

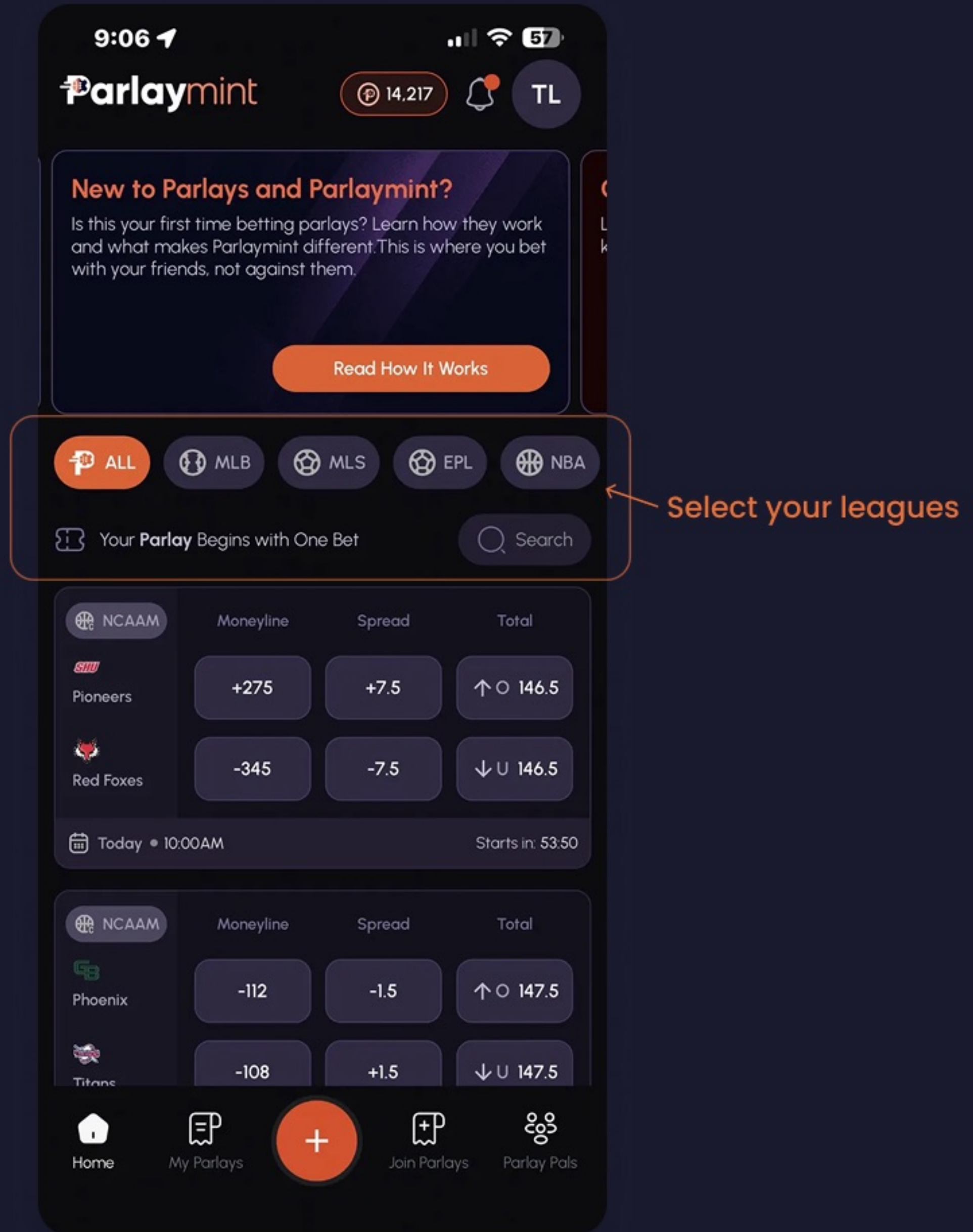
How Parlaymint Actually Works

Bet with your friends, not against them.



Swipe →

Your parlay starts with one bet.



**Browse live odds across every league.
Pick one game. Pick one side.**

One pick. One person. Full accountability.

