may use clause 3.6 to determine status.

5.4. Eligible participants may receive a Freebet at the organiser's discretion; it may use clause 4.1 to determine the amount. 5.5. Each month during the promotion it checks eligibility, decides whether the participant meets the conditions and Gambling Rules and whether to award a Freebet, determines its amount and credits corresponding gaming-coupon units to the relevant account. These actions occur within 7 calendar days after the participant's birthday. 5.6. Refusal of a Freebet on any grounds cannot be challenged.

VIP Cashback

As part of Melbet Premium Size, the organiser runs VIP Cashback to increase player activity and loyalty and draw attention to its business. The Gambling Rules and these rules apply; the organiser may change the latter at any time at its discretion.

Period: 1 May 2025, 00:00 (UTC+3), to 30 November 2027, 23:59 (UTC+3), subject to change. Checks/calculations may use any information held on events, participant actions/statuses, gambling results, action results and statistics predating the promotion.

3.1. VIP Cashback is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern its rules or prizes.

2) The Player must make interactive bets through the website/app under applicable law and the Gambling Rules, predictions or other lawful qualifying actions resulting in total Calculation Month OSP of at least 10,000 conventional units.

3.4. Cashback Prizes are different types of bonus gaming-coupon amounts calculated and recorded by the organiser and, as these conditions and the Gambling Rules provide, converted and/or credited to the corresponding account in the specified amount, time and subject to the conditions. They use gaming-coupon units defined by the Gambling Rules.

They are not payment instruments, currency or electronic money and confer no unconditional right to demand money. They cannot be treated as such, bequeathed, given away or transferred on any basis and may only be used under these conditions and the Gambling Rules. Disagreement with calculation/crediting creates no right to compensation, recalculation or alternative uses.

3.5. Calculation Month is the calendar month whose results may qualify a participant for a Cashback Prize of a type and amount determined at the organiser's discretion under these conditions and the Gambling Rules. It runs from 00:00:00 (UTC+3) on day 1 to 23:59:59 (UTC+3) on the last day (28, 29, 30 or 31); the first begins on the promotion's first day. Except where separately stated, OSP must be positive and at least 10,000 units. Backgammon predictions are excluded.

3.7. VIP status is an activity level assigned at the organiser's discretion based on type and total settled website/app predictions in the accounting period. The recorded thresholds are:

VIP status	Accumulator total from, gaming-coupon units (RUB)	Any permitted prediction type total from, units (RUB)
XS	5,000,000	15,000,000
L	50,000,000	150,000,000
XL	150,000,000	450,000,000

The accounting-period result is the total of settled predictions meeting clause 3.7.

4.1. Prize numbers are determined during the promotion: no more than 1 Cashback Prize per Calculation Month per participant completing all actions and recognised as meeting these conditions and the Gambling Rules.

4.2. Prize types. (1) Cashback Freebet: bonus gaming-coupon amount credited to an eligible participant's special bonus account in an individually determined amount. It is 5%–15%, depending on Calculation Month OSP and VIP status, and never exceeds 15% of that OSP. Only predictions meeting all wagering criteria count. The Wagered Amount cannot transfer to the main account before the organiser recognises the Freebet predictions as compliant. Earlier active unexpired bonuses block its use/wagering until they are wagered or cancelled, without suspending/interruption of its own period.

(2) VIP Cashback: prize gaming-coupon amount credited to an eligible participant's main account in an individually determined amount. It is 5%–20%, depending on Calculation Month OSP and VIP status, and never exceeds 20% of that OSP. It cannot be recognised or paid as winnings under the law and Gambling Rules until website predictions equivalent to the credited amount are placed, each at odds greater than 1.1. Backgammon is excluded. Failure permits refusal of withdrawal. Main-account VIP Cashback may only be used as permitted by the Gambling Rules; the organiser may impose additional use conditions at its discretion.

5.3. Participation requires the organiser's discretionary recognition of eligibility, interactive bets through the website/apps under applicable law and the Gambling Rules, predictions or other lawful qualifying actions producing Calculation Month OSP of at least 10,000 units, and one of 5 special VIP statuses assigned at the organiser's discretion. It may use clause 3.7 to determine status.

5.4. The organiser may award eligible participants Cashback Prizes at its discretion and independently selects the type. It may, but need not, use the following; status must be active at the award decision and percentages apply to Calculation Month OSP:

Status	OSP, conventional units	Prize type	Percentage
XS	10,000–1,000,000	Cashback Freebet	5%
XS	More than 1,000,000	VIP Cashback	5%
S	10,000–1,000,000	Cashback Freebet	7%

Status	OSP, conventional units	Prize type	Percentage
S	More than 1,000,000	VIP Cashback	7%
M	10,000–500,000	Cashback Freebet	10%
M	More than 500,000	VIP Cashback	10%
L	10,000–500,000	Cashback Freebet	15%
L	More than 500,000	VIP Cashback	15%
XL	From 10,000	VIP Cashback	20%

5.5. After each Calculation Month, the organiser checks eligibility and required actions, decides at its discretion whether the participant meets the conditions and Gambling Rules and whether to award a Cashback Prize, determines type, characteristics and size, and credits corresponding gaming-coupon units to the corresponding account. These actions take place on days 1–15 of the next calendar month. 5.6. Refusal of a Cashback Prize on any grounds cannot be challenged.

