



## 1. Virtual Football

Version 6.0 - June 2018



## 1.1 Game Logic

The Virtual Football League Mode provides 24/7/365 real money betting experience on virtual football. Competitions are generated continuously and bets can be placed at any time, even within a season.

### League Mode:

- 16 Teams
- Home & away matches
- 30 match days
- 8 concurrent matches per match day
- 240 matches per season

### Euro Cup and Nations Cup:

#### Group Stage

- 24 Teams (6 groups of 4 teams per group)
- 9 match day chunks (3 match days of 3 chunks per match day)
- 4 concurrent matches per match day chunk
- 32 matches per group stage

#### Knock-Out-Stage

- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3<sup>rd</sup> Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);  
2 concurrent matches (Semi Finals; Final & 3<sup>rd</sup> Place)
- 16 matches per knock-out-stage

### World Cup:

#### Group Stage

- 32 Teams (8 groups of 4 teams per group)
- 12 match day chunks (3 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 48 matches per group stage

#### Knock-Out-Stage

- 16 Teams
- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3<sup>rd</sup> Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);  
2 concurrent matches (Semi Finals; Final & 3<sup>rd</sup> Place)
- 16 matches per knock-out-stage



## 1.2 Match Day / Cup Round Timing

### League Mode:

- 01:00 minute online betting cycle  
03:00 minutes retail betting cycle
- 02:20 match cycle
- 00:20 minute online resulting cycle  
01:00 minute retail resulting cycle
- 03:40 minutes per online match day
- 06:20 minutes per retail match day

### Euro Cup, Nations Cup and World Cup:

#### Group Stage

- 01:00 minute online betting cycle (including 00:10 minute bet stop)  
03:00 minutes retail betting cycle (including 00:10 minute bet stop)
- 02:20 match cycle
- 00:20 minute online resulting cycle
- 01:00 minute retail resulting cycle
- 03:40 minutes per online match day
- 06:20 minutes per retail match day

#### Knock-Out-Stage

- 01:00 minute online betting cycle (including 00:10 minute bet stop)  
03:00 minutes retail betting cycle (including 00:10 minute bet stop)
- 02:30 match cycle
- 00:20 minute online resulting cycle
- 01:00 minute retail resulting cycle
- 03:50 minutes per online cup round
- 06:30 minutes per retail cup round



### 1.3 Tournament Timing Information

#### League Mode:

- 01:00 minute pre-season
- Match day loop; 30 match days of
  - 03:40 minutes per online match day
  - 06:20 minutes per retail match day
- 01:00 minute post season
- 112 minutes per online season
- 192 minutes per retail season

#### Euro Cup and Nations Cup:

- 01:00 minute pre-cup
- Group stage loop; 9 match day chunks of
  - 03:40 minutes per online match day
  - 06:20 minutes per retail match day
- 01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 5 rounds of
  - 03:50 minutes per online match day
  - 06:30 minutes per retail match day
- 01:00 minute post cup
- 55:10 minutes per online cup tournament
- 92:30 minutes per retail cup tournament

#### World Cup:

- 01:00 minute pre-cup
- Group stage loop; 12 match day chunks of
  - 03:40 minutes per online match day
  - 06:20 minutes per retail match day
- 01:00 minute group stage to knock-out stage transition
- Knock-out stage loop; 5 rounds of
  - 03:50 minutes per online match day
  - 06:30 minutes per retail match day
- 01:00 minute post cup
- 66:10 minutes per online cup tournament
- 111:30 minutes per retail cup tournament



## 1.4 Betting Markets

Betting on a match is allowed up to 10 seconds before kick-off. Outrights will be closed during the runtime of any match. Once a market is decided it'll be cleared and removed from the feed. Betting markets for future match days of the current tournament remain open. When a future match day is selected from the bar at the bottom of the iframe, the matches related to that day, along with the odds, will be displayed in the lower odds section. The following match related betting options are available:

