



SKIP





GAME OVERVIEW

HOW TO PLAY

PAYOUTS

MARKETING ASSETS

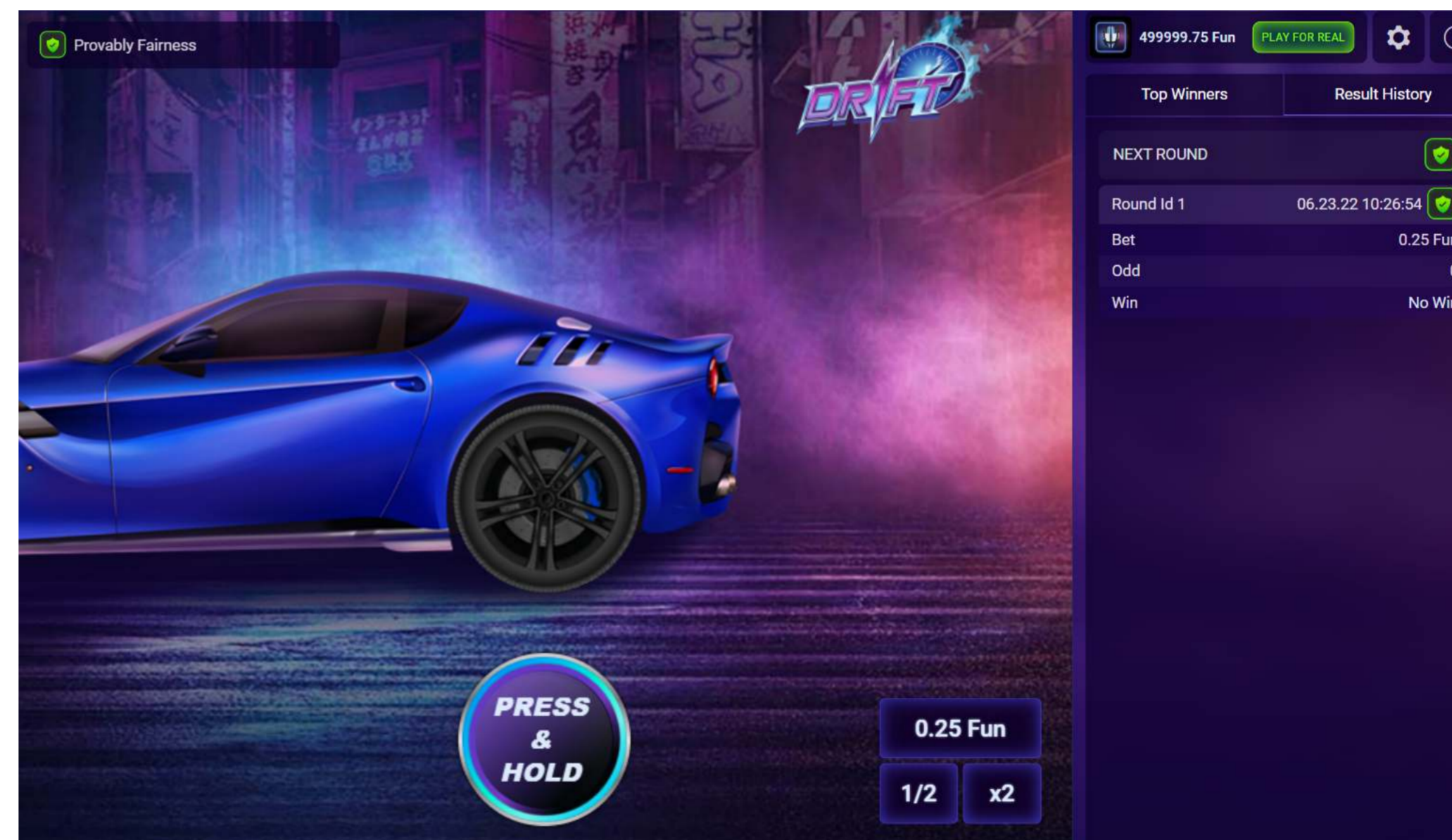


"Drift" game

"Drift" is a new ongoing game that players can join at any time, which allows players to place bets and win up to 20.000 USD (this will be configurable by partners).

To participate in the game, the participant must choose the amount of the desired bet from the proposed scale. By pressing the "Press & Hold" button, the car wheel will start to spin, increasing the displayed winnings by the corresponding amount.

The car wheel can explode at any moment, in which case the participant's bet will be considered lost. The participant can release the "Press & Hold" button to take the preferred win, the timer will provide 5 seconds to take the win or continue the game. By pressing the cashout button, the participant will take the winnings generated at that moment, and by pressing the "Press & Hold" button before the end of the timer, the game will resume from the win amount at which the participant released the "Press & Hold" button.





