



# **‘Soccer Bets Software’**

## **Instruction Manual**

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|   |        |    |
|---|--------|----|
| Operational interface   | → Page | 1  |
| Operating guide for immediate use   | → Page | 9  |
| Special functions   | → Page | 17 |
| Development for financial advantage (SVE)<br>Sure Bets (Bets with a mathematical advantage) |        |    |
| Licensing conditions  | → Page | 21 |

## ADVICE TO USERS:

All Bookmakers apply Strict Rules to accept soccer bets (Stakes to be calculated in multiples of 3, Bonuses, Betting taxes, Incompatible events, Maximum winnings payable per bet, etc.).

Accordingly, punters using 'Soccer Bets' should take care to familiarize themselves with the rules applied by their bookmakers in order to avoid developing a betting system that may turn out to be incompatible with these rules, for whatever reason.

"TotoScommesse" is a powerful and revolutionary tool able to provide punters with statistical forecasts for soccer bets. Its proper use depends necessarily on thorough knowledge (see Error Correction using And/Link filters), which will only be acquired through experience and persistent study of the system's theory.

With this in mind, users should read the following notes before using the program.

Remember that this software is able to develop up to 20,000 bets generated within the scope of a selection of up to 20 matches (Breakdown Systems with 1 event for each match) and for a maximum of 13 matches at one time (for Normal Bet Systems with 2 or more events for each match).

## User Interface

The screenshot shows the 'Statistic Elaborations' window of the TotoScommesse software. It features a table of soccer matches with columns for 'Codice', 'Serie', 'Partite' (Team A, Team B), 'Full Time Result', 'Half Time Result', and 'Handicap Home (-1)'. A modal dialog box is open over the table, titled 'Nor - Adec', with fields for 'N° Program', 'Match code', and 'Odd', and 'Cancel' and 'Confirm' buttons. Below the table is a navigation bar with buttons for 'Events', 'Matches', 'Prediction', 'Pyramid', 'Matches', 'Inserted Odds', 'Print Probability', and 'Delete Selections'. The main control area includes a 'Bet Unit Stake' of € 1,00, a 'Betting Tax on Stake %' of 0, a 'Bonus (%)' of 0,00, and a 'Maximum Winning Payable €' of 10,000,00. The 'Generate Bets' section has buttons for 'Integral', 'And/Link Filters', and 'Breakdown', along with input fields for 'Min. Winnings' and 'Max. Winnings'. At the bottom, there are buttons for 'Stabilize Profit', 'Normal', 'Check Winnings', 'Save System', 'New Search', and 'Quit'. A 'Bets Summary' section includes 'Video' and 'Printout' buttons. Red callout numbers 1 through 28 point to specific elements: 1 (Title bar), 2 (Events/Matches), 3 (Bet Unit Stake), 4 (Betting Tax), 5 (Bonus), 6 (Maximum Winning Payable), 7 (Stabilize Profit), 8 (Normal), 9 (Match code), 10 (Odd), 11 (Print Probability), 12 (Generate Bets), 13 (Check Winnings), 14 (Save System), 15 (New Search), 16 (Quit), 17 (Bets Summary), 18 (Table), 19 (Team A), 20 (Integral), 21 (Printout), 22 (Handicap Home), 23 (Full Time Result), 24 (Half Time Result), 25 (Breakdown), 26 (Team B), 27 (Match code), 28 (Title bar).

## 1. Types of bets and how they are ordered

The program analyzes all archived matches and identifies the statistical probabilities, as percentages, for each type of event indicated below.

In practice, statistical forecasts can be computed for betting on the Italian leagues (serie A, B, C1a, C1b, C2a, C2b) and on the top divisions in other European and international competitions (Spain, France, Germany, England etc.), **SIMULTANEOUSLY IF DESIRED**, so as to identify the best matches from all those eligible in the championships selected.

Using a sophisticated algorithm, the results of championship games stored in the archive are analyzed, the teams due to play in each match are compared, and a calculation can then be made automatically of the percentages reflecting the probabilities for the more popular types of bets; **in addition, the probabilities can be ordered according to type, simply by left-clicking with the mouse on the 'Type' reference for each bet:**

**Note:** To order the matches by championship, simply click on **'Matches'**.

**Naturally, bookmakers will offer their own odds and state their own rules for soccer bets. It is up to individual punters using the software to ensure that their bets conform to the types accepted by their bookmakers and are in keeping with the rules governing acceptance.**

In other words, users must avoid constructing bets that may include events not compatible with those allowed by their bookmakers, or bets not placed in accordance with the stakes normally accepted or the maximum winnings payable.

### Types of event envisaged

#### **Full time (90') (F.T.)**

The program computes the probability for the full time result of the match, which can be '1' (Home win); 'X' Draw; or '2' (Away win)

#### **Half time (45') (H.T.)**

The program computes the probability for the half time result of the match, which can be 'H1' (Home win); 'HX' Draw; or 'H2' (Away win). All selections relate to the half time result only.

#### **Double Chance (90') (D-Chance)**

The program computes the probability for the full time result of the match expressed in doubles, and can be:

|           |                               |
|-----------|-------------------------------|
| <b>1X</b> | (Indicating Home win or Draw) |
| <b>12</b> | (Home win or Away win)        |
| <b>X2</b> | (Draw or Away win)            |

#### **Half time / Full time (45'/90')**

The program computes the statistical probabilities for half time and full time events occurring in combination:

|           |  |
|-----------|--|
| <b>11</b> | (Home win both half time and full time)  |
| <b>1X</b> | (Home win half time, Draw full time)     |
| <b>12</b> | (Home win half time, Away win full time) |
| <b>X1</b> | (Draw half time, Home win full time)     |
| <b>XX</b> | (Draw both half time and full time)      |
| <b>X2</b> | (Draw half time, Away win full time)     |
| <b>21</b> | (Away win half time, Home win full time) |
| <b>2X</b> | (Away win half time, Draw full time)     |
| <b>22</b> | (Away win both half time and full time)  |

**Goal /No goal (90')** The program computes the probability of the teams ('A' home side) or ('B' away side) scoring goals.

**GG /NG (90')** The probability that the 2 teams playing a given match will score or fail to score is computed as follows:

|           |   |
|-----------|---|
| <b>GG</b> | (Both teams score at least one goal) (e.g. 1-1, 2-1, 2-3 etc.)          |
| <b>NG</b> | (One of the 2 teams fails to score any goals) (e.g. 0-0, 1-0, 0-2 etc.) |

**Total goals in match (90')** The program computes the probability of the 2 teams scoring a given number of goals overall. Possible values might be:

|            |  |
|------------|--|
| <b>0-1</b> | (Both teams score a number of goals (total) between 0 and 1)                       |
| <b>2</b>   | (Both teams score a number of goals (total) equal to 2)                            |
| <b>2-3</b> | (Both teams score a number of goals (total) between 2 and 3)                       |
| <b>3+</b>  | (Both teams score a number of goals (total) equal to or greater than 3)            |
| <b>0-3</b> | (Both teams score a number of goals (total) between 0 and 3) – Under 3.5           |
| <b>4+</b>  | (Both teams score a number of goals (total) equal to or greater than 4) – Over 3.5 |

**Under / Over (90')** The program computes the probability of the 2 teams scoring a given number of goals within the total. The reference values used are:

|              |  |
|--------------|--|
| <b>Under</b> | to indicate a total figure between 0 and 2 |
| <b>Over</b>  | to indicate a total figure from 3 upwards. |

### **Exact result (90')**

The program computes the statistical probability of an exact full time result. Various values are indicated (0-0, 1-0, 2-0 etc.). Those not included in the list are defined as 'O' Other

**Exact result (45')** The program computes the statistical probability of an exact half time result. Various values are indicated (0-0, 1-0, 2-0 etc.). Those not included in the list are defined as 'O' Other

## **2. Unit stake**

In this box, the user enters the amount to be staked per single bet. The amount selected will be applied to each single or multiple bet generated by the program.

