

THE PROCEDURE OF CONDUCTING THE GAME AND THE WINNING OPTIONS

The aim of the game "Penalty" is to guess which part of the goal will hit (or will not hit) the ball. The goal is divided into 24 sectors, each of them is numbered, and the numbers are arranged sequentially of 3 horizontal rows: 1-8, 9-16, 17-24. The sectors of the goal are painted in yellow and blue. During the game, the ball must appear or not appear in one of the 24 specified sectors.

The player can make the bets on the following outcomes:

- on the specific sector, indicating the number: in the sector of which number will the ball appear;
- on the color: In the sector of which color the ball will appear
- on each horizontal row: On which row the ball will appear
- hitting the bar;
- on failure (the goalkeeper will stop the ball or it will go wide).

In the game "Penalty", the player, who correctly predicted the proposed outcome (s) wins. Each outcome has a corresponding coefficient determined by this regulation. Winnings are paid with the coefficient of the guessed outcome (s), according to the payout table below. The winnings will be transferred to the player's game account, and in case of incorrect guessing, the player loses.

During the round, players are given the opportunity to make bets on all of the offered outcomes.

The bet (s) is considered accepted only after confirming the bet, i.e. the player chooses the outcome (s) and the bet amount, then clicks "Place a bet" button to confirm the bet, only after which the bet (s) will be considered accepted.

PAYTABLE

Outcome	Odds
Exact sector (one out of 1-24 numbers)	x24
Color (Yellow/Blue)	x2
Top Row (1-8)	x3
Middle Row (9-16)	x3
Bottom Row (17-24)	x3
Goalpost	x24
Miss/Save	x24

The winning sector is not determined during the game time, but 10 rounds in advance. After the end of the round, the players are given an opportunity to make sure that the winning sector has been determined before the start and not at the time of the round. When the round is over, the players are provided with a code, which will prove (after entering it in a corresponding program) that the winning sector is determined in advance, not at the time of the game.

Disconnection policy: If a disconnection occurs after active game round and your bets were accepted by the server, the game will proceed as normal and any winnings will be processed according to the game result regardless of the disconnection

In the game Penalty the RTP is the 92.3%

Bonus requirementsa

Freebets are fixed amounts, for example, a player received 10 x 100USD, this means the player receives 10 freebets and each of them has a value of 100. In case of the freeamount, the player receives a free bonus amount, say 1000 USD. Players should activate bonuses in order to use them. If the player wants to wager with real money he/she should deactivate active bonus and only then play with real money. If the bonus balance is lower then the bet amount (in case of FreeAmount bonus type) then an error occurs saying insufficient bonus balance.