Set the rules before anyone joins.

The screenshot shows a mobile application interface for setting up a parlay bet. At the top, the time is 9:06 and the battery is at 57%. The page title is "Start Parlay" with a balance of 14,217. The "Parlay Setup" section includes: Privacy set to "Public"; Buy-In Per Player set to 1; Number of Players with a minimum of 3 and a maximum of 12; Available Bets with "Spread", "Moneyline", and "Total" all turned on; and Available Leagues including "ALL", "MLB", "MLS", "EPL", "NBA", and "NCAAM". A "Next" button is at the bottom.

Choose public or private. Set the buy-in. Define player count, available bet types, and which markets are in play.

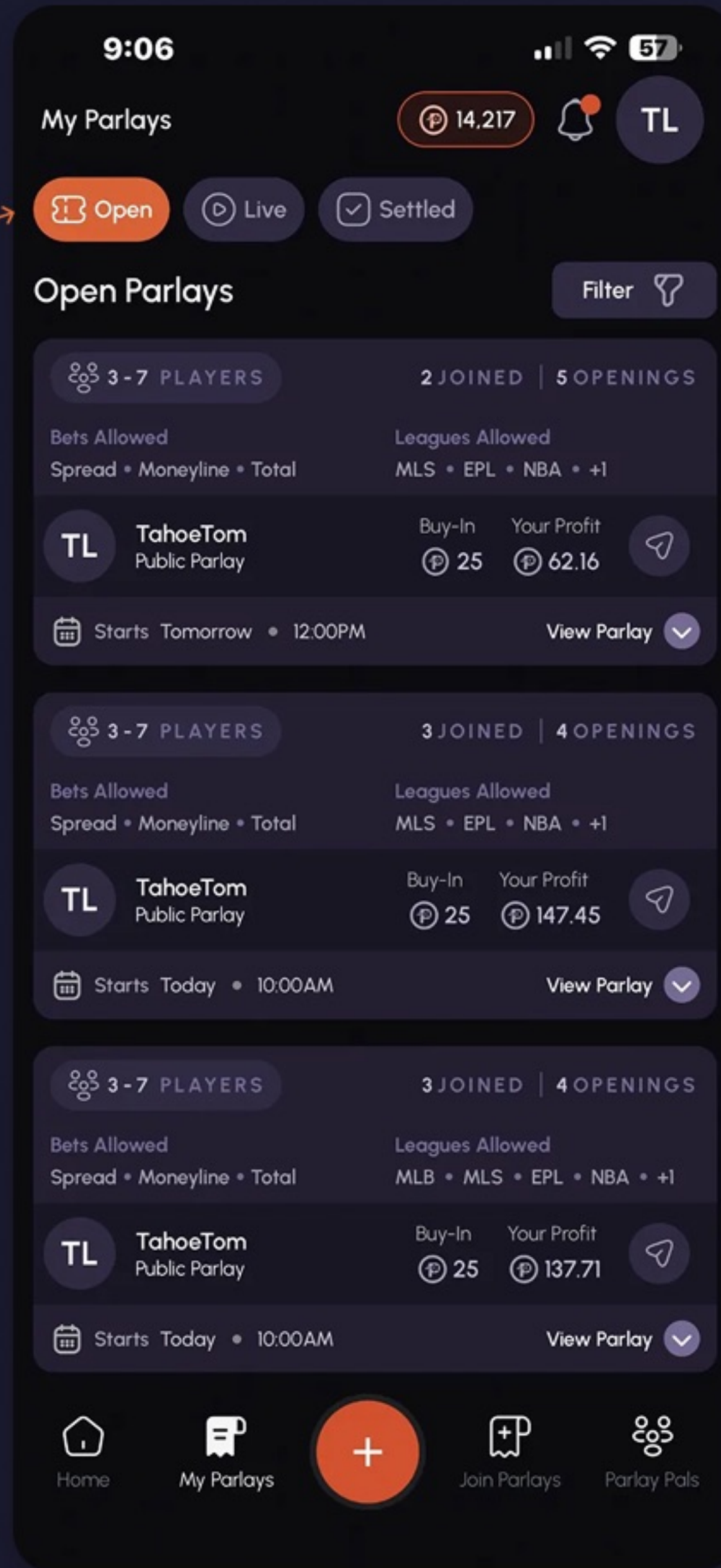
The creator sets the structure. The structure shapes the behavior.