## **3. Betting tax**

Some bookmakers, especially when accepting bets made by phone or fax, will generally apply a tax (levied by the government in the country where the bookmaker is based). The tax is a percentage, and can be selected directly in the relative box by indicating the rate demanded.

## **4. Bonus**

Some bookmakers offer a percentage bonus on multiple event type bets. This bonus is applied to the total winnings.

**Example:** When betting on a combination of 5 events and guessing all five correctly, the punter receives a bonus of x% that grows progressively as the number of events accumulates.

## 5. Maximum Winnings Payable

In this box, the user enters the amount that the bookmaker of choice establishes as the maximum winnings payable for the type of bet placed. Accordingly, punters should take the precaution of reading their bookmakers' rules, and in particular the item 'Maximum winnings payable per bet'.

## 6. Bets Generated

This box shows the number of bets that are generated from the selections made, entering the events of interest.

**Example:** Selecting **3 events in the first match, 2 events in the second and 4 in the third**, a total 24 bets are generated, given that  $3 \times 2 \times 4 = 24$ .

## 7. Total to Pay

This box shows the total amount that must be paid in order to play all the permutations generated from the selections entered.

## 8. Stabilize Profit (Normal / Multiples of 3)

An ingenious investment function employing a sophisticated algorithm which, once a personal all-inclusive or filtered betting system has been generated, allows the punter to verify the percentage of the overall return on the outlay and balance the stakes for each bet so as to obtain a constant profit, simply by clicking on **Stabilize Profit 'Normal'**.

Consequently, even bets that would have led to a negative return across all the permutations, once generated, can be made POSITIVE (profit) when possible.

Obviously this means an increase in the overall outlay, depending on the adjustment needed to balance the stakes sufficiently to secure a profit (as stable as possible), whatever the bet generated by the system; as the bets generated by the system created become more expensive, this additional outlay will become greater.

If the level of stabilization obtained is not satisfactory, the procedure can always be reversed by selecting 'Cancel Stabilization'.

### Important note: (MULTIPLES OF 3)

Some bookmakers apply a rule governing all bets placed, which establishes that the amount staked on each bet must fulfill the 'multiples of 3' requirement, in other words, the stake must be no more or less than: 3, 6, 9, 12, 15, 18 Euros etc.

When preparing bets for these bookmakers, the user must, after developing the preferred betting system, apply a stabilization ordered in multiples of 3, provided that a stake has not already been selected on the multiples of 3 basis, in which case stabilization of profit is not required in the betting system generated.

## 9. Print Probabilities

This button allows the user to produce a printout of the probabilities for the various events displayed on the screen for the championship and the round being analyzed, ordered according to the type of event, if convenient.

## 10. Cancel Selections

This button allows the user to cancel a selection of events that has been made and reset the Management page.

## 11. All permutations

**This button can be used to develop all possible bets generated by selected events.**

The program offers the feature of developing multiple systems when selecting events for a given match, in order to provide an immediate display of all the permutations produced by the multiple selections entered, as well as showing the maximum and minimum profit that can be made out of all the bets generated by the selection, on the basis of the financial outlay.

The software can be used to develop all-inclusive systems of bets up to a maximum of 20,000.

**Example of system:** Selecting 3 events in the first match, 2 events in the second and 4 events in the third, a total 24 bets will be generated, given that  $3 \times 2 \times 4 = 24$ .

## 12. And/Link filter

### Error Correction Systems

By clicking this button, the permutations generated by the selected outcomes can be filtered by applying parameter bets.

**Example:** By selecting 3 events in the first match, 3 events in the second, 3 events in the third, and 3 events in the fourth, **81** permutations will be generated:  $3 \times 3 \times 3 \times 3 = 81$ .

These can be filtered by reducing the scope of the bets using an Error correction function.

For example, by applying a parameter bet from the 81 generated, (i.e. by selecting an event for each match to be entered in the filter column), the user can ask the program to restrict the selection of valid bets to those which limit the error to 0 or 1 in the column, selecting only the bets which score 3 or 4 points in the parameter bet (or filter column).

Click on 'Event' for order % - on 'Matches' for Performances - on 'value %' to add Odds

| Statistic Elaborations |             |              |            |                  |      |      |                  |      |      |                    |      |      |
|------------------------|-------------|--------------|------------|------------------|------|------|------------------|------|------|--------------------|------|------|
| Code                   | Teams       | Matches      |            | Full Time Result |      |      | Half Time Result |      |      | Handicap Home (-1) |      |      |
|                        |             | Team A       | Team B     | 1                | X    | 2    | P1               | PX   | P2   | H1                 | HX   | H2   |
| ...                    | Bra - A     | Vasco        | Criciuma   | 75,0             | 12,5 | 12,5 | 33,3             | 54,2 | 12,5 | 45,8               | 29,2 | 25,0 |
| ...                    | Bra - A     | Cruzeiro     | Mineiro    | 75,0             | 12,5 | 12,5 | 37,5             | 50,0 | 12,5 | 37,5               | 37,5 | 25,0 |
| ...                    | Nor - Adec  | Fredrikstad  | Follo      | 71,4             | 7,1  | 21,4 | 42,9             | 35,7 | 21,4 | 50,0               | 21,4 | 28,6 |
| ...                    | Fin - Veik. | Hjk Helsinki | Jjk        | 65,0             | 15,0 | 20,0 | 65,0             | 25,0 | 10,0 | 38,8               | 36,3 | 25,0 |
|                        | Nor - Tipp  | Stromsgodset | Honefoss   | 62,5             | 31,3 | 6,3  | 62,5             | 31,3 | 6,3  | 37,5               | 25,0 | 37,5 |
|                        | Swe - Sup.  | Varbergs     | Landskrona | 61,9             | 8,3  | 29,8 | 46,4             | 15,5 | 38,1 | 41,4               | 27,1 | 31,4 |
|                        | Nor - Adec  | Ham Kam      | Mjondalen  | 59,8             | 27,7 | 12,5 | 40,2             | 46,4 | 13,4 | 33,0               | 26,8 | 40,2 |
|                        | Nor - Tipp  | Aalesund     | Sandnes    | 59,8             | 25,9 | 14,3 | 59,8             | 25,9 | 14,3 | 40,2               | 19,6 | 40,2 |
|                        | Nor - Tipp  | Viking       | Start      | 59,8             | 33,9 | 6,3  | 46,4             | 47,3 | 6,3  | 19,6               | 40,2 | 40,2 |
|                        | Nor - Tipp  | Brann        | Rosenborg  | 57,1             | 14,3 | 28,6 | 58,0             | 27,7 | 14,3 | 50,9               | 6,3  | 42,9 |

Events 12  
Matches 4

Prediction Pyramid Matches Inserted Odds Print Probability Delete Selections

Bet Unit Stake € 1,00

Betting Tax on Stake % 0 Filtered Bets N. 9

Bonus (%) 0,00 Total to Pay € 9,00

Maximum Winning Payable € 10.000,00

Generate Bets

Integral And/Link Filters Breakdown

|               |      |        |         |
|---------------|------|--------|---------|
| Min. Winnings | 1,00 | Profit | -88,89% |
| Max. Winnings | 1,00 | Profit | -88,89% |

Bets Summary Video Printout

Stabilize Profit Normal Check Winnings Save System New Search Quit

In the particular example above, **only 9 bets** will qualify as valid among the 81 generated.

**Definition of AND/LINK:**

=====

And/Link filters are columns in which the user can set a points-score required for bets to be used as parameterization filters in reducing the scope of the permutations generated by betting systems.

