E-GAMES PORTFOLIO

Games presentation and integration

**Športna loterija**

What we do:

land based and online sports betting,
virtual sports betting,
online scratch-ticket games,
classic scratch-ticket lottery,
and on-line lottery games,
with Republic of Slovenia valid licences.

Company Name:	Športna loterija in igre na srečo d.d.
Abbreviated Company Name:	Športna loterija d.d.
Street Address:	Dunajska cesta 22
ZIP code and City:	1000 Ljubljana
Date of Incorporation:	25. 10. 1995
Company Registrar:	District Court Ljubljana / Okrožno sodišče Ljubljana
Share Capital:	4.000.000 €
Capital Raised to Date - 31. 12. 2017:	16.000.318 €
WEB Page:	http://www.e-stave.com
Type of Business Entity:	joint-stock company
Company Constitution Act:	Company statute »Športna loterija in igre na srečo d.d.«
Main Registered Company Activity:	92.002 - Gambling operations outside Casinos
Other Registered Company Activities:	Company has registered many business activities to allow for effective and successful execution of main business activity.
Type of Management:	twin-track management
Management Board:	PhD Edvard Kolar, President of the Board
	Tomo Šeme, Member of the Board
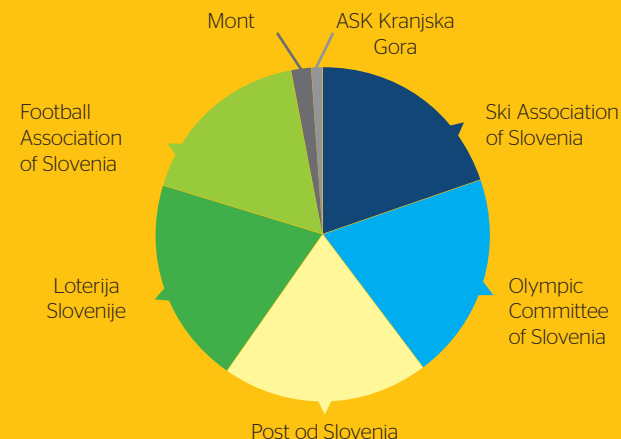
Company Shareholders

Shareholder	No. of Shares	Share
Ski Association of Slovenia	3.568	20%
Olympic Committee of Slovenia	3.568	20%
Post od Slovenia	3.568	20%
Loterija Slovenije	3.568	20%
Football Association of Slovenia	3.086	17,3%
Mont	475	2,66%
ASK Kranjska Gora	6	0,03%
TOTAL	17.839	100%

E-GAMES
PORTFOLIO

PYRAMID

Multilevel fixed odds game

2 SIMBOLA	5,00 €
3 SIMBOLI	8,00 €
4 SIMBOLI	40,00 €
5 SIMBOLOV	1.000,00 €

IZBERITE SIMBOL

IZPLAČILO

NAKUP   DEMO

PIRAMIDA

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - SYMBOL SELECTION

STEP 3 - 1ST LEVEL PRIZE

GAME DESCRIPTION

STEP 1:
- Choose the ticket price, e.g. 1,00 €

STEP 2:
- Choose the symbol

STEP 3 and further steps:
- Potential prize depends on the number of matching symbols appearing on the level.
- e.g.: chosen symbol is hawk
- On the first level two hawk symbols appeared.
- Player is entitled to get the prize in amount of 2,00 €.
- At this step player can make a request for cash-out and exit the game or continue to the next level, by choosing of new symbol.
- As long as the chosen symbol appears on the current level, player can continue the game.
- The more matching symbols appear on the current level, the higher the prize.
- If chosen symbol does not appear on the current level, the game is over and player loses accumulated prize.

