



- VIRTUAL GAMES -

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Simulazzija

Simulazzija allows betting on a virtual simulation of real football and basketball matches from a pre-match offer. Placing a bet on a Simulazzija ticket is possible 24 hours a day, 365 days in a year. Before placing a bet, the player may choose between the 3 offered simulation speeds: normal, fast, and turbo.

The odds on the Simulazzija tickets will be the same as the odds on real events. Placing a bet on a Simulazzija is possible at the time of pre-match ticket creation, after his creation, and during his review in ticket history (as long as the pre-match ticket has an active status).

Simulazzija ticket can be won only in case all bets on the ticket are winning. After the realization of each simulation, the player is shown the final results. In case the player decides to place the same bet again, it can make it on the "Rebet" button.

Games

The football markets available for Simulazzija are:

1. Final Result
2. First Half
3. Both Teams to Score (gg, ng, gg&ov 2.5, gg&ov 3.5, 1gg)
4. Double Chance
5. First Half Double Chance
6. Correct Score
7. Total goals – Under/Over
8. First Half Total Goals – Under/Over (over 0.5, under 1.5, over 1.5, under 2.5, over 2.5)
9. Total goals – Even/Odd
10. Team 1 Total Goals – Under/Over (over 0.5, over 1.5)
11. Team 1 - Total Goals In First Half- Under/Over (over 0.5, over 1.5)
12. Team 2 Total Goals - Under/Over (over 0.5, over 1.5)
13. Team 2 - Total Goals In First Half- Under/Over (over 0.5, over 1.5)
14. Number of Goals In Both Halves (1+fh&1+sh, 1+fh&2+sh, l1-2&l1-2, l1-3&l1-3, l1+&2+)
15. Final Result + Goals (1&ov 1.5, 1&ov 2.5, 1&2-6, 2&ov 1.5, 2&ov 2.5, 2&2-6)
16. Double Chance + Goals (1X&ov 1.5, X2&ov 1.5)
17. Half Time – Full Time + Goals (1-1&ov 1.5, 1-1&ov 2.5, 2-2&ov 1.5, 2-2&ov 2.5)
18. Half Time – Full Time (1-1, X-1, 2-1, 1-X, X-X, 2-X, 1-2, X-2, 2-2)

The basketball markets available for Simulazzija are:

1. Winner
2. First Half
3. Total points
4. First Quarter Total Points
5. Final Result
6. Handicap Points
7. Half Time – Full Time (1-1, 2-2)

Rules

System bets can't be covered by Simulazzija bets, and players can't place more than one bet from the same event on one Simulazzija ticket. The maximum number of bets allowed on the Simulazzija ticket is 40. Simulazzija bets can't be combined with real pre-match bets. Also, the players won't be able to use a Freebet to place Simulazzija bets.

On Simulazzija minimum stake is RSD 20. The maximum stake is RSD 50.000. The maximum win is RSD 1.000.000. Any bet that would exceed the maximum potential winnings can't be committed.

Note: Simulazzija results are decided by the Random Number Generator (RNG) and they are entirely virtual and 'simulated' and have no bearing on the 'real' outcome.

By placing a Simulate bet you agree to be bound by all Mozzartbet Terms and Conditions.

Inspired Virtuals

Inspired Virtuals offers you the ability to bet at any time (24/7) on 8 different games. When choosing each game, you can decide whether to bet on the next scheduled event or some other event that will be realized in the next 16 or 24 minutes, depending on the game. As long as the event you are betting on is in progress, bets on that event will be displayed below the stream. After the event is over, the results are published, and all bets on that event are settled.

Games

Currently it is possible to bet on:

1. Virtual Matchday
2. Virtual Marble racing
3. Virtual Soccer
4. Virtual Basketball
5. Virtual Tennis
6. Virtual Cricket
7. Virtual Baseball
8. Virtual Dog Racing
9. Virtual Horse Racing
10. Virtual American Football
11. Virtual Motor Racing

Virtual Matchday

A Matchday consists of 8 separate football events starting at the same time. Prior to the start of each matchday you can select to either bet on the next scheduled matchday or another up to 9 minutes in the future. When the match has started, you are able to switch between the 8 different events happening within that matchday. In a Virtual Matchday it is possible to bet on:

- Match Result - is a bet where you predict if the Home or Away team will win the match or if it will end in a draw.
- Both Teams To Score - is a bet where you predict if both teams will score in the match or not.
- Over / Under - is a bet where you predict if the total number of goals in a match is over or under 1.5 / 2.5 or 3.5.
- Total Goals - is a bet where you predict how many goals will be scored in the match.
- 1x2 Handicap – is a bet where you predict the Match Result considering the goals deficit or head start that has been stated for the market.
- Correct Score - is a bet where you predict the final score of the match.

Virtual Marble Racing

Marbles Racing consist of 9 marbles. Prior to each event you can select to either bet on the next scheduled event or another event up to 16 minutes in the future. After the event has finished there will be a replay of the top 3 finishers crossing the line. In the Marble Racing it is possible to bet on:

- Win – is a bet where you make selection of contestant who will finish the race first – win the race
- Place – is bet where you make selection of contestant who will finish the race in first or second place
- Show – is bet where you make selection of contestant who will finish the race in one of first three places
- Forecast (Top 2) - is bet where you make selection of two contestants who will finish the race in first and second place (in exactly determined sequence)
- Tricast (Top 3) - is bet where you make selection of three contestants who will finish the race in first, second and third place (in exactly determined sequence)
- Reverse Forecast (Top 2 - ANY) - is bet where you make selection of two contestants who will finish the race in first and second place (in any sequence)
- Combination Tricast (Top 3 – ANY) – is bet where you make selection of three contestants who will finish the race in first three places (in any sequence)

Virtual Soccer

You can choose from three different events: World Cup, Super League or Euro. Prior to each event you can select to either bet on the next scheduled event or another event up to 24 minutes in the future. After

the event has finished the results are published and any bet(s) on that event are settled. In Virtual Football it is possible to bet on:

- Match Result - is a bet where you predict if the Home or Away team will win the match or if it will end in a draw.
- Both Teams To Score - is a bet where you decide if both teams will score in the match or not.
- Over / Under - is a bet on whether the total number of goals in a match is over or under 2.5.
- Correct Score - is a bet where you predict the final score of the match.
- Total Goals - is a bet where you predict how many goals will be scored in the match.
- Double Chance - bet allows you to cover two of the three possible outcomes in a soccer match with one bet (1X, 2X, 12).