**Example:**

The following events are entered in a column defined as "And" --> 1 X 2 X, to be considered as a hypothetical parameter bet in which the user wants to see at least 2 or 3 points registering; this means that when the program processes all the possible permutations, only those multiple bets which satisfy the requirement will emerge as valid, and a saving is achieved.

Similarly, the user can also enter single events for single matches, for example "1" (Full time result) for match 1 and "X2" Double Chance for match 4, limiting the emergence of these probabilities to 0 or to 1 instance only. This would mean that when all the permutations are processed, the program will only accept bets with no more than 1 of these events, whereas all the others registering both probabilities together will be eliminated.

The program will accept up to 20 Link filters for each one of 50 And filters, giving up to 1,000 filter bets requesting parameterization and consecutive progression.

**LINK**

A Link is substantially a self-contained set of conditions which operate internally or in the context of the system as if they were a single condition.

Whatever the range of conditions included in the Link, the user can request the preferred parameterization and progression.

Links provide an especially powerful and effective conditioning tool; nonetheless, they must be used with great care if maximum advantage is to be gained.

**Practical Example of how a LINK is applied:**

|               | <b>1<sup>st</sup> And / Link N. 1</b> | <b>2<sup>nd</sup> And / Link N. 1</b> | <b>3<sup>rd</sup> And / Link N. 1</b> |
|---------------|---------------------------------------|---------------------------------------|---------------------------------------|
| <b>Code 1</b> | D-Chance (1X)                         | F-T (1)                               | F-T (1)                               |
| <b>Code 2</b> | F-T (1)                               | D-Chance (1X)                         | F-T (1)                               |
| <b>Code 3</b> | F-T (1)                               | F-T (X)                               | F-T (1)                               |
| <b>Code 4</b> | F-T (X)                               | F-T (2)                               | F-T (1)                               |
|               | admitted 1/2<br>Consecutive 1/2       | admitted 2/3<br>Consecutive 2/3       | admitted 2/4<br>Consecutive 2/4       |

Now select '**Close Links**' to set the values from 3 to 3 (in other words, to ensure that all three filters are verified).

**Example of Bet satisfying the requirement: (VALID)**

|        |         |
|--------|---------|
| Code 1 | F-T (1) |
| Code 2 | F-T (1) |
| Code 3 | F-T (X) |
| Code 4 | F-T (1) |

in effect, each of the filters indicated above is satisfied in the required points-score

**Example of Bet NOT satisfying the requirement: (NOT VALID)**

|   |               |
|---|---------------|
| 1 | D-Chance (1X) |
| 2 | F-T (1)       |
| 3 | F-T (1)       |
| 4 | F-T (1)       |

in effect, the above combination does not meet the conditions imposed with And filter N. 1 (which stated: **Allow 1/2**), since there are 3 identical events together.

**Note:**

**T-LINK** Clicking this button, the user can select the total number of links that must be satisfied among all those entered. (Optional)

### **13. Check Winnings**

By clicking this button, the user can preview the winnings on a bet (or system of bets) created with the program. To check the winnings on a projected bet, the championships archive must be updated to the next round.

The program will automatically indicate which matches are not updated, if necessary.

### **14. Save Bet**

By clicking this button, the user can save the selection and the construction of the bet or the system of bets created. Thereafter, it will be possible to retrieve the bet simply by clicking on "OPEN BET" from the File menu.

### **15. New Search**

By clicking this button, the user can start the computation of a new forecast, selecting the leagues and the round on which to find out the statistical probabilities for the various types of events.

### **16. Video**

By clicking this button, the user can view the development of bets, with indications of the amounts to be staked, the overall odds generated by multiple events, and the winnings produced by the bet when successful.

### **17. Printout**

By clicking this button, the user can obtain a printout of selected bets, which can then be telephoned, faxed or handed to the bookmaker for acceptance. The program will print the development only, or the general summary, or both.

### **18. Selected Events**

This box tells the user, at any given moment, how many events are selected in the current bet. The maximum number allowed is 10 events per match.

### **19. Selected Matches**

This box tells the user, at any given moment, how many matches are selected in the current bet. The maximum number allowed is 13 matches at one time per bet.

## 20. [Minimum Winnings](#)

Winnings are calculated multiplying the stake by the odds quoted for the selected match. If there are two or more selections in the one bet, the winnings will be calculated multiplying the product of the selected odds by the amount of the stake.

This box tells the user, at any given moment during the development of a preferred system of bets, what will be the amount receivable on a successful bet generating the minimum winnings. Also indicated is the percentage profit on the bet.

## 21. [Maximum Winnings](#)

This box tells the user, at any given moment during the development of a preferred system of bets, what will be the amount receivable on a successful bet generating the maximum winnings. Also indicated is the percentage profit on the bet.

## 22. [Odds \(Enter\)](#)

This box allows the user to ENTER THE MATCH CODE AND THE ODDS (offered by the bookmaker on the match).

**Important: both values should be entered** to make it simpler to place bets, since the match code is indispensable to bookmakers in order to identify the match more easily, because matches are coded by their internal IT systems, and the odds must be included so that the software can perform the calculations needed to ensure the correct management of the bets.

However, the odds can be entered without the match code for the purposes of statistical computations, and the code can be entered at a later stage when printing out the bets to be placed.

## 23. [View odds](#)

Allows the user to switch from viewing statistical data to viewing the odds entered.

## 24. [Matches betted on](#)

Allows the user to view the Matches selected for inclusion in the bet.

## 25. [Breakdown](#)

By clicking on this button, it is possible, by entering a **single event for each match** and up to a maximum of 20 matches, to access the "breakdown" section. This section makes it possible to split the system of bets into smaller groups, for example we can play all broken down groups by entering 10 matches. Groups of 2, of 3 (trebles), 4 (fourfolds), etc. up to groups of 10 bets. See the breakdown systems section for the operational details.

## 26. [Pyramid](#)

The Statistical Pyramid is the graphic representation of the best BETS selected automatically by the software and displayed in order of probability from the base bet (one event), two events, three events, and so on up to the bet made up of 10 events.

## 27. [Predictions](#)

This function makes it possible to automatically obtain predictions on the basis of the statistical data, by asSymboling to them two possible probabilities: High or Medium/High.

## 28. [Performance](#)

By clicking on each match, it is possible to display the performance of the two teams during the current season, as well as the results obtained in the various matches played.

# SOCCKER BETS SOFTWARE

## Operating guide for immediate use

On starting the software, it is recommended, first of all, to **update the data** (from the menu, under **Archives** click on "Update Archives Online") and wait for the data to be updated.



| SoccerBets Plus 2012 |          |                    |          |       |             |              |
|----------------------|----------|--------------------|----------|-------|-------------|--------------|
| File                 | Archives | Betting Management | Sure Bet | Guide | Predictions | Live Results |

**NOTE:** In any case, an automatic message will warn you when an update of the data is available, also when you are utilizing the software. In such a case, follow the above instructions to update the data.

With Totoscommesse, you have two options for building a system of bets: **Integral systems and Traditional Conditional systems** (2, 3, 4 etc. events in the same match for a number of matches up to 13), which you can later condition as you wish, or else, with one event for each match, it is possible to build systems **with Error Corrections and Reductions (Breakdown Systems)**.

Totoscommesse offers you two statistics-based main options to choose the best matches to enter into the system:

### First option

**Automatic Predictions** (with high or medium/high degree of probability): will indicate to you the best matches and the related best events on which to bet; in this option, you can choose the matches with the best related game events that you prefer.



| SoccerBets Plus 2012 |          |                    |          |       |             |              |
|----------------------|----------|--------------------|----------|-------|-------------|--------------|
| File                 | Archives | Betting Management | Sure Bet | Guide | Predictions | Live Results |

### Second option

The **probability statistics** accessible from "**Betting Management**": this function is at the heart of the software; it is where the percentage probability that a given event occurs is calculated (by events, we mean the various possibilities of bets in football, see: GG/NG, Under/Over, Symbols 1/X/2 etc.)




| SoccerBets Plus 2012 |          |                    |          |       |             |              |
|----------------------|----------|--------------------|----------|-------|-------------|--------------|
| File                 | Archives | Betting Management | Sure Bet | Guide | Predictions | Live Results |

It is also possible from "**Betting Management**" to access the procedures for establishing a betting system that can be integral, conditional, or breakdown with error correction.

