

What is Remake.gg?

Remake.gg is a groundbreaking competitive gaming platform designed to revolutionize the world of online gaming. It offers players a unique opportunity to engage in skill-based challenges across some of the most popular games like Counter-Strike and Dota 2, where players' abilities and strategies are put to the test. By focusing on a truly player-driven experience, Remake.gg provides a dynamic environment where gamers of all levels can compete, improve their skills, and enjoy a truly competitive atmosphere.

Unlike traditional platforms, Remake.gg takes a bold step forward with its Peer-to-Peer (P2P) model. This innovative system enables players to compete directly against each other in head-to-head matchups, providing a more personalized and engaging experience. Whether you're a casual player looking for a fun challenge or a serious competitor aiming to prove your skills, the P2P model offers a level playing field where the best gamer wins.

This model also fosters a more interactive community, as players can engage with one another, forming teams, sharing strategies, and supporting each other's growth in the competitive scene. The real-time, competitive nature of the platform creates an exhilarating experience, where every match feels unique and every victory is hard-earned. With features that enhance fairness, transparency, and trust, Remake.gg ensures that players are always at the center of the action, making it far more than just another gaming platform—it's a community built for gamers, by gamers.

Additionally, Remake.gg regularly organizes tournaments and challenges that bring players together in exciting competitions. These events allow players to showcase their skills, rise through the ranks, and connect with a global community of like-minded gamers. The platform's constant innovation ensures that it stays ahead of the curve, offering new ways for players to engage and interact. As Remake.gg continues to evolve, it remains a leader in the competitive gaming space, always putting the players first and offering a space where gaming and skill can truly shine.

1. Installation of Remake.gg Client

Remake.gg is a windows application that can be downloaded onto a computer system running Windows 10 or later. The software is designed to be compatible with these operating systems, allowing users to easily install and use it on their computer. It is important to note that Remake.gg may not be compatible with older versions of Windows or with other operating systems, such as MacOS or Linux. In order to use Remake.gg, users will need to have a compatible computer and a stable internet connection. Once downloaded, Remake.gg can be installed and used like any other software on the computer.

Remake.gg is a secure and reliable application that is guaranteed to be free of viruses, malware, and any other suspicious software. When downloaded and installed, it will only provide the necessary software binaries required to play challenges, ensuring that users can enjoy a safe and seamless experience. Remake.gg takes the security and protection of its users very seriously, and has implemented measures to ensure that the application is free from any potential threats. As a result, users can feel confident in using Remake.gg and can focus on playing challenges without worrying about the security of their computer or personal information.

2. Safety

Remake.gg is using EV (Extended Validation) for its published software which refers to a type of digital certificate that is used to confirm the identity of a software publisher and the authenticity of the software. When software is signed with an EV certificate, it means that the publisher has undergone a rigorous verification process to prove that they are a legitimate organization and that the software they are distributing is genuine and not a malicious copy.

In the case of Remake.gg, the use of an EV signed certificate can provide several advantages. For one, it can help to increase user trust in the application, as it serves as a guarantee that the software has been properly verified and is safe to use. Additionally, EV signed software may be more likely to be trusted by computer systems and other security software, as the certificate can help to establish the software's authenticity and prevent it from being flagged as potentially malicious. Overall, the use of an EV signed certificate can help to improve the security and reliability of Remake.gg, making it a more trusted and trusted application for its users. Remake.gg has been verified by GlobalSign (DACH).

There are a few different ways that a Windows user can verify that an application has been EV signed by Remake.gg. Here are some steps that can be followed:

1. Right-click on the application's executable file and select „Properties“ from the context menu.
2. In the Properties window, go to the „Digital Signatures“ tab.
3. Under the „Signatures“ list, select the Remake.gg signature and click on the „Details“ button.
4. In the „Signature Details“ window, go to the „Certificate“ tab.
5. Under the „Certificate Status“ section, look for the „Signature is valid“ message. This indicates that the signature is valid and has been verified.
6. Under the „Certificate“ section, look for the „Issued to“ field. If it displays „Remake.gg OÜ“, then the application has been EV signed by Remake.gg and can be trusted.

Note that these steps may vary slightly depending on the version of Windows and the specific application being verified. If the application has not been EV signed, then the „Signature is valid“ message may not be displayed, or the „Issued to“ field may not show „Remake.gg OÜ“. In this case, it is recommended to exercise caution when using the application and to verify its authenticity through other means.

3. Installation Process

The following information describes the directory in which the software will be installed and the created symbolic links and system changes that will be made during the installation process.



The above picture shows the windows installer.

Remake.gg's installer is designed to be a self-updating installer that checks the integrity of all files every time it is started. To do this, the installer verifies the file hash of each file, which is a unique value that is generated based on the contents of the file. If the file hash does not match the expected value, it may indicate that the file has been modified, corrupted, or outdated.

To ensure the security of the software and its users, the Remake.gg installer is designed to automatically replace any outdated, corrupted, or modified files with the latest version from the Remake.gg update server. To do this, the installer will download the latest version of the affected files from the update server and replace the existing files with the updated ones. This ensures that users always have the most up-to-date and secure version of Remake.gg installed on their system.

Overall, the self-updating feature of the Remake.gg installer helps to ensure the integrity and security of the software by continuously verifying the integrity of all files and automatically replacing any that are found to be outdated, corrupted, or modified. This can help to reduce the risk of security vulnerabilities and ensure that users can trust in the reliability and safety of the software.

4. MacOS and Unix support

Remake.gg is designed to be a cross-platform application that is optimized for efficient performance. However, is not currently available as a native application for MacOS or Unix systems, but it can be run on these systems by installing a virtual machine (VM) such as VMware Workstation Pro. This allows users to access Remake.gg on their MacOS or Unix systems.

1. Install a virtual machine (VM) such as VMWare Workstation Pro on your MacOS or Unix system. Download and install Windows 11 2H22 or later.
2. Install Remake.gg and Steam on the virtual machine. Then login to your Steam account and open Remake.gg. Create a new Remake.gg account if necessary.
3. Navigate to the „Account“ tab and then the „Gaming“ subtab. Here, you can link your SteamID to your Remake.gg account.
4. Add funds to your Remake.gg wallet by redeeming a Tether (USDT) token or ask a close friend to send you funds. Once your account has enough funds to participate in a challenge, head to the „Games“ tab and start a new challenge by selecting a desired challenge.
5. Close the virtual machine and play your game on your normal desktop system.
6. Once the challenge is complete, return to the virtual machine (VM) and report the match results on Remake.gg.

By following these steps, you can use Remake.gg on a MacOS or Unix system by running it through a virtual machine (VM). Remake.gg does not require access to the game while it is being played, so you can conveniently use it on any system to report the challenge as long as you are logged in with your correct gaming account in Steam.

1. Account Registration

Creating an account is easy and takes less than 2 minutes. The user only has to solve a captcha and enter the confirmation code from the E-Mail. The account can be verified with a valid ID document after the sign-up process has been completed.

GoWager v1.2.1 - (Build 25 May 2022)

GoWager Tournament Platform

Account > Login

Account Login | Create a new account

Create a new account

First Name: Last Name:

E-Mail:

Phone Number:

Password:

NB! Please make sure to store your password and provide correct information.

Continue

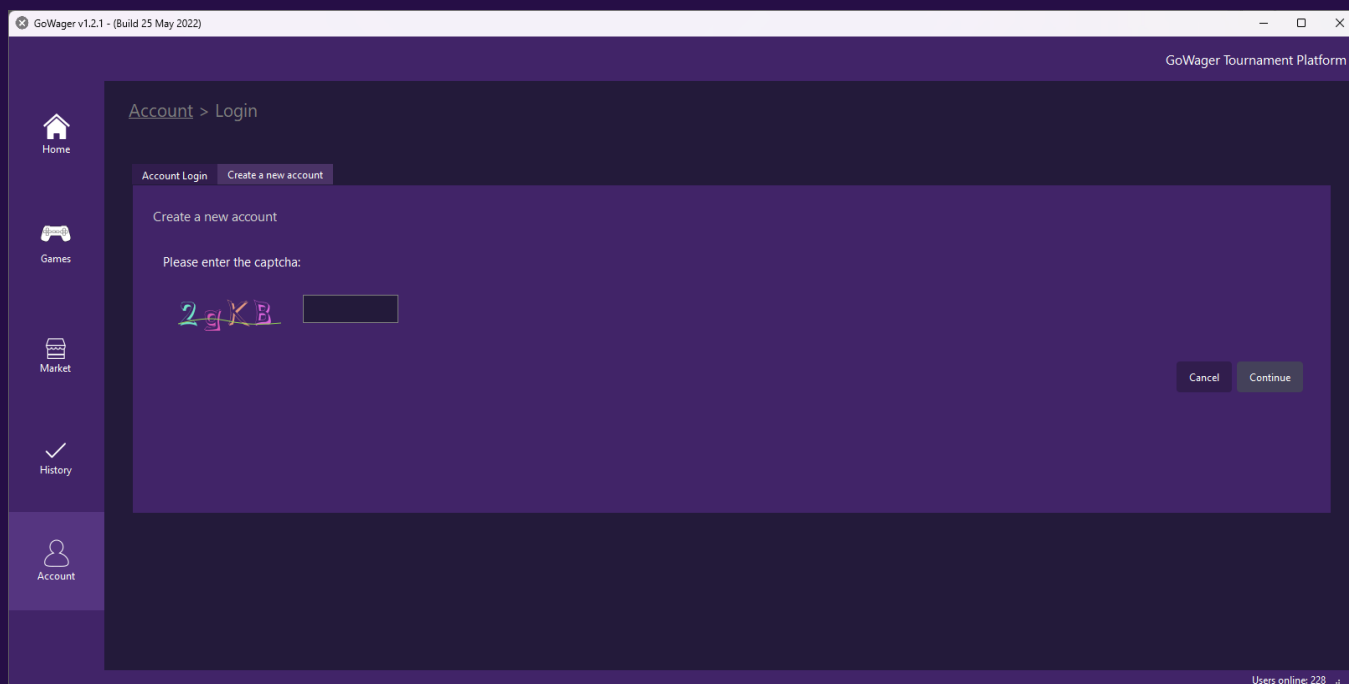
Users online: 228

The security of Remake.gg user accounts is of paramount importance, and to ensure this, account credentials are stored in a secure and encrypted manner. Users are strongly encouraged to provide accurate and valid information during the registration process, particularly in terms of a correct phone number. This accuracy is crucial, especially when it comes to initiating a password reset. A valid phone number serves as a secure verification method, enhancing the overall protection of user accounts.