Betting Market	Description
<b>Match Related Markets</b>	
Full Time 3 Way / 1X2	Score after 90 minutes - Regular Match Time (1 - home team wins; X - draw; 2 - away team wins)
1st Half 3 Way / 1X2	Half time score (1 - home team leads; X - draw; 2 - away team leads)
Total Goals	Number of goals scored in match. 3 most valuable fix spreads for all matches: Under/Over 1.5, 2.5, 3.5 (U/O)
Handicap	Handicap points are added to the game's final score, and the winner is the team that wins with these additions (1 - home team wins; X - draw; 2 - away team wins) 4 most valuable fix spreads for all matches: Handicap 1:0; 0:1; 0:2; 2:0
1st Goal	First goal of match (1 - home team scores first; X - no team scores; 2 - away team scores first)
Correct Score	Correct score after 90 minutes (0:0 to 3:3; others)
Asian Handicap * (Details below)	Disabled by default: -2 to 2 are calculated, three most balanced are broadcasted
1st Half 3 Way / Full Time 3 Way	Combination of 'Full Time 3 Way / 1X2' and '1st Half 3 Way / 1X2' where you place a combined bet on both outcomes (XX;1X;11;X1;2X;22;X2)
Double Chance	Score after 90 minutes - Regular Match Time. Double Chance covers two out of three possible outcomes. We calculate and broadcast all 3 combinations: 1X; 2X; 12
Double Chance Halftime	Score after first half. Double Chance covers two out of three possible outcomes. We calculate and broadcast all 3 combinations: 1X; 2X; 12
Both Teams to Score	Score after 90 minutes - Regular Match Time (Yes - both teams will score at least one goal; No - at least one of the teams does not score a goal)
Teams to Score (Home / Away)	Score after 90 minutes - Regular Match Time (1 - home team scores at least one goal; 2 - away team scores at least one goal; both teams; neither teams)
Highest Scoring Half	Score after 90 minutes - Regular Match Time. Highest number of goals in what half or equal number of goals in both halves (1st Half; Draw; 2nd Half)
Team Total Goals	Score after 90 minutes - Regular Match Time. Number of goals scored by named team (home team; away team; calculate and distribute 3 most valuable fix spreads for both teams: Under/Over 0.5, 1.5, 2.5 (U/O)
Number of home goals	Exact number of goals scored by home team (0/1/2/3/4+)
Number of away goals	Exact number of goals scored by away team (0/1/2/3/4+)
Number of goals	Exact number of goals scored in match (0/1/2/3/4/5/6+)
Odd/Even Number of Total Goals	Score after 90 minutes - Regular Match Time (even; odd number of total goals) <b>Note:</b> Matches ending in zero goals will be resulted as even.



Draw No Bet	Score after 90 minutes - Regular Match Time (Punters will get their stake back if the game is a draw (1 - home team wins; 2 - away team wins)
1st Half Totals	Calculate and distribute 3 most valuable fix spreads for all matches: Under/Over 0.5, 1.5, 2.5 (U/O)
1st Half Asian Handicap	Disabled by default / -2 to 2 are calculated, <b>three most balanced</b> are broadcasted
Asian Total Goals	Disabled by default / 0.5 to 5.5 are calculated, <b>three most balanced</b> are broadcasted
1st Half Asian Total Goals	Disabled by default / 0.5 to 2.5 are calculated, <b>three most balanced</b> are broadcasted
Combo 1X2 and Total	Combination of 1X2 and Total Goals market (1U/1O/XU/XO/2U/2O)

