



MARKETS EXPLAINED

• 1x2

You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (the home team wins), X (the teams draw), 2 (the away team wins).

• Double Chance (DC)

You have to predict the outcome of the entire match. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins)

• Goal Goal / No Goal (GG/NG)

There are two possible outcomes: GG (both teams score at least one goal each during the whole match), NG (one or both the teams do not score any goal during the whole match).

• Correct Score

You have to predict the correct score of the entire match

• Over/Under (O / U) X.5

You have to predict whether the total goals scored in the match will be over or under the spread indicated. For example; if you bet on 'over 2.5', the match would have to contain 3 goals or more to be a winner.

• Home/Away Under/Over (H/A O/U) X.5

You have to predict whether the total goals scored by either the home team or the away team is over or under the spread indicated. For example; if you bet on 'home under 2.5', the home team would have to score 2 goals or fewer for the bet to win.