



Sporting Solutions Connect

Upside Betting Guide v1.1

January 2026

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1. Document Version History

Version	Date	Notes
0.1	2025-09-01	Provisional description of the Integration, describing market type. Author: Simon Croudace
0.2	2025-10-01	Change log <ul style="list-style-type: none"> • Added field descriptions. • Added scenarios • Model changes <ul style="list-style-type: none"> ○ Remove Jackpot field from Outcome object. ○ Added MaxPayoutLine to the Market object. • Moved "Dynamic Outcomes List" to a future consideration section in order to remove confusion around whether it's offer. • Added an "FAQ section". Author: Simon Croudace
0.3	2025-10-22	<ul style="list-style-type: none"> • Change name of Field, JackpotLine to MaxPayoutLine. • Changing enum based fields from String to Enums in the examples: <ul style="list-style-type: none"> ○ Market Status ○ Outcome Status • Scenario Updates, Added Curve Details. • Scenario Updates, Examples are now generated off real example data. Includes full list of outcomes. • Remove Market Tag "Name" as this won't be available on the Firehose.
0.4	2026-01-27	<ul style="list-style-type: none"> • Migrated document from Confluence to Word. • Updated text to be more suitable for general partner integration via Connect. Author: Simon Croudace
0.5	2026-01-30	<ul style="list-style-type: none"> • Reformatted all tables. • Added Betting Engine Considerations.
1.0	2026-03-11	<ul style="list-style-type: none"> • Upside Market Live on Connect Integration • Added Operator Considerations • Added Appendix with example UI Journeys
1.1	2026-03-16	<ul style="list-style-type: none"> • Added Match Cancellation / Match Abandoned scenarios.

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2. Product Overview

2.1 Introduction

The primary feature and concept of the Upside Betting market is the variable payout curve. Rather than a single condition be met and a static payout, the player is placing a bet which payout will increase depending on the outcome of the fixture. For total goals upside market, the more goals that are scored, the more customer is paid out.

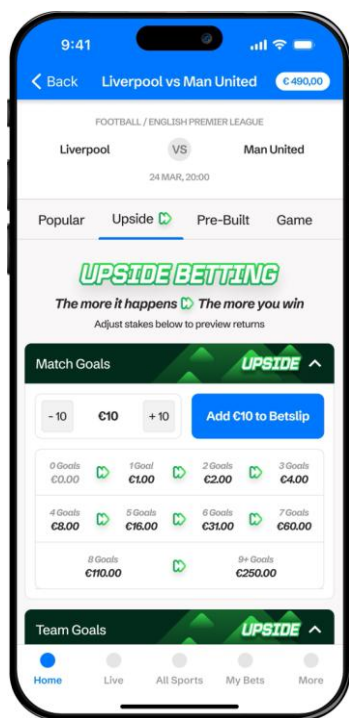
2.2 Key Concepts

Bet placement and payout is different from Fixed Odds Bets and Upside Betting.

- Stake does not change, once the bet is struck the amount staked does not change. Same as Fixed Odds Betting.
- Not a singular payout, but rather a payout table. When the Bet is Struck, the payout table is recorded and doesn't change for that Bet Placement. The customer is then paid out based on the price of the outcome.
- The payout is defined as a curve for all current offerings, starting small and with increased rate of change between payouts increasing.
- The payout curve has a defined Jackpot. The Jackpot has two aspects, the Jackpot Payout and the Jackpot Line.
- The Payout curve is driven by the probability distribution, meaning that if the probability curve shifts enough during an event life cycle, then the starting line, jackpot line, can change position. Examples:
 - The price of each of the outcomes will change throughout the life cycle of the fixture.
 - The payout curve can only start paying out the customer from the 2nd goal, but if the probabilities change enough, this starting line can change either to the 1st goal or the 3rd goal.
 - Like the starting line change, the probability grid can shift throughout the fixture life cycle that the Jackpot line changes position. The Jackpot line can be in at 11 goals for a fixture, and the probability grid can shift enough that the Jackpot line will change to 12 goals.
- Jackpot Payout remains constant throughout the offering, but Jackpot Line and payout curve can change throughout event life cycle.

2.3 Example

If we look at an example Market Display below, we can see the data represented a payout table, and a payout curve. The `Jackpot` in the below example would be €250 for 9 or more goals. In this instance, the Jackpot Line is 9 goals, and the Jackpot payout is €250.