Track every parlay you create.

Open - Parlays still filling. Picks not locked.

Live - Locked and in progress.

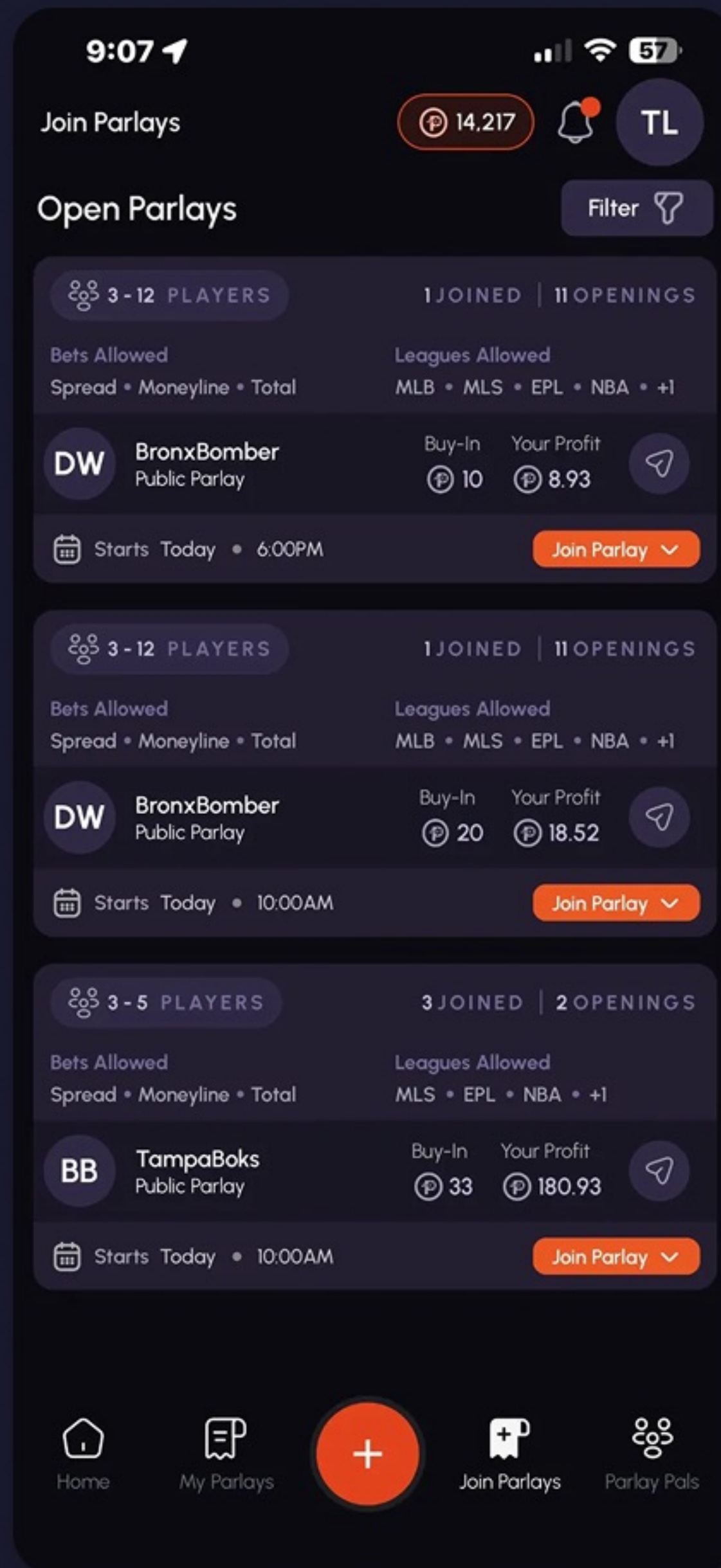
Settled - All legs completed. Results final.



