

The background of the image shows a game show set for 'Cash or Crash Live'. A female host in a red suit and cap stands behind a large, open, circular cash wheel filled with colorful balls. The set is decorated with a cityscape backdrop, palm trees, and a bridge. Two large, brown, cushioned seats are visible in the foreground. The title 'Cash or Crash Live' is prominently displayed in the center.

Cash or Crash *Live*

 Evolution



GAME OVERVIEW

HOW TO PLAY

DEVICES

PAYOUTS

MARKETING ASSETS



UNIQUE HIGH-FLYING LIVE GAME SHOW

Take to the skies for a unique blimp ride and the chance to soar high! Cash or Crash is a highly entertaining and tactical Live Casino game show that's easy to play. There's just one bet, but it comes with huge potential winnings.

The game features a 20-step, ladder-style payable. The higher you climb, the greater the payouts. For each green ball drawn you climb one step up the ladder, taking you to greater heights and larger cash payouts. If a red ball is drawn you crash and lose your winnings. But draw the gold ball and you get a shield that not only protects you from the next red ball but it can also increase the payouts on the payable.

For each drawn green ball, you can decide to Continue, Take Half or Take All. Climb to the top of the payable ladder and you can win up to 18,000x – and up to 50,000x if you've drawn the gold ball.

The gold ball also triggers a Bonus Round, where decisions are skipped (since you're shielded from crashing). So just sit back and watch as hopefully more green balls are drawn and accelerate your place upwards on the payable.

Cash or Crash takes you on a unique, immersive journey with the chance to reach thrilling heights and significant riches!

KEY BENEFITS

- Unique live game show
- Advanced technology with augmented reality
- Tactical and entertaining gameplay
- Appeals to all player types.

RETURN TO PLAYER (OPTIMAL)

99.59%





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HOW TO PLAY

The game is set in a blimp that cruises over a bustling metropolis. The main feature in the blimp is the ball drawing machine. The ball drawing machine contains 19 green balls, eight red balls and one gold ball.

Drawn balls are separated from the rest of the balls until the game round is over. For each green or gold ball drawn, there is a greater chance that a red ball will be drawn.