As the prices change, the Jackpot Line and Jackpot payout can change throughout the fixture.

The Payout table needs to be added to the Betslip at the time of the Bet Placement as the Payout table can change throughout the fixture.

In this situation, if the customer placed the bet at €10, they would get the following returning:

Result	Total Payout
1 Goal Scored	€1
2 Goals Scored	€2
3 Goals Scored	€4
4 Goals Scored	€8
5 Goals Scored	€16
6 Goals Scored	€31
7 Goals Scored	€60
8 Goals Scored	€110
9 Goals Scored	€250

2.4 Market Variations

Sporting Solutions provides 3 different payout profile of each market type to match the target customer.

Market Type	Description
Defensive	Default Maximum Payout – 10x Low Maximum Payout but close to linear payout table.
Balanced	Default Maximum Payout – 25x Middle Maximum Payout means there is a medium risk vs reward.
Jackpot	Default Maximum Payout – 50x Highest Maximum Payout means that highest risk vs reward for the customer. Little payout early in the payout table and requires more goals to reach Maximum payout but customer will be rewarded if reached.

** Default Maximum Payout – Current Product Offers 3 variations at set target Maximum Payouts and is subject to change in the future.*

2.5 Betting Engine Considerations

The Upside Betting market is a different market type to regular fixed odds betting and will require either new implementation, or translations to existing data structures and business logic across the areas of a Sports Betting Platform.

Given that each operator will have their own betting engine implementations, local jurisdiction rules, and different constraints, this list will differ from operator to operator. This section is a list of areas within a Sports Betting platform that should be considered when considering integrating and offer the Upside Betting market into your Platform.

The following areas should be considered when integrating Upside Betting Markets:

- Integration
- Betting Systems
- Trader Tools
- Website Display
- Wallet
- Bonus
- Risk Management
- Reporting

2.5.1 Integration

Upside Betting Markets contains a different schema to regular markets and will require adding the additional data contracts in place for the Connect Integration, and any data transformations required in the Operator system.

Sporting Solutions has built the Upside Betting market to be represented as a new object type compared to regular markets with the key conceptual differences that this Market Type contains a homogenous payout table with an array of outcomes that is displayed to the Player, and that this payout table behaves like a single selection when it comes to price updates and status updates, but the individual outcomes display and result separately.

Previous integration show that it is possible to transform an Upside Market to a regular Fixed Odds market with each of the outcome's mapping to individual selections within a market, and then special rules can be built downstream to handle Market Display, Bet Placement, and Bet Settlement.

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2.5.2 Betting Systems

Payout Table - Bet Placement and Bet Settlement

One of the key differences between Regular Markets and Upside Betting Markets is the payout table. There are three key properties to take note of:

- 1) An Upside Betting Market and Bet contains a payout table, and the payout is dependent on the result rather than a WIN/LOSE of a selection.
- 2) For optimal player experience, Sporting Solutions recommends that the customer **is** paid out as the market is progressively settled and the player wallet is credited when a line has been settled.
- 3) Upside Betting Markets are consistently being priced based off the Expectancy, meaning that prices are changing frequently, and when the Bet is Struck, the full Payout table is required to be struck with the bet.

When the Bet is struck, the bet should be struck with a payout table that contains the line and the price. Sporting Solutions provides static identifiers to each line. Sporting Solutions will then settle each outcome individually. When each outcome is settled, the line on the payout table can be settled and paid out to the customer.

Please see the below payout example where the customer has struck a €10 bet on an Upside Market. Please also see example JSON messages later in the document.

Goals	Price	Result
Goal 1	0.45	If 1 Goal scored, returns €4.5.
Goal 2	0.85	If 2 Goals scored, customer is paid 4 for returns total of €8.5
Goal 3	1.7	If 3 Goals scored, customer is paid €8.5 for total returns of €17.0.
Goal 4	3.2	If 4 Goals scored, customer is paid €15 for total returns of €32.
Goal 5	10.0	If 5 Goals scored, customer is paid €68 for total returns of €100.

* Above example is real but has an extremely low expectancy.

Progressive Settlement

Sporting Solutions datafeed provides real-time line settlement and **it is** recommended that when each goal (or relevant line settlement) is settled, then the player wallet should be credited in real time.