It's noteworthy that Remake.gg operates within the legal framework and is officially registered in Estonia, Europe. The platform meticulously adheres to all European data and storage laws, prioritizing user privacy and data protection. The commitment to compliance with these regulations underscores Remake.gg's dedication to maintaining a secure and trustworthy gaming environment.

Users can rest assured that their information will be handled with the utmost care and confidentiality. The strict adherence to European data protection laws reflects Remake.gg's proactive approach to ensuring a safe and transparent gaming experience for its users.

If a user is unable to read the captcha during the registration process, it is important for security reasons to start the process over again. Remake.gg has excluded certain letters that are difficult to read from the captcha in order to make it easier for users to complete the process. If a user is still unable to read the captcha, they should try again or contact Remake.gg for assistance.

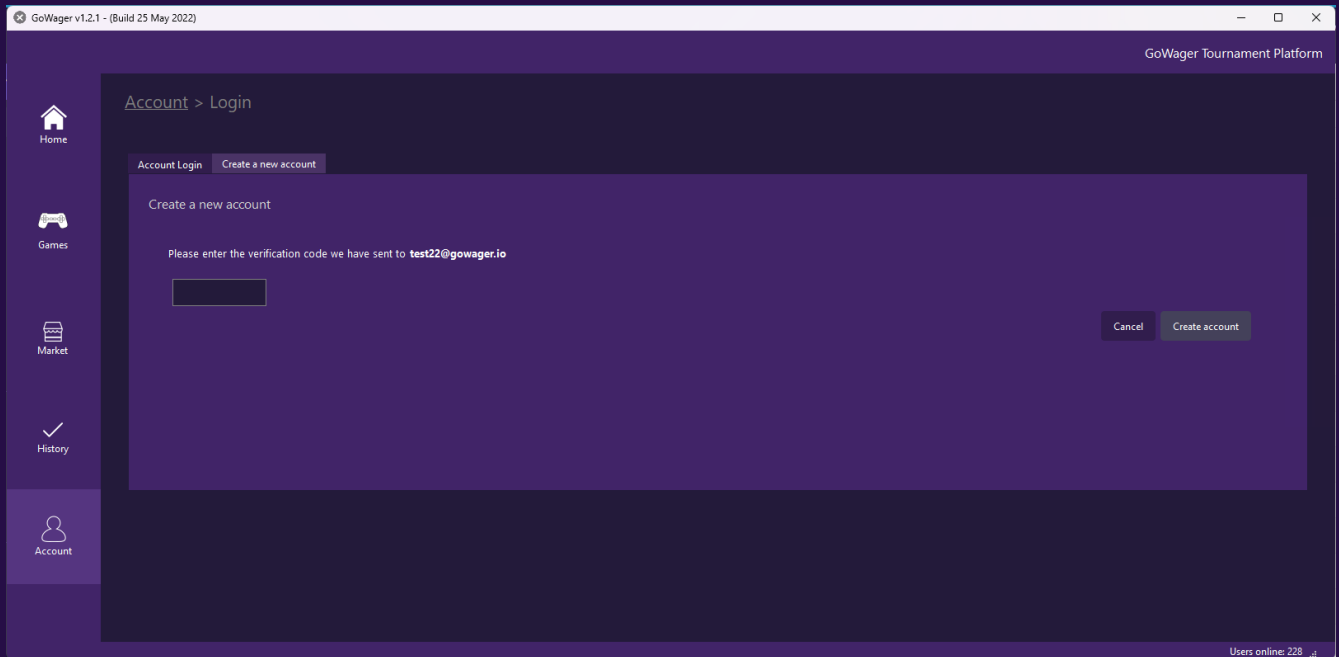


Users are required to solve the captcha within a few minutes in order to complete the registration process. It is important to complete this step in a timely manner to avoid any issues with creating a Remake.gg account.

There is a limited number of attempts that users can make to solve the captcha during the registration process. If a user fails to enter the correct captcha multiple times, the client will cancel the account registration and the user may receive a temporary ban for a few minutes. This is to prevent abuse of the system and ensure the security of Remake.gg accounts. If a user is having difficulty solving the captcha, they should try again or contact Remake.gg for assistance.

It is important to note that the captcha is case sensitive, which means that the letters and numbers must be entered exactly as they appear in the captcha. Users should pay attention to the case of the letters and make sure to enter them correctly in order to successfully solve the captcha and complete the registration process.

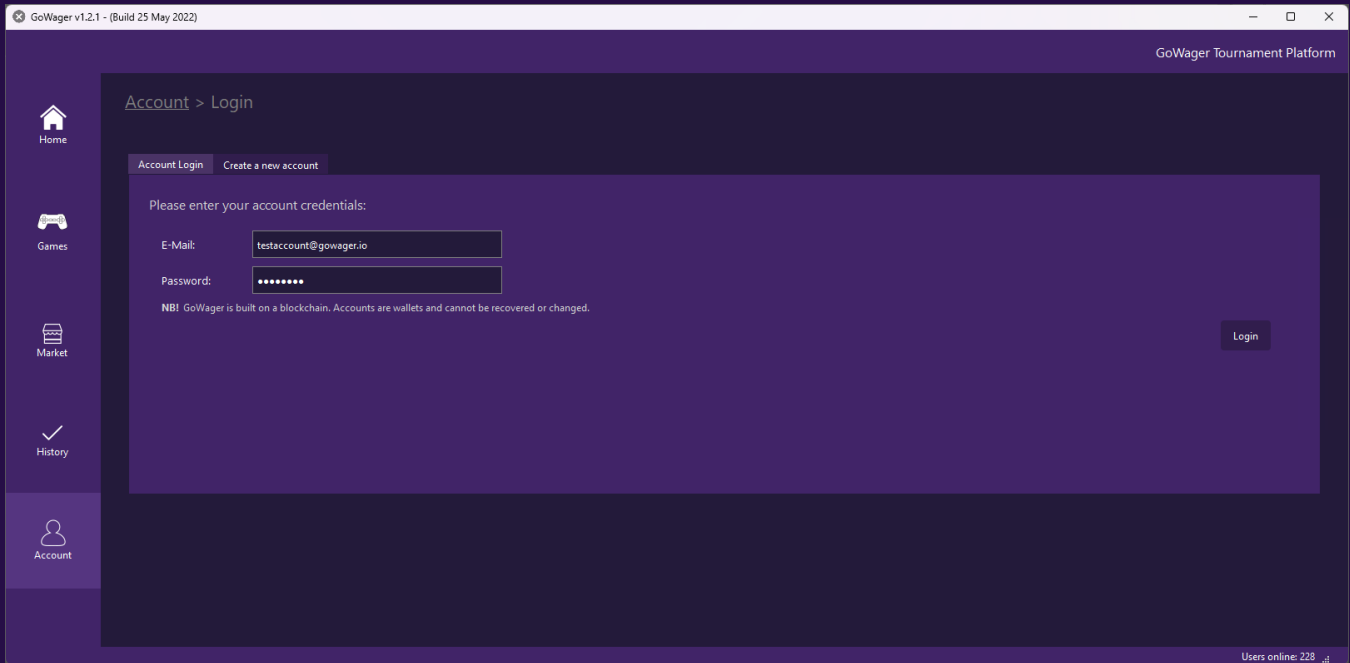
After the captcha has been successfully solved, Remake.gg will send a confirmation email with a code to the user's email address. This email should arrive within 5 minutes. The user will need to enter the confirmation code in order to complete the registration process and create their Remake.gg account. It is important to check the email address provided for this confirmation code and enter it correctly in order to complete the registration process.



Users are required to enter the confirmation code within a few minutes of receiving it. There is a limited number of attempts that users can make to enter the correct confirmation code. If a user fails to enter the correct code multiple times, the client will cancel the account registration and the user may receive a temporary ban for a few minutes. It is important to note that the confirmation code is case sensitive, which means that the letters must be entered exactly as they appear in the code. Users should pay attention to the case of the letters and make sure to enter them correctly in order to complete the registration process and create their Remake.gg account.

After the user has successfully created their Remake.gg account, a modal will appear to confirm this. The user can then proceed to the login panel to access their account and start playing games. It is important to remember to keep track of the login credentials for the account in order to be able to access it in the future.