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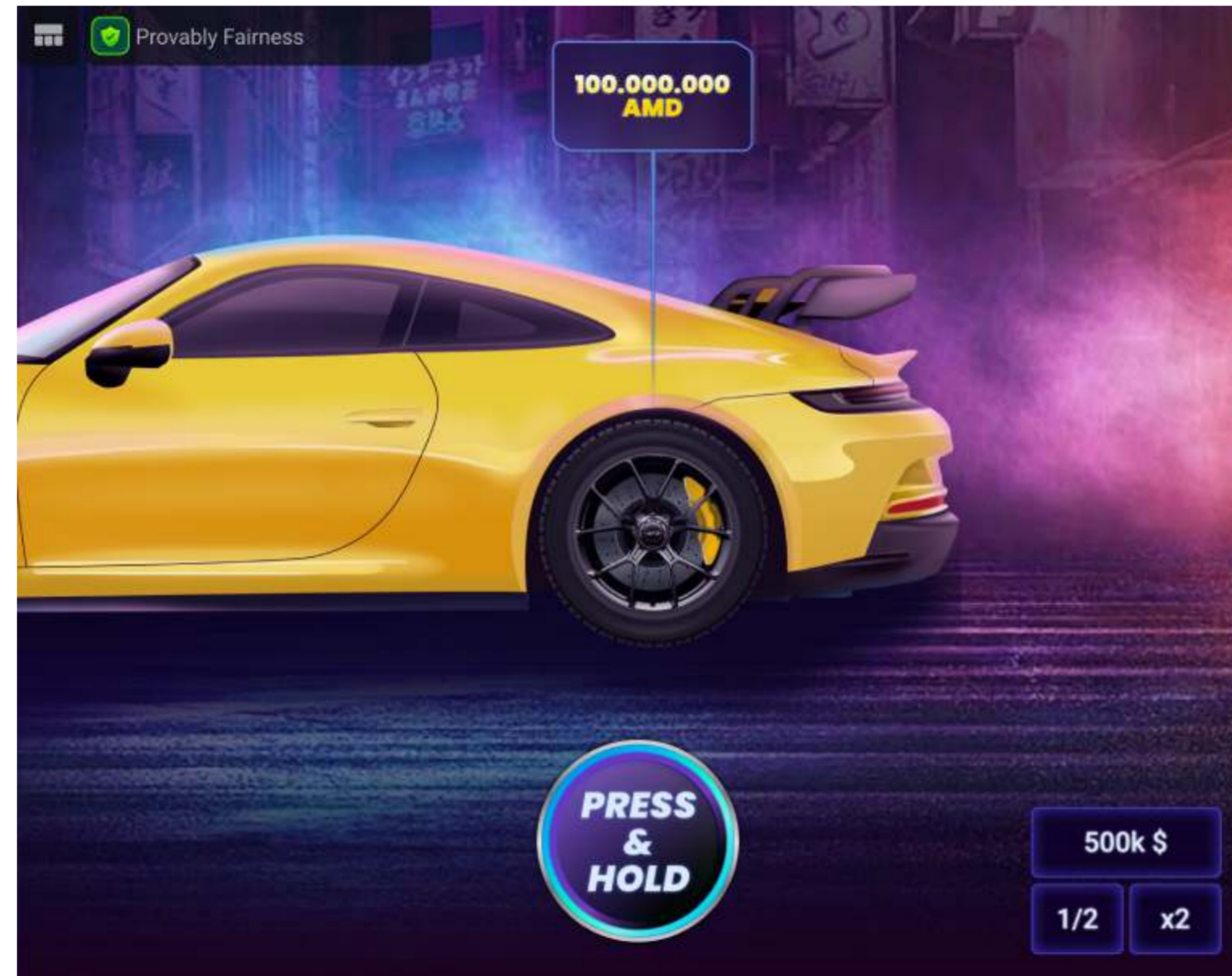
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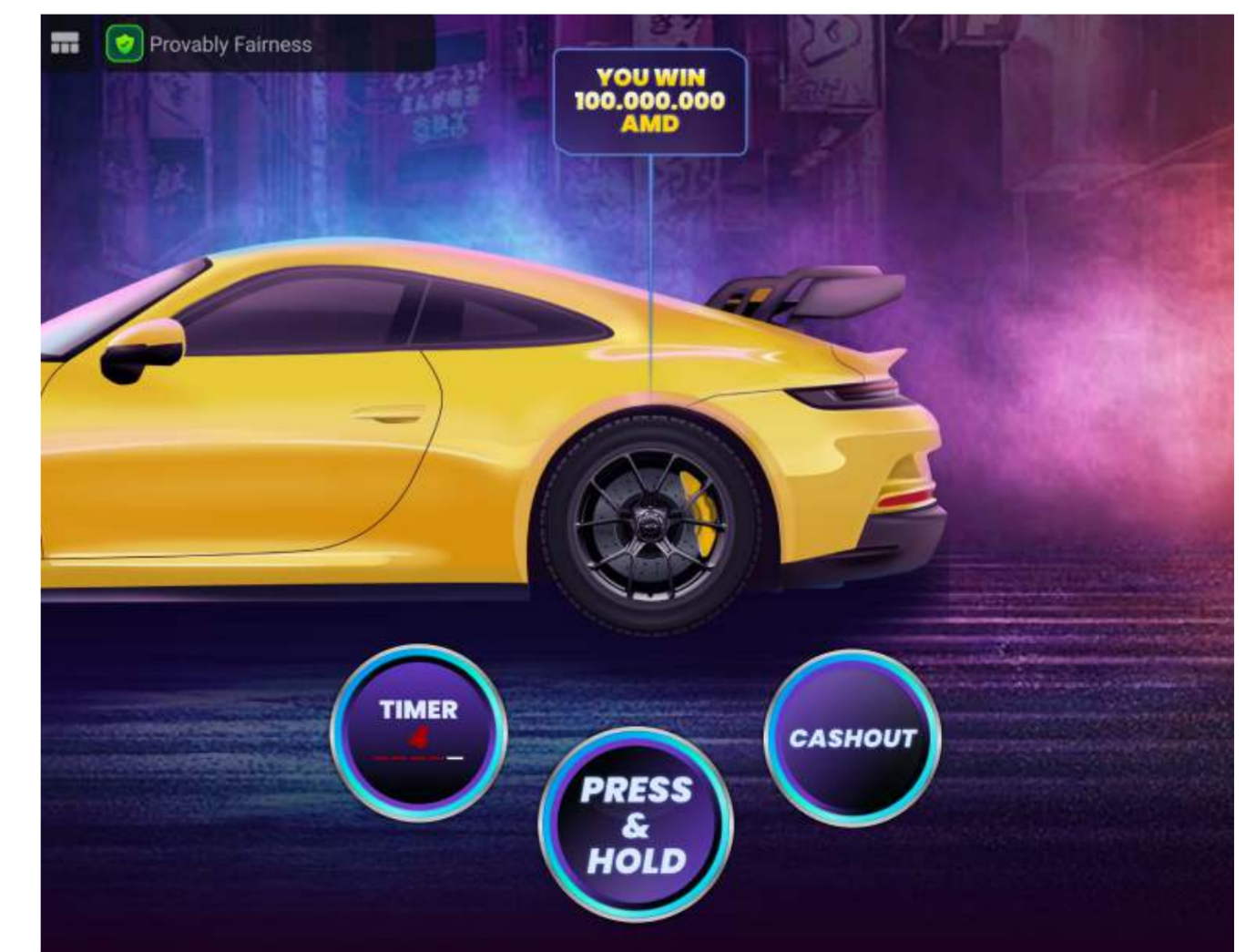
Based on our research of the market we found the game simple and engaging at the same time. Also, the concept of the crash games is familiar to all markets, bonus and multiplier games should attract more users.