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2.5.3 Trader Tools & Back Office

Upside Betting will require additional controls to be supported in most operator Trader Tools.

Back Office support for displaying Upside Betting market.

Add the ability to map and configure “Variants” of Upside Betting Markets. For example, ability to manage Defensive, Balanced, and Jackpot separated.

Upside Betting Markets are fully priced from Sporting Solutions with Margin included. There should be no further pricing manipulation in the Operator Platform.

Due to the variable payout and the shape of the payout curve, the starting prices start between 0 and 1. Sporting Solutions have observed difficulty as regular fixed odds markets will never have a price less than 1. A price between 0 and 1 is a valid payout for Upside Betting.

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Cashout: In the current version of Upside Betting, Sporting Solutions does not support Cash Out. Upside Betting Markets should have Cash Out disabled.

Manual Market Settlement: Ability to manually settle an Upside Betting Market. Should be able to apply a result manually which will lead to the correct settlement of the Bets.

Manual Bet Settlement: Ability to manually settle an individual Upside Betting bet.

Match Abandonment and Match Cancellation. In the scenarios of Match Abandonment and Match Cancellation, Sporting Solutions will set the market to pending (hide) and tradable false (unable to bet on the market) and leave the market in this state. The Sporting Solutions Trading Operations team will then send an email notification. In these scenarios, there will need to be back-office capabilities to be able to result the markets and bets as void. Each operator and jurisdiction maybe have different regulation and rules regarding these scenarios, and Sporting Solutions team is available to advise on how to handle this scenario.

2.5.4 Website Display

Upside Betting markets are displayed differently to Players on the website.

UI Element	Result
Market Display	<p>Market is displayed as a payout table.</p> <p>The Payout table can dynamically change in real time depending on expectancy changes which leads to price changes. This represents in two scenarios:</p> <ul style="list-style-type: none"> - Prices changes on the outcomes, but the number of Outcomes doesn't change. - Number of visible Outcomes changes with a price update. The Payout Table can get smaller or bigger depending on the price change. <p>Sporting Solutions aims to price approximately 10 outcomes, but the Visible payout table can range between 5 to 15 outcomes.</p> <p>Other Operators have implemented a "Quick Stake" button alongside the Market, so that when the market is added to the Betslip, the stake is already inputted by the customer.</p>
Bet Slip	Betslip is displayed with the payout table. This is a critical compliance consideration that the payout table is required at the time of Bet Placement.
Bet History	The Upside Betting payout table should be displayed to the customer when clicking in the details of the Upside Bet. If the bet is being settled, then the progress of the Bet Settlement should be displayed to the customer.
Open Bets	The Upside Betting payout table should be displayed to the customer when clicking in the detail. If the bet is being settled, then the progress of the Bet Settlement should be displayed to the customer.

(Please see Appendix for example User Journeys)

2.5.5 Wallet

Sporting Solutions highly recommends Upside Betting Markets should be implemented with real time incremental pay out. Meaning, that when a goal is scored, Sporting Solutions will provide a line settlement, and the player should have their wallet credited as each line settles on the Upside Betting Bet.

2.5.6 Bonus

For the initial go live with Upside Market, Sporting Solutions has advised to not include Upside Market Bets in any wagering requirements for bonus offers.

2.5.7 Risk Management

Sporting Solutions recommends applying a simple stake limiting strategy per bettor.

2.5.8 Reporting

Data Schema changes likely required and recommended specific reports for Upside Betting markets.

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3. Data Structure

3.1 Summary

An Upside Betting bet is where the customer will receive a payout depending on how many goals are scored.

Upside Markets can effectively be linked to a Fixed Odds Market Type but provides a different representation of a payout Curve. For example, Upside Betting Total Goals is the Upside Variation of the Total Goals Market.

Upside Betting can then have multiple Varieties of the same Market Type, being the Upside Betting Total Goals Jackpot, Upside Betting Total Goals Balanced, Upside Betting Total Goals Defensive.

To provide flexibility to our partners regarding including these varieties within content definitions, each individual variety of Upside Betting market will be defined as a Market Type, rather than including every variety as a submarket type.

Each Varietal is a Market Type.

