



Oddin.gg

**BETTING LINES USED FOR WAGERING
ON ESPORTS COMPETITIONS**

ODDIN.GG INTRODUCTION



Oddin.gg is a
B2B esports odds feed,
risk management & iFrame provider
with focus on truly engaging live betting.



90+ people



Available on 6 continents



Legally operates in New Jersey, US



Applied for Ontario license, CA

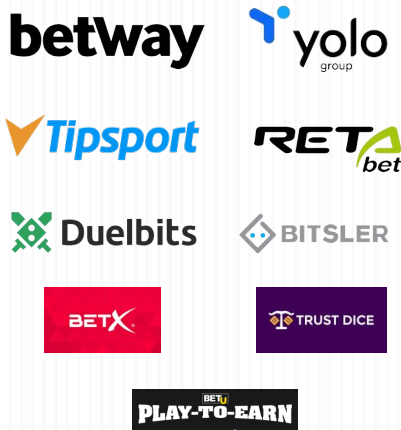


BOOKMAKERS AND PLATFORMS WE SUPPORT

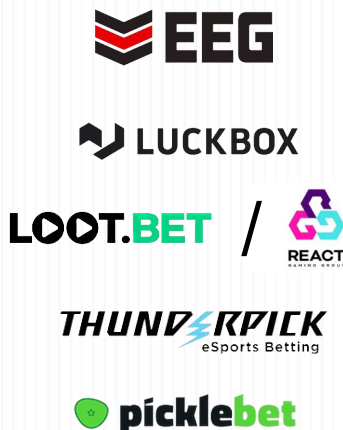


Trusted by the best in the industry. By those who take esports betting seriously. Our network has more than tripled in the last 12 months.

TRADITIONAL BOOKMAKERS



ESPORTS – CENTRIC BOOKMAKERS



PLATFORMS



Majority of our partners use risk management services with us.

iFrame Solution



Esports-centric UI/UX

Multiple esports titles

Live Stream

Live Scoreboard

Wide range of live markets on the market

Innovative & fastpaced markets

Risk management

Powered by official data

All sports

League of Legends

Dota 2

Fortnite

Playunknown's Battlegrounds

FIFA

NBA2K

Overwatch

Hearthstone

Angels of Glory

Aircraft 2

Rocket League

Valorant

Starcraft 1

Call of Duty

Rainbow Six

NHL

Matches Live Results

Decimal

Eternal Fire vs Movistar Riders

UPPER LEVEL

LOWER LEVEL

Eternal Fire 2 1:34 3 Movistar Riders

PLAYERS ALIVE 5 VS 4

KANTARES

Intel Extreme Masters XVI - Fall: European Q...

Eternal Fire 0 0 Movistar Riders

2.18 Winner 1.60

ALL MATCH MAP 1

Number of maps

Eternal Fire		Movistar Riders	
under	over	under	over
2.09	1.65	2.5	1.79

Handicap

Eternal Fire		Movistar Riders	
-1.5	4.90	1.13	+1.5
+1.5	1.39	2.75	-1.5

To Win At Least One Map

Eternal Fire		Movistar Riders	
yes	1.39	1.13	
no	2.75	4.90	

Correct score

Eternal Fire		Movistar Riders	
0:2	2.75	1:2	3.50

Map 1 Winner

Eternal Fire		Movistar Riders	
2.94		1.35	

Ticket Bet history

Accept changes automatically?

Remove all Single

Set stake

Place bet

PRE-MATCH VS. LIVE BETTING



Pre-match

- Around 20% of betting volume on esports globally
- Before the game starts
- Main data input is the historical and recent performance of teams and players
- Influenced by roster changes, patches, teams or tournaments specifics, etc.
- Odds can be adjusted based on the incoming bets

Live

- Around 80% of betting volume on esports globally
- Once the game starts
- Odds constantly change depending on the situation in the game
- Some titles are fast-paced like Counter Strike, others extremely complex like League of Legends
- Real-time data available through multiple sources
- Odds can be adjusted based on the incoming bets

HOW WE CALCULATE LIVE ODDS



HIGHLY SCALABLE SOLUTION BUILT FOR ESPORTS



Games



Live Data



Predictive Models



Trading

Risk Management



Expert Traders

Final odds



ALL BUILT UPON LOW LATENCY &
AUTOMATED INFRASTRUCTURE

Our Capabilities:

