SPORTS BET MONTANA™

GLOSSARY OF TERMS

Term	Definition
Aegis	In Dota 2, "Aegis" refers to the Aegis of the Immortal, a powerful item dropped by slaying the boss creature, Roshan. When held, it grants the bearer one free resurrection (reincarnation) upon death within 5 minutes, after which it vanishes. It cannot be sold or dropped, acting as a critical, temporary objective for team fights.
Battle Royale Games	An online multiplayer genre blending last-man-standing gameplay with survival and scavenging, where dozens to hundreds of players start with minimal gear and eliminate opponents on a map that constantly shrinks. The last player or team alive wins.
Blood Markets	A First Blood market is a prop bet that requires predicting which team or player will secure the very first kill (or elimination) of a match or a specific map.
Counter Strike	Counter-Strike (CS) is a premier tactical, team-based first-person shooter (FPS) video game series, where two teams—Counter-Terrorists and Terrorists—compete in objective-based rounds. Primarily a 5v5 PC game, it emphasizes precision shooting, strategic map control, and economy management, with the current iteration being Counter-Strike 2 (CS2).
Dota	Dota (Defense of the Ancients) is a premier 5v5 multiplayer online battle arena (MOBA) game, originating as a *Warcraft III* mod and evolving into the standalone sequel, *Dota 2*. Players select from over 100 heroes to destroy the enemy's central base (the "Ancient") while managing resources, leveling up, and fighting in three lanes.
Esports	A multiplayer video game played competitively for spectators, typically by professional gamers.
Inhibitors	Inhibitors in League of Legends are essential base structures located at the end of each of the three lanes, protected by a turret.
League of Legends	League of Legends (LoL) is a free-to-play, 5v5 competitive multiplayer online battle arena (MOBA). Players choose from over 150 unique "champions" to destroy the enemy team's base (the Nexus) on the map Summoner's Rift. It is one of the world's most popular PC games and esports.
Maps	The specific virtual environment, level, or arena where a competitive match takes place.

Towers	Towers (or turrets) in League of Legends are heavy, stationary defensive fortifications that protect lanes and the Nexus by firing high-damage, auto-targeted bolts at enemy units. They provide vision, block minion waves, and must be destroyed sequentially to advance, with 11 turrets per team defending their side.

GAME PARAMETERS

1. **General Esports**

   o Where the esports match involves Maps, esports matches can be played best of 1,2,3,4 or 5 Maps depending on the esport and tournament with the winner of the match (Moneyline) winning more Maps. A draw will occur if each team win an equal number of Maps.

   o Map Changes: In the event of a change in the number of Maps (for those esports involving Maps) to be played, all bets will be void except for match bets (provided that an official result is declared) and first Map bets. Please note that esports events will have differing match formats. It is solely the customer's responsibility to understand the formatting of a match before placing a bet. Sports Bet Montana will not be liable for any erroneous bets made under the assumption that a match would use a certain format.

   o Retirements & Disqualifications: If an esports race, tournament, match or Map is not completed due to retirements or disqualifications, all bets will be void except those bets on completed esports matches (as applicable) or Maps which will stand. All bets will stand on a completed esports race, tournament or match where there hasn't been any retirements or disqualifications.

   o All bets will stand on a retired or disqualified player except where the esports race, tournament, match or Map is not completed.

   o If an esports race, tournament or match is postponed, all bets will stand as long as the esports race, tournament or match commences within:

     ▪ a) 24 hours of the initial scheduled time for traditional esports (such as games involving Maps, real-time strategy (RTS), first-person shooter (FPS), multiplayer online battle arena (MOBA), and battle royale games;

- b) 48 hours of the initial scheduled time, for sports-based esports (such as e-soccer);

- c) If the esports race, tournament, or match is cancelled or commences after this the periods set out above, all bets will be void.

o In the event that an esports race, tournament or match is abandoned or not completed, all bets will be voided unless the outcome has been unequivocally decided.

o Player & Team Changes: If an esport team name changes (usually, but not limited to, sponsorship changes) but the roster or team members remain the same, all bets will stand. If a player (i.e. not a team event) withdraws prior to the start of their first race or match, all bets on that player will be void. If there is a replacement player or 'stand in' for any team in an esport race, tournament or match, all bets will stand.

o If a race, match or Map is stopped and restarted from the beginning with the approval or the relevant administrator or official due to connectivity or technical issues which are not player related, then all undecided markets will be void.

o If a race, match or Map is replayed, all live betting on the original race, match or Map will be voided.

2. **Market Specific Esport Parameters**

o Match Betting: If a draw occurs, bets are void. Dead Heat Rules Do Not Apply.

o Handicap Betting: A Handicap in esports can be Maps or other counting measures related to the match.

o Tournament Match Betting: in a match involving only two teams/players, both teams/players must start the match in the tournament for bets to stand. If both players progress to the same round of tournament, all bets will be void.

o First Kill/Blood Markets: Bets will be settled based on the Team that is able to achieve the first kill in the respective Map.

o First Inhibitor: Bets will be settled based on which team destroys the first inhibitor in the relevant map.

o First Dragon: Bets will be settled based on which team kills the first dragon in the relevant Map. If no Dragon is killed in the relevant map, this market will be voided.

o First Baron: Bets will be settled based on which team kills the first baron in the relevant Map. If no Baron is killed in the relevant Map, this market will be voided and all bets cancelled.

o Total Inhibitors Destroyed: Bets will be settled based on the total number of separate inhibitors destroyed. Where the same inhibitor is destroyed more than once, it will only be counted once toward the total number of inhibitors destroyed.

o 2-Way Most Kills: Bets will be settled based on which team records the most kills in the relevant Map. If teams are tied on the same number of kills, then this market will be voided.

o Bets involving towers are settled based only on the towers actually destroyed during the course of the map before surrender. Towers that would have needed to be destroyed to win the game normally, but were not destroyed, will not be counted in the total. For example, if the winning team has destroyed all tier 1 towers and one tier 2 tower before the surrender, only those towers (four in total) will be counted, and no additional towers will be deemed destroyed.

o Bets involving towers and inhibitors are settled based solely on the number of towers and inhibitors actually destroyed by the winning team during the course of the map before surrender, with all destroyed inhibitors credited to the opposing team even if the last hit was from a minion. For bets involving the total number of inhibitors destroyed, each of the three inhibitors counts only once, based on whether it is down at the time of surrender, even if it was destroyed, respawned, and destroyed again. No additional towers or inhibitors are deemed to have been destroyed, regardless of what would have been theoretically required to win the game normally from that position. For example, if the winning team has destroyed all tier 1 towers and one tier 2 tower (four in total), only those four towers are counted. Similarly, if one inhibitor is down at the time of surrender, only that one inhibitor is counted, and no additional inhibitors are included, even if none are down or if an inhibitor has respawned.

o First Aegis Market – Bets will be settled based on which team picks up the 1st Aegis of the respective Map. If the Aegis is not picked up at all in a Map, this market will be voided and all bets cancelled.

E-Basketball:

o Unless otherwise specified in the market description, all settlement includes overtime, if played:

E-Soccer:

o All game markets are settled based on the official score at the end of regulation time, unless otherwise specified in the market description. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.