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1. Introduction

Mpirimpa / Buraco can be played by two opponents or two opposing pairs while Tic Tac Toe can only be played by two players (one against each other).

For players to participate in a game they must bet the minimum amount of 200 chips each; winners get the chips that their opponents lose minus the chips the platform gets.

2. **Free Chips**

Each player gets several free chips as soon as they join the platform and wins chips if they successfully invite a friend (and the friend registers on the platform).

Free Chips are given through a free lottery ticket which has a minimum guaranteed profit. This lottery ticket is given at frequent intervals.

Players can also win chips by watching reward ads or by claiming their daily loyalty bonus.

3. **Shop**

Players can buy chips from the store.

They can also buy avatars that can be used instead of their own photo as well as virtual items that they can offer to their teammates while playing games. Avatars can be bought when players enter their profile while virtual items can be purchased while they participate in a game.

4. **Invites**

Each player can get free chips through inviting friends to the platform via Facebook, Email, Whatsapp, Viber, Telegram και Twitter. In case of successful registration both the player and the friend get free chips.

5. **LOTTERY TICKETS**

The platform has several lotteries of different value through which they can win many chips.

6. **RATING SYSTEM**

Each player's score is based on the international ELO rating system. All players start with a rating of 1,500 and then points are added or deducted based on the score of each player with whom they compete.

In case of achieving equal points in a game, the winner is the one with the lowest ELO (i.e. the player who is theoretically weaker). In this case s/he gets half of the points for a win.

If a player leaves a game after the first round his opponent wins the points for the ELO while also recorded as a win (in addition to the chips).

Each player has two kinds of ratings.

The general rating is determined by all the games in which it participates (the general ELO).

The rating in the Ranking Table which starts each time from the same point for all contestants.

7. LEADERBOARDS

All players can win additional chips by participating in the Leaderboards which have a specific duration (weekly, monthly etc).

To win any of the prizes, each player must participate in a minimum number of games specified by the platform.

8. TOURNAMENTS / COMPETITIONS

The Competitions have a predetermined duration and participation price and can be for 2 or 4 players. All features of the game are defined from the beginning and do not change afterwards.

With each entry players are entitled to play a certain number of games. There are two kinds of competitions. The first type takes into account the total games of each player while the second type takes into account his x best games (the number is determined from the beginning).

The prize of each competition is determined at the beginning while some competitions pay an increasing prize based on the number of entries. This means that the more players involved, the higher the prizes they can win.

Mpirimpa Pro / Mpirimpa (Buraco Pro/ Buraco)

1. Game objective

Mpirimpa is a card game for 2 players or 2 pairs of players. Your objective is to create combination with 3 or more cards to achieve more points than your opponents. The ultimate goal of the game is for the player (or the respective pair) to collect as many points as possible in order to reach (or exceed) the predetermined number of points that will determine the final winner or winners.

Each player must close or throw out of his hands all the cards that have been dealt to him. The faster he achieves this, creating combinations that give him/her the maximum number of points, the more chances he has to win. The game is played

with two deck of cards including Jokers (wildcards). Games can be played from 505 to 5005 points per game.

The game is very popular in Greece and Cyprus, but also Italy, Brazil etc with some variations in rules. On our platform we have two versions of Mpirimpa, which differ in two rules which are explained below.

2. How to play

2.1 Sharing

Each player is dealt 11 cards. Two piles of 11 cards each are also left on the table (for each player or pair). These piles are called the ‘Pot’. The other cards are the deck from which players collect cards.

2.2 Game

The first player must take a card from the deck and try to make combinations to place them in the game area (at least 3 consecutive cards of the same suit – see below for acceptable combinations). Players can create as many combinations as they like.

When finished, the player must throw a card and place it in the pile at the table (discarded cards).

At the beginning of each round, each player has the option to take a card off the deck or get all the accumulated cards in the pile to make combinations.

Difference 1 between Mpirimpa Pro / Mpirimpa

In the case of Mpirimpa Pro in order to have the option to take all accumulated cards from the pile you must 'justify' this by placing at least one new combination in the game area or insert cards in the combinations you have already placed. If you cannot do that you only have the option to take a card from the deck.

2.3 The wildcards

Cards with a 2 and Jokers have the wildcard function and can be used in any combination.

You can only have one wildcard in a combination. You can have two if one of them is a Joker and the other one is a 2 in its normal position.

It is possible to replace a joker with the corresponding card.