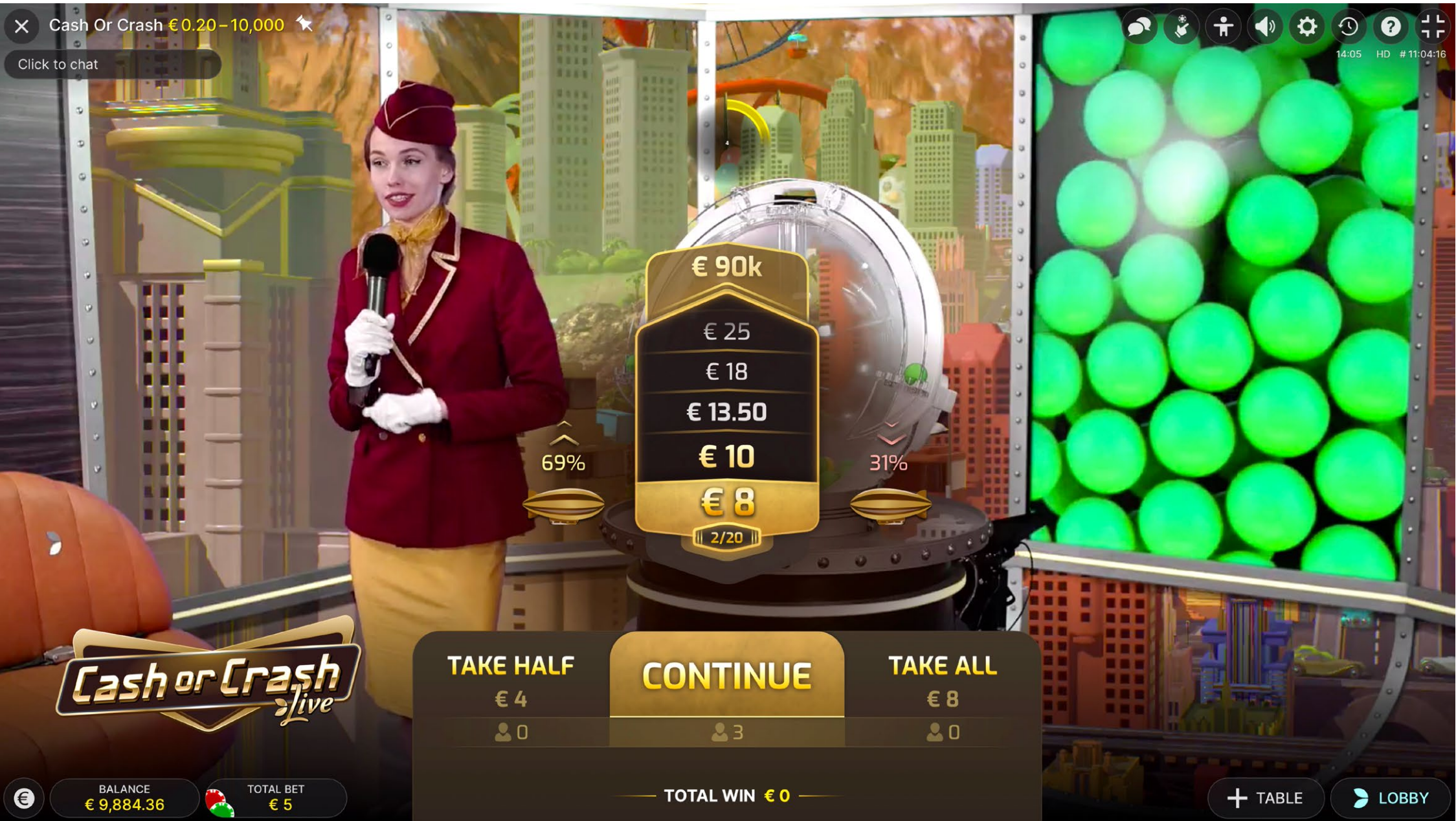
PLACE BET

Place your bet on the bet spot. The ladder-style payable will adjust and show potential winnings according to your bet.

BALL DRAWING

Once the betting time is over, the ball drawing machine draws the first ball.

- Everything depends on what colour ball is drawn.
- **Green ball:** You move up a step in the payable and your potential winnings increase
 - **Gold ball:** You move up a step in the payable, potential winnings increase, and you receive a shield that gives you one-time protection from the game-ending effect of the red ball.
 - **Red ball:** If you do not have an active shield, the game round ends. If you have an active shield, the shield is broken, and the game continues on the same level of the payable.





