



INTRALOT's Total Solution to Monitor Games Experience

There is a growing belief among lotteries worldwide that even though traditional lottery games still perform strongly, their appeal is concentrated mainly with the traditional core players and is not defused into the younger generation, thus limiting the prospective customer's pool of the lottery.

Another big challenge that lotteries face is the competition from other types of gaming that have the ability to reach their prospective and existing clients in many different environments, other than the traditional lottery shops, with games that offer more thrill and some of them interaction as well.

Lotteries, if they want to grow and also keep a sustainable growth in the years to come, should aim in bringing "entertainment value" back to the lottery games.

Definition

Monitor games are numerical games allowing betting based on presentations of virtual animated races or other events. These are similar to Keno games, in the sense that results are drawn by random number generators, however, the games have weighted odds for each car, horse, sprinter, striker etc, allowing for a long shot, a favorite and anything in between. While in INTRALOT's games the odds and prize payouts for each racer are different, they don't change from race to race, allowing players to bet on multiple consecutive future races.

Monitor games are also termed social games, because except for lottery retailer shops, they are suitable for public venues such as bars and coffee shops where people can interact socially and play in a group.

Content



Monitor games are part of the new era of content-rich games that provide fast-paced action and 3-D animation. These games attract new players to the lottery shops and give existing traditional players “fresh” games that keep them playing more often. The possibilities of the monitor games themes are endless.

“Game time” is INTRALOT’s umbrella of monitor games.

The themes of the existing 3D animation games offered by INTRALOT are football (**“Penalty time”**), car racing (**“Racing time”**), horse racing (**“Track time”**), target shooting (**“Target time”**) and sprint racing (**“Sprint time”**). These games are aiming in attracting new players with a wide range of interest in sports. In the meantime INTRALOT is developing games featuring other themes such as poker, roulette, trotting, harness, greyhounds etc.

Platform - Delivery methods

“Game time” is a multimedia product that can be played in a network of lottery or social outlets. “Game time” is supported by INTRALOT’s “Lotos Horizon platform”, the most advanced end-to-end platform for creation, delivery, management and presentation of content and games in multiple geographically dispersed Points of Sales (PoS).

“Lotos Horizon platform” consists of the Lotos Horizon Central System and the Coronis Horizon system at the PoS. The Lotos Horizon Central System is responsible for content and game creation, delivery, management and presentation control for the remote sites, either in groups or individually. Coronis Horizon offers players the ability to enjoy rich game presentations including text, still pictures, animations, video and multichannel audio (file playback or live streaming).

The “Lotos Horizon platform” supports:

- **Central production of “Game time” and video-audio delivery over DVB networks (satellite, cable, terrestrial) or any IP based network (xDSL, xTty, etc.).**
- **Game production at the PoS in which case only the results are delivered, while game is produced and presented inside the PoS.**

For further info concerning “Game time” products, contact: gametime@intralot.com