RTP (Return to Player) - 96%

Key Features

- Demo mode
- Background music switcher
- Bonus Game
- Multiplier game
- Provably fairness calculator
- Game result checking possibility
- Web and Mobile versions (Responsive)
- Supporting more than 17 languages and Currencies





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PASCAL
GAMING

"Drift" game has also responsive design for following supported channels:

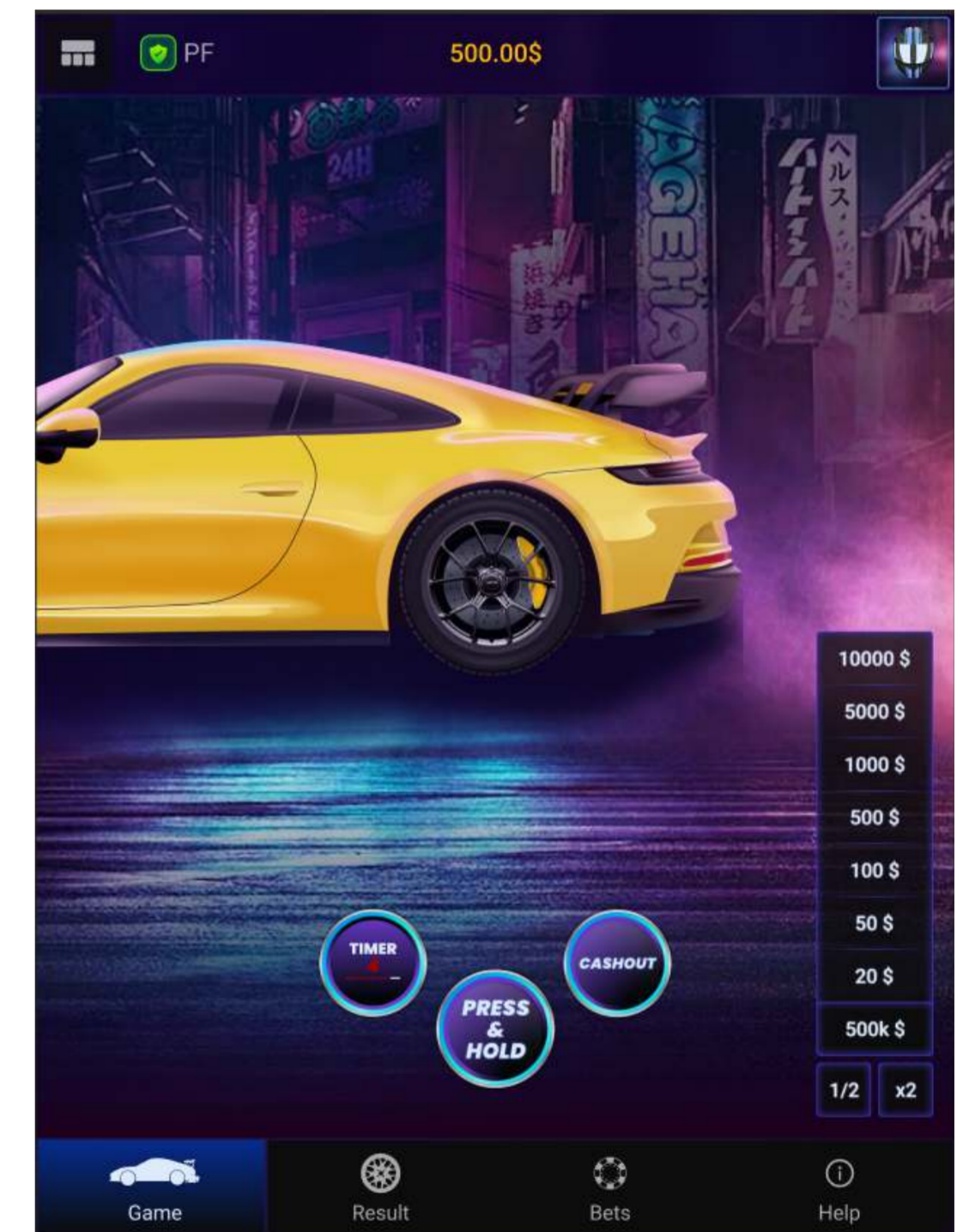
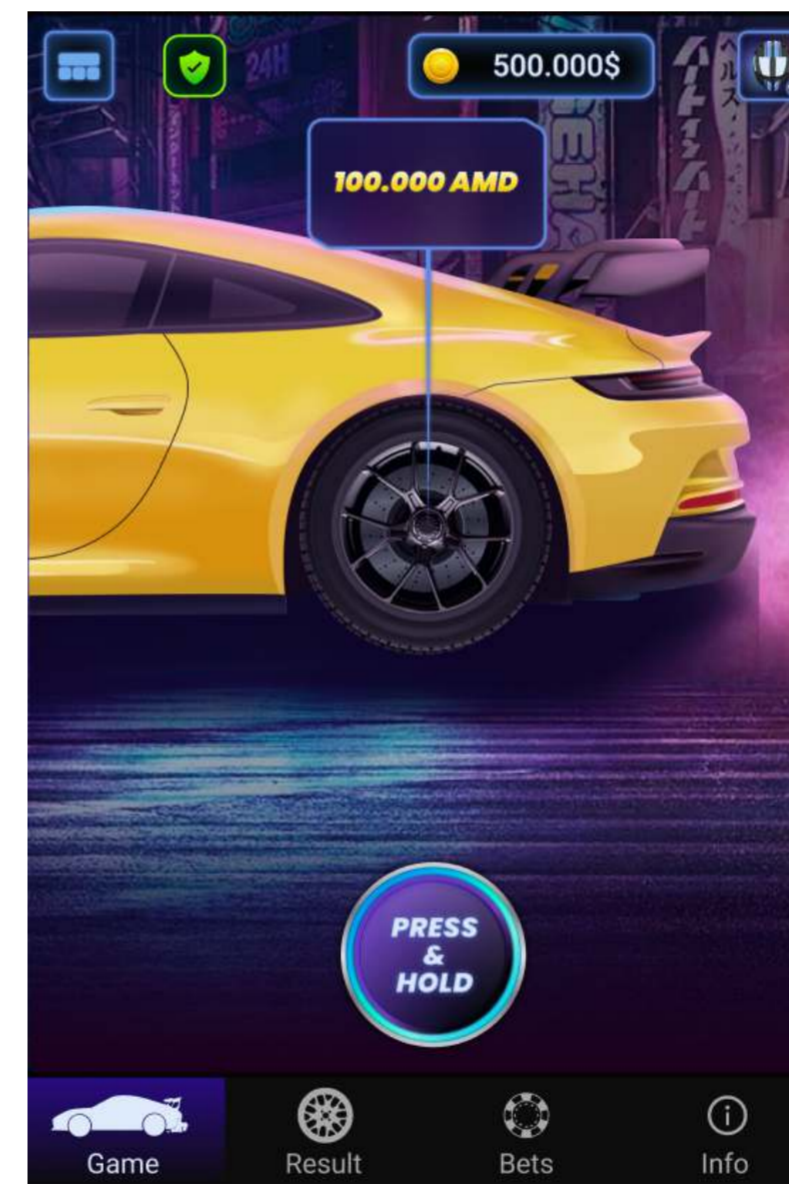
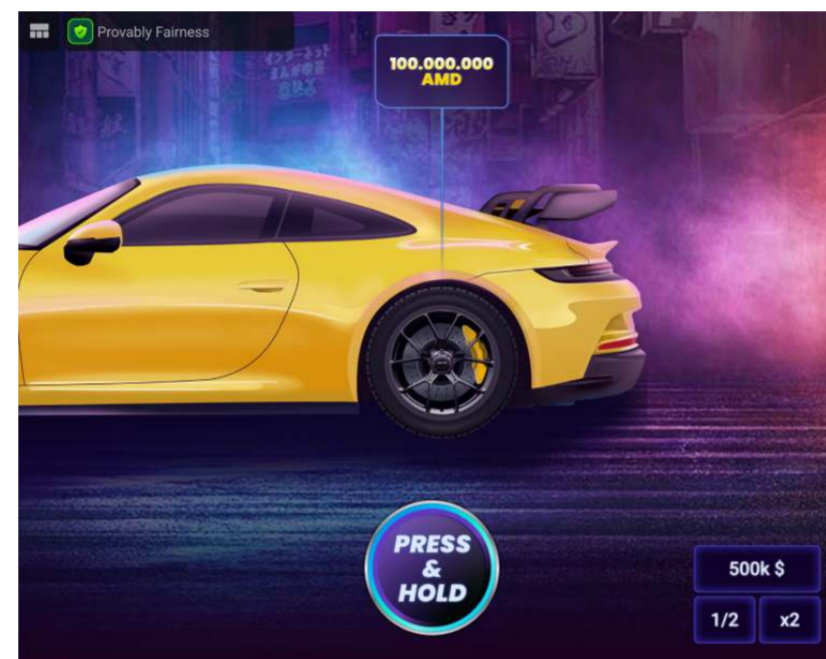
Web