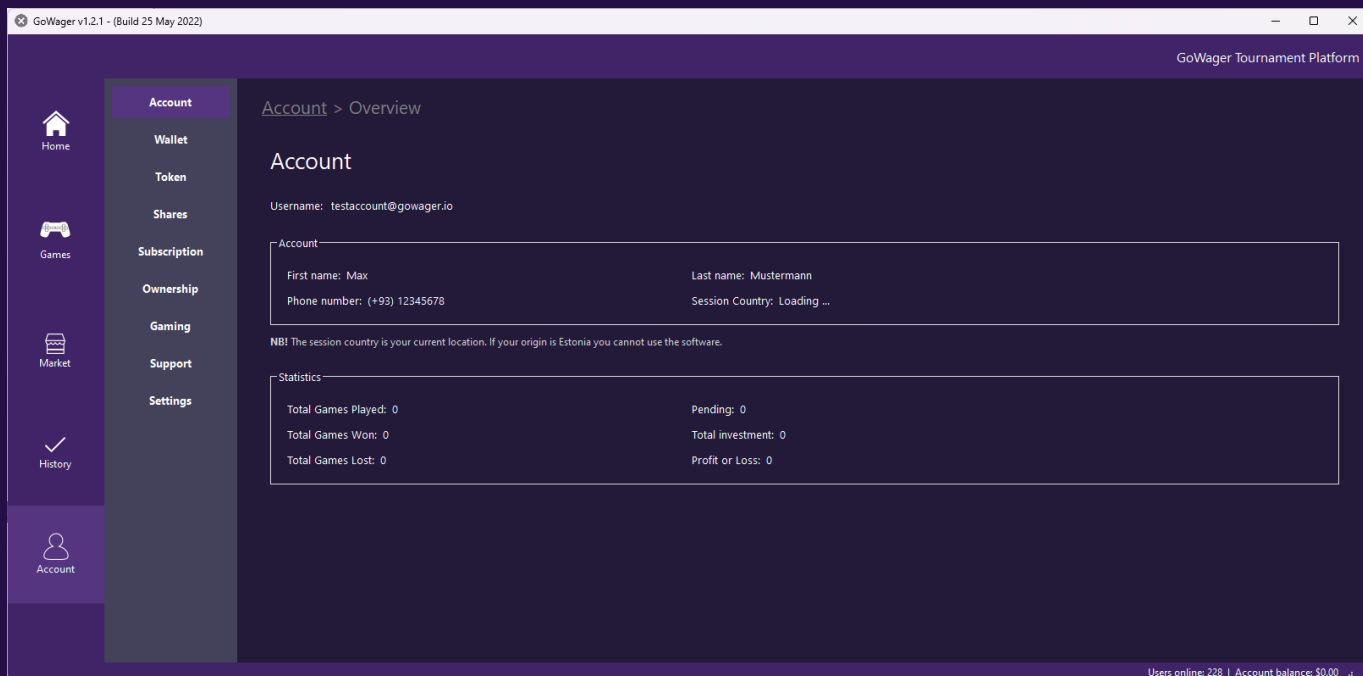
Upon completing the account registration process, the user will be redirected to the account login panel. This is the next step in accessing their Remake.gg account and starting to play challenges. It is important to remember the login credentials for the account in order to be able to access it in the future.



It is important for users to enter their login credentials correctly in order to access their Remake.gg account. If a user enters invalid login details too frequently, they may receive a temporary ban.

Furthermore, Remake.gg is unable to recover or reset account credentials and does not have the ability to access a user's wallet if they have lost their credentials. All user information are stored encrypted by Remake.gg, so it is not possible to recover any lost information. For added security, users have the option to enable Two-Factor Authentication (2FA) for their account. This requires users to additionally approve any transactions through their phone.

Upon logging into the account, the first thing a user will see is their personal details and game statistics, including the number of challenges played, won, and lost.



It is not possible to change any account information. All account information must match the identification document provided. If Remake.gg finds that the account information is invalid, the account may be suspended. Additionally, if a user who signed up in Costa Rica is detected to be playing from the United States, their account will be temporarily suspended as long as their origin country points either to Estonia or the United States. Please note that account statistics may be delayed by up to 30 minutes before being updated.

In the account statistics, any negative balances, such as total loss, will be indicated by being written within parentheses.

Profit or Loss: \$12.50 (positive)
Profit or Loss: (\$15.00) (negative)

1. Players are matched asynchron

As previously mentioned, payers join challenges asynchronously, meaning they don't have to wait in a queue to find other players. This avoids any disruption of both the gaming and betting experience. Remake.gg uses an algorithm to create groups of asynchronously played matches for different game types.

As of October 01, 2023, Remake.gg currently offers only one game mode which involves matching 2 individual players. These players are matched with each other, but individuals are never matched with the same individual twice within a group. In order to be matched in a group, players must have completed and reported their game to Remake.gg and the algorithm must have analyzed the game's outcome. This is typically done when players can see the game's result in the match table.

Players are organized into groups based on the date when their challenge started. Challenges that have been reported earlier have higher priority than newer challenges, so the older challenges are always matched first, as long as the player has already reported the game results. This means that challenges that started earlier will be always matched before challenges that started more recently.

Players have 180 minutes to report the result of a match after the challenge has started. If a player does not report the match within this time frame, the algorithm will automatically close the match and consider the challenge a loss for the player. It is important for players to report their match results within the designated time in order to ensure that their challenges are properly settled.

Once a group has been created by the algorithm, players have another 120 minutes to open a dispute. It is important to continuously monitor played challenges because the time frame to open a dispute is short. Players should keep track of their challenges and make sure to address any issues or disputes within the allotted time.

2. Understanding the match dispute system

A dispute can only be opened once per group. If a dispute has been opened, all players in the group have the opportunity to provide additional information to support the case. However, it is important for players to avoid spamming the dispute and only respond when asked to do so by Remake.gg. This helps to keep the dispute process organized and efficient, and allows Remake.gg to keep track of the provided information.

If a player opens a dispute because a player believes that another player has cheated, it is important to provide sufficient proof to support the claim. Remake.gg may ask for additional evidence or ask other players to vote on the dispute reason to help resolve the issue. If there is uncertainty about the outcome of the dispute, Remake.gg may consider the votes of other players and its own opinion to come to a resolution. It is important to provide clear and convincing evidence when alleging that another player has cheated in order to have the best chance of removing the player from the winning list.

GoWager v1.2.1 - (Build 30, December 2022)

GoWager Tournament Platform

Audit

Matches

Home

Games

History

Account

History > Matches

| GameID | Game | Amount | Reported | Time | Result | Disputable | Status |
|-----------|----------------------------|--------|----------|--------------|--------|-------------------------|-------------------------|
| #7da23549 | Dota 2 (Defense of the ... | \$0.10 | Yes | 13 hours ago | Loser | Grouping not completed. | Pending Settlement. |
| #b342b821 | Dota 2 (Defense of the ... | \$0.10 | Yes | 1 days ago | Loser | Grouping not completed. | Pending Settlement. |
| #a5ed7706 | Dota 2 (Defense of the ... | \$0.10 | Yes | 1 days ago | Loser | Disputed by player. | Action may be required. |

NB! Entries are delayed up to 15 minutes before they become visible.

Overview Game Dispute Dispute Resolution

Open a dispute or identification request for game #a5ed7706

- The match outcome is incorrect or the one player used a cheat (e. g. Wallhack, Aimbot, etc.)

If you open a dispute the entire group is immediately suspended. All payments are on hold until the review process has been completed by GoWager. A dispute can only be opened once by a participating group player. Any player who is part of the group is allowed to add information to the dispute. Use a dispute if you believe your match outcome is invalid or a player used a cheat (e. g. maphack, aimbot, etc.). GoWager pays a reward of up to \$1000.00 from the commission pool for successfully identifying a cheater. The reward is determined by the players overall history.

NB! GoWager will refund dispute fees if the request is verifiable and justified in form of a redeemable USDT (Tether) token.

Open Dispute (\$5.00)

Users online: 228 | Account balance: \$2.33

The selected row shows a challenge disputed by a player.

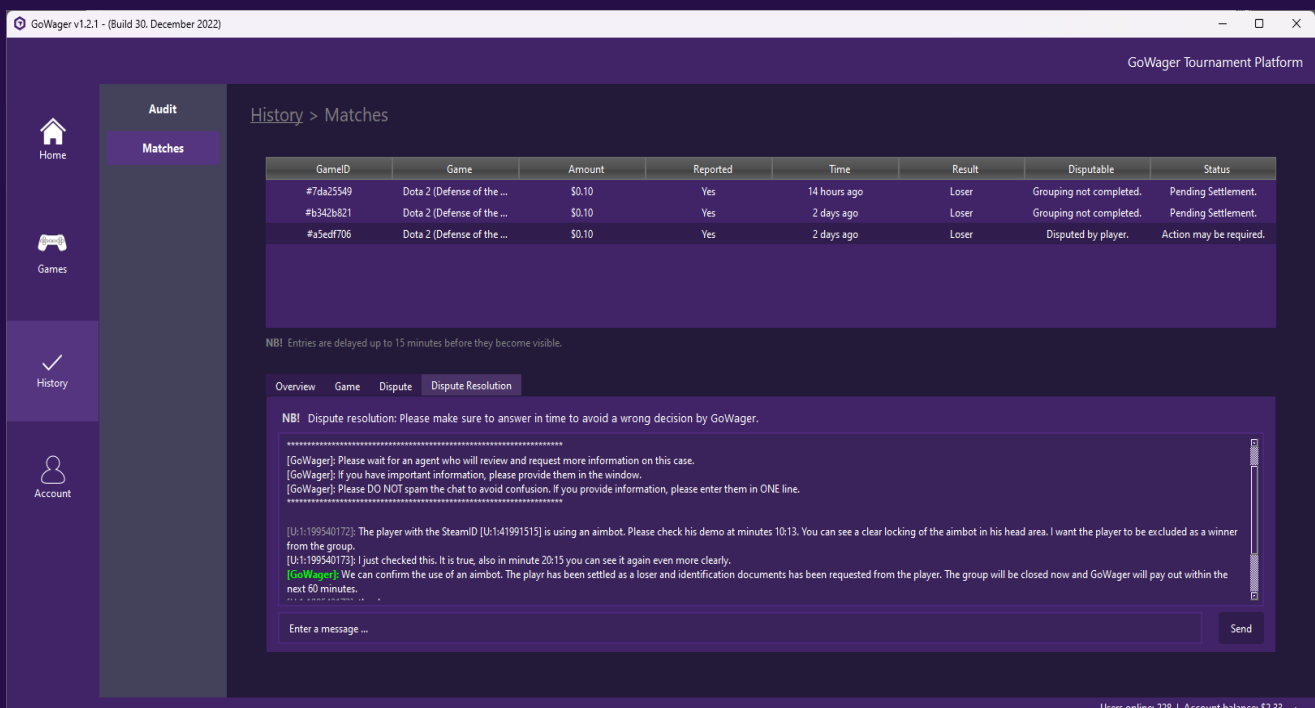
1. The field disputable in the section will change to *dispute by player* and the status changes to *action may be required*.
2. When a dispute is opened, the entire group is suspended until Remake.gg completed the review. All payments are on hold. Remake.gg tries to resolve disputes within 48 hours from opening.
3. If the dispute was justified by the player that opened the dispute, Remake.gg can set depending on the result of the dispute an individual player to be a winner or loser at this stage.