See who's in. What's at stake. When it locks.
Open. Live. Settled.

Transparency is the settlement architecture.

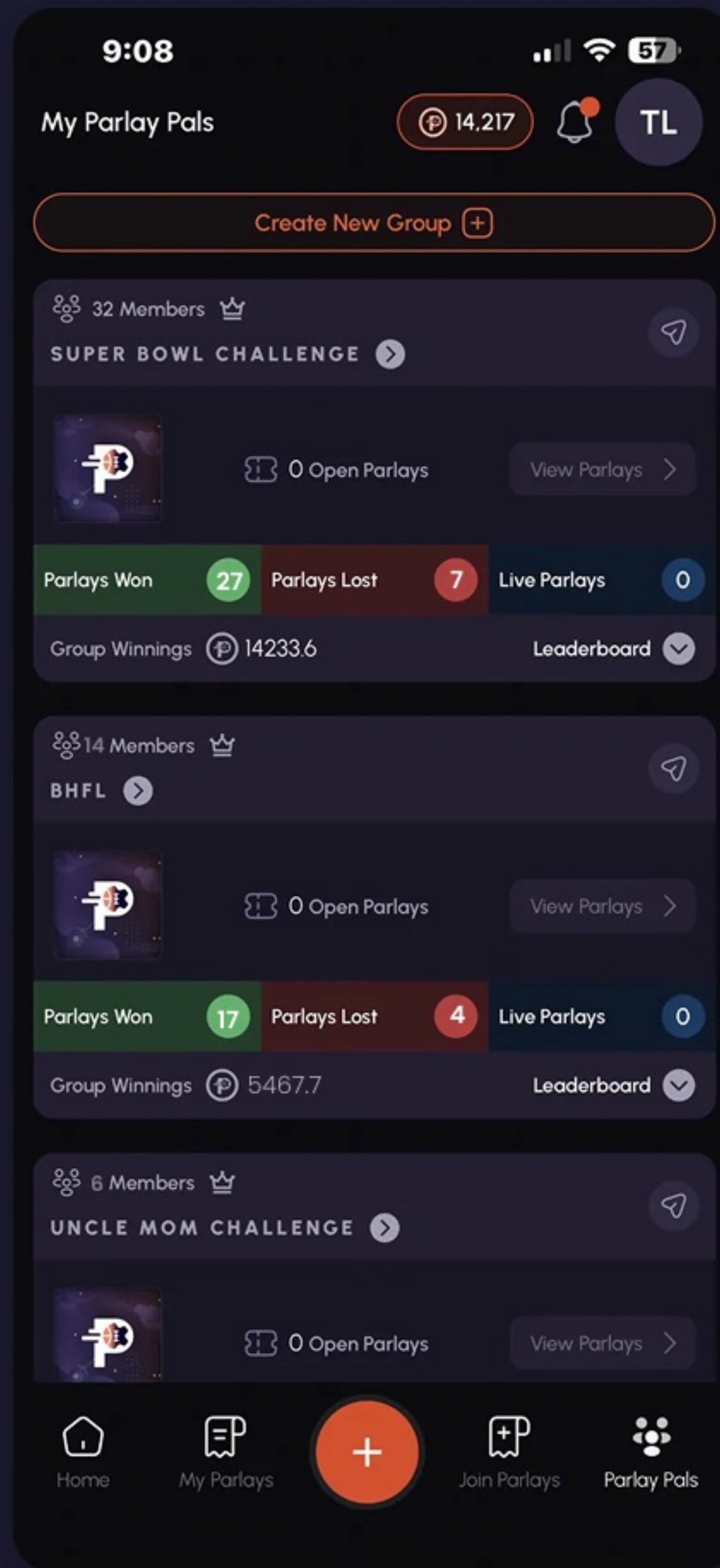
Join open parlays listed by other players.



Browse open parlays. Review the buy-in. See the projected profit. One pick per player. Only losing picks are on the hook for the buy-in.

Cooperative settlement: Individual accountability inside a group bet.