Weekly Tournament

The organiser runs Weekly Tournament to increase activity and loyalty and draw attention to its business. The Gambling Rules and these rules apply; the organiser may change the latter at any time at its discretion.

Period: 3 August 2026, 12:00 (UTC+3), to 29 November 2027, 11:59 (UTC+3), subject to change. Checks/calculations may use any information held about events, participant actions/statuses, gambling results, action results and statistics predating the promotion.

3.1. Weekly Tournament is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not regulate these rules or prizes.

1) The Player must complete website registration and identification before the promotion ends under applicable law and the Gambling Rules. 3) They must perform other lawful qualifying actions under those rules and applicable law.

3.5. Leaderboard is an informational table on the organiser's website showing the participant's position assigned according to points earned in the relevant gaming period; more points mean a higher position. Points increase as provided by these rules. A weekly leaderboard is published during the promotion.

3.6. Gaming Period runs each calendar week from Monday 12:00 (UTC+3) to the next Monday 11:59 (UTC+3), within the promotion, during which required actions must occur. There are 69 periods. The first runs 3 August 2026, 12:00, through 10 August 2026, 11:59 inclusive; the final runs 22 November 2027, 12:00, through 29 November 2027, 11:59 inclusive, all UTC+3.

4.1. Total prize pool: at least 172,500,000 gaming-coupon units (RUB); the source's parenthetical wording says seventy-two million five hundred thousand. Weekly pool: at least 2,500,000 units (RUB). The organiser determines prize positions and distribution at its discretion.

Weekly-draw Freebet: prize numbers are determined during the promotion, with no more than 1 prize for each recognition as winner of a participant who completes all actions and requirements. A participant may be recognised as a weekly winner no more than 69 times across the promotion if the organiser considers qualifying actions sufficiently fulfilled.

The weekly pool in clause 4.1 is distributed by leaderboard position:

Weekly leaderboard position	Weekly prize pool at least, gaming-coupon units (RUB)
1	49,999
2	24,999
3	19,999
4, 5	14,999
6–25	9,999
26–200	4,999
201–400	2,499
401–1200	999

Prize amount = E / KU, where E is the weekly pool corresponding to the winner's position and KU is the total winners sharing that position. The result is mathematically rounded to two decimal places and credited to the special bonus account within 14 working days after recognition as a winner.

If 2 or more participants share a position and are recognised as winners, its prize is split equally between them and rounded to two decimal places. If only 1 participant is recognised as winner at a position, the source's separate maximum-per-winner list contains: 20,000; 10,000; 2,500 gaming-coupon units (RUB).

The separate maximum-per-winner list also contains 1,000 gaming-coupon units (RUB).

The Freebet may be used for event-outcome predictions meeting its requirements. Backgammon is excluded; non-compliant predictions do not count. After all wagering actions, the organiser may credit the main account with winnings minus the Freebet (Wagered Amount).

6.3.1. To participate in the weekly Freebet draw, make a prediction in the current gaming period meeting all requirements: all outcomes concern events occurring exclusively in that period; total odds (product of outcome odds) at least 1.3; stake at least 500 gaming-coupon units (RUB); settlement by period end; main-account funding without bonuses, bonus predictions, freebets, promo-code predictions or other offers allowing no/partial main-account use; backgammon excluded.

6.4. Participants completing clause 6.3.1 and recognised as meeting the conditions and Gambling Rules may be winners. Within 24 hours after each period ends, the organiser compiles the weekly leaderboard, assigns positions and checks eligibility to determine winners.

Qualifying clause 6.3.1 predictions earn points determining weekly position. Points are mathematically rounded to two decimal places. A qualifying prediction of 500 units (RUB) equals 1 point. More qualifying

predictions produce a higher position. Breaches or discovered ineligibility may lead to full/partial cancellation of the Freebet or Wagered Amount without compensation. The organiser need not recognise a Player who fulfils the conditions as a winner; it may refuse participation at its discretion without reasons or refuse a winning participant a prize.

6.4.1. The weekly-draw calculation period has the start/end dates and times of each gaming period in clause 3.6. Its results may qualify a participant for a Freebet in an amount determined at the organiser's discretion under these conditions and the Gambling Rules. Points = SE / 500, where SE is the total of all predictions of at least 500 gaming-coupon units (RUB) made through the website/app during that weekly calculation period. Points are mathematically rounded to two decimal places and displayed on the weekly leaderboard. Predictions below 500 units do not count. Points from a previous period do not carry into the next.

6.5. Eligible recognised weekly winners receive prizes in their special bonus accounts within 14 working days after winner determination. 6.8. On suspicion of breaches, the organiser may verify participant/winner age and registration details by requesting necessary documents under the Gambling Rules. 6.9. It may omit or recalculate leaderboard points if a technical error occurs, and may change the number and duration of gaming periods at any time before the clause 2 end date.

New Year Mayhem

The organiser runs New Year Mayhem to increase activity and loyalty and draw attention to its business. The Gambling Rules and these rules apply; the organiser may change the latter at any time at its discretion.