Virtual Basketball

You can choose from two different events, USA or Europe. Prior to each event you can select to either bet on the next scheduled event or another event up to 24 minutes in the future. In Virtual Basketball it is possible to bet on:

- Spread – is bet where you predict which team will win the game given an 'X' number of point's head start.
- Money Line- bet allows you to choose who will win the game.
- Total points (over/under) - is a bet where you predict if the total number of points scored during the game will be over or under 'X'.
- Winning Margin – a bet in which you bet that a certain team will win with a definite difference (15, 6-10, 11-15, 16-20, 21+)
- Total Points Group - a bet that allows you to predict how many points will be scored in the match.
- Money line & Total points(over/under) - is a bet combining the Money Line and Total Points markets.
- Spread & Total points (over/under)- is a bet combining the Spread and Total Points markets.

Virtual Tennis

In virtual tennis, you can bet on the next scheduled event or any event taking place within the next 21 minutes. You can place your bet using the odds shown across different market options for the match. As long as the event you've bet on is ongoing, your bets will be displayed below the event. Once the event is finished, the results are published, and all bets placed on that event are processed.

In virtual tennis, you can bet on:

- Match Winner – a bet on who will win the match.
- Total Points – a bet on how many total points will be scored in the match.
- Correct Score – a bet on the exact final score of the match.
- Winning Margin – a bet on how many points the winner will lead their opponent by.
- Handicap – a bet where you predict who will win the match with a specified points advantage.

Virtual Cricket

In virtual cricket, you can place bets on the next scheduled event or any event taking place within the next 28 minutes. You can choose from various market options for the match, each displaying different odds. As long as the event you've bet on is ongoing, your bets will appear below the event. Once the event is completed, the results are published, and all bets placed on that event are processed.

In virtual cricket, you can bet on:

- Match Winner – a bet on which team will win the match or if it will end in a draw.
- Total Match 4's – a bet on whether the number of fours (4 runs) in the match will be greater or less than the displayed number.
- Total Match 6's – a bet on whether the total number of sixes (6 runs) scored during the match will be greater or less than the displayed number.
- Total Match boundaries – a bet on whether the total number of boundaries (fours or sixes) hit during the match will be greater or less than the displayed number.
- Total Runs – a bet on whether the total runs (scores) achieved by the batting team in the first innings will be greater or less than the shown amount.
- Runs off first delivery (over/under) – a bet on how many runs (points) will be scored after the first ball of the match.
- First Wicket – a bet predicting the method of dismissal (wicket) if a player is dismissed during
- Wicket Lost – a bet predicting whether the team will lose their first wicket (dismissal of one batsman) during the first innings.

Virtual Baseball

In virtual baseball, you can bet on the next scheduled event or any event taking place within the next 14 minutes. You can place your bet using the odds shown in various market options for the match. As long as the event you've bet on is ongoing, your bets will be displayed below the event. Once the event is completed, the results are published, and all bets placed on that event are processed.

In virtual baseball, you can bet on:

- Winner – a bet on who will win the match or if it will end in a draw.
- Total Runs (Over/Under) – a bet predicting whether the total number of runs scored by both teams during the match will be greater or less than the pre-set number.
- Total Runs Exact – a bet predicting the exact number of runs scored during the entire match.
- Correct Score – a bet on the final score of the match.
- Winner and Total Home Over/Under 5.5 – a bet where you predict the match winner and whether the total number of runs will be greater or less than 5.5.
- P1 Runs – a bet predicting the exact number of runs (points) Player 1 will achieve during the match.
- P2 Runs – a bet predicting the exact number of runs (points) Player 2 will achieve during the match.

Virtual Dog Racing

You can choose from two different events Flats and Static Odds. Dog Racing consist of 6 participants. Prior to each event you can select to either bet on the next scheduled event or another event up to 16/8 minutes in the future. After the event has finished there will be a replay of the top 3 finishers crossing the line. In Virtual Dog Racing it is possible to bet on:

- Win - is a bet where you make selection of contestant who will finish the race first – win the race
-Each Way (E / W) - represents a bet that doubles the value of the payment and essentially represents two bets - one on the winner of the race and the other that the selected runner will be in first, second or third place depending on the number of runners.
- Note: If up to 7 runners take part in the race, the second bet is that the selected runner will be among the first two, and if more than 7 take part in the race then the second bet is that the selected runner will be among the first three runners.
- Place - is bet where you make selection of contestant who will finish the race in first or second place
- Exacta - is bet where you make selection of two contestants who will finish the race in first and second place (in exactly determined sequence)
- Trifecta - is bet where you make selection of three contestants who will finish the race in first, second and third place (in exactly determined sequence)
- Exacta (Any Order) - is bet where you make selection of two contestants who will finish the race in first and second place (in any sequence)
- Trifecta (Any Order) – is bet where you make selection of three contestants who will finish the race in first three places (in any sequence)

Virtual Horse Racing

You can choose from three different events: Sprints (12 horses), Flats (8 horses) or Jumps (10 horses). Once decided you can select to either bet on the next scheduled event or another event up to 16 minutes in the future. After the event has finished there will be a replay of the top 3 finishers crossing the line. In Virtual Horse Racing it is possible to bet on:

- Win - is a bet where you make selection of contestant who will finish the race first – win the race.
-Each Way (E/W) - represents a bet that doubles the value of the payment and essentially represents two bets - one on the winner of the race and the other that the selected runner will be in first, second or third place depending on the number of runners.
- Note: If up to 7 runners take part in the race, the second bet is that the selected runner will be among the first two, and if more than 7 take part in the race then the second bet is that the selected runner will be among the first three runners.
- Place - is bet where you make selection of contestant who will finish the race in first or second place
- Show - is bet where you make selection of contestant who will finish the race in one of first three places

- Exacta - is bet where you make selection of two contestants who will finish the race in first and second place (in exactly determined sequence)
- Trifecta - is bet where you make selection of three contestants who will finish the race in first, second and third place (in exactly determined sequence)
- Exacta (Any Order) - is bet where you make selection of two contestants who will finish the race in first and second place (in any sequence)
- Trifecta (Any Order) – is bet where you make selection of three contestants who will finish the race in first three places (in any sequence)

Virtual American Football

You can choose from two different events, NFLA or Cities. Prior to each event you can select to either bet on the next scheduled event or another event up to 24 minutes in the future. In Virtual American Football it is possible to bet on:

- Spread - bet is where you decide which team will win the game given an 'x' number of point's head start.
- Money line - bet allows you to choose who will win the game.
- Total Points (over/under) - is a bet where you predict if the total number of points scored during the game will be over or under 'X'.
- Winning margin - a bet in which you bet that a certain team will win with a specific difference (15, 6-10, 11-15, 16-20, 21+)
- Total Points Group - a bet that allows you to bet on how many points will be scored in the match.
- Money line & Total Points (over/under) - is a bet combining the Money Line and Total Points markets.
- Spread & Total Points (over/under) - is a bet combining the Spread and Total Points markets.

Virtual Motor Racing

You can choose from two different events, Stock Cars or Indy Cars. Once decided you can select to either bet on the next scheduled event or another event up to 16 minutes in the future. After the event has finished there will be a replay of the top 3 finishers crossing the line. In Virtual Motor Racing it is possible to bet on:

- Win - is a bet where you make selection of contestant who will finish the race first – win the race.
 -Each Way (E/W) - represents a bet that doubles the value of the payment and essentially represents two bets - one on the winner of the race and the other that the selected runner will be in first, second or third place depending on the number of runners.
 - Note: If up to 7 runners take part in the race, the second bet is that the selected runner will be among the first two, and if more than 7 take part in the race then the second bet is that the selected runner will be among the first three runners.
- Place - is bet where you make selection of contestant who will finish the race in first or second place
- Show - is bet where you make selection of contestant who will finish the race in one of first three places

- Exacta - is bet where you make selection of two contestants who will finish the race in first and second place (in exactly determined sequence)
- Trifecta - is bet where you make selection of three contestants who will finish the race in first, second and third place (in exactly determined sequence)
- Exacta (Any Order) - is bet where you make selection of two contestants who will finish the race in first and second place (in any sequence)
- Trifecta (Any Order) – is bet where you make selection of three contestants who will finish the race in first three places (in any sequence)

General guidelines

For Inspired Virtuals games, it is not possible to bet 5 seconds before the start of the event. The bet closing signal is a red indicator that appears on the game icon 15 - 0 seconds before the start of the match/race.

If you added a bet on the ticket and decide that you don't want to place it, you can remove the bet by pressing the dismiss icon (X) on the bet itself or using the "Remove All" button on the bottom of the bet slip.

Within the Settled Bets tab on the bet slip, there is an option on the bottom right to view your bet history. Click this button and the previous 100 bets or up to the last three months' worth of bets are displayed. You can also use the Filter Wins toggle button to only show the winning bets.

In Inspired Virtuals games the minimum payment is 10 RSD per ticket. The maximum payment is 10,000.00 RSD per ticket. The maximum gain is 1.000.000,00 RSD. Any bet that would exceed the maximum potential winnings can't be committed.

Golden Race

Golden Race virtual games enable users to bet on virtual sports events 24h a day, 365 days in a year. The offer contains 5 different sport types with over 20 different competitions. Players have option to place a bet every minute on some of offered competitions, and then they can watch them in live streaming. For every match starts is available, as well as tables with past results.

Offer of Golden Race provider is comprised of games with scheduled events, but also of games on request. In games with scheduled events matches take place by pre-defined time and a player may place a bet on a match all the time until he/she receives a message on the screen "stop betting" (10 seconds before beginning of the match). On the other hand, games on request mean that a user shall decide alone when a game will start.

Note: Within games on request, by clicking on key "Skip event" the player may change event which is currently displayed, which leaves an option to the user to choose the event he/she wishes to play.

Games

On Golden Race games currently, it is possible to bet on:

- Football league and Tournaments
- Dog racing (greyhound racing)
- Horse racing
- Motocross racing
- Motorcycle racing
- Spin 2 Win
- Spin 2 Win Royale
- MMA fight
- Penalties (Penalt2Win)
- Perfect Six
- Crash Games

Note: Certain games from the Golden Race selection are available exclusively through the mobile site version or mobile apps.

Golden RaceVirtual football and Tournaments

Contest in football is divided into:

- Leagues (English, Italian, German, Spanish, Argentinian, Polish) and
- Tournaments (European Championship, Euro Cup, World Cup, Libertadores tournament).