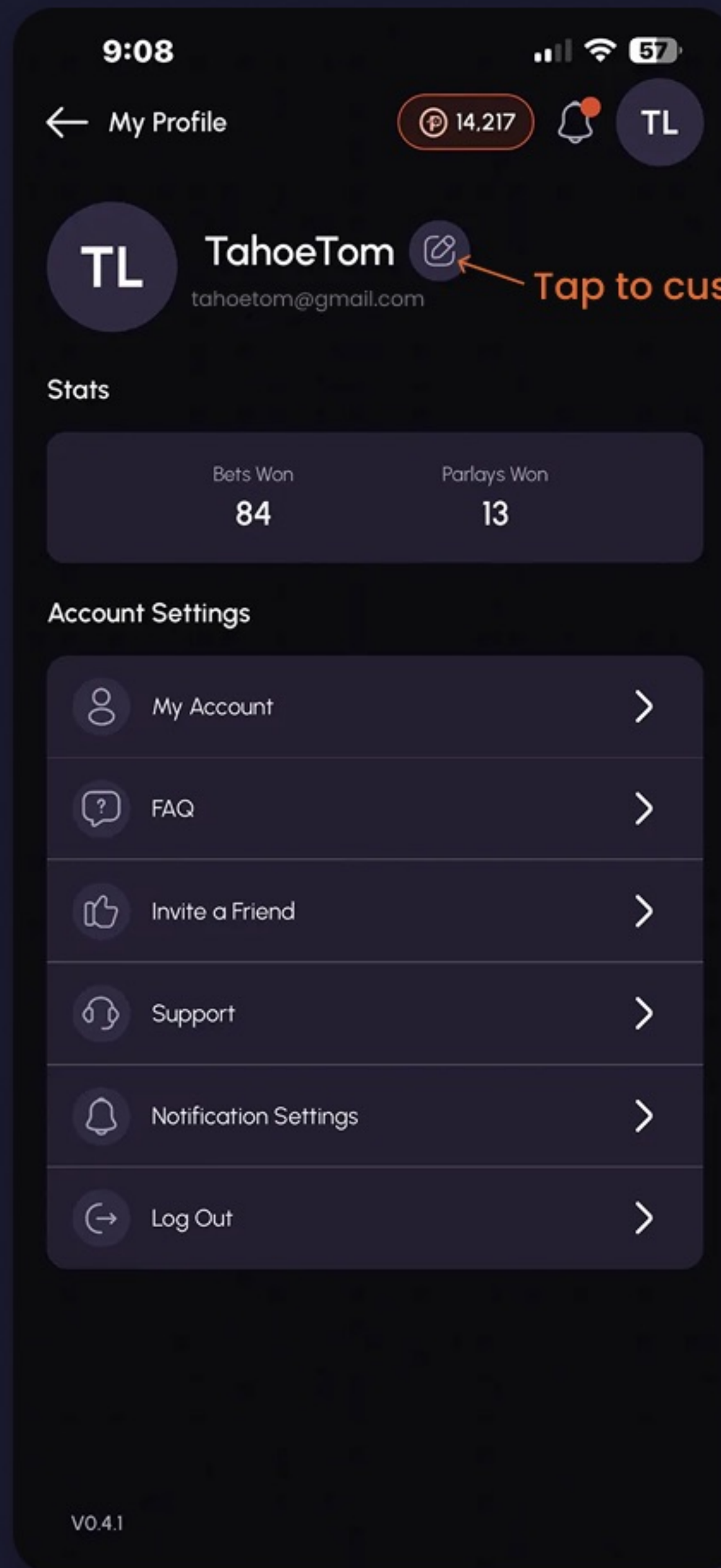
Build groups that last.



Track wins. Track losses. See your group standings over time.

Retention isn't driven by promos. It's driven by community.

Your profile. Your record. Your identity.



Set your name. Own your record. 84 bets won. 13 parlays won.
Every outcome tracked.

Identity drives accountability.



Parlaymint is live and free to play.

**Patented cooperative settlement.
Individual accountability inside a parlay bet.
Live. Free to play.**

See how incentive design reshapes group behavior.