• In the case of a 2 that acts as a joker, if it is the same suit as the rest of the combination and can replace 2 (it will no longer act as a joker to replace 2).

• If not possible, it will continue to act as a joker at the right end of the sequence (where the highest cards are placed).

• If not possible, it will continue to act as a joker on the left edge (with the lower cards).

• If the sequence is complete (from ace to ace), the joker cannot be replaced.

2.4Mpirimpa (sequence)

Mpirimpa is formed when a combination of 7 or more consecutive cards is achieved. Each Mpirimpa gives additional points to players .

Depending on how they are formed, there are different types of Mpirimpas:

• Dirty: It includes at least one wild card.

• Clean: No use of wildcard.

• Complete Pure Mpirimpa: Formed when it is possible to form a clean sequence from Ace to King.

Note: Dirty Mpirimpa can be made clear when the 2 used as a joker can be moved to the position of 2. If this is not possible (for example, if the combination has a joker), it can never be a clean Mpirimpa.

2.5Pot

On one side of the table, two stacks of 11 cards are held corresponding to each player (or pair of players). These stacks are called "POT". When one of the players has no cards, he/she catches one of the piles of stock. Each partner can use only one of the Pots in a game.

It is required that a Mpirimpa is achieved and placed at a table to be able to ‘close’ and get a Pot.

When pairs play, only one player can close and get a "Pot", while the other player in the team must continue with his cards.

2.6Closing

A player "closes" when he has no more cards in his hand. There are different ways to "close":

• Immediate: When a player places his last card over his game area, takes the Pot and continues to place combinations in the same game.

• Indirect: When a player throws his last card into the pile and cannot use the Pot until the next round.

• Finally: When a player throws the last of his cards and can no longer pick up from the cards in the pile (discarded cards), having at least one biriba in the game area.

Note: To close,it is necessary to throw a card in the pile.

3. Combinations

Allowable card combinations can be card sequences (example A-2-3 or 10-J-Q-K-A of the same suit e.g. mugs), or (in a game variation) of the same cards (example J-J-J or 4-4-4-4), called columns or males.

As mentioned above Mpirimpa is done when we have at least 7 consecutive cards or 7 same cards.

If it doesn't contain a wildcard, it's called "clean" and if it contains "dirty" wildcards.

The Thousand points or Full Mpirimpa consists of all the cards of a suit (e.g. mugs) from Ace to King.

If it doesn't contain a wildcard, it's called "clean" and if it contains "dirty" wildcards.

Difference number 2 between Mpirimpa Pro / Mpirimpa

In the case of Mpirimpa there are two variants

- In the first variant by selecting the option Columns (check box) you can create combinations with the same cards of different suit (at least three).
- In the second variant you can only create combinations with consecutive cards of the same suit (at least three).

In the case of Mpirimpa Pro you can create combinations only with consecutive cards of the same suit.

4. Points / Scoring

4.1 Cards

Each card has the following value (regardless of color):

- Joker and 2: 20 points
- Ace (A): 15 points

- K, Q, J, 10, 9, 8 : 10 points
- 7, 6, 5, 4, 3: 5 points

After they have been added (or subtracted in the case of the players that lost), the points on each card are added to the total score.

If a player closes (in case they play pairs, one of the pair) manages to discard all his cards from the biriba, then he gets another 100 points and the game ends. The remaining players (or pairs) subtract the value of the cards they have in their hand from their overall score.

It is much easier to count cards as follows:

- Joker and 2 for 2 points
- A for 1.5 point
- K, Q, J, 10, 9, 8 for one point
- 7, 6, 5, 4 & 3 for 0.5 point

And after you find the sum of the points, multiply by 10.

4.2Biribes

Each Biriba gives additional points to players (except the above)::

- If the biriba is clean, then it's worth 200 points.
- If the biriba is dirty, then it's worth 100 points.
- If the biriba is 7 cards and does not contain wildcards, then it is worth 200 points,
- If the biriba is 7 cards and contains wildcards, then it is worth 100 points.
- Thousand or full / five hundred:
- Without a wild card, it's worth 500 points.
- As long as there's a wild card, it counts 100 points.

4.3Trump

The color of the first discarded sheet determines the color of trumps.

- A trump biriba, if it's clean, is worth 500 points.
- A trump biriba, if it's dirty, is worth 300 points.
- The full trump biriba is worth 1,000 points when it's clean.
- The full trump biriba is worth 300 points when it's dirty.

Depending on the variation of the game, points can be set differently.