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HOW TO PLAY

DEVICES

PAYOUTS

MARKETING ASSETS



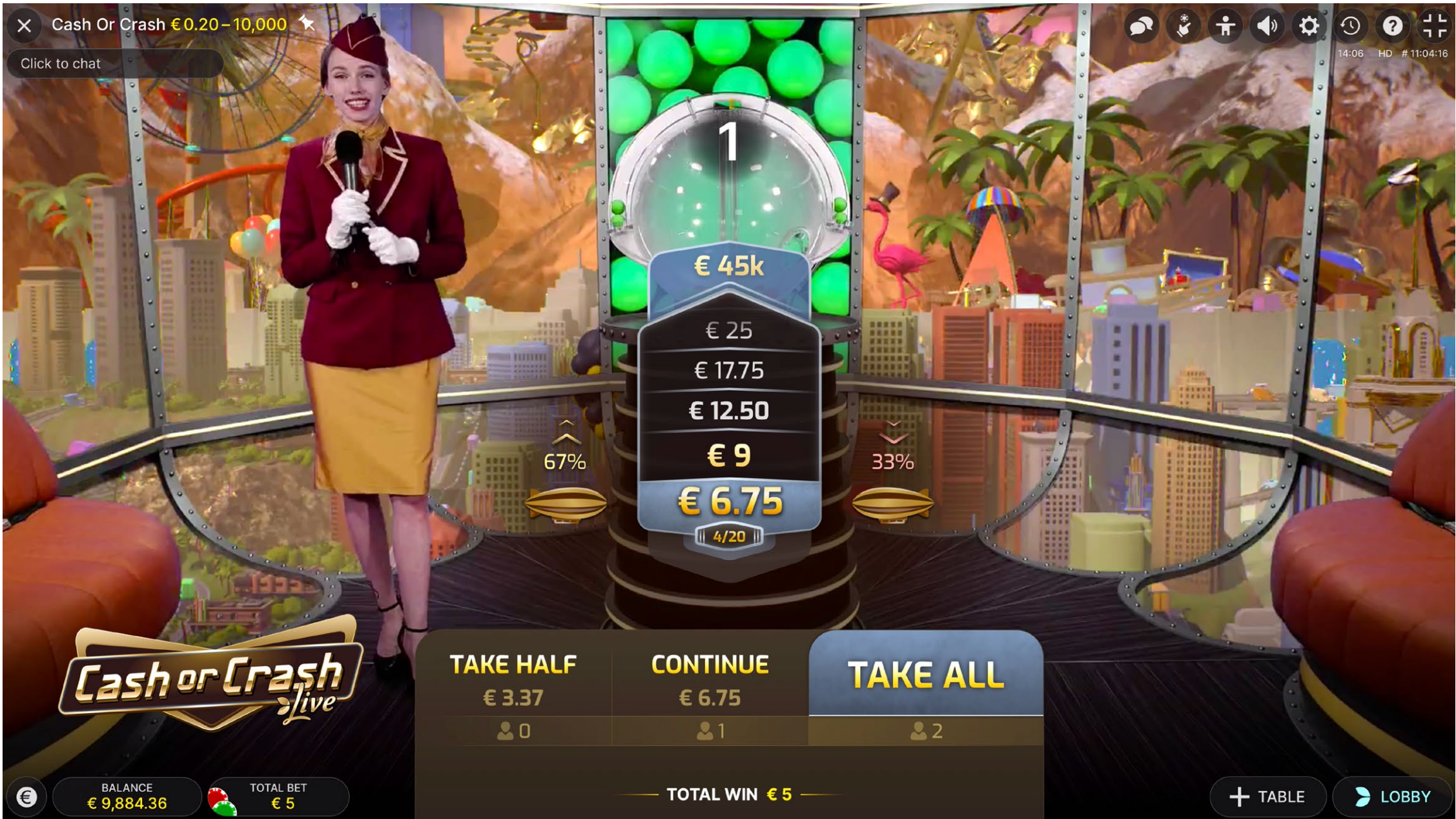
MAKING YOUR DECISION

When a green ball is drawn, or after a shield is broken, you make one of the following decisions:

- **CONTINUE**
Stay in the game and continue to play with 100% of your potential winnings
- **TAKE HALF**
Cash out 50% of your potential winnings and continue to play the game round with the remaining 50%
- **TAKE ALL**
Cash out all of your winnings and end the game round for you.

The decision that you make will become the default for future decision phases during the current game round.

To help you make your decision, a pair of blimps next to the paytable show the chance of getting a ball that continues the journey up the payable (green or gold) or a ball that will end the gameplay (red). A counter shows how many payable levels have been reached out of the maximum possible levels.





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HOW TO PLAY

DEVICES

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GOLD BALL

The gold ball gives you a shield, protecting you from a crash when a red ball is drawn.

When a gold ball is drawn, the game goes into a quick-drawing mode where no decisions are made, and you advance up the payable with each green ball drawn. When a red ball is drawn, the shield is broken, and you will be asked to make a decision for each green ball drawn. When the next green ball is drawn, the payouts on the payable are increased.