**Let's examine both abovementioned cases** before discussing the betting systems and their practical applications. Let's then suppose that we want to identify, among the hundreds of matches in a schedule (matches scheduled for the week), the statistically best matches on which to bet:

### First option (example)

By clicking on **"Predictions"** in the top menu, and by choosing "HIGH" as the probability requested, a box will be displayed (below, in red), in which you must choose the desired schedule, that is to say, the range of matches that will be played on the dates chosen by you. Let's suppose that the date is 12 April 2012 and that on this date we want to obtain predictions for future matches on the weekend of 13 -16 April. We then specify the date 13/04/12 + 3 DD (which means days), which stands for 13 + the 3 following days.



By clicking on **CALCULATION**, all matches that will be played within the requested time range will be examined and the best matches on which to bet will be highlighted, together with the most probable events.

In the case under examination:

| Date     | Teams      | Matches               | Event | Double Chance | Goal Home | Goal Away | Under/Over | Odds/Even | GG/NG |
|----------|------------|-----------------------|-------|---------------|-----------|-----------|------------|-----------|-------|
| 23/06/13 | Arg - 1 D. | Arsenal Fc-All Boys   | 1     | 12            | SI        |           |            |           |       |
| 23/06/13 | Nor - Adec | Stabæk-Strommen       | 1     | 1X            | SI        |           | UNDER      |           |       |
| 23/06/13 | Nor - Tipp | Tromso-Lillestrøm     | 1     | 12            | SI        |           |            | DISPARI   |       |
| 23/06/13 | Nor - Tipp | Honefoss-Odd Grenland | 1     | 12            | SI        |           | UNDER      |           | NG    |
| 23/06/13 | Nor - Tipp | Haugesund-Brann       | 1     | 12            |           | SI        |            |           | NG    |
| 23/06/13 | Swe - Sup. | Brage-Sundsvall       | 2     | X2            |           | SI        |            |           | NG    |
| 23/06/13 | Swe - Sup. | Assyriska-Varbergs    | 1     | 1X            |           |           | OVER       |           |       |
| 24/06/13 | Swe - All. | Göteborg-Mjallby      | 1     | 12            |           |           |            |           | NG    |

Other events are also shown, such as the statistically most probable exact outcome, the best total number of goals, the 45'/90' (half time/full time) result.

In addition, a series of 24 multiple bets (in trebles) is shown automatically in the table of predictions identified; here the events are chosen among those that are statistically most probable. If, for example, there are 200 possible multiple bets that arise from the statistically most probable events, a dedicated algorithm chooses those with the same probability of a winning outcome (on average half of those mathematically possible) and, finally, proposes 24 of them at random (obviously, they have the same statistical probability of a winning outcome). The randomness in proposing the 24 multiple bets to be placed, from among those having the same probability, is the mechanism that optimizes this type of game. In fact, by applying randomness to probability, 24 bets are obtained that have no systemic relations among them; this allows a better final yield. In fact, in a conventional system, each individual error involves an exponential number of losing bets. On the other hand, in our system, each error leads to only a few losing bets in the group proposed. Only a few winning bets in the group of 24 are sufficient to recoup the cost incurred.

## BETTING MULTIPLE PROPOSALS

| Bet N. 1  |            |                       |       | Bet N. 2  |             |                       |       | Bet N. 3  |             |                       |       |
|-----------|------------|-----------------------|-------|-----------|-------------|-----------------------|-------|-----------|-------------|-----------------------|-------|
| Date      | Teams      | Match                 | Event | Date      | Teams       | Match                 | Event | Date      | Teams       | Match                 | Event |
| 23/06/13  | Nor - Tipp | Honefoss-Odd Grenland | 1     | 23/06/13  | Swe - Sup.  | Brage-Sundsvall       | 2     | 23/06/13  | Nor - Tipp  | Tromso-Lillestrøm     | 1     |
| 23/06/13  | Arg - 1 D. | Arsenal Fc-All Boys   | 1     | 23/06/13  | Nor - Tipp  | Haugesund-Brann       | 1     | 23/06/13  | Nor - Tipp  | Honefoss-Odd Grenland | NG    |
| 24/06/13  | Swe - All. | Göteborg-Mjällby      | 1     | 23/06/13  | Nor - Tipp  | Honefoss-Odd Grenland | 1     | 23/06/13  | Swe - Sup.  | Brage-Sundsvall       | 2     |
| Bet N. 4  |            |                       |       | Bet N. 5  |             |                       |       | Bet N. 6  |             |                       |       |
| Date      | Teams      | Match                 | Event | Date      | Teams       | Match                 | Event | Date      | Teams       | Match                 | Event |
| 23/06/13  | Swe - Sup. | Assyriska-Varbergs    | 1     | 24/06/13  | Swe - All.  | Göteborg-Mjällby      | 1     | 23/06/13  | Arg - 1 D.  | Arsenal Fc-All Boys   | 1     |
| 23/06/13  | Swe - Sup. | Brage-Sundsvall       | 2     | 23/06/13  | Nor - Adecc | Stabæk-Strommen       | 1     | 23/06/13  | Swe - Sup.  | Brage-Sundsvall       | 2     |
| 23/06/13  | Nor - Tipp | Haugesund-Brann       | 1     | 23/06/13  | Nor - Tipp  | Haugesund-Brann       | 1     | 23/06/13  | Nor - Tipp  | Haugesund-Brann       | NG    |
| Bet N. 7  |            |                       |       | Bet N. 8  |             |                       |       | Bet N. 9  |             |                       |       |
| Date      | Teams      | Match                 | Event | Date      | Teams       | Match                 | Event | Date      | Teams       | Match                 | Event |
| 23/06/13  | Swe - Sup. | Brage-Sundsvall       | 2     | 23/06/13  | Swe - Sup.  | Brage-Sundsvall       | 2     | 23/06/13  | Arg - 1 D.  | Arsenal Fc-All Boys   | 1     |
| 23/06/13  | Nor - Tipp | Tromso-Lillestrøm     | 1     | 23/06/13  | Nor - Tipp  | Honefoss-Odd Grenland | 1     | 23/06/13  | Swe - Sup.  | Brage-Sundsvall       | 2     |
| 23/06/13  | Swe - Sup. | Assyriska-Varbergs    | 1     | 23/06/13  | Arg - 1 D.  | Arsenal Fc-All Boys   | 1     | 23/06/13  | Swe - Sup.  | Assyriska-Varbergs    | 1     |
| Bet N. 10 |            |                       |       | Bet N. 11 |             |                       |       | Bet N. 12 |             |                       |       |
| Date      | Teams      | Match                 | Event | Date      | Teams       | Match                 | Event | Date      | Teams       | Match                 | Event |
| 23/06/13  | Swe - Sup. | Assyriska-Varbergs    | 1     | 24/06/13  | Swe - All.  | Göteborg-Mjällby      | 1     | 24/06/13  | Swe - All.  | Göteborg-Mjällby      | 1     |
| 23/06/13  | Nor - Tipp | Honefoss-Odd Grenland | UNDER | 23/06/13  | Nor - Tipp  | Tromso-Lillestrøm     | 1     | 23/06/13  | Nor - Tipp  | Tromso-Lillestrøm     | 1     |
| 23/06/13  | Swe - Sup. | Brage-Sundsvall       | 2     | 23/06/13  | Nor - Tipp  | Haugesund-Brann       | 1     | 23/06/13  | Nor - Adecc | Stabæk-Strommen       | 1     |

The predictions table data can also be used to construct the desired system (utilizing the function that we shall see later), by utilizing them as ideal statistical indications for choosing one's playing bases.