Period: 25 December 2022, 10:00 (UTC+3), to 15 January 2023, 23:59 (UTC+3), subject to change. 3.1. It follows these rules and is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern these rules or prizes.

3.2. A Player must both complete website/app registration and identification before the promotion ends and make at least one interactive bet of at least RUB 500 through the website/apps during the promotion under applicable law and the interactive-bet acceptance/winnings-payment rules (Gambling Rules). 3.3. A Participant performs required actions during the promotion under its conditions and is recognised at the organiser's discretion as meeting these rules and the Gambling Rules.

4.1. Prize numbers are determined during the promotion, with no more than 1 per participant completing all actions, meeting all other requirements and recognised as a winner. Maximum 226 prizes: 3 Lifetime Bonus Freebet 10000 and 223 Lifetime Bonus Freebet 2023.

4.2(1). Lifetime Bonus Freebet 10000 is 10,000 gaming-coupon units (RUB) credited to a winner's special bonus account (Freebet 10000). It is not a payment instrument, currency or electronic money and cannot be treated as such.

It is credited monthly on days 1–20 if the winner's preceding calendar month meets both conditions: interactive bets through the website/apps under applicable law and the Gambling Rules total at least RUB 20,000; and the positive difference between those interactive bets and amounts paid by the organiser under the law/rules in that month is at least RUB 20,000. Otherwise it is not credited.

If the winner fails eligibility for more than 3 calendar months, consecutive or separate, the organiser may end crediting without compensation/reimbursement. It may also end crediting without compensation/reimbursement if a Gambling Rules compliance check begins or fraudulent/unfriendly actions are suspected. The winner cannot challenge crediting/non-crediting decisions.

The credited Freebet 10000 may only be used under these rules, exclusively for a prediction with the organiser for wagering. Use its entire amount in a website prediction within 7 calendar days after crediting. On expiry it is cancelled without compensation; predictions using it after expiry are also cancelled without compensation.

Only a pre-match or live sports accumulator is permitted, using the entire Freebet 10000. The predicted outcome must become known within 24 hours of placement, odds must not be recalculated to 1, and the prediction must not be cancelled, annulled or invalidated. Backgammon is excluded. Loss, settlement at 1, insurance or invalidation under the Gambling Rules means it does not count and the Freebet is cancelled without compensation.

For a winning prediction, the organiser may credit the main account with an amount equal to Freebet 10000 (Wagered Amount). Transfer requires recognition of the prediction as winning. The amount credited to the gaming account cannot be recognised or paid as winnings under the law/Gambling Rules until the winner makes a website interactive bet of at least RUB 500 under applicable law and those rules.

4.2(2). Lifetime Bonus Freebet 2023 is 2,023 gaming-coupon units credited to a winner's special bonus account (Freebet 2023). It is not a payment instrument, currency or electronic money and cannot be treated as such.

It is credited monthly on days 1–20 if the preceding calendar month's interactive bets through the website/apps under applicable law and the Gambling Rules total at least RUB 5,000, and the positive difference between those bets and amounts paid by the organiser under the law/rules in that month is at least RUB 5,000. Otherwise it is not credited. Failure for more than 3 calendar months, consecutive or separate, permits the organiser to end crediting without compensation/reimbursement.

If a bookmaker-rules compliance check begins or fraudulent/unfriendly actions are suspected, the organiser may end Freebet 2023 crediting without compensation/reimbursement. The winner cannot challenge crediting/non-crediting decisions. The credited Freebet 2023 may only be used under these rules, exclusively for a prediction with the organiser for wagering.

Use its entire amount in a website prediction within 7 calendar days after crediting. It expires without compensation; a prediction using it after expiry is cancelled without compensation. It may only fund a pre-match or live sports accumulator using the full Freebet 2023, with the outcome known within 24 hours of placement. Backgammon is excluded. Loss, settlement at 1, insurance or invalidation under the Gambling Rules means the prediction does not count and the Freebet is cancelled without compensation.

If the prediction wins, the organiser may credit the main account with an amount equal to Freebet 2023 (Wagered Amount). Transfer requires recognition of that prediction as winning.

4.3. Prize technical characteristics, appearance, shelf life and operational capabilities are determined by the organiser or manufacturer. Winners cannot claim against the organiser because prizes do not meet their expectations. 4.4. Earlier active unexpired bonuses block use/wagering of this prize until they are wagered

or cancelled, without suspending or interrupting this prize's own period.

5.3. During the period in clause 2, an eligible Player must place at least 3 singles or accumulators through the website/app, each meeting all conditions: each outcome at odds of at least 1.6; no outcome recalculated to 1; settlement by 16 January 2023, 02:00 (UTC+3); stake at least RUB 500; not cancelled, annulled or invalidated; not insured; own funds only, without bonuses, bonus bets, freebets, promo-code bets or other offers allowing no/partial own-fund use.

5.4. Winners are randomly selected using a randomiser from participants completing clause 5.3. Each qualifying prediction increases the chance of selection. 5.5. Winners are determined by 20 February 2023, 23:59 (UTC+3). 5.6. Prizes are provided by that same date/time. 5.7. The organiser determines the prize type at its discretion based on the randomiser draw results.