GAME FACTS

- Multilevel fixed odds game
  - 6 levels
- Player is involved in the game with the activity of choosing the symbol.
- Player has option to exit the game after each successful level and collect the prize.
- App. RTP = 76,00%
  - RTP depends on the players' behaviour, e.g. on which level they exit the game
- Adjustable odds
  - RTP can be defined with level odds
- Adjustable prices:
  - e.g. 0,50; 1,00; 5,00; 10,00 €

LOST WORLD

Multilevel fixed odds game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - SYMBOL SELECTION

STEP 3 - 1ST LEVEL PRIZE

GAME DESCRIPTION

STEP 1:
- Choose the ticket price, e.g. 1,00 €

STEP 2:
- Choose the symbol

STEP 3 and further steps:
- Potential prize depends on the number of matching symbols appearing on the level.
- e.g.: chosen symbol is monkey
- On the first level a monkey symbol appeared
- Player is entitled to get the prize in amount of 1,20 €.
- At this step player can make a request for cash-out and exit the game or continue to the next level with choosing new symbol.
- As long as the chosen symbol appears on the current level, player can continue the game.
- The more matching symbols appear on the current level, the higher the prize.
- If chosen symbol does not appear on the current level, the game is over and player loses accumulated prize.

GAME FACTS

- Multilevel fixed odds game
  - 5 levels
- Player is involved in the game with the activity of choosing the symbol.
- Player has option to exit the game after each successful level and collect the prize.
- App. RTP = 77,00%
  - RTP depends on the players' behaviour, e.g. on which level they exit the game
- Adjustable odds
  - RTP is possible to be defined with the level odds
- Adjustable prices
  - e.g. 0,20; 1,00; 5,00; 10,00 € ...

PHARAOH'S TREASURE

Multilevel fixed odds game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - SYMBOL SELECTION

STEP 3 - 1ST LEVEL PRIZE

GAME DESCRIPTION

STEP 1:
- Choose the ticket price, e.g. 1,00 €

STEP 2:
- Choose the symbol

STEP 3 and further steps:
- Potential prize depends on the number of matching symbols appearing on the level.
- e.g.: chosen symbol is lion
- On the first level a lion symbol appeared.
- Player is entitled to get the prize in amount of 1,25 €.
- At this step player can make a request for cash-out and exit the game or continue to the next level with choosing new symbol.
- As long as the chosen symbol appears on the current level, player can continue the game.
- The more matching symbols appear on the current level, the higher the prize.
- If chosen symbol does not appear on the current level, the game is over and player loses accumulated prize.

GAME FACTS

- Multilevel fixed odds game
  - 6 levels
- Player is involved in the game with the activity of choosing the symbol.
- Player has option to exit the game after each successful level and collect the prize.
- App. RTP = 78,00%
  - RTP depends on the players' behaviour, e.g. on which level they exit the game
- Adjustable odds
  - RTP is possible to be defined with the level odds
- Adjustable prices
  - e.g. 0,20; 1,00; 5,00; 10,00 € ...

AQUARIUM

Single-level fixed odds game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - GAME RESULT