Mobile



Tablet





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Multiplier game logic

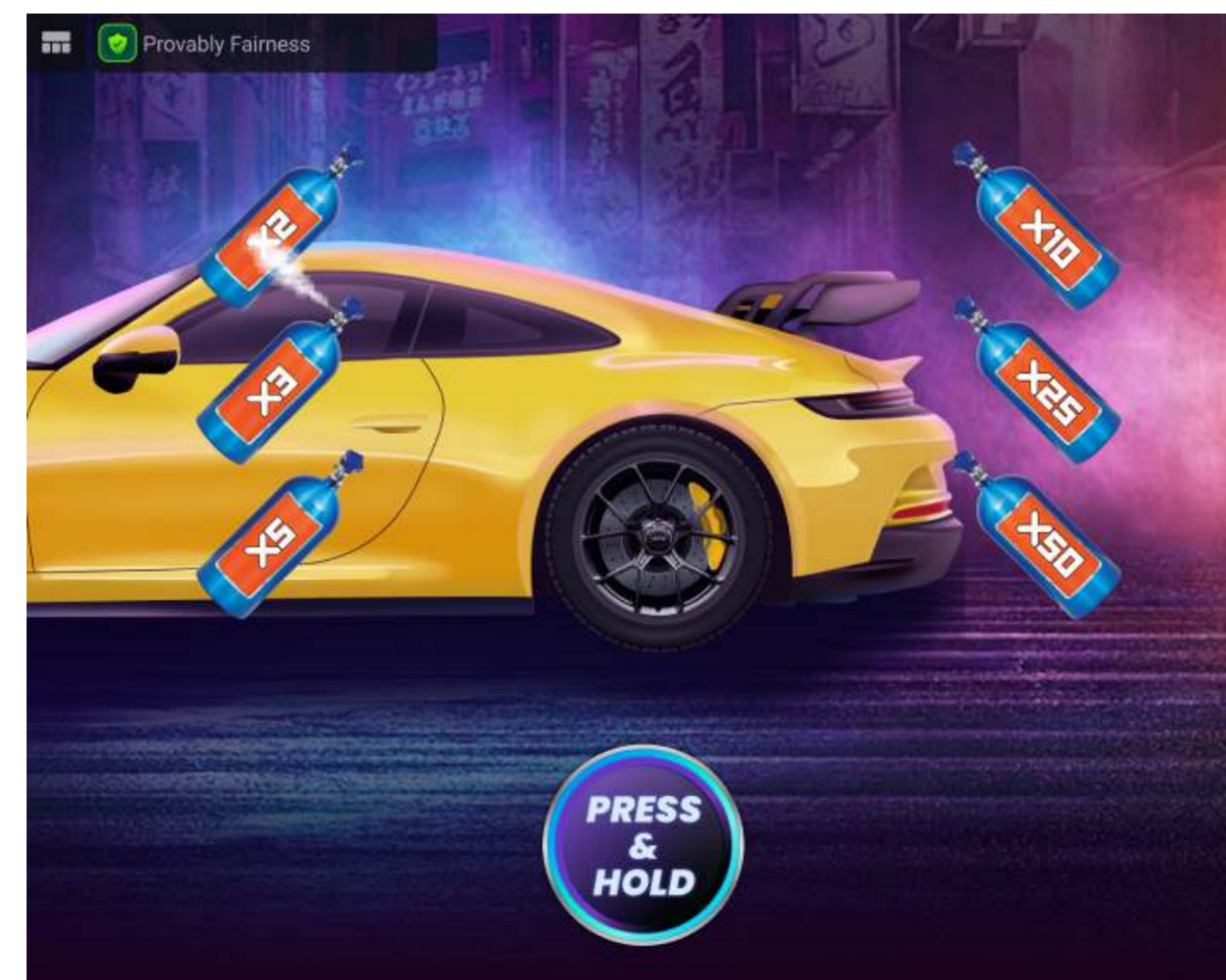
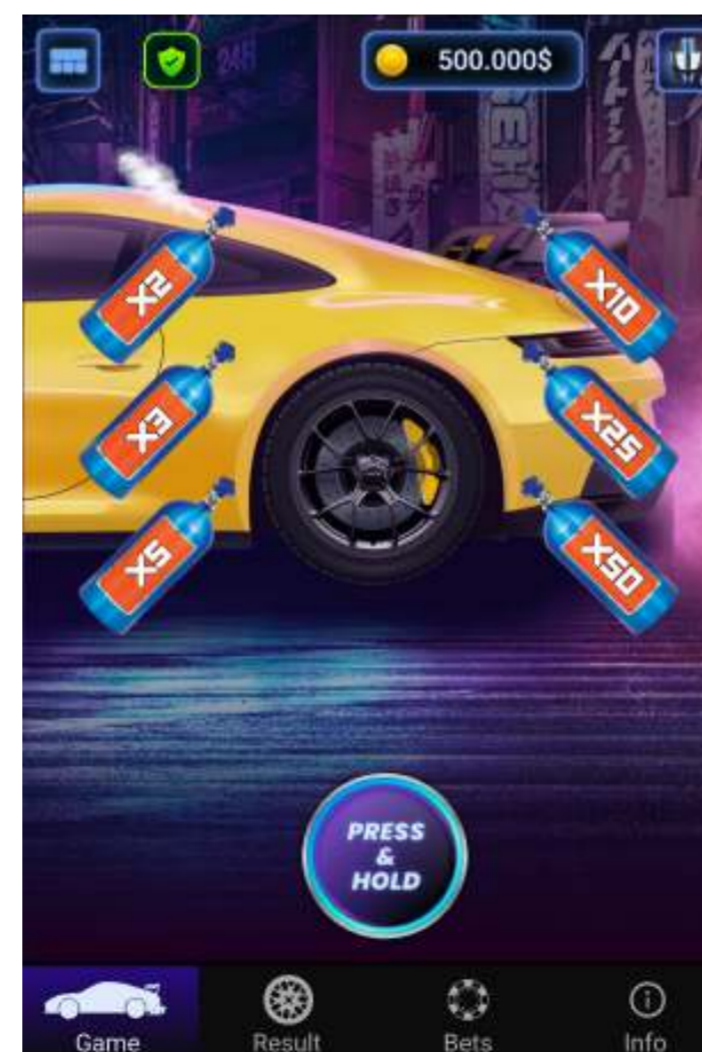
The participant can pass a multiplier game during the game with the following conditions.