Game, API,
Image Recognition

AI, Big Data,
Machine Learning

Smart Money
Identification

Recalculates
in milliseconds

INPUT: GAME DATA



OUTPUT: ODDS FEED IMPROVED BY RISK MANAGEMENT



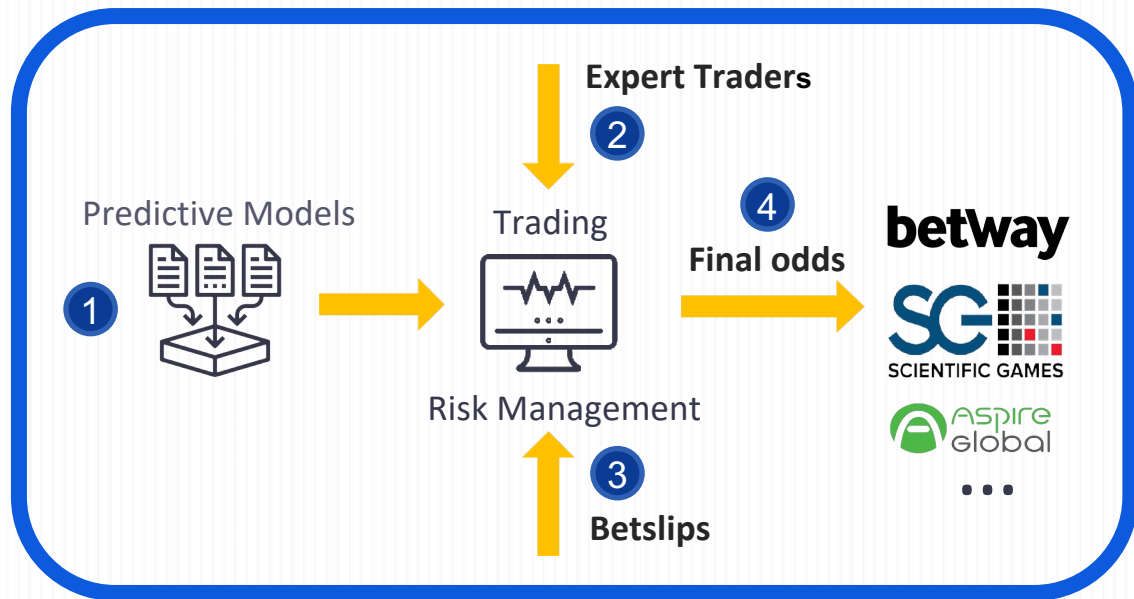
1) Fully automated system and algorithms calculate the odds

2) Traders are able to slightly adjust lines and make predictions

3) Based on the incoming volume (betslips), we are able to feel the sentiment on the market and

- a) Adjust the lines properly
- b) Identify potential match-fixing

4) Final odds are sent to our clients



INTEGRITY: CHEATING AND MATCH-FIXING

2 CRITICAL TOUCHPOINTS



Content Side

ORGANIZERS



Content in form
of tournaments



Cheating
Doping
Stream sniping
...

Betting Side

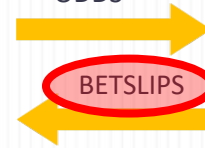
OPERATORS AND PLATFORMS

MODELS & ALGORITHMS



Oddin.gg

ODDS



betway

THUNDERPICK
eSports Betting

SG
SCIENTIFIC GAMES

Aspire
global

ODDIN.GG: RISK MANAGEMENT

Oddin.gg identify the patterns for potential match-fixing

1) Do not misinterpret integrity of data (the data is flawless)
versus
integrity of the game (cheating, match-fixing, etc.)

2) If the TOs distribute data officially, it does not mean they are cleared from integrity perspective (code of conduct in place, etc.)

3) Esports is constantly evolving, there are tournaments with high integrity standards yet without official data; limiting betting on these leagues will be counter productive

4) We do not perceive any risks for bettors in case official data is not used by bookmakers, this is bookmakers' risk to consider; you just need data that is not slower than somebody else's

Oddin.gg prefers to work with official data where possible



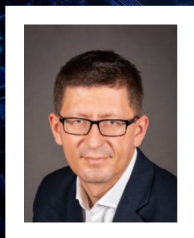
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Q & A



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Truly Engaging Esports Betting Experience



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