GAME DESCRIPTION

STEP 1:
Choose the:
- ticket price
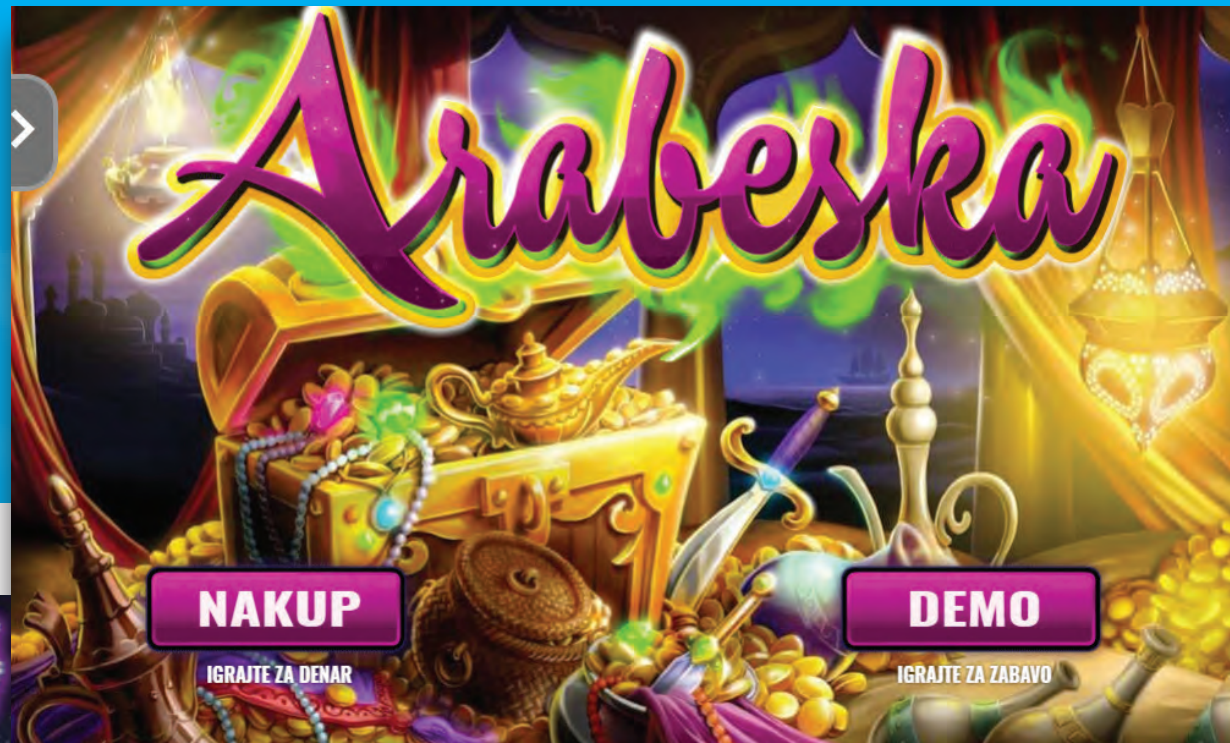- number of games you want to play
- bonus symbol

STEP 2:
- With the confirmation button the game is initiated and played in one step.
- If more games have been bought, they are played one after another.
- The prize is defined with the number of same symbols in a row or column.
- The total prize is defined as the sum of all prizes.
- The values of the particular prizes are announced in the prize table.

GAME FACTS

- Single-level fixed odds game
- Every ticket is a potential winner
  - all bonus symbols appear in the game, but it's up to the player if the right one has been chosen at confirmation of the game
- App. RTP = 81,00%
- Adjustable odds
  - RTP can be defined with odds for symbol combinations
- Adjustable prices
  - e.g. 0,20; 1,00; 5,00; 10,00 € ...
- It's possible to buy up to 50 tickets at once for consecutive play

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ARABESQUE

Single-level fixed odds game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - GAME RESULT

GAME DESCRIPTION

STEP 1:
Choose the:
- ticket price
- number of games you want to play
- bonus symbol

STEP 2:
- With the confirmation button the game is initiated and played in one step.
- If more games have been bought, they are played one after another.
- The prize is defined with the number of same symbols in a row or column.
- The total prize is defined as the sum of all prizes.
- The values of the particular prizes are announced in the prize table.

GAME FACTS

- Single-level fixed odds game.
- Every ticket is a potential winner
  - all bonus symbols appear in the game, but it's up to the player if the right one has been chosen at confirmation of the game
- App. RTP = 81,00%
  - RTP can be defined with odds for symbol combinations
- Adjustable prices
  - e.g. 0,20; 1,00; 5,00; 10,00 € ...
- It's possible to buy up to 50 tickets at once for consecutive play.

BLUE SAPPHIRE

Single-level fixed odds game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - GAME RESULT