- 10000-1 is Total Goals Upside Betting Defensive
- 10001-1 is Total Goals Upside Betting Balanced
- 10002-1 is Total Goals Upside Betting Jackpot

The market does not contain selections but rather contains a list of outcomes which translates to a payout table. For this type of market, the customer is placing a bet on the whole market and the full range of outcomes, rather than a specific selection. The payout is then calculated at settlement time based on how many goals were scored.

3.2 Outcomes and OutcomeList

Each market will contain a list of Outcomes. The Outcome list translates to a payout table when striking the bet.

Each outcome contains:

- Status
- Line
- Price

The full outcome list will be provided on each update. In the Upside Total Goals Market, this includes 26 outcomes between 0 and 25+ Goals.

When the payout curve is up to 12+ goals, outcomes between 0 and 12 will have Status = Active, the line of the outcome, and the price of the outcome which represents the total payout if the line is met. Outcomes from 13 to 25+ will have Status = Pending meaning that they shouldn't be displayed to the customer as the curve ends at 12 goals and that indicates the Maximum Payout of the current price.

3.3 Market Type & Market Identifiers

To keep parity with existing Connect market structure, we will continue to use the combination of a Market Type Id and a Market Id. 10000-1.

3.4 Meta Data

Meta data for the Market and Outcomes will be provided via the tags.

For Total Goals Market, this would just be what line the outcome is set to.

For Total Points band markets, this would include the band range. Like 80-90 points.

4. Schema

4.1 Market

Field	Notes
Id	Represents a universally unique identifier across all data sets. For example: spafhjqCkWLqyZvG5c7V6JG9BU
Status	Market Life Cycle: Pending, Active, Void, Settled. 0 - Pending: Do not display. 1 - Active: Display Market to the Customer. 2 - Settled: Market has been settled and a result is provided. 3 - Void: Upside Betting does not use the Void Market Status.
Tradable	Indicates whether the Market can be bet on. Boolean Scenarios: <ul style="list-style-type: none"> When the market status is active, and market tradable is true. Then the market is displayed to the customer and bets can be placed on it. When the market status is active, and market tradable is false. Then the market is displayed to the customer, but in a suspended state and can't be bet on. When the market status is Pending, Void, or Settled. Then tradable flag is not relevant but will be set to false.
MaxPayoutLine	The Jackpot Line represents the line where the payout table has reached its maximum value. For example, depending on the settings and goal expectancy, in a low scoring fixture the maximum payout can be set to 8 goals, and in a high scoring fixture the maximum payout can be set to 14 goals scored. The Jackpot line can change throughout the fixture life cycle.
ExpectedReturns	Statistically the expected payout for the Market. Used for Risk Management Purposes.
Result	Provides the Settlement condition for the Market. For Goal based markets, it will contain the Home, Away, Total score.
OutcomeList	List of Outcomes. (See Outcome object)
Tags	Dictionary of String Any additional information required to map or display market to customer. Significant Tags: <ul style="list-style-type: none"> MarketMappingID (Connect) traded_pre_match traded_in_play type name

4.2 Outcome

Field	Notes
Status	<p>Indicates that current state of an outcome which is "Pending", "Active", "Settled".</p> <ul style="list-style-type: none"> • Pending: Outcome is not displayed to the Customer. • Active: Outcome is displayed to the Customer. • Settled: Outcome condition has been met. This can either happen while the match is In Play and goals are being scored or can be settled at the end of the Fixture. <p>Status and Jackpot Line Sporting Solutions includes a list of outcomes on every update, including outcomes beyond the Jackpot line. Most of the time, only a subset of the outcomes will be displayed to the customer being the active outcomes between the minimum payout and the Jackpot line. All outcomes after the Jackpot outcome will be set to Pending, as these outcomes should be displayed to the customer.</p> <p>In Play Resulting While a fixture is in play, and goals are being scored. The outcomes where the line has been met, will be Status = Settled, and Price = 1 to indicate that the outcome has won. All remaining outcomes adhere to the above rules.</p>
Price	<p>The Price field represents either the price of the outcome when the market is active, or to indicate the result when the market is settled.</p> <p>When Market is Active When the Market is Active, indicates the decimal price of the outcome. Price indicates the total price if the outcome when the condition has been met. Price behaves different for Upside Betting markets compared to Fixed Odds markets, as the price is valid from 0 and customer can receive partial returns.</p> <p>When Market is Pending When the Market Status is "Pending", Price field is irrelevant but will be set to 0.</p> <p>When Market is Settled When the MarketStatus is "Settled", Price is used to Indicate whether the outcome won or lost.</p> <ul style="list-style-type: none"> • 0 means that the outcome lost. • 1 means that the outcome won.
Tags	<p>Dictionary of String Any additional information required to map or display bet to customer. Primarily contains the lines.</p>

