VIRTUAL GAMES
What is betting on Virtual Games

Bets are placed on computer simulated events, with results by certified RNG and displayed using computer animated 3D graphics.
Virtual Games | Operator Benefits

- Cover betting needs 24/7
- Fill any void period between live events
- Increase the number of betting opportunities
- Extend the duration of time customers remain
- Provide quick bet to players
- Attract younger demographic audience
- Multi-platform/channel accessibility
- Modernize operator image
Virtual Games | Global Opportunity

- Estimated global turnover to exceed $11.0bn (2015)
- Average player bet between $3 -- $5
- Virtuals account for 10-15% of Retail shops turnover
- No cannibalization of existing revenues
- Online virtual games generate on average 7% – 10 % of the sports book net profit
- Actual Amount Staked in Italy operations: 9.000 $ / shop / month
- New markets open up: Latin America & Africa
Virtual Games combine:

- Robust, Certified Virtual Gaming platform
- Cutting-edge 3D animation
- Real-time physics engine
- Spectacular virtual venues and atmosphere
- Superior rendering technology
Virtual Games | Features

- **High-Frequency Games**: New draw every 3-5 minutes
- **24/7 Dedicated Channel Service** (multiple services for online/mobile)
- **Fully localized**, with multi-lingual **human voice-over**
- **Adaptable game logic** to regulatory frameworks (fixed-odds, pool, keno-type, numerical etc.)
- **Full Customization** (branding, ads, characters, stadiums, buildings, weather conditions etc.)
- Customizable **RTP per event, per bet market**
- **Easy event scheduling and system management** interface
- Seamless odds integration
Virtual Games | Football (Single Game)

**Gameplay**
- Predict the outcome of a football match
- Dynamic stadium representation and crowd atmosphere

**Facts**
- Competitors = 2 teams of 11 players
  - Winner = The team that has the highest score
- Game duration = minimum 180 seconds

**Customization**
- Teams and athletes with varying ability and style

**Bet Markets**
1. Match Result 1X2
2. Correct Score
3. Total Goals
4. Double Chance
5. Under / Over
6. 1st Player to Score
7. Half/Full Time Result
8. Time of 1st Goal
Virtual Games | Football (League)

Gameplay
- Predict the outcome of 10 football matches in a round
- Dynamic stadium representation and crowd atmosphere

Facts
Competitors = 24 teams of 11 players
Winner = The team that has the highest score
Game duration = min. 180 seconds / round

Customization
Teams and athletes with varying ability and style

Bet Markets
1. Match Result 1X2
2. Correct Score
3. Total Goals
4. Double Chance
5. Under / Over
6. 1st Player to Score
7. Half/Full Time Result
8. Time of 1st Goal
9. First Team to Score
10. Goal / No Goal
11. Handicap

Week Markets
1. Home Wins
2. Draws
3. Away Wins
4. Home Wins U/O3.5
5. Draws U/O 2.5
6. Away Wins U/O
7. Total Goals
8. Total Goals U/O
9. Yellow Card 2.5
10. Penalty
Virtual Games | Spot the Ball

Gameplay
- Predict where the ball will stop after a fixed time period
- Lottery style game that mixes the interface of a roulette wheel with football clips

Facts
Winner = The number of the box where the ball is, at the time the video ends
Game duration = 20 seconds

Customization
Teams and FrontEnd

Bet Markets
1. Straight
2. Column
3. Street
4. Low (1-8)
5. High (9-16)
6. Even
7. Odd
8. Red
9. Black
10. Split
11. Corner
Virtual Games | Horse Racing

Gameplay
- Predict the outcome of a virtual horse race
- Astonishing representation of a horse-racing track

Facts
- Competitors = 8-14 horses (also able to set up in random)
- Winner = Horse which finishes first
- Track length / Animation duration:
  - 1000m / approx. 60 seconds
  - 1600m / approx. 120 seconds
  - 2000m / approx. 180 seconds

Customization
- 600 horses of varying ability and style
- Horses identified through color-coded silks and skin colour

Bet Markets
1. Winner
2. Place (selected horse finishes 1st, 2nd, 3rd place)
3. Two in order
4. Two any order
5. Three in order
6. Three any order
Virtual Games | Greyhound Racing

Gameplay
- Predict the outcome of a virtual greyhound race
- Astonishing representation of a greyhound-racing track

Facts
Competitors = 6-8 horses
Winner = Greyhound which finishes first
Track length / Animation duration:
- 375m / approx. 40 seconds
- 725m/ approx. 80 seconds

Customization
600 greyhound of varying ability and style
greyhound identified through color-coded silks

Bet Markets
1. Winner
2. Place (selected greyhound finishes 1st or 2nd place)
3. Two in order
4. Two any order
5. Three in order
6. Three any order
Virtual Games | Trotting

**Gameplay**
- Predict the outcome of a virtual trotting race
- Astonishing representation of a trotting track

**Facts**
- Competitors = 6-12 horses
- Winner = Horse which finishes first
- Track length / Animation duration:
  - 800m / approx. 60 seconds