GAME DESCRIPTION

STEP 1:
Choose the:
- ticket price
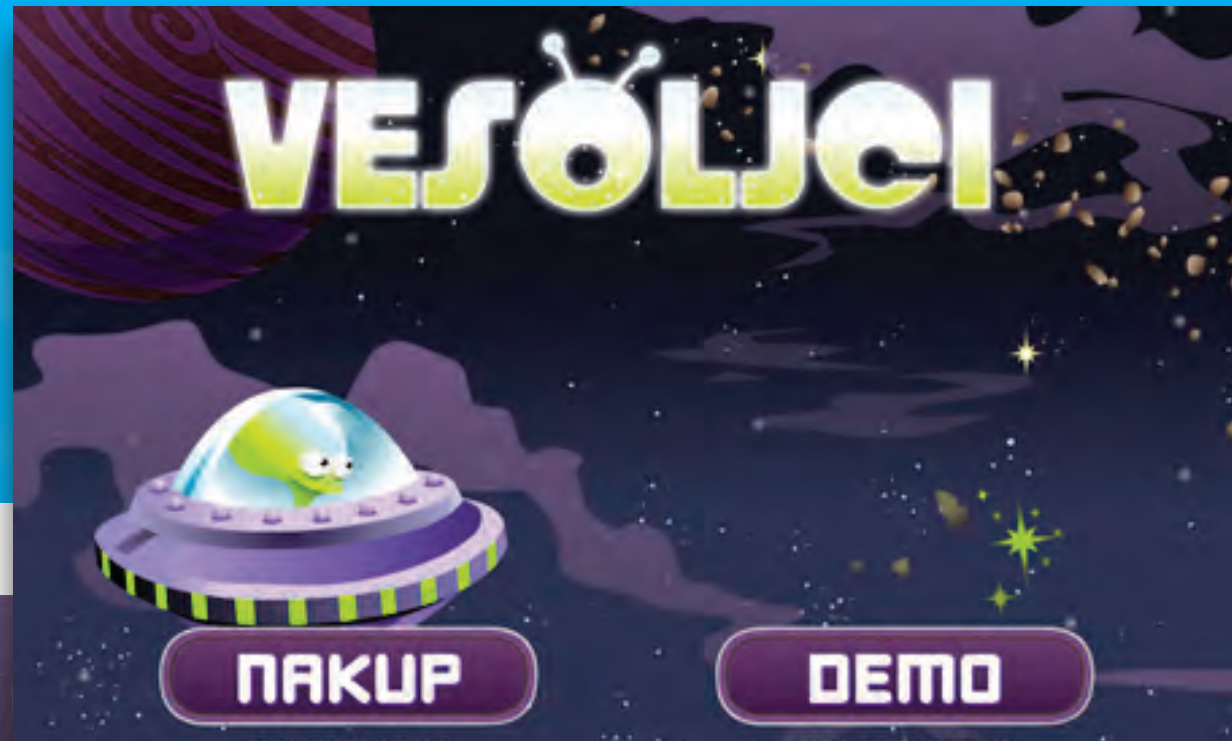- number of games you want to play
- bonus symbol

STEP 2:
- With the confirmation button the game is initiated and played in one step.
- If more games have been bought, they are played one after another.
- The prize is defined with the number of same symbols in a row or column.
- The total prize is defined as the sum of all prizes.
- The values of the particular prizes are announced in the prize table.

GAME FACTS

- Single-level fixed odds game.
- Every ticket is a potential winner
  - all bonus symbols appear in the game, but it's up to the player if the right one has been chosen at confirmation of the game
- App. RTP = 81,00%
  - RTP can be defined with odds for symbol combinations
- Adjustable prices
  - e.g. 0,20; 1,00; 5,00; 10,00 € ...
- It's possible to buy up to 50 tickets at once for consecutive play.

ALIENS

Single-level fixed odds game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - GAME RESULT

GAME DESCRIPTION

STEP 1:

Choose the:

- ticket price
- number of games you want to play

STEP 2:

- With the confirmation button the game is initiated and played in one step.
- If more games have been bought, they are played one after another.
- The prize is defined with the number of same symbols in a row or column.
- The total prize is defined as the sum of all prizes.
- The values of the particular prizes are announced in the prize table.

GAME FACTS

- Single-level fixed odds game.
- App. RTP = 81,00%
- Adjustable odds
    — RTP can be defined with odds for symbol combinations
- Adjustable prices
    — e.g. 0,20; 1,00; 5,00; 10,00 € ...
- It's possible to buy up to 50 tickets at once for consecutive play