Big PBC Lokomotiv-Kuban Merchandise Giveaway!

The organiser runs this promotion to increase activity and loyalty and draw attention to its business. The Gambling Rules and these rules apply; the organiser may change the latter at any time at its discretion.

Period: 25 June 2026, 12:00 (UTC+3), to 10 July 2026, 12:00 (UTC+3), subject to change. Checks/calculations may use any information held about events, participant actions/statuses, gambling results, action results and statistics predating the promotion. 3.1. It is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern its rules or prizes.

2) The Player must have made at least one interactive bet through the website/apps between registration and the promotion's start, under applicable law and the Gambling Rules. 3.4. The source identifies the organiser's official Telegram channel without supplying its address in this clause.

4.1. There are 55 incentive prizes. A participant who completes all actions, meets the conditions and Gambling Rules and is selected as a winner by a random-number generator may receive no more than 1 prize during the entire promotion.

4.2. Physical prizes: 30 Ceremonial Gift Packs, each comprising PBC Lokomotiv-Kuban merchandise: 1 anorak, 1 T-shirt and 1 baseball cap; 10 Energetic Gift Packs, described as PBC Lokomotiv-Kuban merchandise sets; and 15 Spirited Gift Packs, likewise described as merchandise sets. The latter two clauses provide no further item list here.

Technical characteristics, size, appearance, shelf life and operational capabilities are determined by the organiser or manufacturer. A winner cannot claim against the organiser because the prize does not meet expectations.

5.1. Participant numbers are unlimited. 5.3. A Player must complete clause 5.3.1 actions. Participation actions confirm they have read, accept, agree with and undertake to comply fully with these rules and the Gambling Rules.

5.3.1. Between 25 June 2026, 12:00 (UTC+3), and 10 July 2026, 11:59 (UTC+3), inclusive, an eligible Player must subscribe to the organiser's official Telegram channel, find the Big PBC Lokomotiv-Kuban Merchandise Giveaway! competition post and press its Participate button.

5.4. By 10 July 2026, 13:00 (UTC+3), a random-number generator selects a 55-place winner list from eligible participants completing clause 5.3.1. Places 1–30 may receive the Ceremonial Gift Pack; 31–40 the Energetic Gift Pack; 41–55 the Spirited Gift Pack. Winners may be notified by 11 July 2026, 23:59 (UTC+3), by a method the organiser chooses.

5.5. Eligible recognised winners are sent their prizes by 31 October 2026, 23:59 (UTC+3). Delivery may be by the organiser or third parties. After winner selection, the organiser uses account contact details to clarify delivery method and timing. If dispatch is impossible because of the winner's bad-faith conduct, or contact cannot be established using account details within 24 hours, it may refuse the prize and select another eligible participant. If the winner avoids receipt by refusal, ignoring contact or another expression of disinterest, no second delivery attempt is required and entitlement ends.

5.6. Under Russian law, the organiser acts as personal-income-tax agent for the winner. Tax on the physical prize is remitted from the prize's cash portion. It informs the winner that the value of winnings/prizes above the RUB 4,000 exemption in Article 217(28) of the Russian Tax Code is taxed at 35%. Payment follows Article 224(2) and Article 226(1), (4), (5).

The organiser may grant an additional cash prize from its own funds. This cannot exceed the personal income tax withheld from the combined value of the physical prize acquired and transferred under these rules and the cash prize.

5.8. These rules take priority over advertising. 5.9. On suspicion of breaches, the organiser may verify participant/winner age and registration details by requesting necessary documents under the Gambling Rules.

5.10. Participation consents to processing voluntarily supplied information, including general and other personal data, by the organiser, Sofit LLC (INN 3906297236; 7 Malaya Lesnaya Street, Kaliningrad, Kaliningrad Region, 236009), and other authorised persons, including automatically. Purposes include prize delivery, enquiries, maintaining contact, SMS/email news, events, promotions/results, other service messages and informational/advertising materials, under Federal Law No. 152-FZ, On Personal Data Protection.

Boredom Insurance for European Leagues

The organiser runs this promotion to increase activity and loyalty and draw attention to its business. The Gambling Rules and these rules apply; the organiser may change the latter at any time at its discretion.

Period: 2 September 2026, 15:00 (UTC+3), to 6 June 2027, 12:00 (UTC+3), subject to change. Checks/calculations may use any information held about events, participant actions/statuses, gambling results, action results and statistics predating the promotion. 3.1. It follows these rules and is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern its rules or prizes. Backgammon predictions do not count towards Freebet wagering.

4) The predicted football outcome must be from one match in one of: German Bundesliga 2026/2027; UEFA Europa League 2026/2027; UEFA Champions League 2026/2027; Italian Serie A 2026/2027; Spanish La Liga 2026/2027; French Ligue 1 2026/2027; English Premier League 2026/2027.

8) Settlement must occur by 6 June 2027, 12:00 (UTC+3). 11) Predictions must use main-account funds without bonuses, bonus predictions, freebets, promo-code predictions or other promotions/individual offers allowing no/partial main-account funding.