## Outright Betting

Betting Market	Description
<b>League Mode</b>	
Match Day related	
Number Of Goals on Match Day	Total number of goals scored by all teams (U/O)
Total Goals Home Teams	Total number of goals scored by all home teams (U/O)
Total Goals Away Teams	Total number of goals scored by all away teams (U/O)
Most Goals Home Teams or Away Teams	Who scores more goals - home teams or away teams (1 - home team wins; X - draw; 2 - away team wins)
Number Home Team Wins	Number of home team wins (U/O)
Number Draws	Number of draws (U/O)
Number Away Team Wins	Number of away team wins (U/O)
League related (markets closed during matches)	
Season Winner	Initially offered for all participating teams, once a team is eliminated it'll be removed from the offer.
Top 5 Finisher	Will the team finish on table position 1...5? (Yes/No)
Bottom 3 Finisher	Will the team finish on table position 14...16? (Yes/No)
Head to Head	What team will finish better at the end of the season? 12 market; limited to 20 combinations
<b>Euro Cup, Nations Cup and World Cup</b>	
Group Stage (markets closed during matches)	
Cup Winner	Same market as in Knock out stage but already offered during the group stage. Initially offered for all participating teams, once a team is decided it'll be removed from the offer.
Group winner	Initially offered for all participating teams, once a team is decided it'll be removed from the offer.
Qualify to play offs	Initially offered for all participating teams, once a team is decided it'll be removed from the offer.
Exact order 1-2 per group	All possible combinations offered, visualization in matrix style (as also used for the dogs straight forecast)
Knock Out Stage (markets closed during matches)	
Cup Winner	Initially offered for all participating teams, once a team is eliminated it'll be removed from the offer.
To reach the final	Initially offered for all participating teams, once a team is eliminated it'll be removed from the offer.
Exact order 1-2	All possible combinations offered, visualization in matrix style (as also used for the dogs straight forecast)



**\* Asian Handicap details:**

Asian handicap betting applies a handicap to the favourite and reduces the possible number of outcomes from three (in traditional 1X2 wagering) to two by eliminating the draw outcome. The handicap, which is either a whole number, a half-number or a mix of those, is trying to balance the market. In the event that a whole number is used for the handicap, the handicap adjusted final score could result in a draw where all bettors have their original wagers returned as there is no winner while quarter ( $\frac{1}{4}$ ) handicaps split the bet between the two closest  $\frac{1}{2}$  intervals where the bettor can win and tie (win  $\frac{1}{2}$  of wager) or lose and tie (lose  $\frac{1}{2}$  wager). The stake is automatically divided equally and placed as 2 separate bets. Please refer to the following examples regarding settlement of bets:

Handicap	Team result	Bet result	Handicap	Team result	Bet result
0	Win	Win	0	Win	Win
	Draw	Stake refund		Draw	Stake refund
	Lose	Lose		Lose	Lose
- 0.25	Win	Win	+ 0.25	Win	Win
	Draw	Half lose		Draw	Half win
	Lose	Lose		Lose	Lose
- 0.50	Win	Win	+ 0.50	Win	Win
	Draw	Lose		Draw	Win
	Lose	Lose		Lose	Lose
- 0.75	Win by 2+	Win	+ 0.75	Win	Win
	Win by 1	Half win		Draw	Win
	Draw	Lose		Lose by 1	Half Lose
	Lose	Lose		Lose by 2+	Lose
- 1.00	Win by 2+	Win	+ 1.00	Win	Win
	Win by 1	Stake refund		Draw	Win
	Draw	Lose		Lose by 1	Stake refund
	Lose	Lose		Lose by 2+	Lose
- 1.25	Win by 2+	Win	+ 1.25	Win	Win
	Win by 1	Half lose		Draw	Win
	Draw	Lose		Lose by 1	Half win
	Lose	Lose		Lose by 2+	Lose
- 1.50	Win by 2+	Win	+ 1.50	Win	Win
	Win by 1	Lose		Draw	Win
	Draw	Lose		Lose by 1	Win
	Lose	Lose		Lose by 2+	Lose
- 1.75	Win by 3+	Win	+ 1.75	Win	Win
	Win by 2	Half win		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half lose
	Lose	Lose		Lose by 3+	Lose
- 2.00	Win by 3+	Win	+ 2.00	Win	Win
	Win by 2	Stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Stake refund
	Lose	Lose		Lose by 3+	Lose



## 1.5 Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between the four available games 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 players are based on professional football players (e.g. in terms of number of goals, fitness, consecutive match-statistics, etc.).