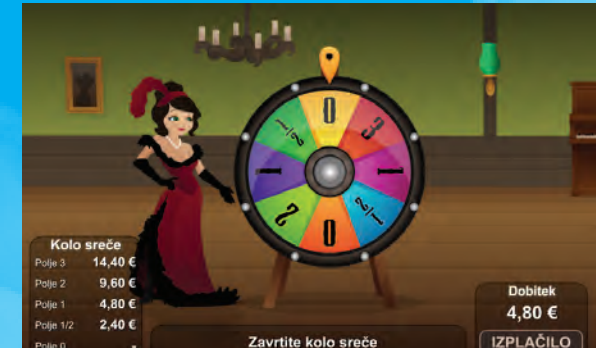# SALOON

Multilevel fixed odds game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - FIND WANTED BANDIT

STEP 3 - WHEEL OF FORTUNE

GAME DESCRIPTION

STEP 1:
- Choose the ticket price

STEP 2 and further steps:
- Player needs to find the bandit who is pictured in the "wanted" leaflet.
- Potential prize depends on the step in which the bandit from the leaflet is found.
- On the first scene there are three bandits and the player has two tries. If the bandit is found in the first try, prize is higher than if he is found in the second try. If the bandit is not found in two steps, there is no prize and the game is over.
- Player can exit the game with accumulated prize or continue to play with it on next level. Player can play as long as the bandit is found in the available number of tries. In every further scene more bandits are present.
- At the exit the possibility to turn the wheel of fortune is offered. The accumulated prize could be multiplied or reduced, but the decision to turn the wheel is a matter of choice and not obligatory.

GAME FACTS

- Multilevel fixed odds game
  — 6 levels
- Player is involved in the game with the search for wanted bandit.
- Player has option to exit the game after each successful level and collect the prize.
- Player has option to turn the wheel of fortune to multiply (or to reduce) the accumulated prize.
- App. RTP = 87,00%
  — RTP depends on the players' behaviour, e.g. on which level they exit the game
- Adjustable odds:
  — RTP can be defined with the level odds.
- Adjustable prices:
  — e.g. 0,20; 1,00; 5,00; 10,00 € ...

Multilevel fixed odds game

SCENE SEQUENCE

STEP 1 - SELECT THE PRICE AND THE »WINNING« SECTION

STEP 2

GAME DESCRIPTION

STEP 1:

- Choose the ticket price.
- Define the section in which you foresee the pointer to stop.
- The smaller is the chosen section, the higher is potential prize, where the amount of the potential prize is shown in the frame "NASLEDNJI DOBITEK".
- With the button "ZAVRTI" the game is initiated.
- If the pointer has stopped in the defined red section, player gets the correspondent prize, shown in the frame "VAŠ DOBITEK".

STEP 2:

- Player can continue the game with new selection of the "winning" section or exit the game and collect the prize.
- When the pointer stops beyond the red "winning" section, the game is over and the player loses accumulated prize, earned in previous steps.

GAME FACTS

- Multilevel fixed odds game
  - 15 levels
- Player is involved in the game with defining the winning section.
- Player has possibility to exit the game after each successful level and collect the prize.
- App. RTP = 79,00%
  - RTP depends on the players' behaviour, e.g. on which level they exit the game
- Adjustable odds
  - RTP can be defined with the odds
- Adjustable prices
  - e.g. 0,50; 1,00; 5,00; 10,00 € ...

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GANGSTERS

Single-level
fixed odds
game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - GAME RESULT

GAME DESCRIPTION

STEP 1:

Choose the:
- ticket price
- number of games you want to play

STEP 2:

- With the confirmation button the game is initiated and played in one step.
- If more games have been bought, they are played one after another.
- The prize is defined with the same symbols in each of the columns.
- The total prize is defined as the sum of all prizes.
- The values of the particular prizes are announced in the prize table.
- Game includes the free spin and prize multiplication factors.

GAME FACTS

- Single-level fixed odds game
- App. RTP = 83,00%
- Adjustable odds
  - RTP can be defined with odds for symbol combinations
- Adjustable prices
  - e.g. 0,20; 1,00; 5,00; 10,00 € ...
- Free spin
- Multiplication factors:
  - basic prize x2, x3, x5
- It's possible to buy up to 50 tickets at once for consecutive play

PARIS

Single-level fixed odds game

SCENE SEQUENCE

STEP 1 - PRICE SELECTION

STEP 2 - GAME RESULT

GAME DESCRIPTION

STEP 1:
Choose the:
- ticket price
- number of games you want to play

STEP 2:
- With the confirmation button the game is initiated and played in one step.
- If more games have been bought, they are played one after another.
- The prize is defined with the same symbols in each of the columns.
- The total prize is defined as the sum of all prizes.
- The values of the particular prizes are announced in the prize table.
- Game includes the free spin and prize multiplication factors.