5. Market Life Cycle

5.1 Scenario List

Scenario	Notes
Scenario 1 Prematch - Not Active - Not Displayed	<ul style="list-style-type: none"> Market Status is set to Pending. All other status and tradable data points are irrelevant. Outcomes are not Active and set to pending. Curve Details <ul style="list-style-type: none"> Starting Line: 0. Max Payout Line: 0. Priced Lines Amount: 0.
Scenario 2 Prematch - Active and Tradeable	<ul style="list-style-type: none"> Market Status is set to Active. Market Tradable is set to True. Outcomes are Active. Payout Table is priced.
Scenario 3 Prematch - Active and Suspended	<ul style="list-style-type: none"> Market Status is set to Active. Market Tradable is Set to false. Market expected to display to Customer, with the Prices not displayed to Customer "Suspended"
Scenario 4 In Play - no goals scored. Inactive.	<ul style="list-style-type: none"> Market Status is set to Pending. Market Tradable is false. Outcomes are either Settled or Pending.
Scenario 5a In Play - 1 Goal is Scored – Inactive.	<ul style="list-style-type: none"> Market Status is Pending. Market Tradable is false. Result has updated Score. Outcome 0 and 1 are Settled Status, Price set to 1 to indicate that Outcome has been met.
Scenario 5b In Play - 2 Goal is Scored - Inactive	<ul style="list-style-type: none"> Market Status is Pending. Market Tradable is false. Result has updated Score. Outcome 0, 1, and 2 are Settled Status, Price set to 1 to indicate that Outcome has been met.
Scenario 6 Settlement - 2 Goals Scored, each time scoring a goal.	<ul style="list-style-type: none"> Market Status is Settled. Market Tradable is false. Result has Home 1, Away 1, Total 2. All Outcomes in a Settled State. Outcomes where the goals criteria price is set to 1, and set to zero where not.
Scenario 7 Match Cancelled.	<ul style="list-style-type: none"> Trading Operations notifies via Email. Market Status is set to Pending. All other status and tradable data points are irrelevant. Outcomes are not Active and set to pending. Outcomes lines will have last priced value.
Scenario 7 Match Abandoned.	<ul style="list-style-type: none"> Trading Operations notifies via Email. Market Status is set to Pending. All other status and tradable data points are irrelevant. Outcomes are not Active and set to pending. Outcomes lines will have last priced value.

5.2 Example JSON

Due to size of objects, the outcomes list will be reduced to 5 elements. In practice, they are dependent on the market, Football Total Goals will always contain 26 elements.

Scenario 1: Prematch - Not Active - Not Displayed

```
{
  "Id": "10000-1",
  "Status": 0,
  "Tradable": false,
  "ExpectedPayout": 0.0,
  "MaxPayoutLine": 0.0,
  "Result": {
    "Home": 0,
    "Away": 0,
    "Total": 0
  },
  "Outcomes": [{
    "Id": "10000-1-1",
    "Status": 0,
    "price": 0.0,
    "probability": 0.0,
    "Tags": {
      "line": "0"
    }
  }, {
    "Id": "10000-1-2",
    "Status": 0,
    "price": 0.0,
    "probability": 0.0,
    "Tags": {
      "line": "1"
    }
  }, {
    "Id": "10000-1-3",
    "Status": 0,
    "price": 0.0,
    "probability": 0.0,
    "Tags": {
      "line": "2"
    }
  }, {
    "Id": "10000-1-4",
    "Status": 0,
    "price": 0.0,
    "probability": 0.0,
    "Tags": {
      "line": "3"
    }
  }, {
    "Id": "10000-1-5",
    "Status": 0,
    "price": 0.0,
    "probability": 0.0,
    "Tags": {
      "line": "4"
    }
  }
],
  "Tags": {
    "traded_in_play": "false",
    "traded_pre_match": "true",
    "type": "total_goals_upside_balanced"
  }
}
```