Once the dispute has been resolved, the group is ready for payout. The algorithm will then pickup the group and payout the winners and close the group. At this point, Remake.gg no longer has control over the payments and the result of the outcome is final. After the dispute is resolved and the payouts are processed, the group will be closed.

3. Responding to a disputed match

Remake.gg uses a chat system to resolve disputes and allows any player in the challenge to provide additional information. This open dispute system is used because Remake.gg may not always be able to resolve a dispute on its own, particularly when the reason for the dispute is related to cheating. In these cases, Remake.gg may start a vote pool to ask other players in the group for their input. However, the result of a vote pool is only meant to be helpful information and Remake.gg will ultimately make the final decision on the resolution of the dispute, rather than relying on the outcome of the vote.

In the dispute system, players are identified by their Steam ID, for example [U:1:9519611]. This allows for quick matching with game data, as Remake.gg orders the game data of a match by the Steam ID. The chat system is color-coded, with messages written by players having a gray color, messages written by Remake.gg as the dispute administrator having a green color, and other messages having a white color. This helps to distinguish between different types of messages and makes it easier to follow the conversation.



GoWager v1.2.1 - (Build 30. December 2022)

GoWager Tournament Platform

History > Matches

| GameID | Game | Amount | Reported | Time | Result | Disputable | Status |
|-----------|----------------------------|--------|----------|--------------|--------|-------------------------|-------------------------|
| #7da25549 | Dota 2 (Defense of the ... | \$0.10 | Yes | 14 hours ago | Loser | Grouping not completed. | Pending Settlement. |
| #b342b821 | Dota 2 (Defense of the ... | \$0.10 | Yes | 2 days ago | Loser | Grouping not completed. | Pending Settlement. |
| #a5edf706 | Dota 2 (Defense of the ... | \$0.10 | Yes | 2 days ago | Loser | Disputed by player. | Action may be required. |

NB! Entries are delayed up to 15 minutes before they become visible.

Overview Game Dispute Dispute Resolution

NB! Dispute resolution: Please make sure to answer in time to avoid a wrong decision by GoWager.

[GoWager]: Please wait for an agent who will review and request more information on this case.
[GoWager]: If you have important information, please provide them in the window.
[GoWager]: Please DO NOT spam the chat to avoid confusion. If you provide information, please enter them in ONE line.

[U:1:199540172]: The player with the SteamID [U:1:41991515] is using an aimbot. Please check his demo at minutes 10:13. You can see a clear locking of the aimbot in his head area. I want the player to be excluded as a winner from the group.
[U:1:199540173]: I just checked this. It is true, also in minute 20:15 you can see it again even more clearly.
[GoWager]: We can confirm the use of an aimbot. The play has been settled as a loser and identification documents has been requested from the player. The group will be closed now and GoWager will pay out within the next 60 minutes.

Enter a message ... Send

Users online: 228 | Account balance: \$2.33

During a dispute, Remake.gg may request additional information from individual players in the dispute chat system. It is important for players to check the dispute chat regularly in order to respond to any requests for information. Players who are unable to respond in a timely manner may lose their challenge. Remake.gg will typically give players a reasonable amount of time to respond, usually at least one day before closing out the group and making a decision. It is important for players to stay engaged in the dispute process and provide any requested information in a timely manner.

When Remake.gg closes a dispute, players are no longer able to send messages and the decision is considered final. This means that the dispute process is complete and players should accept the outcome of the dispute. Remake.gg makes the decision based on the information.

The dispute system and grouping process is the same for all challenges. Any new games that are added will also follow this process for disputes and grouping. This means that players can expect a consistent and fair process for resolving disputes and organizing groups no matter which game Remake.gg will add as next.

Although, Remake.gg may add challenges with higher stakes in the future, with challenges exceeding than \$200.00 per game. In this case, the dispute time may be extended to 24 hours to ensure more fairness. This longer dispute period allows players more time to provide any necessary information or evidence to support their case and ensures that Remake.gg has enough time to fully review and consider all aspects of the dispute before making a decision.

4. Reading the game data of other players

To view the game data and group winners for a particular challenge, you can go to the game tab. From here, you can also verify the winner's game data by comparing it with the challenge. Additionally, the tab will provide information on how to access the demo. A user that finds another player to be cheating or wrongfully to be selected as a winner can open a dispute and report the player by naming its SteamID or playerID.

GoWager v1.2.1 - (Build 30. December 2023)

GoWager Tournament Platform

History > Matches

| GameID | Game | Amount | Reported | Time | Result | Disputable | Status |
|-----------|----------------------------|--------|----------|------------|--------|-------------------------|-------------------------|
| #7da25549 | Dota 2 (Defense of the ... | \$0.10 | Yes | 1 days ago | Loser | Grouping not completed. | Pending Settlement. |
| #b342b621 | Dota 2 (Defense of the ... | \$0.10 | Yes | 2 days ago | Loser | Grouping not completed. | Pending Settlement. |
| #a5edf706 | Dota 2 (Defense of the ... | \$0.10 | Yes | 2 days ago | Loser | Disputed by player. | Action may be required. |

NB! Entries are delayed up to 15 minutes before they become visible.

Overview Game Dispute Dispute Resolution

Players

- > [U:1:199540173] (Loser)
- > [U:1:199540174] (Loser)
- > [U:1:199540175] (Winner)

Match Information

- > [U:1:199540175] (Loser)
- > [U:1:199540177] (Loser)
- > [U:1:199540178] (Loser)
- > [U:1:199540179] (Loser)
- > [U:1:199540180] (Loser)
- > [U:1:199540181] (Winner)
- > [U:1:199540172] (Loser)

```
{  "match": {    "barracks_status": [      3,      3    ],    "cluster": 192,    "dire_team_score": 37,    "duration": 3122,    "engine": 1,    "first_blood_time": 220,    "game_mode": "DOTA_GAMEMODE_ALL_DRAFT",    "human_players": 10,    "leagueid": 0,    "lobby_type": 7,    "match_flags": 1  }
```

Users online: 228 | Account balance: \$2.33

It is important for Remake.gg to identify and address cheating, so it is highly recommended to double-check the game data of other players who have won challenges.

6. Understanding the match history table

The match table can be found in the „History“ tab under „Matches“. It displays a list of all the matches a player has played, including unsettled matches, settled matches, disputed matches, and paid out matches. Each section of the table provides information about the status of a particular match.

| GameID | Game | Amount | Reported | Time | Result | Disputable | Status |
|-----------|----------------------------------|--------|----------|-------------|---------------|-------------------------|-------------------------|
| #91136917 | Dota 2 (Defense of the Ancients) | \$0.10 | No | 1 hours ago | Not reported. | Grouping not completed. | Pending Settlement. |
| #7da25549 | Dota 2 (Defense of the Ancients) | \$0.10 | Yes | 1 days ago | Loser | Grouping not completed. | Pending Settlement. |
| #b342b821 | Dota 2 (Defense of the Ancients) | \$0.10 | Yes | 2 days ago | Loser | Grouping not completed. | Pending Settlement. |
| #a5edf706 | Dota 2 (Defense of the Ancients) | \$0.10 | Yes | 2 days ago | Loser | Disputed by player. | Action may be required. |

NB! Entries are delayed up to 15 minutes before they become visible.

Overview

Game

Dispute

Dispute Resolution

GameID:

#a5edf706

Outcome:

Loser

Game:

Dota 2 (Defense of the Ancients)

Auto Closed:

No

Amount:

\$0.10

Players:

10 Players

Group Winners:

2

Anti Cheat:

Valve Anti-Cheat

Payout Winner:

\$0.050000

Enter before:

2022-12-29T03:17:26.989Z

Challenge:

KDA 5 or higher.

Report before:

2022-12-29T03:17:26.989Z

Start:

2022-12-29T00:17:26.989Z

Player Queue:

Grouping completed.

Users online: 228 | Account balance: \$2.23

In the following the sections are described in the detail.

GameID: Unique identifier for your played match.

Game: Describes the game for which you played the challenge.

Amount: The amount you wagered in this challenge.

Reported: If the player has reported the challenge. This variable is also set to „Yes“ if the player has not reported the challenge in the given time frame.

Time: The time when the challenge was started.