### Second option (example)

The Management Box is opened by choosing the "Betting management" function in the menu:

Figure 1

| Championships         | Rounds | ...                      |
|-----------------------|--------|--------------------------|
| Ita - Serie A         | Over   | <input type="checkbox"/> |
| Ita - Serie B         | Over   | <input type="checkbox"/> |
| Ita - Serie C1a       | Over   | <input type="checkbox"/> |
| Ita - Serie C1b       | Over   | <input type="checkbox"/> |
| Ita - Serie C2a       | Over   | <input type="checkbox"/> |
| Ita - Serie C2b       | Over   | <input type="checkbox"/> |
| Ita - Serie C2c       | Over   | <input type="checkbox"/> |
| Fra - Le Championnat  | Over   | <input type="checkbox"/> |
| Fra - Second Division | Over   | <input type="checkbox"/> |
| Ger - Bundesliga      | Over   | <input type="checkbox"/> |



With the Management Box open, by clicking on the 3 Dots, the selections can be cleared and the desired championships can be chosen by "Round" by checking the appropriate box (Fig.1).

**Please note** that the higher the number of championships that are examined at the same time, the easier it is to recognize the best matches to bet on.

**In order to have statistically reliable data, it is advisable to analyze championships in which at least 12 rounds have been completed.**

In the lower right hand corner of the screen (Fig.2), you can instead analyze the data by **schedule, (therefore by date); this choice is obviously RECOMMENDED**, considering the many games that are suspended or delayed on each date and which will thus be found in the schedule, even if out of turn.

**(The calculation is performed by default by the scheduled date, in order to have the games that are actually played on the desired days in the desired range.)**

Figure 2

Analysis for Round  
 Analysis for Date

Date  +  GG



**Example:** by choosing 17/06/11 + 1 all matches that will be played on 17 June and on 18 June will be examined.

**Note:** It is recommended before performing the **CALCULATION**, in order to have, in the list obtained, only matches that still have to be played, to check, in the upper right-hand corner, the box "Analyze only matches without outcomes".

After the calculation has been performed, the Management Box will appear and will contain the list of events for each match that will be played during the dates requested (the Management Box is at the core of the software); from here it is possible to access all its statistical and system creating functions.

| Statistic Elaborations |             |          |             |                  |      |      |                  |      |      |
|------------------------|-------------|----------|-------------|------------------|------|------|------------------|------|------|
| Codice                 | Serie       | Partite  |             | Full Time Result |      |      | Half Time Result |      |      |
|                        |             | Team A   | Team B      | 1                | X    | 2    | P1               | PX   | P2   |
|                        | Swe - All.  | Göteborg | Djurgården  | 80,0             | 20,0 |      | 80,0             | 10,0 | 10,0 |
|                        | Fin - Veik. | Tps      | Rops        | 76,2             | 7,1  | 16,7 | 42,9             | 50,0 | 7,1  |
|                        | Swe - All.  | Elfsborg | Gefle       | 63,3             | 36,7 |      | 26,7             | 56,7 | 16,7 |
|                        | Fin - Veik. | Ff Jaro  | Inter Turku | 58,3             | 25,0 | 16,7 | 41,7             | 41,7 | 16,7 |

By clicking on each heading (for example on the button with event “1” of the Full Time Result), we will find, listed in the order from best to worst, the statistically most valid matches on which to bet for that specific event.

In the case above, for example, after having clicked on button “1” of the type “Full Time Result,” it becomes clear that the best matches to bet on for Symbol 1 in the final result are: (Goteborg - Djugarden, Tps – Rops, and Elfsborg - Gefle).

This applies to all possible events: 1,X,2 Results, GG, NG, Under, Over, Half Time, Full time, Even, Odd, Etc.

**Note:** The percentages are automatically adjusted each time that new results are entered; for this reason, it is recommended that those who wish to retain the old percentages save the system that they had built for future checking.

In any case, for a short period after the update, the system allows the same percentages to be seen by checking the matches played.

It is possible to navigate in all directions in the Management Box by utilizing the scroll bar; this allows all probabilities for the various events to be displayed.

## IMPORTANT NOTICE:

1) **By clicking on the percentage** (for example, on “80.0” for Goteborg), it is possible to enter the odds with the program code, if known, and the event number for that match. By doing so, at the end of the selections, you will have chosen the matches that you want to bet on in your betting system and to which the desired conditions can be applied.

2) **By clicking on the match** (in the above example, on Goteborg or Djugarden), **the standing for those teams will be displayed, with their related performance data, for the current championship.** This function is very useful for studying the individual matches in detail before choosing them for your systems.

Now, let’s see how we can build a  
breakdown or error correction system

| Statistic Elaborations |             |          |             |                  |      |      |                  |      |      |
|------------------------|-------------|----------|-------------|------------------|------|------|------------------|------|------|
| Codice                 | Serie       | Partite  |             | Full Time Result |      |      | Half Time Result |      |      |
|                        |             | Team A   | Team B      | 1                | X    | 2    | P1               | PX   | P2   |
|                        | Swe - All.  | Göteborg | Djurgården  | 80,0             | 20,0 |      | 80,0             | 10,0 | 10,0 |
|                        | Fin - Veik. | Tps      | Rops        | 76,2             | 7,1  | 16,7 | 42,9             | 50,0 | 7,1  |
|                        | Swe - All.  | Elfsborg | Gefle       | 63,3             | 36,7 |      | 26,7             | 56,7 | 16,7 |
|                        | Fin - Veik. | Ff Jaro  | Inter Turku | 58,3             | 25,0 | 16,7 | 41,7             | 41,7 | 16,7 |

One now has free rein to choose the desired events for one's systems. Let's look at a practical example, in order to understand how it works.

Example of how to select optimum events for our betting system. By clicking on each heading as above, utilize:

- a) the first two 1 Symbols in order
- b) the first 2 Symbol (click on "2" in the Full Time Result to obtain the list ordered from best to worst)
- c) the first (under) (click on "Under" in the "Under" column to obtain the list in the order from best to worst)
- d) the first (GG) (click on "GG" in the "GG" column to obtain the list in the order from best to worst)

**BY CLICKING ON EACH PERCENTAGE, FOR EXAMPLE ON THE "80.0"FOR GOTEBORG FOR THE SYMBOL 1 OF THE FULL TIME RESULT, we enter the odds, the schedule number, and the event code** (these parameters should be taken from the bookmaker's odds table if available), and so on for the other matches that we have chosen to play in our system.

In the above example, we have finally chosen 5 matches that constitute our bet. **If these are 5 different matches**, we have the possibility of utilizing the reduction systems (by clicking on "Breakdown" one can access the related box).