In football it is possible to bet on:

Result:

- 1 – Host wins at the end of the match
- 2 – Guest wins at the end of the match
- X – There will be a draw at the end of the match

Double chance:

- 12 – Match will end by either win of the host or of the guest
- 1X – Match will end by either win of the host or there will be a draw
- X2 – Match will end by either win of the guest or there will be a draw

Half-time – End:

- 1-1 – Host wins both in the half-time and in the end of the match
- 1-2 – Host wins in the half-time, but guest wins in the end of the match
- 1-X - Host wins in the half-time, but the match ends with a draw
- 2-1 - Guest wins in the half-time, but host wins in the end of the match
- 2-2 - Guest wins both in the half-time and in the end of the match
- 2-X - Guest wins in the half-time, but the match ends with a draw

- X-1 – Draw in the half-time, but host wins in the end
- X-2 – Draw in the half-time, but guest wins in the end
- X-X – Both in the half-time and in the end of the match there will be a draw

Both teams score a goal

- GG – Both teams will score 1 or more goals in the match
- NG – At least one team will not score a goal in the match

Total number of goals in the match:

- More than 1.5 – bet that there will be more than 1.5 goals in the match
- Less than 1.5 – bet that there will be less than 1.5 goals in the match
- More than 2.5 – bet that there will be more than 2.5 goals in the match
- Less than 2.5 – bet that there will be less than 2.5 goals in the match
- More than 3.5 – bet that there will be more than 3.5 goals in the match
- Less than 3.5 – bet that there will be less than 3.5 goals in the match
- More than 4.5 – bet that there will be more than 4.5 goals in the match
- Less than 4.5 – bet that there will be less than 4.5 goals in the match

End result + Total number of goals in the match:

- 1+more 1.5 – host wins and there will be more than 1.5 goals in the match
- X+more 1.5 – match ends with a draw and there will be more than 1.5 goals
- 2+more 1.5 – guest wins and there will be more than 1.5 goals in the match
- 1+less 1.5 – host wins and there will be less than 1.5 goals in the match
- X+less 1.5 – match ends with a draw and there will be less than 1.5 goals
- 2+less 1.5 – guest wins and there will be less than 1.5 goals in the match
- 1+more 2.5 – host wins and there will be more than 2.5 goals in the match
- X+more 2.5 – match ends with a draw and there will be more than 2.5 goals
- 2+more 2.5 – guest wins and there will be more than 2.5 goals in the match
- 1+less 2.5 – host wins and there will be less than 2.5 goals in the match
- X+less 2.5 – match ends with a draw and there will be less than 2.5 goals
- 2+less 2.5 – guest wins and there will be less than 2.5 goals in the match
- 1+more 3.5 – host wins and there will be more than 3.5 goals in the match
- X+more 3.5 – match ends with a draw and there will be more than 3.5 goals
- 2+more 3.5 – guest wins and there will be more than 3.5 goals in the match
- 1+less 3.5 – host wins and there will be less than 3.5 goals in the match
- X+less 3.5 – match ends with a draw and there will be less than 3.5 goals
- 2+manje 3.5 – guest wins and there will be less than 3.5 goals in the match

Exact number of scored goals:

- 0 – No goals in the match
- 1 – Exactly one goal will be scored in the match
- 2 – Exactly two goals will be scored in the match
- 3 – Exactly three goals will be scored in the match

- 4 – Exactly four goals will be scored in the match
- 5 – Exactly five goals will be scored in the match
- 6 – Exactly six goals will be scored in the match

Exact result:

- 1-0 – Exact result of the match will be 1:0
- 2-0 - Exact result of the match will be 2:0
- 3-0 - Exact result of the match will be 3:0
- 4-0 - Exact result of the match will be 4:0
- 5-0 - Exact result of the match will be 5:0
- 6-0 - Exact result of the match will be 6:0
- 2-1 - Exact result of the match will be 2:1
- 3-1 - Exact result of the match will be 3:1
- 4-1 - Exact result of the match will be 4:1
- 5-1 - Exact result of the match will be 5:1
- 3-2 - Exact result of the match will be 3:2
- 4-2 - Exact result of the match will be 4:2
- 0-0 - Exact result of the match will be 0:0
- 1-1 - Exact result of the match will be 1:1
- 2-2 - Exact result of the match will be 2:2
- 3-3 - Exact result of the match will be 3:3
- 2-3 - Exact result of the match will be 2:3
- 2-4 - Exact result of the match will be 2:4
- 1-2 - Exact result of the match will be 1:2
- 1-3 - Exact result of the match will be 1:3
- 1-4 - Exact result of the match will be 1:4
- 1-5 - Exact result of the match will be 1:5
- 0-1 - Exact result of the match will be 0:1
- 0-2 - Exact result of the match will be 0:2
- 0-3 - Exact result of the match will be 0:3
- 0-4 - Exact result of the match will be 0:4
- 0-5 - Exact result of the match will be 0:5
- 0-6 - Exact result of the match will be 0:6

Total number of goals – additional games:

- 0 – Total number of goals in the match will be 0.
- 0-1 - Total number of goals in the match will be up to 1
- 0-2 - Total number of goals in the match will be up to 2
- 0-3 - Total number of goals in the match will be up to 3
- 0-4 - Total number of goals in the match will be up to 4
- 0-5 - Total number of goals in the match will be up to 5
- 0-6 - Total number of goals in the match will be up to 6

- 1 - Total number of goals in the match will be 1
- 1-2 - Total number of goals in the match will be 1 or 2
- 1-3 - Total number of goals in the match will be from 1 to 3
- 1-4 - Total number of goals in the match will be from 1 to 4
- 1-5 - Total number of goals in the match will be from 1 to 5
- 1-6 - Total number of goals in the match will be from 1 to 6
- 2 - Total number of goals in the match will be 2
- 2-3 - Total number of goals in the match will be 2 or 3
- 2-4 - Total number of goals in the match will be from 2 to 4
- 2-5 - Total number of goals in the match will be from 2 to 5
- 2-6 - Total number of goals in the match will be from 2 to 6
- 3 - Total number of goals in the match will be 3
- 3-4 - Total number of goals in the match will be 3 or 4
- 3-5 - Total number of goals in the match will be from 3 to 5
- 3-6 - Total number of goals in the match will be from 3 to 6
- 4 - Total number of goals in the match will be 4
- 4-5 - Total number of goals in the match will be 4 or 5
- 4-6 - Total number of goals in the match will be from 4 to 6
- 5 - Total number of goals in the match will be 5
- 5-6 - Total number of goals in the match will be 5 or 6
- 6 - Total number of goals in the match will be 6

Qualifications – it applies only to tournaments and means betting on qualification of a certain team to a certain phase of the tournament:

- 1 quarterfinals – Host advances to the quarterfinals
- 2 quarterfinals – Guest advances to the quarterfinals
- 1 semifinals – Host advances to the semifinals
- 2 semifinals – Guest advances to the semifinals
- 1 finals – Host advances to the finals
- 2 finals – Guest advances to the finals
- 1 winner – Host wins the tournament
- 2 winner – Guest wins the tournament

1x2 + Exact number of scored goals:

- 1+1 - Host wins at the end of the match and exactly one goal will be scored in the match
- 1+2 - Host wins at the end of the match and exactly two goals will be scored in the match
- 1+3 - Host wins at the end of the match and exactly three goals will be scored in the match
- 1+4 - Host wins at the end of the match and exactly four goals will be scored in the match
- 1+5 - Host wins at the end of the match and exactly five goals will be scored in the match
- 1+6 - Host wins at the end of the match and exactly six goals will be scored in the match
- X+0 - At the end of the match will be a draw and no goals
- X+2 - There will be a draw at the end of the match and exactly two goals will be scored in the match

- X+4 - There will be a draw at the end of the match and exactly four goals will be scored in the match
- X+6 - There will be a draw at the end of the match and exactly six goals will be scored in the match
- 2+1 - Guest wins at the end of the match and exactly one goal will be scored in the match
- 2+2 - Guest wins at the end of the match and exactly two goals will be scored in the match
- 2+3 - Guest wins at the end of the match and exactly three goals will be scored in the match
- 2+4 - Guest wins at the end of the match and exactly four goals will be scored in the match
- 2+5 - Guest wins at the end of the match and exactly five goals will be scored in the match
- Guest wins at the end of the match and exactly six goals will be scored in the match

1x2 + Over/Under 2.5 + Goal Goal/No Goal:

- ● 1&3+ & GG - Host wins and there will be more than 2.5 goals, both teams will score at least one goal in the match
- 1&3+ & NG - Host wins and there will be more than 2.5 goals, at least one team will not score a goal in the match
- 1&0-2+ & NG – Host wins and there will be less than 2.5 goals, at least one team will not score a goal in the match
- X&3+ & GG – Match ends with a draw and there will be more than 2.5 goals, both teams will score at least one goal in the match
- X&0-2 & GG - Match ends with a draw and there will be less than 2.5 goals, both teams will score at least one goal in the match
- X&0-2 & NG - Match ends with a draw and there will be less than 2.5 goals, at least one team will not score a goal in the match
- 2&3+ & GG - Guest wins and there will be more than 2.5 goals, both teams will score at least one goal in the match
- 2&3+ & NG - Guest wins and there will be more than 2.5 goals, at least one team will not score a goal in the match
- 2&0-2 & NG - Guest wins and there will be less than 2.5 goals, at least one team will not score a goal in the match

Golden Race Racing

When betting on races players may select the following games:

- **Winner** – Selection of contestant who will finish the race first – win the race
- **Second place** – Selection of contestant who will finish the game second
- **Third place** – Selection of contestant who will finish the game third
- **Fourth or lower place** – Selection of contestant who will not finish the race in any of first three places
Note: previous three games are available only for horse races in which there are 10 or 12 contestants
- **M1-2** – Selection of contestant who will finish the race in first or second place
- **M1-3** – Selection of contestant who will finish the race in one of first three places

Note: above game does not apply to motocross racing

- **First and second – exact sequence** – Selection of two contestants who will finish the race in first and second place (in exactly determined sequence)
- **First and second – possible sequence**– Selection of two contestants who will finish the race in first and second place (in any sequence)
- **First, second and third – exact sequence** – Selection of three contestants who will finish the race in first, second and third place (in exactly determined sequence) Note: above game does not apply to motocross racing
- **First, second and third – possible sequence** - Selection of three contestants who will finish the race in first three places (in any sequence)
- **First, second, third and fourth – possible sequence** - Selection of four contestants who will finish the race in first four places (in any sequence)

Note: above two games are available only for horse races in which there are 10 or 12 contestants

- **Number of winner – Even number/Odd number** – Betting on whether the number of winner will be an even or odd number
- **Number of winner – More/Less than 3.5** – Betting on whether the number of winner will be lower or higher than 3.5.

Note: above two games do not apply to horse races in which there are 10 or 12 contestants

Spin 2 Win

Spin 2 Win is a simple number game based on European Roulette. In this game, the players guess the result of the draw that is determined randomly. When playing this game, the players can bet on:

- Number: they can choose one number between 1 and 36 numbers
- Color: they can choose one color between red, black, and green
- Dozen: they can choose one of the three possible dozen groups: From 1 to 12, from 13 to 24 and from 25 to 36
- Odd/Even: they can choose odd or even number.

Spin 2 Win Royale

Spin 2 Win Royale is a simple number game based on European Roulette. In this game, the players guess the result of the draw that is determined randomly. When playing this game, the players can bet on:

- Number: they can choose one number between 1 and 36
- Color: they can choose one color between red, black, and green
- Dozen: they can choose one of the three possible dozen groups: From 1 to 12, from 13 to 24 and from 25 to 36
- Odd/Even: they can choose odd or even number
- Sectors: they can choose following sectors
Sector A – is the segment of roulette by numbers 32 to 2, and are: 32, 15, 19, 4, 21, 2
Sector B – is the segment of roulette by numbers 25 to 13, and are: 25, 17, 34, 6, 27, 13
Sector C – is the segment of roulette by numbers 36 to 10, and are: 36, 11, 30, 8, 23, 10

Sector D – is the segment of roulette by numbers 5 to 20, and are: 5, 24, 16, 33, 1, 20

Sector E – is the segment of roulette by numbers 14 to 29, and are: 14, 31, 9, 22, 18, 29

Sector F – is the segment of roulette by numbers 7 to 26, and are: 7, 28, 12, 35, 3, 26

- Low/High - it represents 18 numbers (the zero is excluded)
Low – number from 1 to 18
High – number from 19 to 36
- Low/High & Color - it represent 9 numbers per combination
Low & Red = 1, 3, 5, 7, 9, 12, 14, 16, 18
High & Red = 19, 21, 23, 25, 27, 30, 32, 34, 36
Low & Black = 2, 4, 6, 8, 11, 10, 13, 15, 17
High & Black = 20, 22, 24, 26, 28, 29, 33, 31, 35

MMA fight

When betting on MMA – Single Fight, players can choose from the following options:

- Win Fight – Betting on which fighter will win (Black or White)
- Outcome – Betting on how the fight will end (win by knockout, submission, or points)
- Total Rounds – Betting on whether the fight will last more or fewer rounds than a specific number (Over/Under 1.5, Over/Under 2.5)
- Fight Outcome – Betting on whether the fight will end by knockout or wins by points
- Round Betting – Predicting the winner of each round and how the round will end
- Correct Score – Betting on the exact number of rounds won by both fighters at the end of the fight.