If the participant keeps pressing the "Press & Hold" button and accumulates any winnings, then at any time, at random, the participant may be offered to participate in the doubling game.

The participant can release the "Press & Hold" button at the moment of accumulating on the preferred amount and press the cashout button, the winning amount will be doubled by one of 6 multipliers, randomly.

Multipliers x2, x3, x5, x10, x25, x50

If the participant does not want to participate in the multiplying game, by holding down the "Press & Hold" button the game will continue until the wheel explodes or the participant cash out the amount generated on the wheel.





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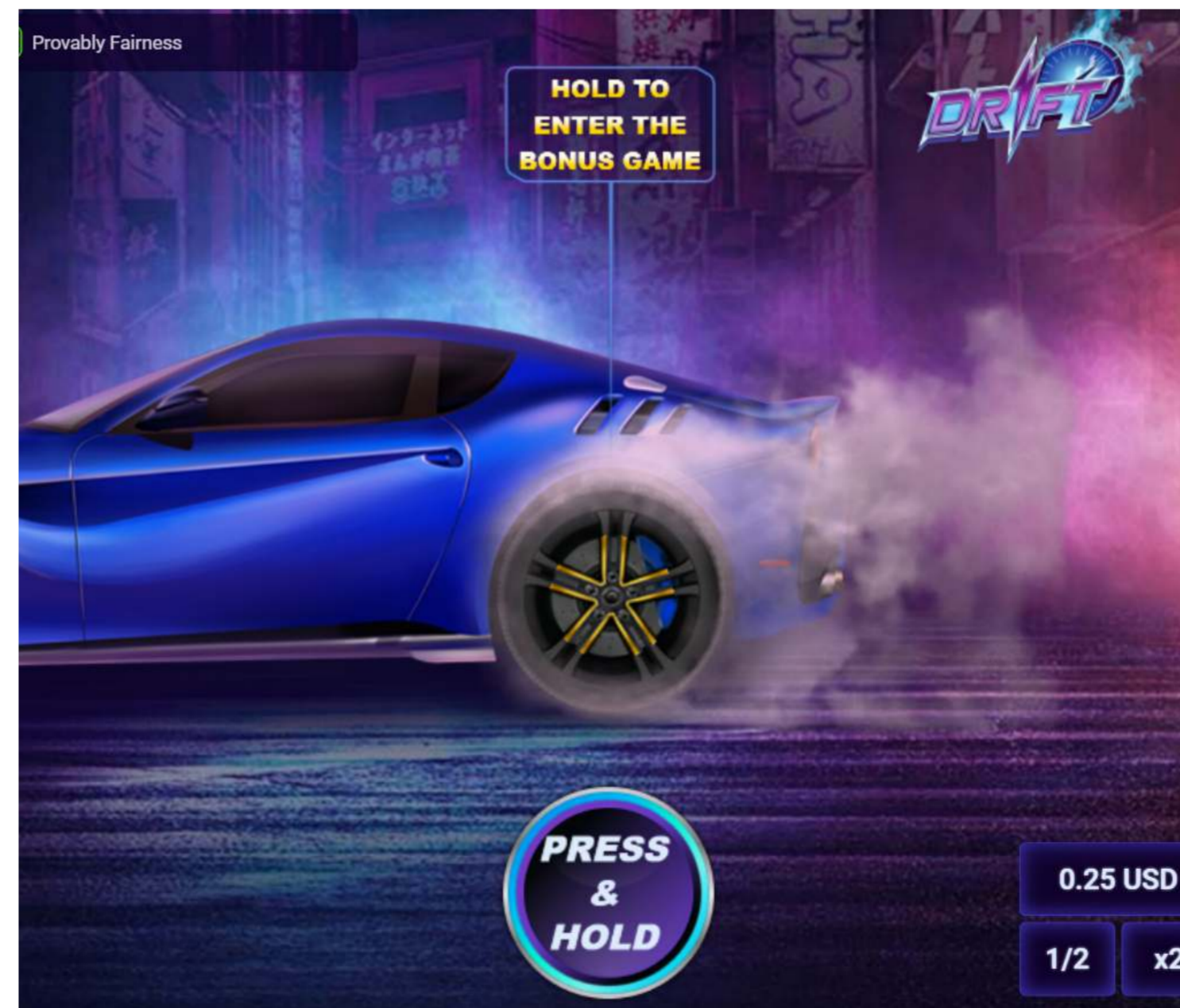