- A) In the upper right hand box, we choose in what we want to develop our system (2 events bets, 3 events bets, 4 events bets, etc.), by checking the appropriate box or several boxes **(in this case, even more applicable reductions are available)**:  
**(In fact, by checking all elements at the start, all applicable reductions shall be enabled; this is the recommended choice).**

| Groups   |          | And/Link Filter                     | Delete Filter |
|----------|----------|-------------------------------------|---------------|
| Type     | Integral | Filtered                            | Devel.        |
| Gr. of 2 | 10       | <input checked="" type="checkbox"/> | Si            |
| Gr. of 3 | 10       | <input checked="" type="checkbox"/> | Si            |
| Gr. of 4 | 5        | <input checked="" type="checkbox"/> | Si            |
| Gr. of 5 | 1        | <input checked="" type="checkbox"/> | Si            |
| Gr. of 6 | .....    | <input type="checkbox"/>            | ...           |

- B) In the left box, we choose which reduction we want to apply:  
**Example: 1(3) with 4 results out of 5.**

**Bets in Groups**

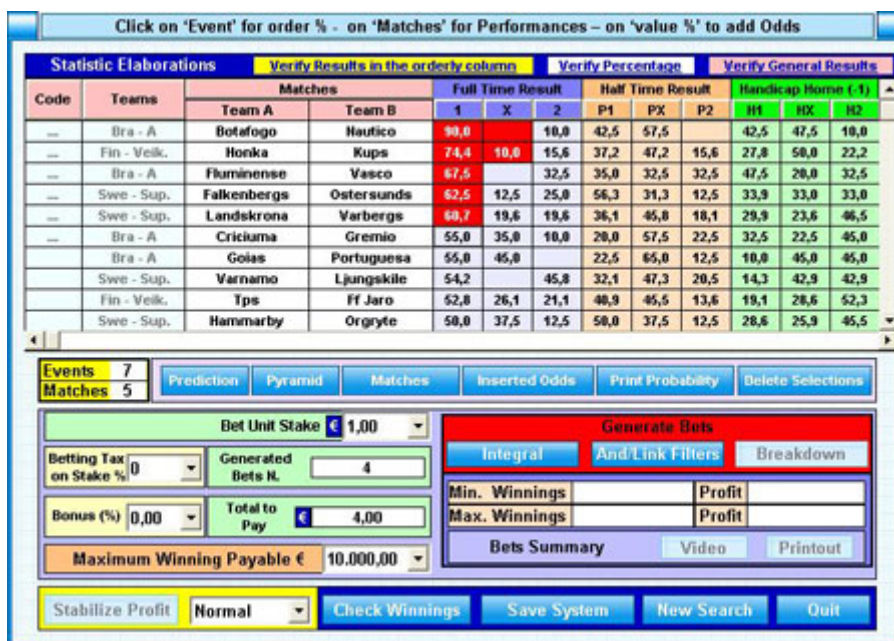
| Reduction Choice (Min. Guarantee) | 1 [ 3 ] with 4 Results su 5 | Reduction | Gro   |
|-----------------------------------|-----------------------------|-----------|-------|
| Cod.                              | Teams                       | Event     | Odd   |
| ...                               | Swe - All.                  | 1         | 2,00  |
| ...                               | Fin - Veik                  | 1         | 2,00  |
| ...                               | Swe - All.                  | 1         | 2,00  |
| ...                               | Fin - Veik                  | 1         | 2,00  |
| ...                               | Swe - All.                  | 1         | 2,00  |
| ...                               | Fin - Veik                  | 1         | 2,00  |
| ...                               | Swe - All.                  | 1         | 2,00  |
| .....                             | .....                       | .....     | ..... |
| .....                             | .....                       | .....     | ..... |

- C) Click on "Reduction". We thus obtain our reduced system, which will guarantee us with certainty to get 1 treble right if we correctly guess at least 4 of the 5 events chosen. At the bottom, we can choose to display the development of our system (on the monitor by clicking "Reduced development" or on paper by clicking "Printout"). It will then be sufficient to validate the bets developed at your agency of choice (Better, Snai, MatchPoint, Bookmaker Online etc.).

Let's look at another type of system: (Integral or Conditional)

If, on the other hand, we had chosen 5 matches, with multiple events, for example five 1 Symbols with two x Symbols (in 2 of the 5 matches), or other multiple events (that is, belonging to the same match), we should have utilized the button “**AND/LINK FILTER**”, in the red box “**Generate Bets**”.

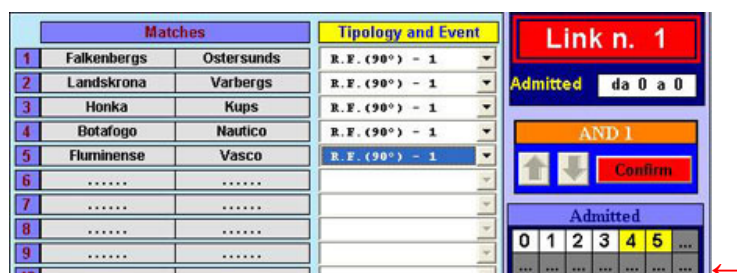
**Note:** if we had wanted to develop the integral system for the events entered into the system, that is, all Mathematically possible combinations of those events, we should have clicked on the button “**INTEGRAL**” in the red box ‘Generate Bets’.



The conditioning filters (“**AND/LINK FILTERS**”) can be chosen in the window that will open (Fig. A), in order to filter the valid columns.

For example, if we had chosen **five (1) Symbols** and **two (X) Symbols**, we could impose a filtering column, requiring that at least four of the five (1) Symbols must be guessed correctly in our bets that will filter from the development of our betting system.

Figure A



Let's then choose the five (1) Symbols related to each match (but we could also have chosen only the 1st, the 2nd, the 3rd, and the 4th Symbol, etc.) and let's select the related boxes (which will turn yellow if selected) **ADMITTED: 4 and 5**.

Let's then click on "**CONFIRM**" and close our session with "**APPLY FILTER**".

Only **3 valid bets** among the 4 integral bets will now be taken into consideration in the development of our betting system. (In fact, these 3 multiple bets, out of the 4 integral bets, comply with the condition entered above).

**Obviously, more filtering columns can be inserted; it is sufficient to move within the AND filters using the up and down arrows, which will become active after the button "confirm" has been clicked on each "AND box" that has been added as indicated above.**

**Note: More And boxes** (and therefore more conditional filtering columns), can be **inserted in the same Link**, which, at the start, is obviously LINK 1 (displayed in green in the upper left hand corner).

**The utilization of multiple links is advisable only for the most experienced punters (with the related limitation "TLINK")**

**Let's see a practical application of the utilization of several LINKS and of the TLINK conditioning:**

If 3 filtering columns (And) are chosen in link 1, and if link 2 is later selected to enter 3 other ANDs (it is recalled that an "And" group is intended to be a conditioning filter, that is to say, a group of Symbols to be conditioned), the development of our bets can in turn be filtered, by imposing a condition on the number of links that must be verified.

By clicking on the button **TLINK** in the above case, we will show that there are 2 links inserted (each of them contains its own relative "And" groups). If now we select Admitted from 1 to 1, we will have asked the software to develop the bets that will be filtered from the entire link 1 or from the entire link 2; therefore, it will be sufficient that the bet examined respects this rule to be considered valid in the development. Also, if we had asked **Tlink** Admitted from 2 to 2, the bet examined in the development will be considered valid only if it respects both links (**and therefore all the conditional groups inserted in link1 and in link 2**).

The conditioned And/Link groups lend themselves to very many practical applications. These will be dealt with gradually as we begin to understand the basis of the more complex betting, and therefore as our experience in this area develops.

**Another practical example of how a Betting System is conceived and developed, and how and/link filters are used.**

#### **Practical example: procedure**

Suppose that the punter wants to bet on fixtures offering the best chance of a Home win (FULL TIME 1). Clicking on the type of bet in question, having analyzed the archives for the selected championships, the program generates a list of matches giving the best probabilities.

Supposing that the matches identified are:

|             |              |   |             |   |             |
|-------------|--------------|---|-------------|---|-------------|
| 1) Verona   | – Fiorentina | 1 | (prob. 78%) | X | (prob. 17%) |
| 2) Lazio    | – Venezia    | 1 | (prob. 60%) | X | (prob. 36%) |
| 3) Juventus | – Bologna    | 1 | (prob. 60%) | X | (prob. 22%) |

The Bookmaker offers these events at the following ODDS:

Code 8 - **Verona** – **Fiorentina** 1 (1.50) X (3.65)  
 Code 3 - **Lazio** – **Venezia** 1 (1.10) X (6.10)  
 Code 2 - **Juventus** – **Bologna** 1 (1.45) X (3.25)

Clicking on the events indicated above, the punter enters the odds as quoted, remembering first to select the units of the stake (example: 1 € / £ / \$).