Penalties

In virtual penalties, the player predicts where the ball will land after the shot. The goal is divided into 36 sections, marked in red and black.

- Red: 1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34, 36.
- Black: 2, 4, 6, 8, 10, 11, 13, 15, 17, 20, 22, 24, 26, 28, 29, 31, 33, 35.

When betting on virtual penalties, players can choose from the following options:

- Number – Predicting the exact section where the ball will land if a goal is scored (1–36).
- Color – Predicting whether the ball will land in a red, black, or green section.
- Goal Zone – Predicting if the ball will land in the left (zones 1–12), middle (zones 13–24), or right (zones 25–36) part of the goal.
- Left/Right Half – Predicting if the ball will land in the left half (<18.5) or the right half (>18.5) of the goal.
- Odd/Even – Predicting whether the ball will land in an odd or even-numbered section.
- Row – Predicting whether the ball will land in the bottom, middle, or top row.
- Column – Predicting in which goal column the ball will land.
- No Goal – Betting that the penalty will be missed.
- Miss – Betting that the ball will go out of the goal.
- Save – Betting that the goalkeeper will save the shot.
- Post – Betting that the ball will hit the post or crossbar but will not enter the goal.

- Sectors – The goal is divided into six sectors based on where the ball may land.
- Corners – Betting on whether the ball will land in the top left, top right, bottom left, or bottom right corner.
- Split Bets – The player can bet on two adjacent zones (horizontally or vertically).

Perfect Six

Perfect Six is a virtual instant game based on drawing balls from a drum. The game features 48 balls numbered 1 to 48, divided into eight different colors.

There are 35 draws, with the first five balls referred to as pre-balls. In each draw, the player can choose 6 to 10 balls, and they win only if all 6 selected balls are drawn. The payout amount depends on when the last ball is drawn.

The game includes two clovers that act as win multipliers:

- If a selected ball lands on one clover, the win is multiplied by x2.
- If selected balls land on two clovers, the win is multiplied by x3.

When betting on Perfect Six, players can choose from the following options:

- **Pick balls** – The player chooses 6 to 10 balls; all 6 must be drawn to win.
- **Color** – Betting on the color of the first and last ball or the most frequent color during the draw.
- **Preballs** – Two betting options:
 - Whether the sum of the first five balls will be over/under 122.5.
 - Whether the sum of the first five balls will be odd or even.
- **First and Last Ball** – Four betting options:
 - Whether the first/last ball will be over/under 24.5.
 - Whether the first/last ball will be odd or even.
- **Extra Bets** – Betting on whether there will be more odd or even numbers drawn

Crash games

Fire Crash, Meteorid, and Boom Ball Jungle are crash games with the following rules:

- The bet increases as the multiplier rises. The multiplier starts at 1 and can go up to 1000.
- The player can stop the game and cash out at any time before the multiplier crashes.
- **Auto Bet** – Players can set automatic bets for up to 50 rounds in advance, choosing their preferred auto-bet value.
- **Auto Cashout** – Available if the selected multiplier is reached or in case of a connection loss.

- **Multiple Bets** – Players can place two separate bets that are completely independent of each other.

Note: The game can end at any time, which may result in losing the bet.

General Golden Race Rules

It is possible to place a bet/ pay a ticket not later than 10 seconds prior to beginning of the selected event (match, race).

Minimum payment is 10 RSD per ticket. Maximum payment is 30.000 RSD per ticket. Maximum winning is 1.000.000 RSD.

It is possible to pay a ticket with events which do not belong to the same round.

It is permitted to play with all types of tickets (single, systemic and ordinary tickets).

It is not possible to connect virtuals with other types of offer (regular betting, live betting, etc.).

Note: All matches may be watched within integrated video streaming within internet reader. At any time you may watch streaming of any match which is in progress. Simulations of matches are created by combination of artificial intelligence and independent generator of random numbers.

Virtual Football

How to play

The Virtual Football League allows you to bet on virtual football 24 hours a day, 365 days a year. The league consists of 16 teams, and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time – even within a season.

Season information

One season lasts 112 minutes in total. The season consists of 3 parts:

- Pre Season - lasts 1 minute and represents the announcement of the season that is about to begin
- Total Matchday - last a total of 110 minutes for all 30 match days during the season
- Post Season - lasts 1 minute and is a summary report of the season that has ended

Match day information

One match day lasts 3:40 minutes. Within each match day, eight matches are played at the same time. Matches last an average of 2:30 minutes, followed by a display of results.