Result: The field result can have three variables.

„Not Reported“ - The player is still playing the challenge.

„Winner“ - The player has won the challenge.

„Loser“ - The player lost the challenge.

Disputable: This field can have four possible variables.

- „No longer disputable“: The time to fill a dispute has either passed or the challenge was been already paid out.
- „Grouping not completed“: The group has not been created. Disputes can only be filled when the grouping has completed.
- „X Minute(s) Left“: The challenge has been recently grouped and the remaining time to open dispute is displayed.
- „Disputed by player“: The challenge has been disputed by a player from the group. In this case, all payments are on hold until Remake.gg reviewed the case.

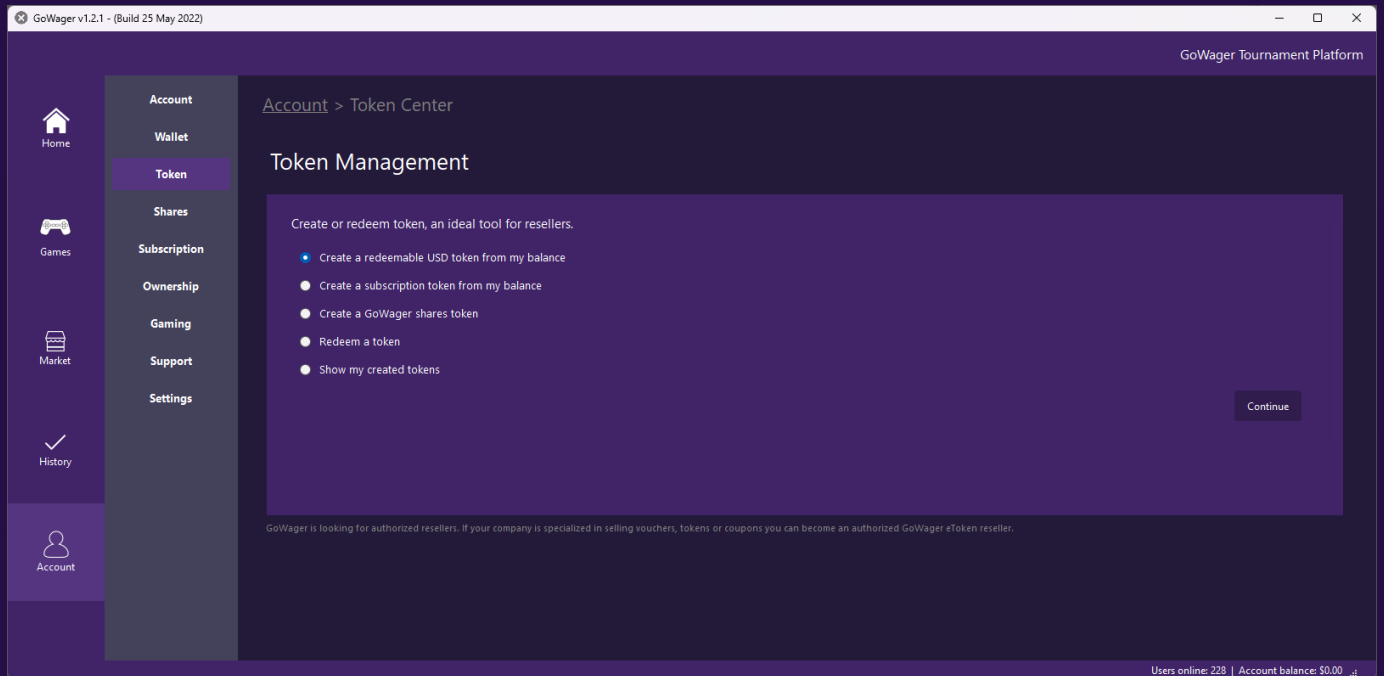
Status: This field can have four possible variables.

- „Pending Settlement“: The challenge has not been grouped. The algorithm is looking for more players to create a group.
- „Challenge Grouped“: The group has been created. Disputes are now available. If no dispute is filled, GoWager will payout the money very soon.
- „Challenge paid out“: The challenge has been paid out to the player's U.S. Dollar wallet. This is irreversible and Remake.gg undo this transaction.
- „Action may be required.“: This field indicates that a player filled a dispute. A player has to keep track of the dispute, because the dispute may be filled against another player. Remake.gg will request more information. If a player does not answer in time, the dispute may have a negative outcome for the player in question.

NB! In the overview tab there is a field located with „Player Queue“. This is forecast field for creating a challenge group. It displays the amount of ungrouped players waiting to get grouped.

1. Creating a Token

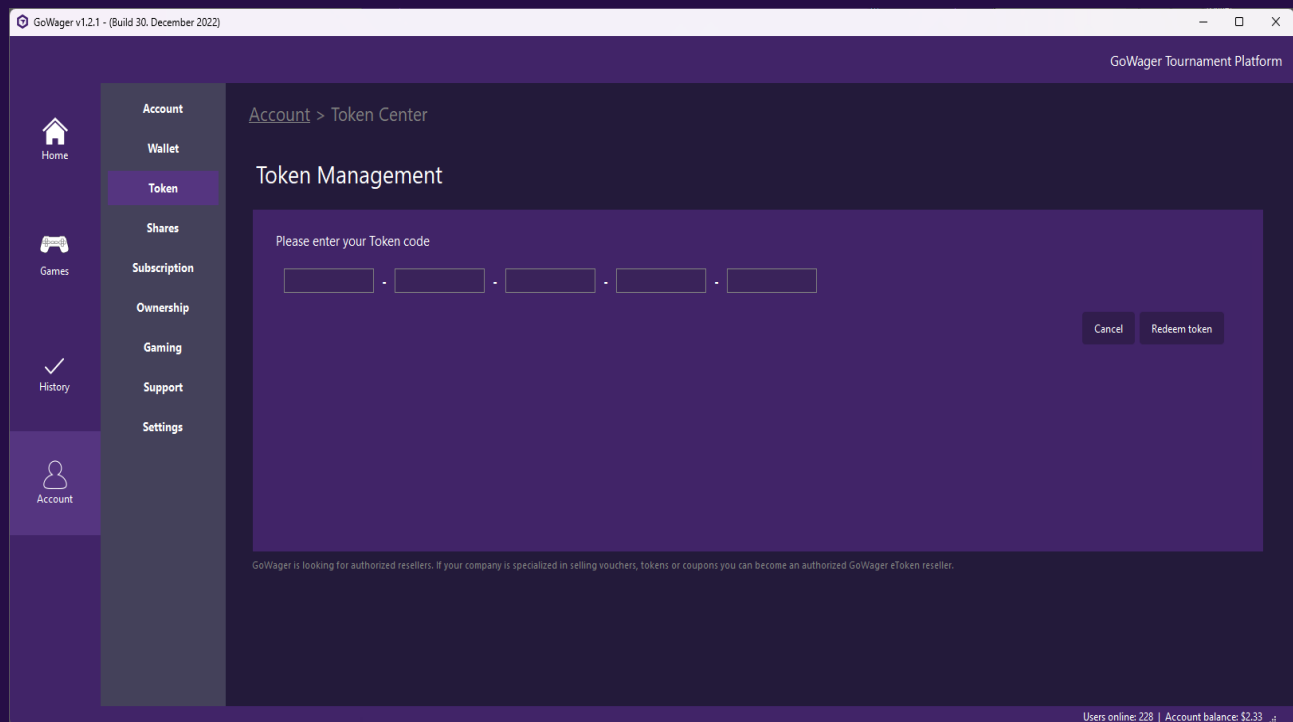
A user has the ability to turn some of their account assets into a redeemable token in real-time. This token can then be shared with others, such as friends or buyers. Currently only Voucher's are supported.



On Remake.gg, users have the ability to create several types of tokens and vouchers:

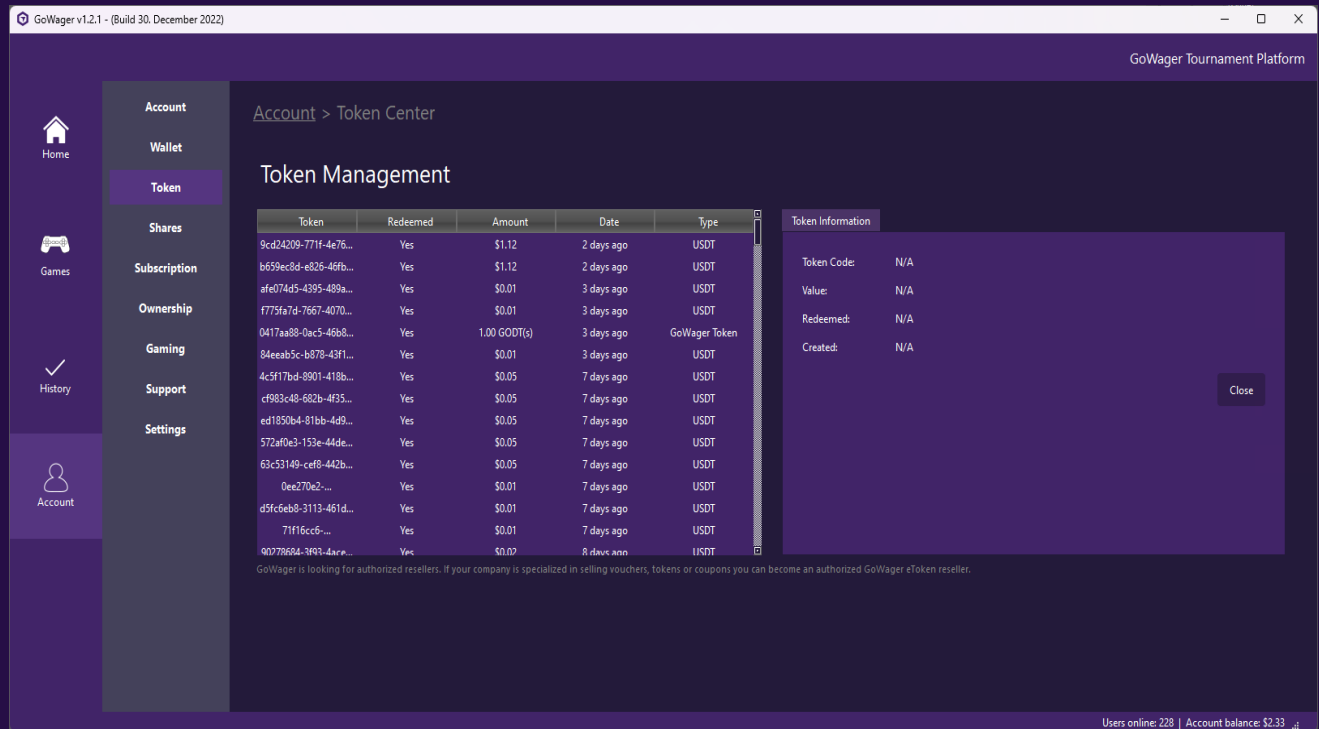
- Redeemable Balance Voucher: This type of token can be created by a user and redeemed by another user's account, allowing users to bypass a middleman when funding their account.
- Created Tokens: Tokens that are created on Remake.gg can be easily tracked and revoked at any time. The tokenized account assets are immediately credited back to the user's account.

