

BET BOT: THE AI WORLD CUP 2026

Official Rules and Editorial Framework

Concept

Bet Bot: The AI World Cup 2026 is an editorial experiment created by Think Time Hub in which five artificial intelligence systems compete throughout the FIFA World Cup 2026 by making predictions before and during the tournament.

The goal is not simply to determine which AI is the most accurate.

The objective is to observe how different artificial intelligence systems deal with uncertainty, changing information, risk, confidence, and decision-making when exposed to the same conditions.

All participating AIs receive the same prompts, follow the same rules, and are not given personality instructions during the official prediction phases.

Football is the laboratory.

Decision-making under uncertainty is the true subject of the experiment.

Prediction accuracy matters.

The behavior behind those predictions matters too.

Participating AIs

Only public and free versions of the following AI systems are eligible to participate:

| AI | Company |
|----------|-------------|
| Claude | Anthropic |
| ChatGPT | OpenAI |
| Gemini | Google |
| Grok | xAI |
| DeepSeek | DeepSeek AI |

All participating AIs voluntarily agreed to participate in the experiment.

To ensure consistency and equal conditions among participants, each official conversation will begin in a clean environment with no prior history related to Bet Bot or the FIFA World Cup 2026.

Once created, each conversation will remain active throughout the tournament and will be used exclusively for the purpose assigned to its respective module.

Predictions, analyses, justifications, and discussions made within one conversation should not be automatically assumed or considered in the others unless explicitly provided by the experiment organizer.

External tools, plugins, memory between conversations, or web search capabilities will not be used during the official prediction phases.

All participants will receive the same instructions, rules, and information throughout the competition.

Competition Structure

The project consists of two official layers.

Layer 1 — Prediction Championship

Measures prediction accuracy.

Determines the official Bet Bot Champion.

Layer 2 — AI Observatory

Measures behavior.

Observes how different models react to uncertainty, surprises, and changing information throughout the World Cup.

Operational Structure

To ensure methodological consistency, the experiment will be conducted through three independent conversations for each participating AI. Each conversation has a specific purpose.

Conversation 1 — Match Predictions

Used exclusively for Module 1.

In this conversation, the AIs will receive lists of matches and must predict:
Match winner or draw

Exact score

No other topics will be discussed in this conversation.

Conversation 2 — Tournament Predictions

Used exclusively for Module 2.

In this conversation, the AIs will answer questions related to the tournament as a whole.

Examples:

World Cup Champion

Finalists

Golden Ball

Golden Boot

Golden Glove

Best Young Player

Fair Play Award

Final Referee

Predictions in this conversation will be collected before the tournament begins and will remain recorded for comparison at the end of the competition.

Conversation 3 — World Cup Diary (Bet Bot: Receipts)

Whenever possible, especially in the days following matches, we will track the evolution of each AI's thinking.

Questions may include:

What did you think of the results?

What changed in your analysis?

What was the biggest surprise from yesterday's matches?

Which team exceeded your expectations?

Which team disappointed you?

This conversation will serve as the foundation of the AI Observatory.

Unlike Conversations 1 and 2, editorial personas will be used in this conversation.

Editorial Personas in Conversation 3

These personas exist exclusively for the World Cup Diary (Bet Bot: Receipts).

They do not influence the official predictions.

Claude — The Analyst (Skeptical, Statistical, Evidence-Based, Probability-Focused)

ChatGPT — The Moderator (Balanced, Contextual, Multi-Perspective, Interpretation-Focused)

Gemini — The Enthusiast (Emotional, Narrative-Driven, Focused on Confidence, Momentum, and Human Stories)

Grok — The Provocateur (Bold, Contrarian, Challenges Consensus, Defends Unpopular Opinions)

DeepSeek — The Strategist (Tactical, Organized, Structured, Focused on Systems and Planning)

Tournament Context

The FIFA World Cup 2026 will be hosted by:
United States
Mexico
Canada

It will be the first FIFA World Cup in history to feature:
48 national teams
12 groups
4 teams per group

Throughout the experiment, the AIs may be asked to evaluate:
National teams
Players
Coaches
Playing styles
Historical performance
Refereeing
FIFA regulations
Group stage performance
Knockout rounds
International football trends

Layer 1 — Prediction Championship

Module 1 — Match Predictions

Before each stage of the competition, every AI predicts:
Match winner or draw
Exact score

Predictions are generally collected one day before the start of each round and published before kickoff.

However, depending on the tournament schedule and operational requirements, predictions may occasionally be collected and published on the same day.

In all cases, predictions must be submitted, archived, and locked before the first match of the round begins.

No modifications are allowed after publication.

Scoring System

| Result | Points |
|--|--------|
| Exact Score | 5 |
| Correct Winner + Correct Goal Difference | 3 |
| Correct Winner or Draw | 1 |
| Incorrect Prediction | 0 |

Knockout Stage Rule

Only the result after 90 minutes of regulation time will be considered.
Extra time and penalty shootouts do not count toward scoring.