Betting

Betting on a VFL match is allowed up to 10 seconds before kick-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Select Matchday' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section. Within the VFL, there is the possibility of betting on the following games and sub-games:

- **"Final outcome"** – Select the outcome after 90 minutes – Regular Match Time Possible Outcomes: home wins (1), draw (X), away wins (2)
- **„1st Half Winner“** - Select the result at halftime. Possible Outcomes: home wins (1), draw (X), away wins (2)
- **"Total goals (3.5)"** - Select whether the total number of goals scored in the regular match will be over or under 3.5. Possible Outcomes: over 3.5, under 3.5
- **"Total goals in the match (1.5)"** – Select whether the total number of goals scored in the regular match will be over or under 1.5. Possible Outcomes: over 1.5, under 1.5
- **"Outcome with a handicap (0: 2)"** – Select the result including the given handicap (0:2). Possible Outcomes: home wins (1), draw (X), away wins (2)
- **"Outcome with a handicap (1: 0)"** – Select the result including the given handicap (1:0). Possible Outcomes: home wins (1), draw (X), away wins (2)
- **„1st Goal“** - Select the team that scores the first goal. Possible Outcomes: home (1), no goal (X), away (2)
- **„Correct score“** – Select the correct score after 90 minutes – Regular Match Time. Possible Outcomes: 0:0, 0:1, 0:2, 0:3, 1:0, 1:1, 1:2, 1:3, 2:0, 2:1, 2:2, 2:3, 3:0, 3:1, 3:2, 3:3

General Rules on Betradar Virtual Football

Minimum payment is 10 RSD per ticket. Maximum payment is 20.000,00 RSD per ticket. Maximum gain is 1.000.000,00 RSD.

It is possible to relate it with the offer of other virtual games Betradar provider in the Mozzart company.

It is not allowed to combine the games from VFL offer with other sport betting (for example, tennis or basketball betting regularly offered by Mozzart company). System tickets are not allowed.

Note: All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the eight available games per match day or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VFL players are based on professional football players (e.g. in terms of number of goals, fitness, consecutive matchstatistics, etc.).

Virtual NBA League

How to play

The Virtual Basketball NBA League allows you to bet on virtual basketball 24 hours a day, 365 days a year. The league consists of 16 teams and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time – even within a season.

Season information

One season lasts 106:30 minutes in total. The season consists of 3 parts:

- Pre Season - lasts 1 minute and represents the announcement of the season that is about to begin
- Total Matchday - last a total of 105 minutes for all 30 match days during the season
- Post Season - lasts 00:30 minute and is a summary report of the season that has ended

Matchday information

One match day lasts 3:30 minutes. Within each match day, eight basketball matches are played at the same time. As with real basketball matches, each match is divided into 4 quarters. Matches last an average of 3 minutes, followed by a display of results.

Betting

Betting on a VBL match is allowed up to 10 seconds before kick-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Match Day' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section. Within the VBL, there is the possibility of betting on the following games and sub-games:

- **„Match Winner (including overtime)“** – Select the match winner including overtime. Possible Outcomes: home wins (1), away wins (2)
- **„Handicap (including overtime) (-1.5)“** - Select the winner of the match after adjusting final scores with handicap value (-1.5).
Possible Outcomes: home wins (1), away wins (2)
- **„Handicap (including overtime) (1.5)“** - Select the winner of the match after adjusting final scores with handicap value (1.5).
Possible Outcomes: home wins (1), away wins (2)
- **„Handicap (including overtime) (-4.5)“** - Select the winner of the match after adjusting final scores with handicap value (1.5).
Possible Outcomes: home wins (1), away wins (2)
- **„Winning Margin (including overtime)“** – Select the winning margin between the two teams at the end of match including overtime.
Possible Outcomes: home wins with margin 11+, home wins with margin 6-10, home wins with margin 1-5, away wins with margin 11+, away wins with margin 6-10, away wins with margin 1-5
- **„1st Half Winner“** – Select the team which is in the lead after the first two quarters. Possible Outcomes: home leads (1), draw (X), away leads (2)
- **„1st Half Handicap (-3.5)“** – Select the winner of the first two quarters after including handicap points (-3.5).
Possible Outcomes: home wins (1), away wins (2)
- **„1st Half Handicap (-0.5)“** – Select the winner of the first two quarters after including handicap points (-0.5).
Possible Outcomes: home wins (1), away wins (2)
- **„1st Half Handicap (2.5)“** – Select the winner of the first two quarters after including handicap points (2.5).

Possible Outcomes: home wins (1), away wins (2)

- **„1st Half Winning Margin“** – Select the points margin between the two teams at the end of two quarters.

Possible Outcomes: home wins with margin 11+, home wins with margin 6-10, home wins with margin 1-5, away wins with margin 11+, away wins with margin 6-10, away wins with margin 1-5

- **„Race To x Points“** – Select which team will reach X points first.

Possible Outcomes: home (1), away (2)

- **„Highest Scoring Quarter“** – Select the quarter that accrues the most points in the match.

Possible Outcomes: 1 st Quarter, 2 nd Quarter, 3 rd Quarter, 4 th Quarter, Equal.

General rules on Betradar Virtual NBA League

Minimum payment is 10 RSD per ticket. Maximum payment is 20.000,00 RSD per ticket. Maximum gain is 1.000.000,00 RSD.

It is possible to relate it with the offer of other virtual games Betradar provider in the Mozzart company.

It is not allowed to combine the games from VBL offer with other sport betting (for example, tennis or basketball betting regularly offered by Mozzart company). System tickets are not allowed.

Note: All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the eight available games per match day or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VBL players are based on professional basketball players (e.g. in terms of number of points, fitness, consecutive match-statistics, etc.).

Virtual Tennis

How to play

Virtual Tennis allows you to bet on virtual tennis 24 hours a day, 365 days a year. The rules of playing virtual tennis tournaments are identical to real tennis tournaments. At every moment, four tournaments are played at the same time. Competitions are generated continuously, and bets can be placed at any time, even within a game on games, sets, and the whole match.

Tournament information

The tournament's playing time and the number of sets in the tournament depend exclusively on the tournament results. Accordingly, can play two or three sets. One set within a tournament lasts an average of 35 minutes.

