

Counter-Strike: Global Offensive Dota 2 League of Legends StarCraft II Counter-Strike: Global
Offensive Dota 2 League of Legends StarCraft II Counter-Strike: Global Offensive Dota 2
League of Legends StarCraft II Counter-Strike: Global Offensive Dota 2 League of Legends
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Strike: Global Offensive Dota 2 League of Legends StarCraft II Counter-Strike: Global Offensive
Dota 2 League of Legends StarCraft II Counter-Strike: Global Offensive Dota 2 League

eSports Live Odds Markets

February 2017

Tap into new revenue streams – with eSports Live Odds Markets from Betradar

Betradar has entered into an exclusive partnership with the Electronic Sports League (ESL), which enables us to provide you with live odds markets for thousands of matches across different games including Counter-Strike: Global Offensive, Dota 2, League of Legends (LOL) and StarCraft II. Over time, we will increase our portfolio of games and markets offered continuously.

eSports live odds markets from Betradar include not only common markets such as 2way, 3way and Totals but also game specific markets such as First Tower, Knife Round Winner or First Round Winner.

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Counter-Strike: Global Offensive

NR	NAME OF MARKET	MARKET DESCRIPTION	NEW
1.	Which team will win the match	team 1; team 2	
2.	3way	team 1; draw; team 2	
3.	Asian map - handicap	team 1; team 2	
4.	Map handicap	team 1; draw; team 2	
5.	Total maps	over; under	
6.	Correct map score	1:0, 2:0, 3:0, 4:0, 0:1, 0:2, 0:3, 0:4, 2:1, 3:1, 4:1, 1:2, 1:3, 1:4, 3:2, 4:2, 2:3, 2:4, 4:3, 3:4, 1:1	
7.	Xth map – which team will win (incl. ot)	team 1; team 2	
8.	Xth map – 3way	team 1; draw; team 2	
9.	Xth map – asian round handicap (incl. ot)	team 1; team 2	
10.	Xth map – total rounds (incl. ot)	over; under	
11.	Xth map – will there be overtime	yes; no	
12.	Xth map Nth round – which team will win	team 1; team 2	
13.	Xth map – first blood	team 1; team 2	
14.	[mapNr!] Map [roundNr!] Round - Bomb planted	yes; no	
15.	[mapNr!] Map [roundNr!] Round - Bomb defused	yes; no	
16.	[mapNr!] Map [roundNr] Round - First Blood	team 1; team 2	X
17.	[mapNr!] Map - Which team wins race to [roundNr] rounds	team 1; team 2	X
18.	[mapNr!] Map - Odd/Even Rounds, including overtime	odd; even	X
19.	[mapNr!] Map - Total Headshots, including overtime	over; under	X

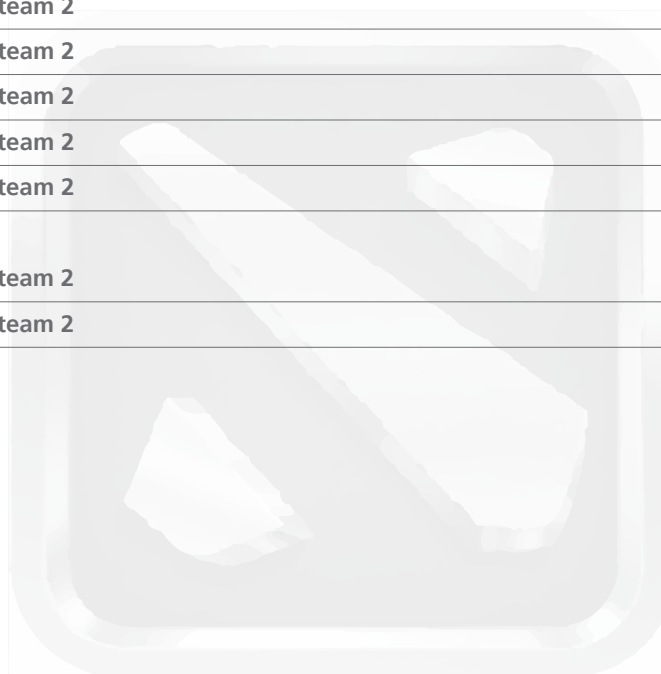
Counter-Strike: Global Offensive

NR	NAME OF MARKET	MARKET DESCRIPTION	NEW
20.	[mapNr!] Map - Will there be an ace, including overtime	yes; no	X
21.	[mapNr!] Map [roundNr!] Round - Total Kills	over; under	X
22.	[mapNr!] Map [roundNr!] Round - Asian Kills Handicap [handicap]	team 1; team 2	X
23.	[mapNr!] Map [roundNr!] Round - Total Kills hometeam	over; under	X
24.	[mapNr!] Map [roundNr!] Round - Total Kills awayteam	over; under	X
25.	[mapNr!] Map 1st Half - Which team will win	team 1; team 2	X



Dota 2

NR	NAME OF MARKET	MARKET DESCRIPTION	NEW
1.	Which team will win the match	team 1; team 2	
2.	Total maps	over; under	
3.	Correct map score	1:0, 2:0, 3:0, 4:0, 0:1, 0:2, 0:3, 0:4, 2:1, 3:1, 4:1, 1:2, 1:3, 1:4, 3:2, 4:2, 2:3, 2:4, 4:3, 3:4, 1:1	
4.	Map handicap	team 1; draw; team 2	
5.	Asian map handicap	team 1; team 2	
6.	Xth map – which team will win	team 1; team 2	
7.	Xth map – 1st aegis	team 1; team 2	
8.	Xth map – 1st tower	team 1; team 2	
9.	Xth map – 1st barracks	team 1; team 2	
10.	Xth map – which team will score more kills	team 1; team 2	
11.	Xth map – Asian kills handicap	team 1; team 2	



League of Legends

NR	NAME OF MARKET	MARKET DESCRIPTION	NEW
1.	Which team will win the match	team 1; team 2	
2.	Total maps	over; under	
3.	Correct map score	1:0, 2:0, 3:0, 4:0, 0:1, 0:2, 0:3, 0:4, 2:1, 3:1, 4:1, 1:2, 1:3, 1:4, 3:2, 4:2, 2:3, 2:4, 4:3, 3:4, 1:1	
4.	Map handicap	team 1; draw; team 2	
5.	Asian map handicap	team 1; team 2	
6.	Xth map – which team will win	team 1; team 2	
7.	Xth map – 1st inhibitor	team 1; team 2	
8.	Xth map – 1st tower	team 1; team 2	
9.	Xth map – 1st dragon	team 1; team 2	
10.	Xth map – 1st baron	team 1; team 2	
11.	Xth map – 1st blood	team 1; team 2	
12.	Xth map – which team will score more kills	team 1; team 2	
13.	Xth map – Asian kills handicap	team 1; team 2	

Contacts

Do you require further information? Then please let us know.
We are more than happy to address your enquiries.

sales@betradar.com

Headquarters

Sportradar AG
Feldlistrasse 2
CH-9000 St. Gallen, Switzerland
Office: +41 71 517 72 00
Fax: +41 71 517 72 99

Customer Support

support@betradar.com