**Using a system**

When all the possible permutations of these events are generated, **8 BETS** will emerge, thus:

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|
| 1 | X | 1 | 1 | X | X | 1 | X |
| 1 | 1 | X | 1 | X | 1 | X | X |
| 1 | 1 | 1 | X | 1 | X | X | X |

At this point, the and/link filters can be used to reduce the number of permutations. This is how:

**Suppose for example that in the case of the matches selected, the highest statistical probabilities are those indicating the likelihood of a home win “1”. It follows that a draw “x” will be relatively improbable in all these same 3 matches.**

Accordingly, the number of selections can be limited using a parameter bet, or in effect, introducing a filter ("And" logic function):

in practice, the aim is to ensure that any single permutation will have no more than one draw “x”, and so, entering this parameter bet in the And filters,

|        | And. No 1 |
|--------|-----------|
| Code 8 | X         |
| Code 3 | X         |
| Code 2 | X         |

the effect will be to allow only 0 or 1 chance of a draw.

**Having limited the selection this way, the allowable permutations will generate only 4 valid bets, thus:**

| 1 | 2 | 3 | 4 |
|---|---|---|---|
| 1 | X | 1 | 1 |
| 1 | 1 | X | 1 |
| 1 | 1 | 1 | X |

**In practical terms, all permutations including 2 or 3 draws (“x”) have been eliminated, reducing the number of bets by half.**

**The system of bets including just these 4 valid combinations will have a total cost of 4 €/£/\$ (4 x 1 = 4)**

At this point it becomes clear that the minimum winnings generated by the system in question will be: 2.39 €/£/\$, Symbolifying a loss of **-40.19%**.

**Applying “Normal” stabilization**, the software will automatically adjust the stakes per single bet in order to stabilize the final return, as far as possible, increasing the overall outlay to the point of achieving the best possible balance between minimum and maximum profit, and bringing the minimum winnings up to: **13.41 €/£/\$**, Symbolifying a profit of **+ 16.07%**. This way, a mere gamble is turned into a low risk investment.

The system is now ready to be printed out and submitted to the Bookmaker of choice for acceptance.

## SPECIAL FUNCTIONS:

### 1) **SVE** (Bet development for financial advantage)

### 2) **SURE BET**

#### 1 - **SVE** (Development for financial advantage)

A brilliant function which enables the development of multiple breakdown bets (doubles, triples, fourfolds, fivefolds, etc.) with the “SVE” method otherwise known as Development for financial advantage. By applying this function, the software makes it possible to select the development of one’s bets according to the best financial gain achievable through each bet, by utilizing the odds of several bookmakers (that the user can insert as they wish, up to 10 bookmakers) and by indicating, for each bet of the development, the bookmaker on which to bet in order to have the best financial advantage. Predictably, this mechanism can lead to a mathematic advantage even for multiple bets that initially generated a negative gain.

The development of bets in SVE mode can be applied by entering an event (odds), for each match and by clicking on “BREAKDOWN” in the main list of percentage calculations.

Double click on the match to insert the odds of several bookmakers →

Then Click on SVE →

| Reduction Choice (Min. Guarantee) |            | Reduction       |           |       |      |      |
|-----------------------------------|------------|-----------------|-----------|-------|------|------|
| Cod.                              | Teams      | Matches         | Tipology  | Event | Odd  | %    |
| ...                               | Fin - Veik | Tps-Rops        | R.F.(90°) | 1     | 1,50 | 75,0 |
| ...                               | Swe - All. | Elfsborg-Geffe  | R.F.(90°) | 1     | 1,50 | 75,0 |
| ...                               | Swe - All. | Mjallby-Kalmar  | R.F.(90°) | 1     | 1,50 | 75,0 |
| ...                               | Swe - All. | Helsingborg-Aik | R.F.(90°) | 1     | 1,50 | 75,0 |

| Groups       | And/Link Filter | Delete Filter |               |
|--------------|-----------------|---------------|---------------|
| Type         | Integral        | Filtered      | Devel.        |
| Gr. of 2     | 6               |               | Si            |
| Gr. of 3     | 4               |               | Si            |
| Gr. of 4     | 1               |               | Si            |
| Gr. of 5     | .....           |               | ...           |
| Gr. of 6     | .....           |               | ...           |
| Gr. of 7     | .....           |               | ...           |
| Gr. of 8     | .....           |               | ...           |
| Gr. of 9     | .....           |               | ...           |
| Gr. of 10    | .....           |               | ...           |
| Gr. of 11    | .....           |               | ...           |
| Gr. of 12    | .....           |               | ...           |
| Gr. of 13    | .....           |               | ...           |
| <b>Total</b> | <b>4</b>        |               | <b>revers</b> |

| Bet Unit Stake         | € 1,00 | Integral Development   | Filtered Development | Reduced Development |                        |  |           |       |           |        |          |        |          |        |
|------------------------|--------|--|----------------------|---------------------|------------------------|--|-----------|-------|-----------|--------|----------|--------|----------|--------|
| Betting Tax on Stake % | 0      | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2">Winning for Single Bet</th> </tr> <tr> <td>Minimum €</td> <td>3,38</td> </tr> <tr> <td>Maximum €</td> <td>3,38</td> </tr> <tr> <td>Profit %</td> <td>-15,63</td> </tr> <tr> <td>Profit %</td> <td>-15,63</td> </tr> </table> |                      |                     | Winning for Single Bet |  | Minimum € | 3,38  | Maximum € | 3,38   | Profit % | -15,63 | Profit % | -15,63 |
| Winning for Single Bet |        |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Minimum €              | 3,38   |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Maximum €              | 3,38   |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Profit %               | -15,63 |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Profit %               | -15,63 |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Bonus (%)              | 0,00   | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2">Total Possible Payout</th> </tr> <tr> <td>Amount €</td> <td>13,52</td> </tr> <tr> <td>Profit %</td> <td>238,00</td> </tr> </table>   |                      |                     | Total Possible Payout  |  | Amount €  | 13,52 | Profit %  | 238,00 |          |        |          |        |
| Total Possible Payout  |        |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Amount €               | 13,52  |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Profit %               | 238,00 |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Developed Bets N.      | 4      | Print  |                      |                     |                        |  |           |       |           |        |          |        |          |        |
| Total to Pay           | € 4,00 |  |                      |                     |                        |  |           |       |           |        |          |        |          |        |

|                  |        |                  |                      |             |      |
|------------------|--------|------------------|----------------------|-------------|------|
| Stabilize Profit | Normal | Check Win (Real) | Check Win (Simulate) | Save System | Quit |
|------------------|--------|------------------|----------------------|-------------|------|

In order to apply the SVE development in the section (**BREAKDOWN**), at least 2 odds (from 2 different bookmakers) must be entered for each match being played. **In order to enter the odds one must double-click on the match.** Enter the bookmakers’ names, the match codes (if they exist, optional), and the odds in the table that appears.

In order to apply the development for financial advantage, click on the ‘**SVE**’ button in the **RED** box.

By applying this development, the bets that need to be placed for each of the bookmakers entered and that thus obtain the best financial return will be automatically identified.

## 2 – SURE BET

The mechanism for a mathematical advantage can be simpler than one might think; in fact, many punters have become rich through this simple mathematical mechanism, which is absolutely safe and reliable. In fact, the gains are not just “probable;” they are 100% certain independently of the outcome of the game.

In fact, by comparing the odds of the various international bookmakers, it is possible (if the base conditions allow it) to select the matches that, independently of the future outcome, allow the punter to obtain an established winning margin (which normally ranges between 5% and 15% of the stake played).