Special prediction settlement procedure: RPL Express Settlement

To increase customer loyalty and draw attention to its business, the organiser has developed a special prediction settlement procedure. The Gambling Rules apply with these special rules, which may change at any time at the organiser's discretion.

Application period: 6 August 2026, 15:00 (UTC+3), to 30 May 2027, 12:00 (UTC+3), subject to change.

3.1. Predictions must meet all requirements: (a) single or accumulator; (b) pre-match; (c) for a single, its outcome is from a football match in the Alfa-Bank Russian Premier League club championship, 2026–2027 season; for an accumulator, at least one outcome is from such a match; (d) the relevant match outcome is only Win 1 or Win 2; (e) placement within the application period above; (f) not cancelled, annulled or invalidated; (g) not insured; (h) funded from the main-account balance without bonuses, bonus predictions, freebets, promo-code predictions or other offers allowing no/partial main-account funding.

3.2. A qualifying single is settled as successful if the selected team leads the match by two consecutive goals. For an accumulator, whose result depends on several events, the qualifying RPL leg is settled as successful if the selected team leads by two consecutive goals. When this happens, the organiser may at its discretion settle the prediction as successful regardless of the match's subsequent course.

New iPhone and Other Prizes Giveaway

The organiser runs this promotion to increase activity and loyalty and draw attention to its business. The Gambling Rules and these rules apply; the organiser may change the latter at any time at its discretion.

Period: 24 September 2026, 17:00 (UTC+3), to 10 February 2027, 23:59 (UTC+3), subject to change. Checks/calculations may use any information held about events, participant actions/statuses, gambling results, action results and statistics predating the promotion. 3.1. It follows these rules and is not a lottery under Federal Law No. 138-FZ of 11 November 2003, On Lotteries; that law does not govern its rules or prizes.

3.2. Player is an individual meeting the simultaneous requirements. 3.4. The source identifies the organiser's official Telegram channel without providing an address in this clause.

4.1. Five incentive prizes: 1 iPhone DUO; 1 pair of AirPods 5 wireless earphones; 3 Ozon certificates worth RUB 1,500 each. A participant completing all actions, selected by a random-number generator and checked as eligible under the conditions and Gambling Rules may be recognised as a winner and receive no more than 1 prize during the promotion.

Technical characteristics, appearance, shelf life and operational capabilities are determined by the organiser or manufacturer. Winners cannot claim against the organiser because prizes do not meet expectations.

5.3.1. An eligible Player must subscribe to the official Telegram channel by 10 December 2026, 23:59 (UTC+3), inclusive; find the New iPhone and Other Prizes Giveaway post and press I Want a Flip Phone by

that same deadline; and enter the list selected by randomiser between 11 December 2026, 00:00 (UTC+3), and 10 February 2027, 23:59 (UTC+3), inclusive.

5.4. The randomiser selects 5 participants and assigns positions 1–5. If recognised as winners, position 1 may receive iPhone DUO; position 2 AirPods 5; positions 3, 4 and 5 an Ozon RUB 1,500 certificate each.

By 11 December 2026, 23:59 (UTC+3), the organiser publishes draw results and the selected list in its official Telegram channel. Selected participants may message it through that channel for eligibility checks. Winner recognition requires a message within 3 calendar days after publication and a successful conditions/Gambling Rules check. Ineligibility and/or failure to message within 3 days means no winner status and loss of prize entitlement.

A repeat randomiser draw among those not previously selected determines replacement winners and prizes. Repeats continue until 5 eligible winners are found or the promotion ends. Repeat results may be published in the official Telegram channel within 1 working day after each draw.

5.5. Eligible recognised winners are sent prizes by 11 April 2027, 23:59 (UTC+3). Within 1 calendar day after winner notification, the winner must send information through the official Telegram channel to clarify delivery method and timing. If dispatch is impossible because of bad-faith conduct, failure to message by the deadline, and/or ineligibility found after the message, the organiser may refuse the prize and recognise another eligible participant as winner.

Melbet Russia: additional short condition clauses

Approved operator conditions; numbering is retained to preserve clause meaning.

Gifts from Melbet! rules, 6.3: an eligible Player must subscribe to the organiser's official Max channel https://max.ru/melbet_ru between 17 August 2026, 15:00 (UTC+3), and 30 August 2026, 18:00 (UTC+3), and enter their website account ID in the data-collection form under the Gifts from Melbet! post.

Big PBC Lokomotiv-Kuban Merchandise Giveaway! rules, 3.4: official Telegram channel https://t.me/melbet_official_russia.

New iPhone and Other Prizes Giveaway rules, 3.4: official Telegram channel https://t.me/melbet_official_russia.

General conditions:

1.2. Repealed by Federal Law No. 479-FZ of 25 December 2018.

4.4. Repealed by Federal Law No. 157-FZ of 24 June 2025.

3.11. Repealed by Federal Law No. 270-FZ of 31 July 2020.

1.7. Official organiser domain/website: melbet.ru.

3.1. The organiser must: 3.1.5. announce prediction results; 3.1.7. record prediction results.

3.2. The organiser may: 3.2.1. amend the Rules; 3.2.5. correct errors entering prediction information; 3.2.15. offer prediction insurance.