**Customization**
- 600 horses of varying ability and style
- Greyhound identified through jockeys’ color-coded silks

**Bet Markets**
1. Winner
2. Place (selected greyhound finishes 1st or 2nd place)
3. Two in order
4. Two any order
5. Three in order
6. Three any order
Virtual Games | Badminton

**Gameplay**
- Predict the outcome of a virtual badminton match
- Astonishing representation of a badminton virtual venue

**Facts**
- Competitors = 2
- Game Animation Duration = 60 seconds
- Game Winner = Player who scores 7 points
- Match winner = Player wins 3 games

**Customization**
- 8 athletes of varying ability and style

**Bet Markets**
1. Winner
2. First scorer
3. Total points selection
4. Total points (odd/even)
5. Point margin selection
6. Point margin (odd/even)
7. Point margin (Hi/Lo)
8. Match Score
Virtual Games | Table Tennis

**Gameplay**
- Predict the outcome of a virtual table-tennis match
- Astonishing representation of a table tennis virtual venue

**Facts**
- Competitors = 2
- Game Animation Duration = 60 seconds
- Game Winner = Player who scores 7 points
- Match = Set of 3 games

**Customization**
- 8 athletes of varying ability and style

**Bet Markets**
1. Winner
2. First scorer
3. Total points selection
4. Total points (odd/even)
5. Point margin selection
6. Point margin (odd/even)
7. Point margin (Hi/Lo)
8. Match Score
Virtual Games | Cycling

Gameplay
• Predict the outcome of a virtual cycling race
• Astonishing representation of 360 cycling sprint format known as keirin sprints

Facts
Competitors = 8
Winner = Player who finishes first
Track length / Animation duration:
• 750m / 60 seconds

Customization
600 cyclists of varying ability and silk style

Bet Markets
1. Winner
2. Place (selected finishes 1st or 2nd place)
3. Show (selected finishes 1st, 2nd or 3rd place)
3. Two in order
4. Two any order
5. Three in order
6. Three any order
Virtual Games | Motor Racing (Nascar)

**Gameplay**
- Predict the outcome of a virtual Nascar race
- Astonishing representation of a Nascar racing track

**Facts**
- Competitors = 10 - 20
  - Winner = Driver who finishes first
- Track length / Animation duration:
  - 2500m / 60 seconds

**Customization**
- 40 drivers of varying ability and style
- Customizable car colours, on-car advertising

**Bet Markets**
1. Winner
2. Place (selected finishes 1st or 2nd place)
3. Show (selected finishes 1st, 2nd or 3rd place)
4. Two in order
5. Two any order
6. Three in order
7. Three any order
Virtual Games | Archery

Gameplay
- Predict the outcome of a virtual archery race
- Astonishing representation of an outdoor archery field
  - The game comprises of 3 rounds of single shots at a target with various point values (1-10)
  - The closer to the centre, the higher the point values is; missing the target equals to zero points

Facts
Competitors = 2
Winner = Archer with highest sum of points
Game duration: 60 seconds

Customization
20 archers of varying ability and style

Bet Markets
1. Game Winner
2. Arrow Winner
3. 3 Arrows winner
4. Player arrow wins
5. Arrow correct score
6. Multiple arrow correct score
7. Arrow total score
8. Multiple arrow total score
9. Game total score
10. Game correct score
First screenshot represents:
- The match’s id number
- Teams about to compete
- Time remaining to close bets
- **Betting markets info**: 1X2 Under/Over 2.5
  Total Goals Double Chance Correct Score

Rest of betting markets appear on the screen:
- Time of 1st goal
- First Goalscorer
- No Goal
- Double result

The match begins, as we get informed concerning:
- The competing teams
- Current score
- Match id number

The match is in progress

When a team scores, each goal is depicted as above

In the last phase of the match, we watch:
- Betting results
- Exact score
**Virtual Games | Indicative Game Cycle | Racing**

**Preamble 1 / 2: approx. 20s**
- Race name
- The event's local time
- The event's code number
- Greyhounds participants' info, as they are presented for selection
- Winning and place odds
- Greyhounds' performance during the last 5 races
- Each greyhound's appearance separately (its number, etc)

**Preamble 2 / 2: 4s approx.**
- The race's field before the greyhounds' entrance
- Race's code number
- Race's location
- Indication of the bets being closed

**Event Animation: 45s approx.**
- The remaining distance to be covered
- Greyhounds' current place
- Local time and race's code number

**Event Animation:** End of Race

**Replay** of the final sequence is played in slow-motion
Approximately 10 sec

**Results:** approximately 10 sec
Winning bet types and the related paying odds are displayed on this screen.
Virtual Games | Architecture
**Facts**
- 1st platform to receive AAMS certification
- Launched in Nov. 2013
- Market Share = 15% of Retail operation
- Multiple channel
- Rich content: great player experience

**Significant revenue growth**
- Product extends retail betting opportunity
- Average % of operator revenues = 21%
- No cannibalization of existing products
- **Average Bet amount on our games = $ 4**
- **Total Market Turnover (2014) = $1,2 B**

**360Virtual: An exciting product mix**
- Football
- Horse Racing
- Greyhound Racing
- Table Tennis
- Trotting