For example, let's make the following assumptions:

| Bookmaker | 1    | X    | 2    |
|-----------|------|------|------|
| A         | 2.15 | 3.65 | 4.90 |
| B         | 2.40 | 3.50 | 4.35 |
| C         | 2.53 | 3.35 | 4.10 |

We can see that the odds, although they all lean in the same direction (the home team is favored), all have different values.

Now, if we were to bet any amount on any result with anyone of the three bookmakers, we would have the mathematical certainty to lose (nobody gives money away, and especially not bookmakers, who are very careful in these matters); however, if we look at the same match in general terms (that is, if we bet with all three bookmakers), the situation changes considerably. In fact:

Let's suppose that we bet on the same match and on all 3 possible results (1 / X / 2), but utilizing a different bookmaker for each bet; we would bet the following stakes:

Euro 460.00 on Symbol 1 of bookmaker C  
Euro 310.00 on Symbol X of bookmaker A  
Euro 230.00 on Symbol 2 of bookmaker A

Our overall outlay will be Euro 1,000.00, while our winnings will be:

**Symbol 1:** € 1163.80  
**Symbol X:** € 1131.05  
**Symbol 2:** € 1127.00

There is no doubt that this way, independently of the result, the bettor can secure a MATHEMATICAL advantage and therefore a 100% certain win, with the related gain. In the case in point the gain is greater than 11%.

The software makes it possible to easily track these events by simply entering the odds of the favored bookmakers; it also makes it possible to provide (through an immediate calculation) the indications on the matches having the best mathematical advantage among those entered; finally, it makes it possible to apply a betting variant to obtain a gain that can reach 30% of the invested amount at a moderate risk to the user.

Let's try to understand how it works.

The button '**SURE BET**' is available in the main menu of the software SOCCERBETS (in the menu bar at the top of the screen).

| SoccerBets Plus 2012 |                    |          |       |             |
|----------------------|--------------------|----------|-------|-------------|
| Archives             | Betting Management | Sure Bet | Guide | Predictions |

By clicking on this button we can access the first screen of the Mathematical Advantage section, where we will find the following functions among those available:



'BookMakers' makes it possible to select the Bookmaker for each column of the grid (it is important to remember that the bookmaker can be selected and deselected, in order to utilize the desired odds and bookmakers in the calculation). It is also possible to choose which championships (among those entered) are to be activated for the calculation, by simply selecting and deselecting them.

|             |             |   |              |              |   |
|-------------|-------------|---|--------------|--------------|---|
| BookMaker 1 | Marathonbet | <input checked="" type="checkbox"/> Visible | BookMaker 6  | bet3000      | <input checked="" type="checkbox"/> Visible |
| BookMaker 2 | Betfair     | <input checked="" type="checkbox"/> Visible | BookMaker 7  | Superbook    | <input checked="" type="checkbox"/> Visible |
| BookMaker 3 | Pinnacle    | <input checked="" type="checkbox"/> Visible | BookMaker 8  | PaddyPower   | <input checked="" type="checkbox"/> Visible |
| BookMaker 4 | 5 Dimes     | <input checked="" type="checkbox"/> Visible | BookMaker 9  | Bookmaker 9  | <input checked="" type="checkbox"/> Visible |
| BookMaker 5 | StanJames   | <input checked="" type="checkbox"/> Visible | BookMaker 10 | Bookmaker 10 | <input checked="" type="checkbox"/> Visible |

Buttons: Close, Invert Selection, Cancel, Confirm

There are several ways of entering the teams in order to speed up the entering of the odds:

#### a) ADD LEAGUE OR COMPETITION

As was the case when managing the bets in the generic section of SoccerBets, it will be possible to choose the championship among those entered (this way entering the teams is speeded up) and only the related odds for each match and for each bookmaker chosen needs to be entered.

#### b) Directly add the names of the MATCHES CHOSEN after selecting NEW ROW.

All that needs to be done at this point is to enter, for each bookmaker, the odds and the codes for the matches present, keeping in mind that they can be eliminated with the function "Eliminate Row" or added with the function "New Row."

| Matches |         |           | Marathonbet |      |      | Betfair |      |      | Pinnacle |      |   |
|---------|---------|-----------|-------------|------|------|---------|------|------|----------|------|---|
| Teams   | Team A  | Team B    | 1           | X    | 2    | Cod.    | 1    | X    | 2        | Cod. | 1 |
|         | Chelsea | Tottenham | 1,74        | 2,50 | 3,00 |         | 1,80 | 2,45 | 3,15     |      |   |
|         |         |           |             |      |      |         |      |      |          |      |   |

The odds for each match can be entered, also with the automatic search function, by clicking on **ADDED ODD**.

This odds-entering function (with search) is useful for entering the odds when it is difficult to find the match among many.

At this point, after having entered the odds for the desired matches, it is sufficient to click on the button **“PROCESSES 1 MATCH”** to display the screen that lists (already ordered by default) the matches with the best mathematical advantage (SURE BET) which, obviously, will be those with a positive advantage percentage.

For example, in the analysis, we obtain the following data:

| Matches |        |           | Sign 1      |      |      |      | Sign X    |      |      |      | Sign 2    |      |      |      | Advan. |
|---------|--------|-----------|-------------|------|------|------|-----------|------|------|------|-----------|------|------|------|--------|
| Teams   | Team A | Team B    | Bookmaker   | Cod. | Odd  | %P   | Bookmaker | Cod. | Odd  | %P   | Bookmaker | Cod. | Odd  | %P   | %      |
| Hol     | Emmen  | Cambuur   | Marathonbet |      | 5,6  | 18,1 | Pinnacle  |      | 4,23 | 24   | 5 Dimes   |      | 1,75 | 57,9 | 1,38   |
| Rus     | Rostov | Krasnodar | Betfair     |      | 2,76 | 36,5 | addyPower |      | 3,5  | 28,8 | Betfair   |      | 2,9  | 34,7 | 0,72   |

It can be seen immediately that there are 2 matches with a (POSITIVE) mathematical advantage. This means that, for example, the match EMMEN – CAMBUR, if bet upon this way, would provide a gain of 1.38% regardless of the outcome.

Symbol 1 with MARATHONBET

Symbol X with PINNACLESPOINT

Symbol 2 with 5 DIMES

It is possible to perform automatic calculations in the lower part of the screen to find out how much to bet on each Symbol, on the basis of the amount to be invested. To choose the match to place in the box, it is sufficient to left-click on the desired match (which will appear in the calculation window) and then simply to choose the total amount to bet. The break-down of the amount chosen for each individual event (1, X, 2) will be shown automatically.

|                            |         |        |        |        |                                |
|----------------------------|---------|--------|--------|--------|--------------------------------|
| Emmen                      | Cambuur | Sign 1 | Sign X | Sign 2 | Variation (%) Net 1° / 2° sign |
| Total point for match € 15 |         | € 2,72 | € 3,60 | € 8,69 |                                |

### VARIATION (%) Net 1<sup>st</sup>/2<sup>nd</sup> SYMBOL

By clicking on the button indicated above (“Variation (%) Net 1<sup>st</sup>/2<sup>nd</sup> Symbol”), it is possible to apply a betting variant conceived to INCREASE THE WINNINGS GAIN on the amount invested, and all this at a lower risk (moderate and selectable by the user).

On the basis of the principle that the most probable outcomes of the match are the 2 with the lowest odds and that the most unlikely result is that with the highest odds (SURPRISE), it was thought to play the first 2 Symbols statistically probable, in order to obtain a predetermined gain (this can be chosen from the bottom window of the same screen “Percentage Variation”) and to bet on the third Symbol to recoup most of the amount invested in the unfortunate event (statistically improbable) that this Symbol occurs.

Final note: The buttons **“PROCESSES 2 or 3 MATCH”** can be utilized for the multiple development of the betting variants in the matches with a mathematical advantage played at the same time.

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