4.1. A participant must: 4.1.1. know and comply with the Rules.

4.2. Participant rights. 4.3. Participants are prohibited from: 4.3.1. using third-party registration details; 4.3.2. giving third parties their login/password; 4.3.3. using third-party help during gambling; 4.3.4. allowing third parties to use their account.

5.2. An interactive bet is a condition of participation in gambling. 5.3. The organiser determines the bet acceptance period. 6.18. Predictions are accepted only before the event outcome is determined.

7.2. Prediction types: 7.2.1. single/straight; 7.2.2. accumulator; 7.2.3. system. 7.3. Timing types: 7.3.1. pre-match; 7.3.2. LIVE.

8.1. Outcome prediction without handicap: 8.1.1. first participant/team wins (P1); 8.1.2. draw (X/Draw); 8.1.3. second participant/team wins (P2); 8.1.4. first participant/team does not lose (1X); 8.1.5. second participant/team does not lose (X2). 8.2. Outcome with handicap. 8.4. Time prediction. 8.6. The organiser may offer other prediction types.

9.1. Football. 9.1.2. Football-match outcome markets:

9.1.2.1. First team wins the match/half (P1).

9.1.2.2. Match/half draw (Draw/X).

9.1.2.3. Second team wins the match/half (P2).

9.1.2.4. First team does not lose the match/half (1X).

9.1.2.5. Either team wins the match/half (12).

9.1.2.6. Second team does not lose the match/half (X2).

9.1.2.13. Final match score.

9.1.2.14. First-half and full-match result.

9.1.2.16. Both teams to score/not score.

9.1.2.21. Team scoring the last goal.

9.1.2.23. Team taking the opening kick-off.

9.1.2.56. First/last in the match.

9.1.2.57. Whether an occurrence is recorded in the match.

9.1.2.58. How the specified goal is scored.

9.1.2.61. Goals scored and match result.

9.1.2.71. Remainder of match. 9.1.2.72. Result in a specified interval. 9.1.2.73. Total in a specified interval. 9.1.2.74. Championship top scorer.

9.2. Ice hockey. 9.2.2. Offered match-outcome markets: 9.2.2.1. first team wins match/period (P1); 9.2.2.2. draw (X); 9.2.2.3. second team wins (P2); 9.2.2.4. first team does not lose (1X); 9.2.2.5. either team wins (12); 9.2.2.6. second team does not lose (X2); 9.2.2.17. match winner; 9.2.2.18. final score; 9.2.2.20. both teams score/do not score; 9.2.2.22. player points; 9.2.2.23. goals and match result; 9.2.2.26. number of

two-minute penalties; 9.2.2.27. shots on goal.

9.3. Basketball. 9.3.2. Offered match markets: 9.3.2.3. first team wins match/half/quarter (P1); 9.3.2.4. draw (X); 9.3.2.5. second team wins (P2); 9.3.2.19. team taking the first rebound.

9.4. Tennis. 9.4.1. Offered markets: 9.4.1.7. first-set/full-match result; 9.4.1.8. final match/set score; 9.4.1.9. tie-break yes/no; 9.4.1.10. next point winner.

9.5. Volleyball/beach volleyball. 9.5.1. Volleyball matches have 3–5 sets. 9.5.3. Beach volleyball matches have 2–3 sets. 9.5.4.1. first team wins match/set (P1); 9.5.4.2. second team wins (P2); 9.5.4.12. first-set/full-match result; 9.5.4.13. final match/set result.

9.6. Motor racing. 9.6.1. Offered markets: 9.6.1.1. race winner; 9.6.1.5. driver to set the fastest race lap. 9.6.2. Warm-up lap counts as part of the race. 9.6.4. A classified driver is considered to have finished.

9.7. Baseball. 9.7.1. A match has 9 innings/periods. 9.7.5. Offered markets: 9.7.5.1. first team wins (P1); 9.7.5.2. second team wins (P2); 9.7.5.8. inning outcomes P1, X, P2, handicaps and totals. 9.7.6. Handicaps/totals are calculated by runs.

9.8. Snooker. 9.8.3. Offered markets: 9.8.3.1. first player wins match/frame (P1); 9.8.3.2. second player wins (P2); 9.8.3.9. player potting the first ball; 9.8.3.14. century break yes/no; 9.8.3.15. foul yes/no.

9.9. Badminton. 9.9.2. Handicaps/totals are calculated by points. 9.9.5. Offered markets: 9.9.5.1. first player/pair wins match/set (P1); 9.9.5.2. second player/pair wins (P2); 9.9.5.7. first-set/full-match result; 9.9.5.8. final match score.

9.10. Bandy. 9.10.2. Offered markets: 9.10.2.1. first team wins match/period (P1); 9.10.2.2. draw (X); 9.10.2.3. second team wins (P2); 9.10.2.4. first team does not lose (1X); 9.10.2.5. either team wins (12); 9.10.2.6. second team does not lose (X2).