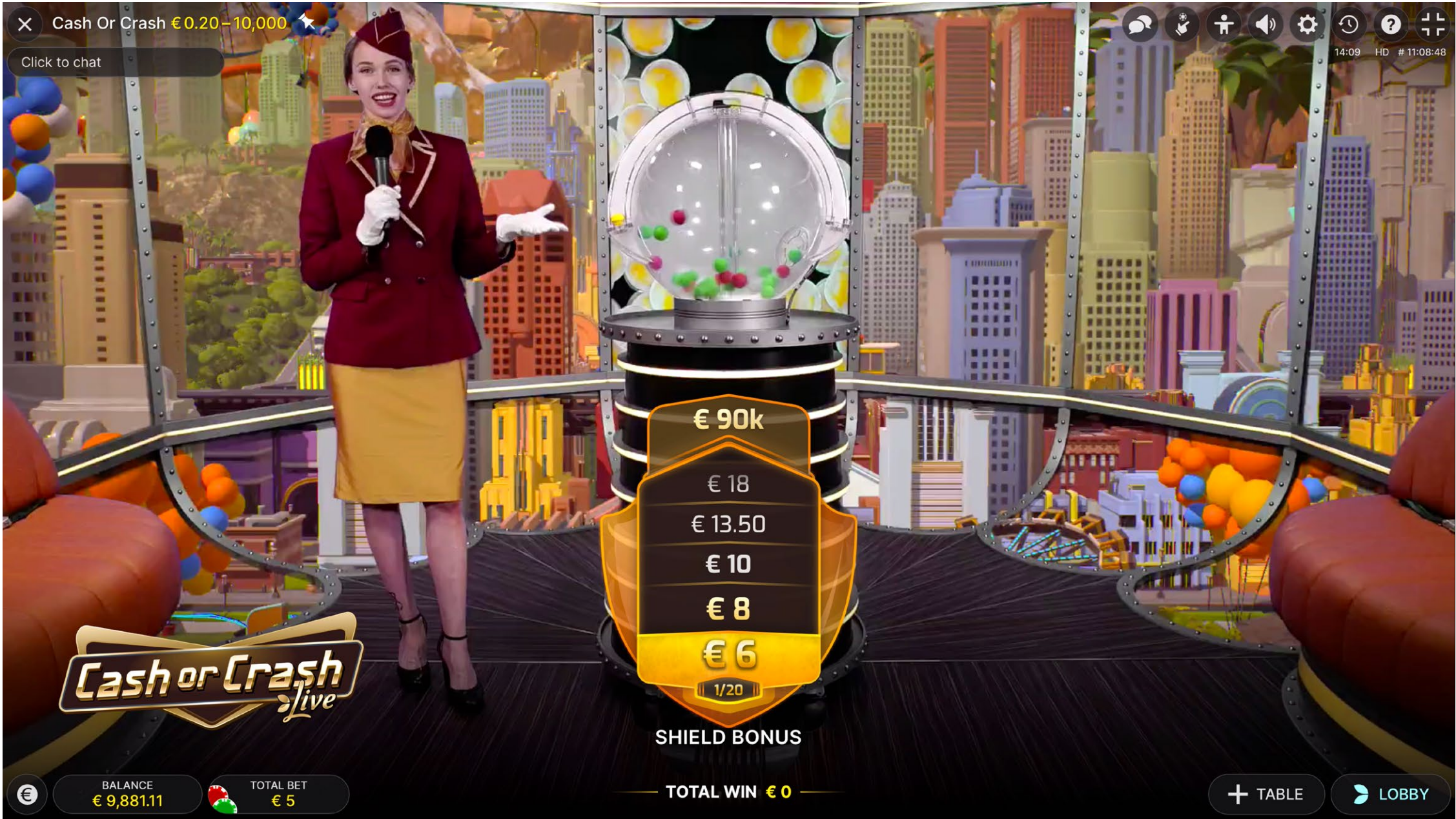
GAME OUTCOME

If you chose TAKE ALL, your total winnings are displayed and the game round is over for you. However, you can still follow the gameplay until the end of the game round.

If you choose to TAKE HALF one or multiple times, your cashed-out winnings are added to your total winnings. You take part in the game with the remainder of your stake.

The game ends when a red ball is drawn unless you have an active shield. If you don't have an active shield, all potential winnings that you have not cashed out are lost.

Cashed-out winnings are paid at the end of the game round.