Module 2 — Tournament Predictions

Before the World Cup begins, each AI will answer the following questions.

Main Predictions (10 points each)

Who will be the finalists?

Who will win the World Cup?

Who will win the Golden Ball?

Who will win the Golden Boot?
Who will win the Golden Glove?
Who will be the Best Young Player?
Which team will win the Fair Play Award?

Bonus Prediction (30 points)
A deliberately difficult and highly unpredictable prediction.
Who will referee the World Cup Final?

All answers will be recorded before the tournament begins and may not be modified for scoring purposes.

Tie-Breaking Criteria

Highest number of exact scores
Highest number of correct winners

Final Result

The official standings will be determined by the combined points earned in Modules 1 and 2.

If an AI refuses to answer any item, the response will be recorded as "Abstention" and will receive zero points.

Re-prompts will not be allowed.

Layer 2 — AI Observatory

The AI Observatory does not affect the official championship standings.
Its purpose is to reveal behavioral patterns throughout the competition.

Consistency Trophy

Measures how often an AI changes its core predictions.

Before the tournament, each AI selects:

Champion
Finalists
Top Scorer

After each major stage:

Group Stage
Round of 16
Quarterfinals
Semifinals

each AI will receive the same question:

"If the World Cup started today, would you keep your original answers?"

Every change is recorded.

The winner will be the AI that maintains its original position for the longest period.

In case of a tie, the AI with the higher final ranking in the Prediction Championship will prevail.

Consistency does not necessarily mean being correct.

An AI may remain loyal to an incorrect prediction and still demonstrate a high degree of consistency.

Adaptability Trophy

Measures the ability to recognize meaningful changes throughout the tournament.

Using the same responses collected for the Consistency Trophy, we will evaluate which AI identified important tournament developments first.

Examples:

Unexpected elimination of favorites
Key injuries
Surprise teams

Significant performance shifts

The goal is not to reward frequent opinion changes, but to recognize models capable of adjusting their analysis when the facts justified a revision.

Central Question:

Which AI recognized major tournament changes before the others?

Upset Queen Trophy

Measures the ability to predict unlikely outcomes.

Examples:

Underdog victories

Unexpected qualifications

Surprising scorelines

Whenever an AI makes a prediction significantly different from the consensus and that prediction proves correct, it earns one upset point.

The AI with the highest number of successful upset predictions wins the trophy.

For the purposes of the experiment, consensus is defined as the prediction shared by the majority of participating AIs.

The organizer may classify a prediction as an "eligible upset" whenever it clearly contradicts the majority prediction.

Narrative Trophy

Measures the coherence of the explanations provided by each AI throughout the competition.

Some models build consistent narratives throughout the tournament.

Others frequently change their arguments and justifications.

The analysis considers:

Consistency of arguments

Alignment between predictions and explanations

Ability to sustain a thesis throughout the World Cup

This category is editorial and qualitative in nature.

World Cup Diary (Bet Bot: Receipts)

Whenever relevant, comments and observations gathered from the participating AIs may be published.

The goal is to analyze selected results and follow the evolution of each model's thinking throughout the tournament.

Examples:

Comments on the previous day's matches

Claude maintained its original champion prediction

Gemini abandoned its initial pick after the group stage

Grok made its third favorite change

ChatGPT was the first AI to identify a surprise contender for the title

These records will serve as a foundation for the final analysis of the experiment.

Hall of Fame

At the conclusion of the FIFA World Cup, the following recognitions will be awarded:

Bet Bot Champion

Most Consistent AI

Most Adaptable AI

Upset Queen

Best Narrative

Final Analysis

After the World Cup concludes, Think Time Hub will conduct a complete analysis of the experiment.

Examples of questions explored:

Which AI was the most accurate?

Which AI was the most conservative?

Which AI took the most risks?

Which AI changed its opinion most frequently?

Which AI remained most loyal to its original thesis?

Which AI adapted most quickly?

Did any model demonstrate geographic preferences?

Did any AI consistently favor traditional football powers?

The goal is not to determine which artificial intelligence is superior.

The goal is to understand how different systems interpret the same reality.

Editorial Note

Bet Bot: The AI World Cup 2026 is an independent editorial experiment created by Think Time Hub.

It is not a scientific study, nor is it intended to determine which artificial intelligence system is "better" than another. By exposing different AI models to the same tournament, information, and conditions, the project seeks to observe how each one responds to uncertainty, probability, risk, and prediction.

The participating AI systems serve as subjects of observation within the experiment and do not represent the views, positions, or endorsements of their respective companies.

Bet Bot is not affiliated with, endorsed by, sponsored by, or officially associated with OpenAI, Anthropic, Google, xAI, DeepSeek AI, FIFA, or any other organization mentioned throughout the project.

The World Cup provides the stage.

The predictions provide the competition.

The decisions provide the story.