Scenario 2: Prematch - Priced and Tradeable

```
{
  "Id": "10000-1",
  "Status": 1,
  "Tradable": true,
  "ExpectedPayout": 0.8367627957099999,
  "MaxPayoutLine": 8.0,
  "Result": {
    "Home": 0,
    "Away": 0,
    "Total": 0
  },
  "Outcomes": [
    {
      "Id": "10000-1-1",
      "Status": 1,
      "price": 0.0,
      "probability": 0.053972,
      "Tags": {
        "line": "0"
      }
    },
    {
      "Id": "10000-1-2",
      "Status": 1,
      "price": 0.0,
      "probability": 0.181364,
      "Tags": {
        "line": "1"
      }
    },
    {
      "Id": "10000-1-3",
      "Status": 1,
      "price": 0.1,
      "probability": 0.239554,
      "Tags": {
        "line": "2"
      }
    },
    {
      "Id": "10000-1-4",
      "Status": 1,
      "price": 0.3,
      "probability": 0.233645,
      "Tags": {
        "line": "3"
      }
    },
    {
      "Id": "10000-1-5",
      "Status": 1,
      "price": 0.8,
      "probability": 0.151874,
      "Tags": {
        "line": "4"
      }
    }
  ],
  "Tags": {
    "traded_in_play": "false",
    "traded_pre_match": "true",
    "type": "total_goals_upside_balanced"
  }
}
```

Scenario 3: Prematch - Priced and Suspended

```
{
  "Id": "10000-1",
  "Status": 1,
  "Tradable": false,
  "ExpectedPayout": 0.8367627957099999,
  "MaxPayoutLine": 8.0,
  "Result": {
    "Home": 0,
    "Away": 0,
    "Total": 0
  },
  "Outcomes": [
    {
      "Id": "10000-1-1",
      "Status": 1,
      "price": 0.0,
      "probability": 0.053972,
      "Tags": {
        "line": "0"
      }
    },
    {
      "Id": "10000-1-2",
      "Status": 1,
      "price": 0.0,
      "probability": 0.181364,
      "Tags": {
        "line": "1"
      }
    },
    {
      "Id": "10000-1-3",
      "Status": 1,
      "price": 0.1,
      "probability": 0.239554,
      "Tags": {
        "line": "2"
      }
    },
    {
      "Id": "10000-1-4",
      "Status": 1,
      "price": 0.3,
      "probability": 0.233645,
      "Tags": {
        "line": "3"
      }
    },
    {
      "Id": "10000-1-5",
      "Status": 1,
      "price": 0.8,
      "probability": 0.151874,
      "Tags": {
        "line": "4"
      }
    }
  ],
  "Tags": {
    "traded_in_play": "false",
    "traded_pre_match": "true",
    "type": "total_goals_upside_balanced"
  }
}
```

Scenario 4: In Play – 0 Goals Scored

```
{
  "Id": "10000-1",
  "Status": 0,
  "Tradable": false,
  "ExpectedPayout": 0.8548938708399998,
  "MaxPayoutLine": 8.0,
  "Result": {
    "Home": 0,
    "Away": 0,
    "Total": 0
  },
  "Outcomes": [
    {
      "Id": "10000-1-1",
      "Status": 2,
      "price": 1.0,
      "probability": 0.043509,
      "Tags": {
        "line": "0"
      }
    },
    {
      "Id": "10000-1-2",
      "Status": 1,
      "price": 0.0,
      "probability": 0.159113,
      "Tags": {
        "line": "1"
      }
    },
    {
      "Id": "10000-1-3",
      "Status": 1,
      "price": 0.0,
      "probability": 0.226588,
      "Tags": {
        "line": "2"
      }
    },
    {
      "Id": "10000-1-4",
      "Status": 1,
      "price": 0.2,
      "probability": 0.236834,
      "Tags": {
        "line": "3"
      }
    },
    {
      "Id": "10000-1-5",
      "Status": 1,
      "price": 0.6,
      "probability": 0.164901,
      "Tags": {
        "line": "4"
      }
    }
  ],
  "Tags": {
    "traded_in_play": "false",
    "traded_pre_match": "true",
    "type": "total_goals_upside_balanced"
  }
}
```