Bonus game

The participant can move the bonus game randomly from the main game. If the participant presses the "Press & Hold" button and a golden wheel appears, the participant must hold down the "Press & Hold" button until the wheel corresponds to the pre-marked size. The wheel can explode before reaching the mark, in which case the participant will not be transferred to the bonus game, and his/her bet will be considered lost.

If the wheel corresponds to the size of the mark, the participant will be transferred to a bonus game consisting of 8 rounds, wherein each round he/she will be offered to choose one of the 5 wheels.

The wheels will contain money or a multiplier.





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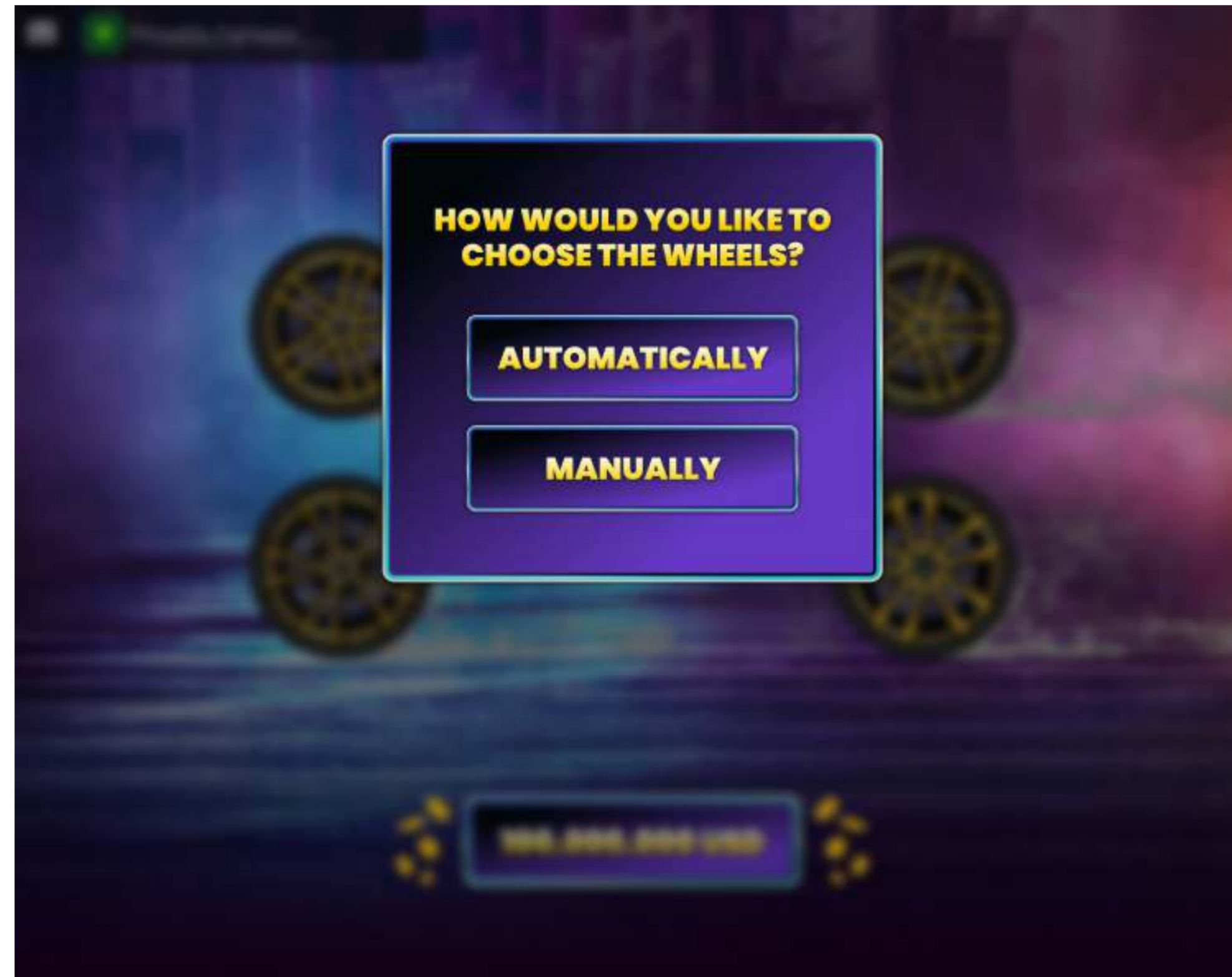
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Users should have the opportunity to choose how they want the wheels to be chosen in the bonus game: automatically or manually.