GAME FACTS

- Single-level fixed odds game
- App. RTP = 83,00%
- Adjustable odds
  - RTP can be defined with odds for symbol combinations
- Adjustable prices
  - e.g. 0,20; 1,00; 5,00; 10,00 € …
- Free spin
- Multiplication factors:
  - basic prize x2, x3, x5
- It's possible to buy up to 50 tickets at once for consecutive play

GOLD MINE

Multilevel fixed odds game

SCENE SEQUENCE

STEP 1 - GAME RESULT

STEP 2 - GAME RESULT

STEP N - GAME RESULT

GAME DESCRIPTION

STEP 1:
• Choose the ticket price

STEP 2:
• With the confirmation button the game is initiated and 30 stones show in the scene.
• 24 stones are winners and 6 are losers.
• Player choses one stone and cracks it.
• In the case of winner, player gets the 1st level prize.
• With won prize player can continue to the next level or make a request for cash-out.
• Player can continue with playing until the stone is winner.
• In the case of loser, player loses accumulated prize and the game is over.

GAME FACTS

• Multilevel fixed odds game
  — max. 24 levels
• Player is involved in the games with the activity of choosing the stone
• Player has possibility to exit the game after each successful level and collect the prize.
• App. RTP = 78,00%
  — RTP depends on the players' behaviour, e.g. on which level they exit the game
• Adjustable odds
  — RTP can be defined with the odds
• Adjustable prices
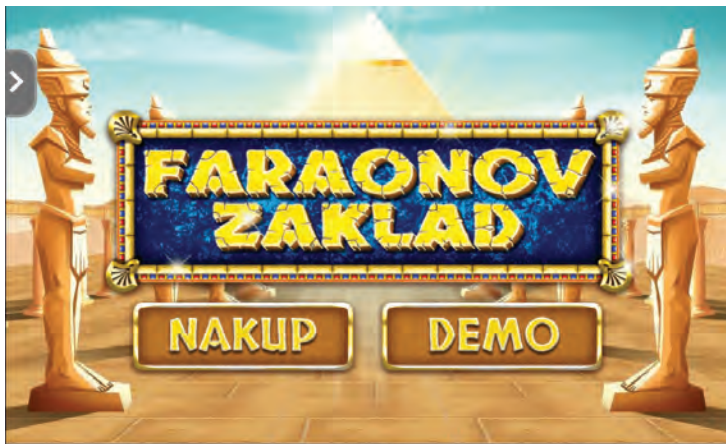 — e.g. 0,20; 1,00; 5,00; 10,00 € ...

TOP 10 GAMES BY SALES RANK

RANK	GAME
1.	Lost World
2.	Pyramid
3.	Aquarium
4.	Saloon
5.	Pharaoh's Treasure
6.	Arabesque
7.	Pick & Roll
8.	Gangsters
9.	Blue Sapphire
10.	Aliens

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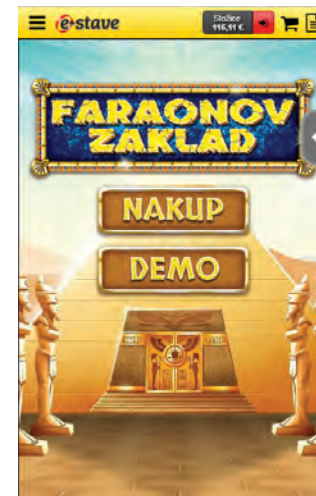
INTEGRATION OF OUR GAMES

Our most played games are produced in HTML5 technology. Each game has two versions - one for the desktop computers and the other for the mobile devices. Player could play games for fun in DEMO mode or plays for money in REAL mode.

All games have support for unfinished game. After player selects real mode, game is restored to the current step.

