

Crash Games & Virtuals

Crash Games

- A crash game is a game that involves a multiplier increasing steadily until it simply stops or crashes.
- The action of crashing can be symbolised by different elements that are defined in each game
Sakatabet has multiple Crash games under its product portfolio; Aviator, Aviatrix, Jet X, JetX 3, Spin X, Balloon, Cricket X, Cappadocia, Plinko and many more.
- The crash games are multiplayer game where more than one player can play the same at the same time.
- All players playing the game at the same time, will see the same results, wherever they are, provided that they are able to access our channels/platforms.
- In the event that a Customer is not registered or logged in to their account, the crash game will be available only in the demo version.

Terms and Conditions

- The minimum stake is from Ksh 1 per bet
- The Maximum stake is upto Ksh 10,000 Per Bet
- The Maximum amount of winning(s) is ksh 100,000 per day
- Where the system generates winnings in excess of the allowed maximum limit, any amount above this limit will be regarded as void and not validly due and payable

Casino

- Where there is any conflict between the casino terms and the Terms and Conditions, the Terms and Conditions shall prevail;
- The customer acknowledges that these games are software-generated, and heavily rely on artificial intelligence;
- The minimum stake per play is varies from KES 2.00 to KES 10,000 depending on the game.
- Customers are requested to confirm the min stake for each game they log into.
- The maximum stake per play varies from KES 100 to KES 50,000 depending on the game.
- Customers are requested to confirm the max stake for each game they log into.
- The maximum amount of winnings that may be paid out to a player is KES 100,000.00 per day.
- Where the system generates winnings in excess of the allowed maximum limit, any amount above this limit will be regarded as void and not validly due and payable. In such instances, the Customer's stake will be refunded.
- Sakatabet reserves the right to void any casino winnings, at its sole discretion, and taking any and all remedial action in instances including: system or software malfunction or error, suspicion that there are Prohibited Activities being undertaken or any other reason which Sakatabet considers warranting remedial action including suspending an account or preventing withdrawal.

Virtual Games

Introduction

- This is a virtual game that allows a user to place bets on various virtual games which include football, greyhound racing, horse races, speedway, motorbikes and casino.
- All players who bet on the same virtual matches will see the same outcome.
- All match simulations are created through a combination of Artificial Intelligence and independent random number generators.

Virtual Football League

This is a virtual football game that allows a user to place bets on the results of virtual football matches featured in the available virtual football leagues. All players who bet on the same virtual matches will see the same outcome. All match simulations are created through a combination of Artificial Intelligence and independent random number generators. Each league has 20 teams where every match lasts 3 minutes. There is a maximum number of six goals that can be scored in each match. The performance of the players is based on professional football players (e.g. in terms of goals, fitness, consecutive match-statistics, etc.).

How To Play

1. Go to www.sakatabets.com and select 'Igidosi' option.
2. Select an available event.
3. Select your preferred bet option for all available matches and click on the odds on the bet you wish to place.
4. The bet slip with your selection will open and once you have made all your selections, enter your stake in the bet slip and click on 'Place Bet'.
5. After Confirmation, your bet will be placed.
6. To see the list of your Virtual Football bets, please go to www.sakatabets.com and click on 'MY BETS' next to 'BETSLIP'. You will find a list of all bets you have placed.

Betting Rules

- Betting is allowed up to 10 seconds before kick-off. Betting options for future match days of the current event remain open.
- The minimum stake per bet is 10.00 KES.
- The maximum Stake per bet is 10,000.00 KES
- The maximum amount of winnings that may be paid out to a player per day is KES. 100,000.00.
- Where the system generates winnings in excess of the allowed maximum limit, any amount above this limit will be regarded as void and not validly due and payable.

Football League Markets

1. Final Result: Who will win the match? Place a bet predicting whether the Home team will win, a Draw will occur, or the Away team will win (1 = home team, X = draw, 2 = away team).

2. Double Chance: Place a bet on two of three possible exclusive outcomes. You can win the bet only when one of two predictions must be true.
 - 1/X: Winning bet if the home team wins or if there is a draw
 - X/2: Winning bet if there is a draw, or the away team wins
 - 1/2: Winning bet if the home team wins or the away team wins
3. Halftime/Fulltime: Bet on the predictions of halftime and fulltime results of the match. You can win the bet only when both predictions are correct. (Selections: 1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X, 2/2)
4. Goal Goal/No Goal: Place a bet predicting whether one of the teams will not score, or that both will score in a football match. (Goal Goal: Each team will score at least one goal; No Goal: at least one team will not score)
5. Over/Under: Bet on the total number of goals scored during the match being over or under the given number (e.g., 1.5)
6. 1X2+Over/Under: Bet on the combined predictions of the end result of the match (Home team win, draw, Away team win) and the winning goals. Both predictions must be true to win. (e.g., Home + over 1.5 means Home team will win and over 1.5 goals will be scored, hence the winning result can be 2-0, 2-1 and etc.)
7. Total Goals: Bet on the prediction of the total number of goals that will be scored in a match.
8. Correct Score: Bet on the prediction of the exact final score of a match in the correct order (Home-Away, e.g., 1-0 means Home team will score 1 goal and away team will not score.)
9. MultiGoal: Bet on the range which the number of goals scored in a match falls within. (e.g., 0-2 means total goals between 0-2 goals scored.)
10. Asian Handicap: Bet on the team that will win the match taking into account the handicap assigned to the selected team (ex. -1, for the bet to win the selected team must win by 2 or more goals. If it wins by 1 goal the bet is void, if it draws or loses, the bet is lost).