Scenario 5b: In Play – 2 Goals Scored

```
{
  "Id": "10000-1",
  "Status": 0,
  "Tradable": false,
  "ExpectedPayout": 0.86424535758,
  "MaxPayoutLine": 8.0,
  "Result": {
    "Home": 0,
    "Away": 2,
    "Total": 2
  },
  "Outcomes": [
    {
      "Id": "10000-1-1",
      "Status": 2,
      "price": 1.0,
      "probability": 0.0,
      "Tags": {
        "line": "0"
      }
    },
    {
      "Id": "10000-1-2",
      "Status": 2,
      "price": 1.0,
      "probability": 0.0,
      "Tags": {
        "line": "1"
      }
    },
    {
      "Id": "10000-1-3",
      "Status": 2,
      "price": 1.0,
      "probability": 0.123358,
      "Tags": {
        "line": "2"
      }
    },
    {
      "Id": "10000-1-4",
      "Status": 1,
      "price": 0.0,
      "probability": 0.263827,
      "Tags": {
        "line": "3"
      }
    },
    {
      "Id": "10000-1-5",
      "Status": 1,
      "price": 0.0,
      "probability": 0.268961,
      "Tags": {
        "line": "4"
      }
    }
  ],
  "Tags": {
    "traded_in_play": "false",
    "traded_pre_match": "true",
    "type": "total_goals_upside_balanced"
  }
}
```

Scenario 6: Settlement

```
{
  "Id": "10000-1",
  "Status": 2,
  "Tradable": false,
  "ExpectedPayout": 0.0,
  "MaxPayoutLine": 0.0,
  "Result": {
    "Home": 0,
    "Away": 2,
    "Total": 2
  },
  "Outcomes": [
    {
      "Id": "10000-1-1",
      "Status": 2,
      "price": 1.0,
      "probability": 0.0,
      "Tags": {
        "line": "0"
      }
    },
    {
      "Id": "10000-1-2",
      "Status": 2,
      "price": 1.0,
      "probability": 0.0,
      "Tags": {
        "line": "1"
      }
    },
    {
      "Id": "10000-1-3",
      "Status": 2,
      "price": 1.0,
      "probability": 0.0,
      "Tags": {
        "line": "2"
      }
    },
    {
      "Id": "10000-1-4",
      "Status": 2,
      "price": 0.0,
      "probability": 0.0,
      "Tags": {
        "line": "3"
      }
    },
    {
      "Id": "10000-1-5",
      "Status": 2,
      "price": 0.0,
      "probability": 0.0,
      "Tags": {
        "line": "4"
      }
    }
  ],
  "Tags": {
    "traded_in_play": "false",
    "traded_pre_match": "true",
    "type": "total_goals_upside_balanced"
  }
}
```

Scenario 7: Match Cancelled

```
{
  "Id": "10000-1",
  "Status": 0,
  "Tradable": false,
  "ExpectedPayout": 0.8367627957099999,
  "MaxPayoutLine": 8.0,
  "Result": {
    "Home": 0,
    "Away": 0,
    "Total": 0
  },
  "Outcomes": [
    {
      "Id": "10000-1-1",
      "Status": 0,
      "price": 0.0,
      "probability": 0.053972,
      "Tags": {
        "line": "0"
      }
    },
    {
      "Id": "10000-1-2",
      "Status": 0,
      "price": 0.0,
      "probability": 0.181364,
      "Tags": {
        "line": "1"
      }
    },
    {
      "Id": "10000-1-3",
      "Status": 0,
      "price": 0.1,
      "probability": 0.239554,
      "Tags": {
        "line": "2"
      }
    },
    {
      "Id": "10000-1-4",
      "Status": 0,
      "price": 0.3,
      "probability": 0.233645,
      "Tags": {
        "line": "3"
      }
    },
    {
      "Id": "10000-1-5",
      "Status": 0,
      "price": 0.8,
      "probability": 0.151874,
      "Tags": {
        "line": "4"
      }
    }
  ],
  "Tags": {
    "traded_in_play": "false",
    "traded_pre_match": "true",
    "type": "total_goals_upside_balanced"
  }
}
```