Desktop version (web page/terminals)

Resolution of the desktop game is 1024 x 620. Games run in horizontal position.

Desktop games are tested in browsers Google Chrome, Firefox and Microsoft Edge.
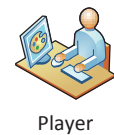
Mobile version (mobile devices)

Resolution of the mobile game is 1280 x 2048. Games run in vertical position.

All mobile games are tested on Android and iOS devices.

INTEGRATION
OF OUR GAMES

We suggest that games are integrated directly into the gaming platform, where the same lobby and the same user experience could be used. Before integration we will provide for each game detailed description with the mathematical background, HTML5 source code and detailed instructions for the game integration (parameters description, integration page source code). In case of different target RTP, we could provide with new set of factors.

Provided games will allow localization.

Managmement

Management console

Application

Gaming server

Database server

HTTPS request/response

Player

Game communicates with the gaming server and the host

Integration with the back-end gaming system is done via HTTPS request/response communication. Basically we have four different steps:
- GameData – get information about the game, stakes, series, prizes
- GameStart – start the game
- GameStep – do next step in a game
- GameComplete – finish the game

Game communicates with the host application via javascript functions (to display account balace, to show messages to player, ...).

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INTEGRATION OF OUR GAMES

Typical game communication with the gaming server:

GameData

Request:

FaraonGI.aspx?TimeStamp=1545121501244;Action=SaveAction;Data=GameData;Challenge=891075;Param=true;Sequence=1;Balance=NaN

Response:

UserLoggedIn=true&Response=356160&NewSequence=1&Balance=147.9&Currency=EUR&SeriesID=60181701&Stakes=0.20,0.30,0.50,1.00,2.00,3.00,5.00,10.00&DefaultStake=1&BaseStake=1&MaxPrize=10000&PrizeSetID=69&Prizes=1&Quotes=L1:1.25,2,2.5,15,50,1000;L2:1.5,2.5,4,25,500;L3:2,3,10,50;L4:2.5,5,25;L5:3.5,15;L6:8;

Response in case of unfinished game:

UserLoggedIn=true&Response=356160&Ticket=60181701000000001840&GameLogID=180664251&Stake=3&Balance=138&LastPayout=15.05.2021&NewSequence=4&Data1=Content:4,2,1,7,6,1;Symbol:4;Prize:3.75&Continue=1&Currency=EUR&SeriesID=60181701&Stakes=0.20,0.30,0.50,1.00,2.00,3.00,5.00,10.00&DefaultStake=1&BaseStake=1&MaxPrize=10000&PrizeSetID=69&Prizes=1&Quotes=L1:1.25,2,2.5,15,50,1000;L2:1.5,2.5,4,25,500;L3:2,3,10,50;L4:2.5,5,25;L5:3.5,15;L6:8;

GameStart

Request:

FaraonGI.aspx?Stake=3;Action=SaveAction;Sequence=6;Data=StartGame;Balance=141.3;TimeStamp=1545121544002;Param=true;SeriesID=60181701;

Response:

UserLoggedIn=true&NewSequence=3&SeriesID=60181701&Ticket=60181701000000001840&GameLogID=180664251&Balance=138&LastPayout=15.05.2021

GameStep

Request:

FaraonGI.aspx?TimeStamp=1545121546962;Action=SaveAction;Param=1;Symbol=4;Balance=138;GameLogID=180664251;Sequence=3;Data=GameStep;

Response:

UserLoggedIn=true&NewSequence=4&Balance=138&Data=Symbol:4;Content:4,2,1,7,6,1;Prize:3.75&Continue=1

GameStop

Request:

FaraonGI.aspx?TimeStamp=1545121562709;Action=SaveAction;Param=true;Data=SetComplete;Balance=138;GameLogID=180664251;Sequence=4;

Response:

UserLoggedIn=true&NewSequence=6&Balance=141.75&Winnings=3.75&Data=Content:4,2,1,7,6,1,7,8,8,4,7,3,3,6,8,4,1,5,7,5,7;

E-GAMES PORTFOLIO

Športna loterija

company of innovative approaches and responsible gambling operator

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