In the example below, a user can enter their voucher code, and Remake.gg will automatically detect the type of token.



When a user redeems a token, it is credited to their account balance immediately and does not require approval from Remake.gg. However, if a user repeatedly attempts to redeem an invalid token, they may receive a temporary ban of a few minutes.

The following information below describe the token center, which allows users to revoke created tokens in real-time. When a token is revoked, the corresponding assets are immediately credited back to the user's account. Additionally, the token center allows users to track recently redeemed tokens and provides the ability to bulk copy created tokens by selecting multiple tokens and using the right-click copy function.



GoWager v1.2.1 - (Build 30, December 2022)

GoWager Tournament Platform

Account > Token Center

Token Management

| Token | Redeemed | Amount | Date | Type |
|-----------------------|----------|--------------|------------|---------------|
| 9cd24209-771f-4e76... | Yes | \$1.12 | 2 days ago | USDT |
| b659ec8d-e826-46fb... | Yes | \$1.12 | 2 days ago | USDT |
| afe074d5-4395-489a... | Yes | \$0.01 | 3 days ago | USDT |
| f775fa7d-7667-4070... | Yes | \$0.01 | 3 days ago | USDT |
| 0417aa89-0ac5-46b8... | Yes | 1.00 GODT(s) | 3 days ago | GoWager Token |
| 84eeab5c-b878-43f1... | Yes | \$0.01 | 3 days ago | USDT |
| 4c5f17bd-8901-418b... | Yes | \$0.05 | 7 days ago | USDT |
| cf983c48-682b-4f35... | Yes | \$0.05 | 7 days ago | USDT |
| ed1850b4-81bb-4d9... | Yes | \$0.05 | 7 days ago | USDT |
| 572af0c3-153e-44de... | Yes | \$0.05 | 7 days ago | USDT |
| 63c53149-cf8-442b... | Yes | \$0.05 | 7 days ago | USDT |
| 0ee270e2-... | Yes | \$0.01 | 7 days ago | USDT |
| d5fc6eb9-3113-461d... | Yes | \$0.01 | 7 days ago | USDT |
| 71f16cc6-... | Yes | \$0.01 | 7 days ago | USDT |
| 00778684-3f93-4a9e... | Yes | \$0.02 | 8 days ago | USDT |

Token Information

Token Code: N/A

Value: N/A

Redeemed: N/A

Created: N/A

Close

GoWager is looking for authorized resellers. If your company is specialized in selling vouchers, tokens or coupons you can become an authorized GoWager eToken reseller.

Users online: 228 | Account balance: \$2.33

Note: A user can revoke a maximum of 10 tokens at a time.



DOTA 2

1. Dota 2 (Defense of the Ancients)

The following information describes how Remake.gg has implemented Dota 2 in its wagering platform and the circumstances under which a player may be excluded from a loss.

What is Dota 2?

Dota 2 is a multiplayer online battle arena (MOBA) game developed and published by Valve Corporation. It is the sequel to Defense of the Ancients (DotA), a community-created mod for Blizzard Entertainment's Warcraft III: Reign of Chaos and its expansion pack, The Frozen Throne.

In Dota 2, two teams of five players compete against each other to destroy the other team's „Ancient“, a large structure located within their base. Each player controls a hero character and must work with their team to defend their own Ancient while simultaneously attempting to destroy the enemy team's Ancient.

Heroes are equipped with unique abilities and strengths, and players can earn experience points, gold, and other rewards throughout the match to unlock more powerful abilities and items for their hero. The game is played in rounds, and the team that destroys the enemy Ancient first is declared the winner.

Dota 2 is known for its highly competitive nature and its complex gameplay, which requires a high level of strategy and teamwork to succeed. It is one of the most popular esports games in the world and is played by millions of people around the globe.

1.1 Available challenges in Remake.gg for Dota 2

Remake.gg randomly assigns challenges to players. The challenges are selected in a truly random manner, ensuring that each player has an equal chance of being assigned a particular challenge. There are currently 11 challenges available. The following information describes which challenges are available and how to win a particular challenge.

Win next game: The player has to win the next game.

Kill minimum 5 opponents: The player has to reach at least 5 kills in the game.

Less than 3 deaths: The player must have less than 3 deaths in the entire game. If the game abandons the player for being afk the challenge is lost.

Minimum 6 assists: The player has to reach a minimum of 6 assists in the game.

Minimum 300 last hits: The player must have a minimum of 300 last hits. A player could move into the jungle over the entire game to reach this amount of last hits.

Minimum 500 XP/Minute: The player needs an overall XP of 500 per minute to win the challenge. A player could pick a hero that is known for high XP rates per minute to increase its chances.

Minimum 500 Gold/Minute: The player needs an overall Gold of 500 per minute to win the challenge. A player could pick a hero that is a great farmer or receives additional gold on kills to increase its chances to win the challenge.

Hero level 25 or higher: The player must gain at least a hero level of 25 in the game.

KDA 5 or higher: The KDA is calculated with the following formula
$$\text{KDA} = ((\text{player.assists} + \text{player.kills}) / \text{player.deaths})$$

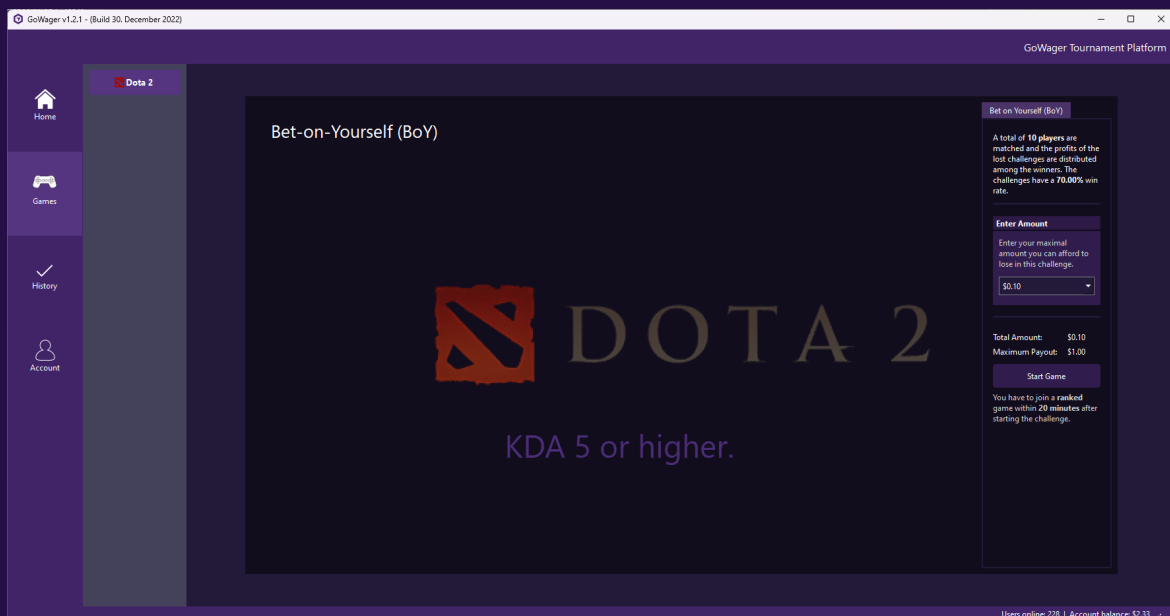
Minimum game time 40 minutes: The game time must be minimum 40 minutes including pre-selection.

Maximum game time 40 minutes: The game time may not exceed 40 minutes including pre-selection.

1.2 Joining a ranked game that counts

Remake.gg only allows ranked games, including turbo and ranked normal with any hero. Custom game modes are not supported. If you participate in any other game modes, you will be disqualified from receiving any winnings. Please note that if you manage to manipulate your game through a bug that you may have discovered, other players can open a dispute and you may lose the challenge. Remake.gg will also ban any attempts to bypass our system and report a player to the local police station where the player is residing for fraud. To fill disputes and communicate with the appropriate police station, Remake.gg is using artificial intelligence ChatGPT 3 from OpenAI.