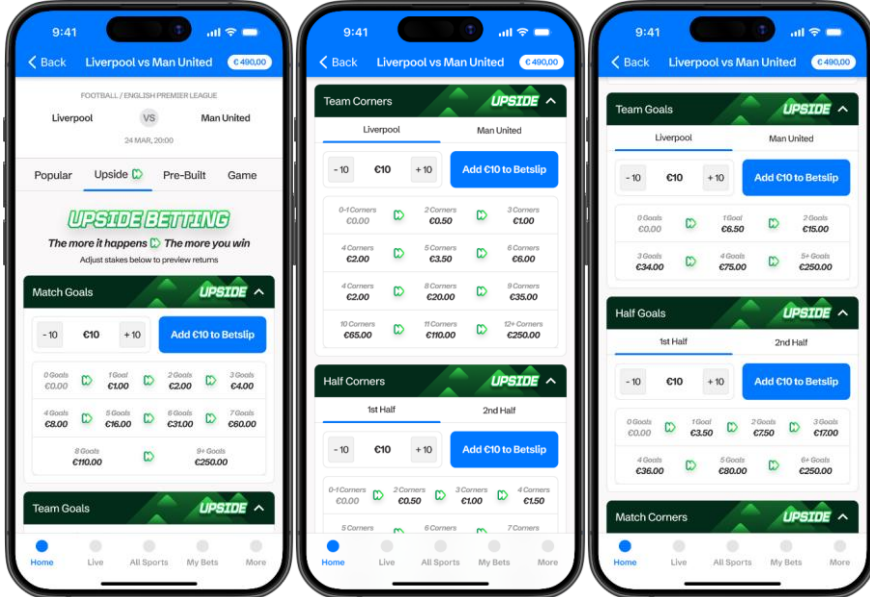
Scenario 7: Match Abandoned while 2-0.

```
{
  "Id": "10000-1",
  "Status": 0,
  "Tradable": false,
  "ExpectedPayout": 0.8367627957099999,
  "MaxPayoutLine": 8.0,
  "Result": {
    "Home": 0,
    "Away": 0,
    "Total": 0
  },
  "Outcomes": [
    {
      "Id": "10000-1-1",
      "Status": 2,
      "price": 1.0,
      "probability": 0.053972,
      "Tags": {
        "line": "0"
      }
    },
    {
      "Id": "10000-1-2",
      "Status": 2,
      "price": 1.0,
      "probability": 0.181364,
      "Tags": {
        "line": "1"
      }
    },
    {
      "Id": "10000-1-3",
      "Status": 2,
      "price": 1.0,
      "probability": 0.239554,
      "Tags": {
        "line": "2"
      }
    },
    {
      "Id": "10000-1-4",
      "Status": 0,
      "price": 0.3,
      "probability": 0.233645,
      "Tags": {
        "line": "3"
      }
    },
    {
      "Id": "10000-1-5",
      "Status": 0,
      "price": 0.8,
      "probability": 0.151874,
      "Tags": {
        "line": "4"
      }
    }
  ],
  "Tags": {
    "traded_in_play": "false",
    "traded_pre_match": "true",
    "type": "total_goals_upside_balanced"
  }
}
```

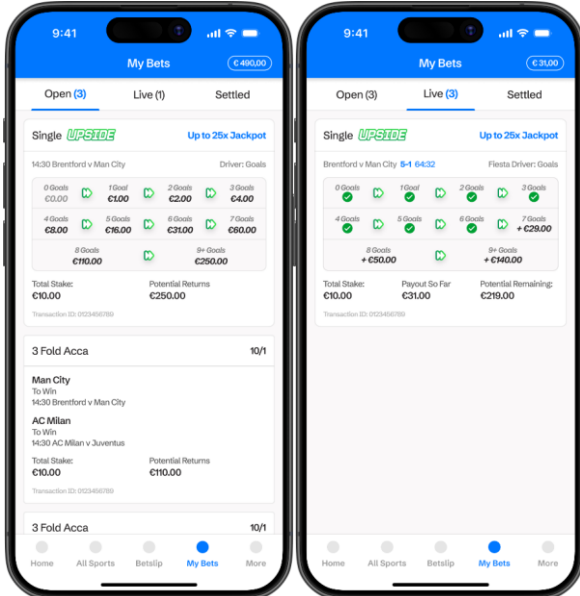
6 Appendix

6.1 Example User Journeys

6.1.1 Market Display



6.1.2 Open Bets



6.1.3 Betslip