9.11. Field hockey. 9.11.2. Offered markets: 9.11.2.1. first team wins match/period/quarter (P1); 9.11.2.2. draw (X); 9.11.2.3. second team wins (P2); 9.11.2.5. either team wins (12).

9.12. Table tennis. 9.12.4.1. first player/pair wins match/set (P1); 9.12.4.2. second player/pair wins (P2); 9.12.4.7. final match score.

9.13. Table football. 9.13.4.1. first player/pair wins match/game (P1); 9.13.4.2. second player/pair wins (P2); 9.13.4.8. final match/game score.

9.14. Rugby. 9.14.2. Offered markets: 9.14.2.1. first team wins match/half (P1); 9.14.2.2. draw (X); 9.14.2.3. second team wins (P2).

9.15. American football. 9.15.2.1. first team wins match/half/quarter (P1); 9.15.2.2. second team wins (P2); 9.15.3. handicaps/totals are calculated by points.

9.16. Australian football. 9.16.2.1. first team wins match/half/quarter (P1); 9.16.2.2. second team wins (P2); 9.16.3. handicaps/totals are calculated by points.

9.17. Curling. 9.17.1. A match has 10 ends/periods. 9.17.2. Offered markets: 9.17.2.1. first team wins match/end (P1); 9.17.2.2. second team wins (P2); 9.17.2.3. draw (X).

9.18. Darts. 9.18.4. Offered markets: 9.18.4.1. first player wins (P1); 9.18.4.2. draw (X); 9.18.4.3. second player wins (P2).

9.19. Floorball. 9.19.2. Offered markets: 9.19.2.1. first team wins match/period (P1); 9.19.2.2. draw (X); 9.19.2.3. second team wins (P2); 9.19.2.4. first team does not lose (1X); 9.19.2.5. either team wins (12); 9.19.2.6. second team does not lose (X2).

9.20. Handball. 9.20.2. Offered markets: 9.20.2.1. first team wins match/half (P1); 9.20.2.2. draw (X); 9.20.2.3. second team wins (P2); 9.20.2.4. first team does not lose (1X); 9.20.2.5. either team wins (12); 9.20.2.6. second team does not lose (X2); 9.20.2.12. first-half/full-match result.

9.21. Mixed martial arts. 9.21.2. Bout victory methods. 9.21.6.1. first fighter wins bout/round (P1); 9.21.6.2. bout draw (X); 9.21.6.3. second fighter wins bout/round (P2); 9.21.6.5. fighter's victory method.

9.22. Boxing. 9.22.1. Bouts have up to 12 rounds. 9.22.2. Victory methods. 9.22.5. Offered markets: 9.22.5.1. first boxer wins bout/round (P1); 9.22.5.2. draw (X); 9.22.5.3. second boxer wins (P2); 9.22.5.5. victory method.

9.23. Klask. 9.23.1. Matches have no time limit. 9.23.2. Methods of scoring points. 9.23.3. Offered markets: 9.23.3.1. first player wins match/set (P1); 9.23.3.2. second player wins (P2); 9.23.3.7. final match/set result. 9.23.4. Handicaps/totals use points.

9.24. Air hockey. 9.24.2. Offered markets: 9.24.2.1. first player wins match/set (P1); 9.24.2.2. second player wins (P2); 9.24.2.8. final match/set score.

9.25. Beach football. 9.25.2. Offered markets: 9.25.2.1. first team wins match/period (P1); 9.25.2.2. draw (X); 9.25.2.3. second team wins (P2); 9.25.2.4. first team does not lose (1X); 9.25.2.5. either team wins (12); 9.25.2.6. second team does not lose (X2).

9.26. Water polo. 9.26.2. Offered markets: 9.26.2.1. first team wins match/period (P1); 9.26.2.2. draw (X); 9.26.2.3. second team wins (P2); 9.26.2.4. first team does not lose (1X); 9.26.2.5. either team wins (12); 9.26.2.6. second team does not lose (X2).

9.27. Squash. 9.27.1. Matches use best-of-3 or best-of-5 games. 9.27.2. Offered markets: 9.27.2.1. first player wins match/game (P1); 9.27.2.2. second player wins (P2); 9.27.2.9. final match/game score.

9.28. Futsal. 9.28.2. Offered markets: 9.28.2.1. first team wins match/half (P1); 9.28.2.2. draw (X); 9.28.2.3. second team wins (P2); 9.28.2.4. first team does not lose (1X); 9.28.2.5. either team wins (12); 9.28.2.6. second team does not lose (X2).

9.29. Bowls. 9.29.1. Main matches have 2 sets. 9.29.2. Offered markets: 9.29.2.1. first player/team wins match/set (P1); 9.29.2.2. second player/team wins (P2); 9.29.2.3. draw (X); 9.29.2.12. final match score.

9.30. Cricket. 9.30.5. Offered markets: 9.30.5.1. first team wins (P1); 9.30.5.2. second team wins (P2); 9.30.5.3. first team wins with handicap (Handicap 1); 9.30.5.4. second team wins with handicap (Handicap 2); 9.30.5.11. first-wicket method; 9.30.5.22. player of the match.