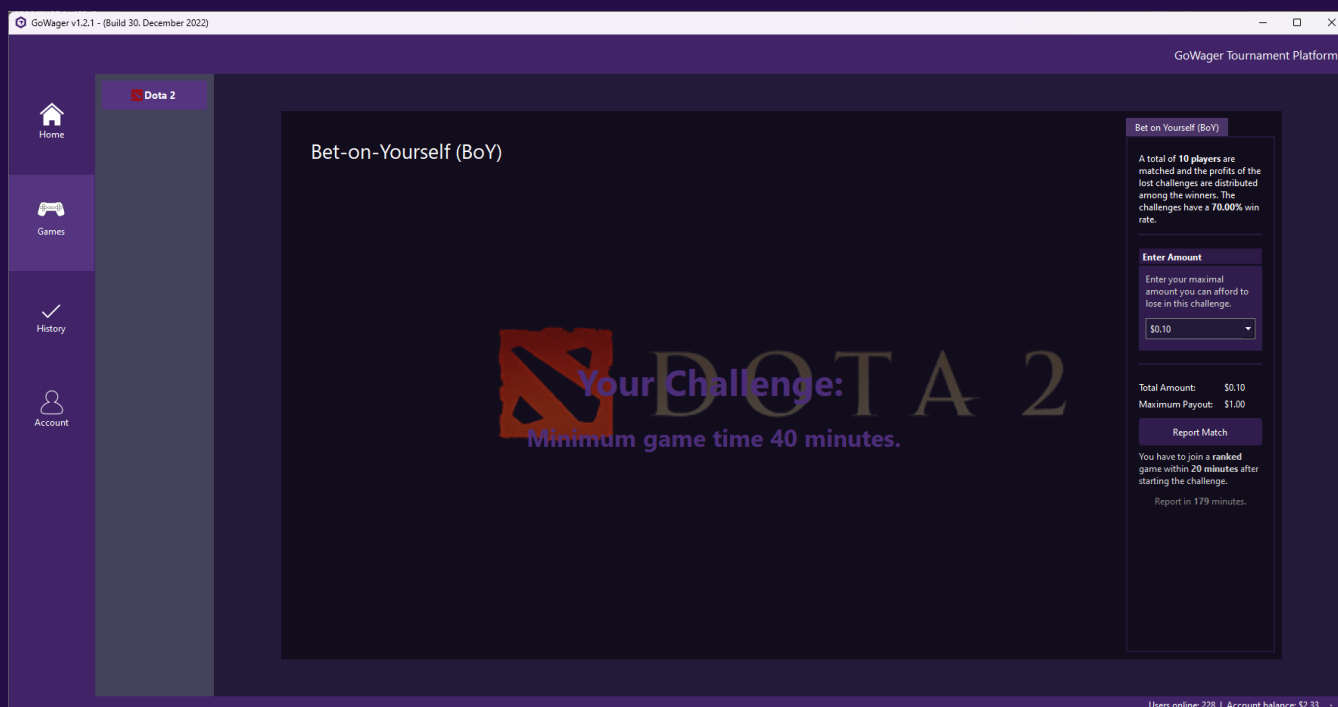
It is important to note that cheating in games with a prize pool is considered fraud in many countries around the world. This is distinct from cheating in a game without any prize pool.



The above pictures shows the challenge tab for Dota 2.

To start a challenge in Dota 2 on Remake.gg, a player needs to go to the Dota 2 tab under the Games section and select the amount they want to wager. Then, they can click the „Start Game“ button to initiate the challenge. The player must join a ranked game within 20 minutes. Please note, joining a game before creating a challenge will result in a lose.

The pictures below depict a randomized challenge. The time remaining for the player to report the match outcome to Remake.gg is displayed in the bottom right, under the „Start Game“ button.



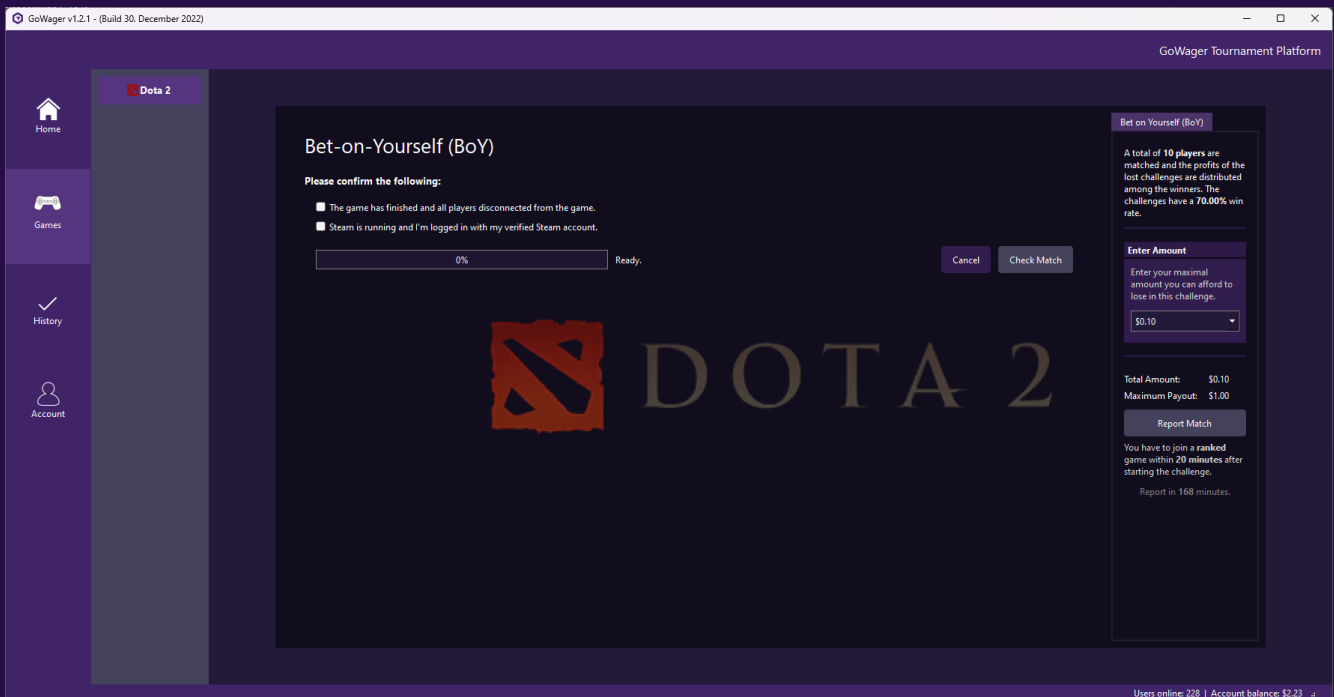
The Remake.gg client does not need to remain open during a challenge and does not interact with the game in any way. Remake.gg will only interact with the game once the challenge has been reported and the game has already finished.

Leaving the Remake.gg application open during a challenge does not have a significant impact on system resources. This means that a player can leave the application open without worrying about it causing any problems or slowing down their device. The application only uses a minimal amount of system resources, so it will not have a noticeable impact on the performance of the device.

Remake.gg is fully supported by the game publishers and does not modify the game in any way, so you can be confident that you will not encounter any problems when using our platform to play challenges. There is a 100% guarantee that you can use Remake.gg without any issues. If we ever interact with a game in a way not supported by a game publisher, Remake.gg will inform you before starting a challenge, but even then it is very unlikely that a player will have any issues with its gaming account.

1.3 Reporting a challenge

To report a completed challenge, you should use the „Report Match“ button on the right side of the screen. Remake.gg will guide you through the reporting process, but it is important to ensure that you are still logged into Steam, the Dota 2 match has fully finished, and that Dota 2 is closed before proceeding. If these conditions are not met, the result of the challenge may not be accurate and you may need to open a dispute, which could delay the payout for other players in the group.

