

INTERACTIVE LOTTERY E-INSTANTS

FROM GTECH G2

E-INSTANTS

Instant game content is a quick and easy way to add content to any interactive lottery proposition – bringing the traditional scratch card to life, with engaging graphics, extended play and greater player choice.

As in retail, the interactive instant game is a way of generating additional lottery revenue by offering a quick piece of entertainment, with a chance of immediately winning little and often. Opportunities to cross sell against other games on site, encourage repeat play and directly engage the player with the lottery brand in fun play are significant.

GTECH G2 is in a unique position to truly meet the needs of the lottery community when looking to deploy instant game content to the interactive channels. We combine extensive game development and management experience from the highly competitive commercial market, with a deep understanding of particular needs of the lottery customer.

GTECH G2 understands that lotteries, unlike the commercial market, are faced with significant regulatory constraints in the manner in which games can be developed and brought to market. Meeting strict licence obligations and procedures is a way of life for the lottery operator. As such, our instant games proposition is the only solution flexible and comprehensive enough to meet the requirements of the most demanding regulated market.

GAMES ROOM

The GTECH G2 Games Room is at the heart of a successful lottery interactive proposition. It is the engine room that enables games to be quickly and easily launched, managed and enhanced.

GamesRoom is more than just a presentation and development layer for instant games, it comes complete with a full back office application for the management of a games portfolio, including game configuration, performance reporting, game enablement/disablement, language and currency options, accounting and business reporting and instant game specific responsible gaming controls. It also facilitates valuable marketing options such as play for fun, in game log in, and various game launch options such as new window/in page presentation for maximum impact across a site.

GAME DEVELOPMENT

The GTECH G2 Games Room segregates the concepts of presentation and game logic, so games can be developed visually based on a core range of generic game models.

E-INSTANT GAME MODELS AVAILABLE

- Single-click games (Single line Slots; Multi-line Slots; Statistical pool based scratch-cards; Keno).
- Accumulative games (Two phase games – bringing bonus rounds to single click games i.e. double or nothing; e.g. Casino Dice; Pinball Roulette).
- Multi-state games (games with betting on multiple rounds e.g. Texas Choose ‘Em; Hold ‘Em Showdown)
- High-Low Games (e.g. HiLo. Aces High.
- Ball Games (e.g. Roulette; Pinball).
- Scratch Cards (match x of x, match symbol, x in a row etc.)
- Virtual Racing.

These generic models form the basis of a virtually unlimited range of different and varied games – for example a traditional number based Keno scratch game is developed using the same game engine as the more graphically rich Battleships. Same game model – totally

different player proposition. These models can then be reused with defined presentation and business logic layers (including customized payouts and winning scenarios). A game model can effectively be “re-skinned” by GTECH G2, the lottery, or a third-party as needed.

Because of the separation of outcome selection and display logic, the possibilities for game play within GTECH G2’s GamesRoom are near endless. An open API and a catalogue of exciting games allow other game developers to invent new concepts. GamesRoom does not restrict these developers – it supports them.

GAME CONFIGURATION

Using the Games Manager tool, games can be configured using any combination of these settings:

- Ticket price (for all supported currencies)
- Stake ranges (for fixed odds games ■ Prize structures ■ Payouts ■ Odds ■ Payout limits
- Language (for pre-built generic game types)
- Branding

PAYOUTS AND WINNING SCENARIOS

The GTECH G2 Games Room has been specifically designed to enable lottery operators to launch instant games on interactive channels within the frame of reference of their existing paper-based, instant licences.

The GTECH G2 GamesRoom offers a choice of prize structure and outcome models that both mirror the printed ticket process, and the casino/IVT model – enabling pre-determined outcomes as well as fixed odds models, so that every lottery can choose the route that best suits their regulatory framework.



GTECH G2 has an extensive library of over 300 instant games to choose from; and we are adding net material all the time.

LANGUAGE

Games Room supports most languages. Current customer implementations include the following languages: English; Spanish; French; Italian; German; Swedish; Danish; Norwegian; Chinese Traditional; Chinese Simple; Greek; Russian; Polish; Portuguese; Hebrew; Romanian

CURRENCY

Games Room supports all currencies. Current customer implementations include but are not limited to:

- Euro ■ UK Sterling ■ US Dollar ■ Canadian Dollar ■ Australian dollar ■ Chinese Renminbi ■ Czech Republic Koruna ■ Danish krone ■ Hong Kong dollar ■ Indonesian Rupiah ■ Israeli new shekel ■ Japan yen ■ Maltese Liri ■ Malaysian Ringgit ■ Norwegian krone ■ New Zealand dollar ■ Russian ruble ■ Serbian Dinar ■ Singapore dollar ■ Slovak Koruna ■ South African rand; Swedish krona ■ Swiss franc; Thai Baht ■ Venezuelan Bolivar ■ Yugoslav dinar

GAME PRESENTATION

Games Room has an integrated Games Lobby tool which can be used to present the available games to players in multiple ways e.g. game groups/top 10. The actual availability of games is managed by the lobby customizer tool, which allows for games to be “turned on and off” at will.

GAME LIBRARY

GTECH G2 has an extensive library of over 300 instant games to choose from; and we are adding new material all the time. Our library currently covers a full range of themes and game types, including branded content. The Games Library currently contains games built on the fixed odds model, however any game can be adapted on request to meet a specific lottery pre-determined requirements.

GAME STUDIO

GTECH G2 has its own in-house game development team, the Game Studio, where we are the innovators of unique content and the masters of putting an innovative twist on proven concepts to take them to a new level. The Game Studio is ready and waiting to be set new creative challenges, and can develop bespoke content to suit a specific customer need.

GAMING MANAGEMENT SYSTEM

GTECH G2’s GamesRoom is fully integrated into our Core Player Platform for single customer view, shared wallet and responsible gaming controls.