9.30.5.24. Team's best batsman. 9.30.5.25. Best bowler.

9.31. Esports. 9.31.7. Offered markets: 9.31.7.5. map score in the game.

9.32. Wrestling. 9.32.1. Wrestling disciplines accepted. 9.32.3. Early victory conditions. 9.32.4. A bout starts at the referee's signal. 9.32.8. Offered markets: 9.32.8.1. first wrestler wins bout/period (P1); 9.32.8.2. period draw (X); 9.32.8.3. second wrestler wins bout/period (P2); 9.32.8.5. recorded method of victory.

9.33. E-Basketball. 9.33.4. Offered markets: 9.33.4.1. first team wins match/quarter (P1); 9.33.4.2. draw (X); 9.33.4.3. second team wins (P2); 9.33.4.4. first team does not lose (1X); 9.33.4.5. either team wins (12); 9.33.4.6. second team does not lose (X2); 9.33.4.12. overtime yes/no.

9.34. E-Football. 9.34.3. Offered markets: 9.34.3.1. first team wins match/half (P1); 9.34.3.2. draw (X); 9.34.3.3. second team wins (P2); 9.34.3.4. first team does not lose (1X); 9.34.3.5. either team wins (12); 9.34.3.6. second team does not lose (X2); 9.34.3.14. final match score.

9.35. E-Hockey. 9.35.3. Offered markets: 9.35.3.1. first team wins match/period (P1); 9.35.3.2. draw (X); 9.35.3.3. second team wins (P2); 9.35.3.4. first team does not lose (1X); 9.35.3.5. either team wins (12); 9.35.3.6. second team does not lose (X2); 9.35.3.12. final match score.

9.36. E-Tennis. 9.36.2. Totals/handicaps use games. 9.36.3. Offered markets: 9.36.3.7. first-set/full-match result; 9.36.3.8. final match/set score; 9.36.3.9. tie-break yes/no; 9.36.3.10. next point winner.

9.37. E-Baseball. 9.37.3. Offered markets: 9.37.3.1. first team wins (P1); 9.37.3.2. second team wins (P2); 9.37.3.3. first team wins with handicap (Handicap 1); 9.37.3.4. second team wins with handicap (Handicap 2).

9.38. E-Floorball. 9.38.3. Offered markets: 9.38.3.1. first team wins match/period (P1); 9.38.3.2. draw (X); 9.38.3.3. second team wins (P2); 9.38.3.4. first team does not lose (1X); 9.38.3.5. either team wins (12); 9.38.3.6. second team does not lose (X2).

9.39. E-Handball. 9.39.3. Offered markets: 9.39.3.1. first team wins match/half (P1); 9.39.3.2. draw (X); 9.39.3.3. second team wins (P2); 9.39.3.4. first team does not lose (1X); 9.39.3.5. either team wins (12); 9.39.3.6. second team does not lose (X2).

9.40. E-Rugby. 9.40.3. Offered markets: 9.40.3.1. first team wins match/half (P1); 9.40.3.2. draw (X); 9.40.3.3. second team wins (P2).

9.41. E-Volleyball. 9.41.1. Matches have 3–5 sets. 9.41.2. Offered markets: 9.41.2.1. first team wins match/set (P1); 9.41.2.2. second team wins (P2); 9.41.2.11. final match/set result.

9.42. E-UFC. 9.42.1. Bouts have 3–5 rounds. 9.42.2. Victory methods. 9.42.5. Offered markets: 9.42.5.1. first fighter wins bout/round (P1); 9.42.5.2. second fighter wins (P2); 9.42.5.4. victory method.

9.43. E-American Football. 9.43.3.1. first team wins match/half/quarter (P1); 9.43.3.2. draw (X); 9.43.3.3. second team wins (P2).

9.44. E-Australian Football. 9.44.3.1. first team wins match/half/quarter (P1); 9.44.3.2. draw (X); 9.44.3.3. second team wins (P2).

9.45. Pool. 9.45.3. Offered markets: 9.45.3.1. first player wins match/frame (P1); 9.45.3.2. second player wins (P2).

9.46. Padel. 9.46.1. Offered markets: 9.46.1.7. final match/set score; 9.46.1.8. tie-break yes/no; 9.46.1.9. next point winner.

9.47. Horse trials at racecourses. 9.47.3. Predictions are not settled by horse names. 9.47.5. Circumstances for settlement at odds of 1.

11.4. Participation in promotions is voluntary.

Personal-data clauses: 4.1. Processing purposes; 4.1.4. complying with authorised bodies' requirements/requests; 4.1.5. accounting; 4.1.6. access control. 6.5. Processing methods. 6.12. Circumstances in which the company stops processing. 7.1. Data-subject rights; 7.1.1. consent to processing; 7.1.2. withdraw consent. 7.2. Data-subject obligations; 7.2.2. notify the company of all personal-data changes. 8.1. Operator rights. 8.2. Operator obligations; 8.2.2. respond to data-subject enquiries/requests. 9.2. Required request contents. 9.10. Circumstances for data destruction. 11.4. Cookie purposes.

Policy clauses: 1.2. Legal basis for the Policy. 1.3. Policy objectives. 2.2. Possible consequences of gambling. 3.4. Recommendations to gambling participants.