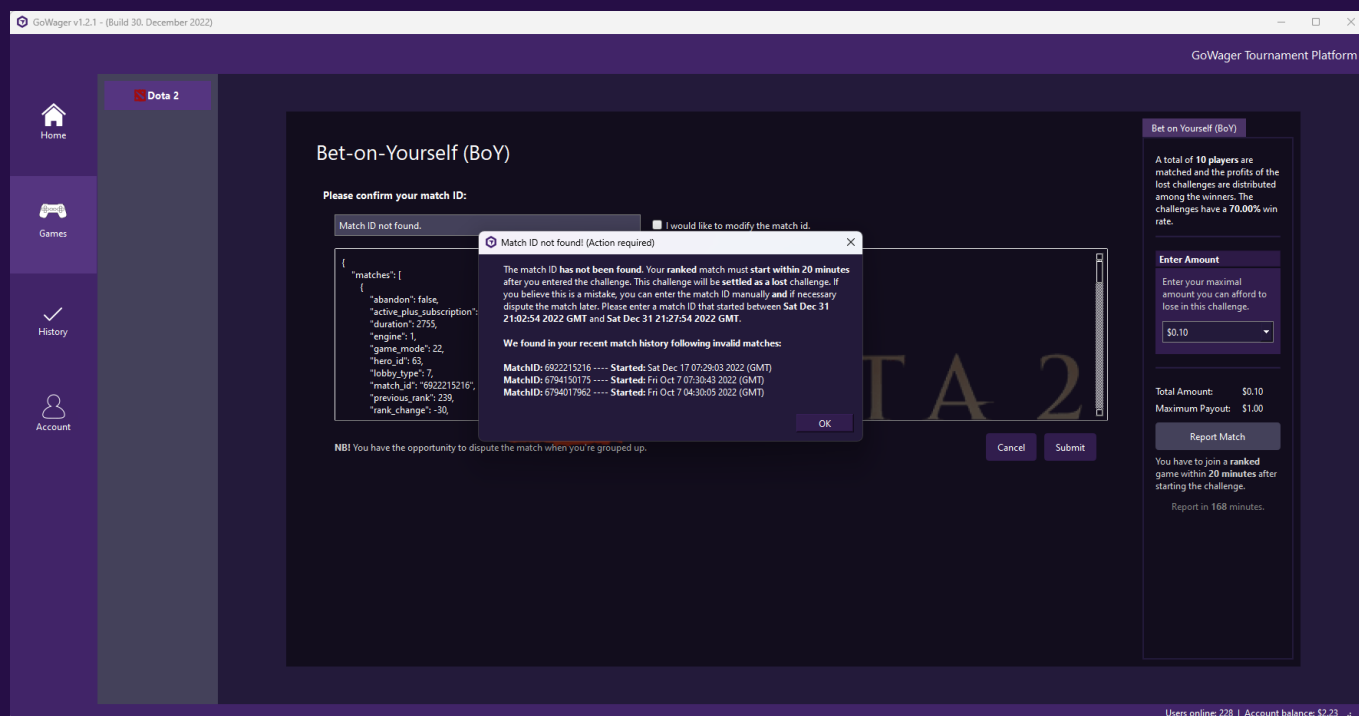


The above pictures shows the report match process of Dota 2.

When you click „Check Match,“ Remake.gg will read directly from the Dota 2 game protocol to find the match ID that corresponds to the challenge start time. If Remake.gg is unable to find a match ID automatically, you can enter the match ID manually by going back to Dota 2 and using the match number from the recently played game. Remake.gg recommends the player to the „Check Match“ process again if it fails, as this is the most secure way to report the correct match ID. An incorrect match ID will result in a lose.

If you are unable to find your game, don't panic. You can report an invalid match ID and then open a dispute once the challenge has been grouped. Remake.gg will refund the dispute fee of \$5.00 if your request is justified and verifiable.

After Remake.gg finished reading from the Dota 2 game protocol, it will display the correct match ID, or report inappropriate match IDs if the correct one is not found. A player can enter the correct match ID manually if required.



The above pictures shows inappropriate match IDs, because the player joined too late the challenge or did not start a Dota 2 match.

As previously mentioned, a player can enter their own match ID in the „Please confirm your match ID“ field if the correct match ID is not found. If necessary, a player can also open a dispute for the challenge once it has been grouped.

Challenges that are not reported within 180 minutes will be automatically closed by the algorithm and the player will be marked as a loser. It is important to report your challenge as soon as the game is finished to avoid this outcome.

1.6 Dota 2 challenges

The default odds for each challenge are set at 2 as of 01. October 2023, meaning that players have the potential to earn 2 times their original wager or a Return of Investment (ROI) of 100.00%. The prize pool is distributed among all the winning players, so if there are more winners, each player's individual payout may be lower.

Remake.gg challenges are more or less microtournaments. In these challenges, players have the opportunity to compete against others in order to win a prize. One of the benefits of Remake.gg's challenges is that they do not require players to join at a specific time or to prepare in advance. Players can simply select the challenge they want to participate in and start competing whenever they like. This flexibility allows players to easily fit the challenges into their schedules and participate at their convenience.

To participate in a challenge, a player simply needs to select the desired challenge and pay the required fee and begin his game. Overall, Remake.gg provides an exciting and potentially lucrative opportunity for players to test their skills and potentially earn a great amount of money if successful.

1.7 Tamper proof match outcome

Remake.gg reads the game information from the game protocol on the player's client machine, and also reads the same information again in the backend. The results are then compared to ensure that they match. If a player attempts to manipulate the outcome of a game, they will be automatically disqualified because the outcome reported on the client does not match the outcome recorded on our backend. This ensures that the process of verifying match outcomes is tamper-proof and fair.

1. Legal Disclaimer for Remake.gg

Remake.gg is a software application that is provided as is and is currently in beta testing. As such, Remake.gg may contain errors, bugs, or other issues that could impact the functionality of the software. Remake.gg is not liable for any financial damages that may be caused by software malfunctions, computer damage, or other issues that may arise during the beta testing phase.

By using Remake.gg, you acknowledge and agree to this disclaimer. You understand that Remake.gg is in beta testing and may not be fully functional or free from errors. You assume all risks associated with the use of Remake.gg, including but not limited to the risk of financial loss and computer damage.

Remake.gg shall not be held responsible for any losses or damages incurred as a result of using the software in its beta form. This disclaimer applies to the full extent permitted by law, and shall survive any termination or expiration of your use of the Remake.gg platform. If you do not agree to the terms of this disclaimer, you must not use Remake.gg.

By using Remake.gg, you acknowledge that you are using the software at your own risk. Remake.gg is not responsible for any financial or other losses that may be incurred as a result of using the software. You are solely responsible for any financial transactions or other activities that you may engage in while using Remake.gg, and you agree to indemnify and hold Remake.gg harmless from any claims or losses that may arise as a result of your use of the software.

Please note that this disclaimer is not intended to limit the liability of Remake.gg in any way. Remake.gg shall not be held responsible for any indirect, incidental, consequential, or special damages arising out of or in any way connected with the use of Remake.gg, even if Remake.gg has been advised of the possibility of such damages.

This disclaimer is subject to change at any time, and it is your responsibility to review the terms of this disclaimer before using Remake.gg. If you do not agree to the terms of this disclaimer, you must not use Remake.gg.

3. Software License (LGPL Version 3)

GNU LESSER GENERAL PUBLIC LICENSE Version 3, 29 June 2007

Copyright (C) 2007 Free Software Foundation, Inc. <<https://fsf.org/>>
Everyone is permitted to copy and distribute verbatim copies
of this license document, but changing it is not allowed.

This version of the GNU Lesser General Public License incorporates
the terms and conditions of version 3 of the GNU General Public
License, supplemented by the additional permissions listed below.

0. Additional Definitions.

As used herein, „this License“ refers to version 3 of the GNU Lesser
General Public License, and the „GNU GPL“ refers to version 3 of the GNU
General Public License.

„The Library“ refers to a covered work governed by this License,
other than an Application or a Combined Work as defined below.

An „Application“ is any work that makes use of an interface provided
by the Library, but which is not otherwise based on the Library.
Defining a subclass of a class defined by the Library is deemed a mode
of using an interface provided by the Library.

A „Combined Work“ is a work produced by combining or linking an
Application with the Library. The particular version of the Library
with which the Combined Work was made is also called the „Linked
Version“.

The „Minimal Corresponding Source“ for a Combined Work means the
Corresponding Source for the Combined Work, excluding any source code
for portions of the Combined Work that, considered in isolation, are
based on the Application, and not on the Linked Version.

The „Corresponding Application Code“ for a Combined Work means the
object code and/or source code for the Application, including any data
and utility programs needed for reproducing the Combined Work from the
Application, but excluding the System Libraries of the Combined Work.

1. Exception to Section 3 of the GNU GPL.

You may convey a covered work under sections 3 and 4 of this License without being bound by section 3 of the GNU GPL.

2. Conveying Modified Versions.

If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

- a) under this License, provided that you make a good faith effort to ensure that, in the event an Application does not supply the function or data, the facility still operates, and performs whatever part of its purpose remains meaningful, or
- b) under the GNU GPL, with none of the additional permissions of this License applicable to that copy.

3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

- a) Give prominent notice with each copy of the object code that the Library is used in it and that the Library and its use are covered by this License.
- b) Accompany the object code with a copy of the GNU GPL and this license document.

4. Combined Works.

You may convey a Combined Work under terms of your choice that, taken together, effectively do not restrict modification of the portions of the Library contained in the Combined Work and reverse engineering for debugging such modifications, if you also do each of the following:

a) Give prominent notice with each copy of the Combined Work that the Library is used in it and that the Library and its use are covered by this License.

b) Accompany the Combined Work with a copy of the GNU GPL and this license document.

c) For a Combined Work that displays copyright notices during execution, include the copyright notice for the Library among these notices, as well as a reference directing the user to the copies of the GNU GPL and this license document.

d) Do one of the following:

0) Convey the Minimal Corresponding Source under the terms of this License, and the Corresponding Application Code in a form suitable for, and under terms that permit, the user to recombine or relink the Application with a modified version of the Linked Version to produce a modified Combined Work, in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.

1) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the user's computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version.

e) Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

5. Combined Libraries.

You may place library facilities that are a work based on the Library side by side in a single library together with other library facilities that are not Applications and are not covered by this License, and convey such a combined library under terms of your choice, if you do both of the following:

- a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities, conveyed under the terms of this License.
- b) Give prominent notice with the combined library that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

6. Revised Versions of the GNU Lesser General Public License.

The Free Software Foundation may publish revised and/or new versions of the GNU Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library as you received it specifies that a certain numbered version of the GNU Lesser General Public License „or any later version“ applies to it, you have the option of following the terms and conditions either of that published version or of any later version published by the Free Software Foundation. If the Library as you received it does not specify a version number of the GNU Lesser General Public License, you may choose any version of the GNU Lesser General Public License ever published by the Free Software Foundation.

If the Library as you received it specifies that a proxy can decide whether future versions of the GNU Lesser General Public License shall apply, that proxy's public statement of acceptance of any version is permanent authorization for you to choose that version for the Library.

Remake.gg will provide for statically linked binaries either the source-code or at least the object files, including an in detail description on how LGPL Version 3 binaries can be relinked. Object files are downloaded automatically in the installation directory.