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HOW TO PLAY

DEVICES

PAYOUTS

MARKETING ASSETS



USER INTERFACE ELEMENTS

PAYTABLE LEVEL REACHED

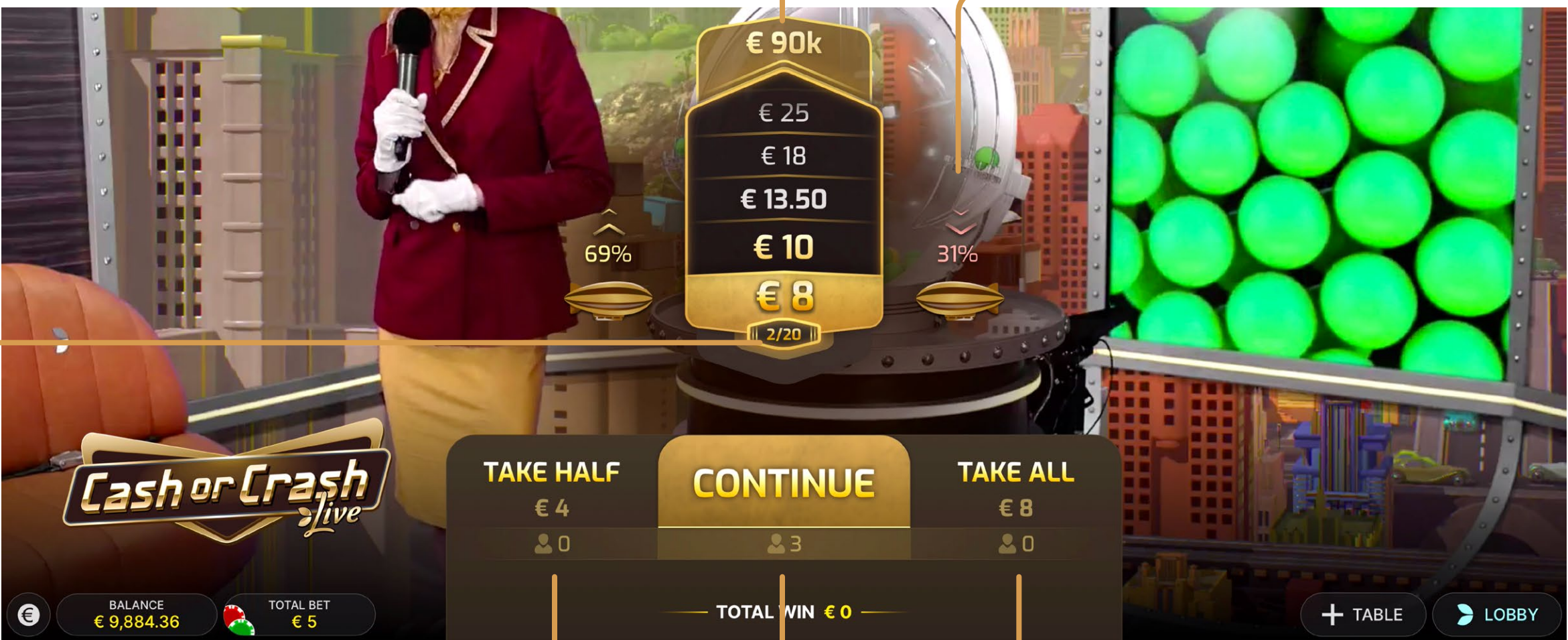
A small counter shows how many payable levels have been reached out of the maximum possible.

PAYTABLE

Advance up the ladder-style payable for each green or gold ball drawn. The higher up you get, the bigger the payouts.

HELP WITH DECISION

The left blimp shows the percentage of getting a good ball that will advance up the payable, the blimp on the right side shows the chance of getting a red ball.



TAKE HALF

Cash out 50% of your winnings. Not available when potential winnings are below €0.40.

CONTINUE

Stay in the game and play with all your potential winnings.

TAKE ALL

Cash out all your winnings. You no longer take part in the game.



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HOW TO PLAY

DEVICES

PAYOUTS

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ALL GAMES AVAILABLE ON ALL DEVICES



CONTACT YOUR KEY ACCOUNT MANAGER FOR MORE INFORMATION

VISUALS ARE FOR ILLUSTRATIVE PURPOSES AND PRODUCTS MAY VARY



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PAYOUTS

PAYTABLE LEVEL	PAYOUT BEFORE THE SHIELD IS BROKEN	PAYOUT AFTER THE SHIELD IS BROKEN
20	18,000x	50,000x
19	6,800x	11,000x
18	2,900x	4,000x
17	1,200x	1,500x
16	550x	760x
15	310x	360x
14	160x	175x
13	95x	105x
12	54x	62x
11	33x	36x
10	21.5x	24x
9	15x	16x
8	10x	10.5x
7	7.1x	8x
6	5x	5.6x
5	3.6x	4x
4	2.7x	3.1x
3	2x	2.2x
2	1.6x	1.7x
1	1.2x	1.2x

MAXIMUM PAYOUT

Maximum payout of €500,000 or a corresponding value in another currency.

If choosing CONTINUE would take you over the €500,000 cap, your only options will be the decision to either TAKE HALF or TAKE ALL.

THEORETICAL PAYOUT PERCENTAGE

94.51%-99.59%



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Marketing material for Cash or Crash can be downloaded from
our client area: evolution.com/client-area



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