Betting

Betting on VTI matches is possible no later than 1 minute and 10 seconds before starting a new tournament, or 30 or 45 seconds before starting the game (depending on whether the game is even or odd), or 15 seconds after the winning point. As part of playing tennis tournaments, there is the possibility of betting on the following games and sub-games:

- **„Game Winner“** – Select the winner of the listed game. Possible Outcomes: player A (1), player B (2)
- **„Set Winner“** – Select the winner of the listed set. Possible Outcomes: player A (1), player B (2)
- **„Correct Set Result“** – Select the correct score of the listed set. Possible Outcomes: 6:0, 6:1, 6:2, 6:3, 6:4, 7:5, 7:6, 0:6, 1:6, 2:6, 3:6, 4:6, 5:7, 6:7
- **„Match Winner“** – Select the winner of the listed match. Possible Outcomes: player A (1), player B (2)
- **„Correct Match Result“** – Select the winner and the score in sets won (best of 3 sets). Possible Outcomes: 2:0; 2:1, 1:2; 0:2

General rules on Betradar Virtual NBA League

Minimum payment is 10 RSD per ticket. Maximum payment is 20.000,00 RSD per ticket. Maximum gain is 1.000.000,00 RSD.

It is possible to relate it with the offer of other virtual games Betradar provider in the Mozzart company. It is not allowed to combine the games from VTI offer with other sport betting (for example, tennis or basketball betting regularly offered by Mozzart company). System tickets are not allowed.

Note: All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the eight available games per match day or alternatively only follow your favorite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the VTI players are based on professional tennis players (e.g. in terms of number of points, fitness, consecutive matchstatistics, etc.).

NSoft

NSoft virtual games allow players to bet on exciting virtual events 24/7 throughout the year. They include a wide range of popular games such as:

- Virtual Greyhound Races
- Virtual Horse Races
- Virtual Motorcycle Speedway
- Virtual Drag Races
- Virtual Soccer
- Virtual Penalty Shootout

Each game is carefully designed to ensure a high level of entertainment and transparency, using RNG (Random Number Generator) to generate random and unpredictable outcomes.

The minimum stake on NSoft virtual games is 10 RSD per ticket. The maximum stake is 30,000.00 RSD per ticket. The maximum payout is 1,000,000.00 RSD.

NSoft Virtual Races

Virtual races offer the opportunity to bet on various types of competitions, including greyhound racing, horse racing, motorcycle racing, and drag racing. Each race features at least two participants, with each assigned a unique number ranging from 1 to 2, 1 to 4, 1 to 6, or 1 to 8, depending on the type of race.

A round of virtual racing lasts a few minutes and consists of three key phases: event announcement, race display, and result announcement. When placing bets on races, players can choose from the following games:

- Winner - Choose the competitor who will finish the race first.
- Forecast- Predict the exact order of the top two competitors in the race.
- Reverse forecast - Predict the possible order of the first two competitors in the race, regardless of their ranking.
- Even/Odd - Predict whether the number assigned to the competitor who finishes first will be even or odd.
- Over/Under - Predict whether the number assigned to the competitor who finishes first will be above or below a specified threshold.
- Sum of the first two - Predict whether the sum of the numbers of the first and second-placed competitors will be greater or smaller than the specified threshold.
- Sum of the first three - Predict whether the sum of the numbers of the first, second, and third-placed competitors will be greater or smaller than the specified threshold.
- Place - Predict whether the selected competitor will finish in one of the top two positions.
- Show - Predict whether the selected competitor will finish in one of the top three positions.
- Out of the top two- Predict whether the selected competitor will not be among the top two in the race.
- Out of the top three- Predict whether the selected competitor will not be among the top three in the race.
- No win - Predict whether the selected competitor will not win.
- Head2Head - Choose two competitors and predict which one will finish in a better position in the race. This game is currently available only for motocross races.

Note: The availability of betting options varies depending on the type of race.

NSoft Virtual Soccer

Virtual Soccer is a game where players bet on the outcomes of football matches. Each round in virtual football consists of three phases: match announcement (where team statistics and odds are displayed), match simulation, and result display. Before each round, players can choose one of the available outcomes offered by the organizer.

In virtual soccer, players can bet on:

- Full-time - Bet on the result at the end of the match, with the following possible outcomes:
 - 1 - Home team wins
 - 2 - Away team wins
 - X – Draw
 - 1X - Home team win or draw (both outcomes are winners for the player)
 - X2 - Away team win or draw (both outcomes are winners for the player).
 - Half-time – Bet on the result at half-time, with the following possible outcomes:
 - 1 - Home team wins
 - 2 - Away team wins
 - X - Draw
 - 1X - Home team win or draw (both outcomes are winners for the player)
 - X2 - Away team win or draw (both outcomes are winners for the player).
 - Number of Goals - Bet on the total number of goals in the match, with options to bet whether it will be less or more than: 1.5, 2.5, 3.5, 4.5.
 - Correct score – Bet on the exact score of the match, with options such as 0:0, 0:1, 0:2, 1:0, 1:1, 1:2, 2:0, 2:1, 2:2, and Other results.
- Note: The "Other results" option includes all possible scores not listed above.

NSoft Virtual Penalty Shootout

Virtual Penalty Shootout is a dynamic virtual game where players can bet on the outcome of penalty shootouts. The goal of this game is to predict the outcome of the shot on goal.

The goal is divided into 24 numbered sections, arranged in 3 rows and 8 columns, giving players the ability to precisely choose which part of the goal the ball will end up in. Each round of this game consists of: round announcement/countdown, penalty shootout animation, and result display.

In virtual penalty shootout, you can bet on:

- **Field betting (1 - 24)** – Choose one of the 24 fields, and it is a winning bet if the goal is scored in the selected field.
- **Even/Odd** – Bet whether the goal will be scored in an even or odd field.
- **Field color (purple/yellow)** – Bet whether the goal will be scored in a purple or yellow field.
- **Row betting (1-3)** – Bet whether the goal will be scored in the selected row.
- **Column betting (1 - 8)** – Bet whether the goal will be scored in the selected column.
- **Side (left/right)** – Bet whether the goal will be scored from the left or right side of the goal.
- **Save** – Bet whether the goalkeeper will save the penalty.
- **Miss** – Bet whether the shooter will miss the penalty.
- **Goalpost** – Bet whether the shooter will hit the goalpost.