- **AUTOMATICALLY**- the wheels will be opened without any click made by the user.
- **MANUALLY**- the wheels will open only when the user clicks on the wheels.





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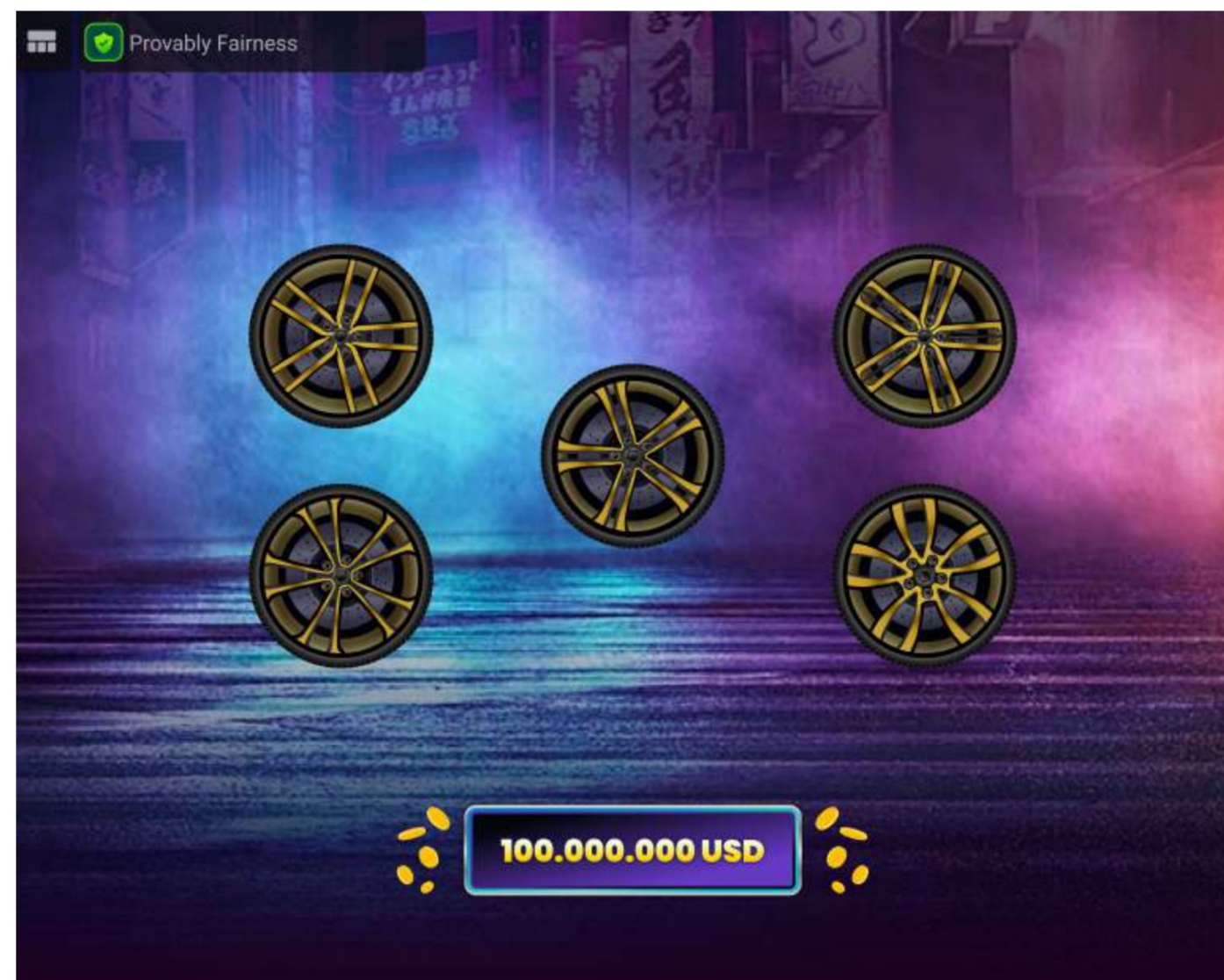


Wheel type 1 - contains an only cash prize

If the participant chooses a wheel that contains only money, the amount is added to the participant's special game account. The participant remains in the same round and gets the opportunity to choose another wheel, as many times as the chosen wheel gives the right to move to the next round or the wheel is ending the bonus game.

Wheel type 2 contains a cash prize and "next round" note

If the participant chooses a wheel that contains the money amount and "next round", the money is added to the participant's special game account, and the participant is transferred to the next bonus round.



NOTE *

The 5 wheels offered in the 8th bonus round can not contain a wheel with the word "Money + next round" note, as the participant is in the last bonus round.



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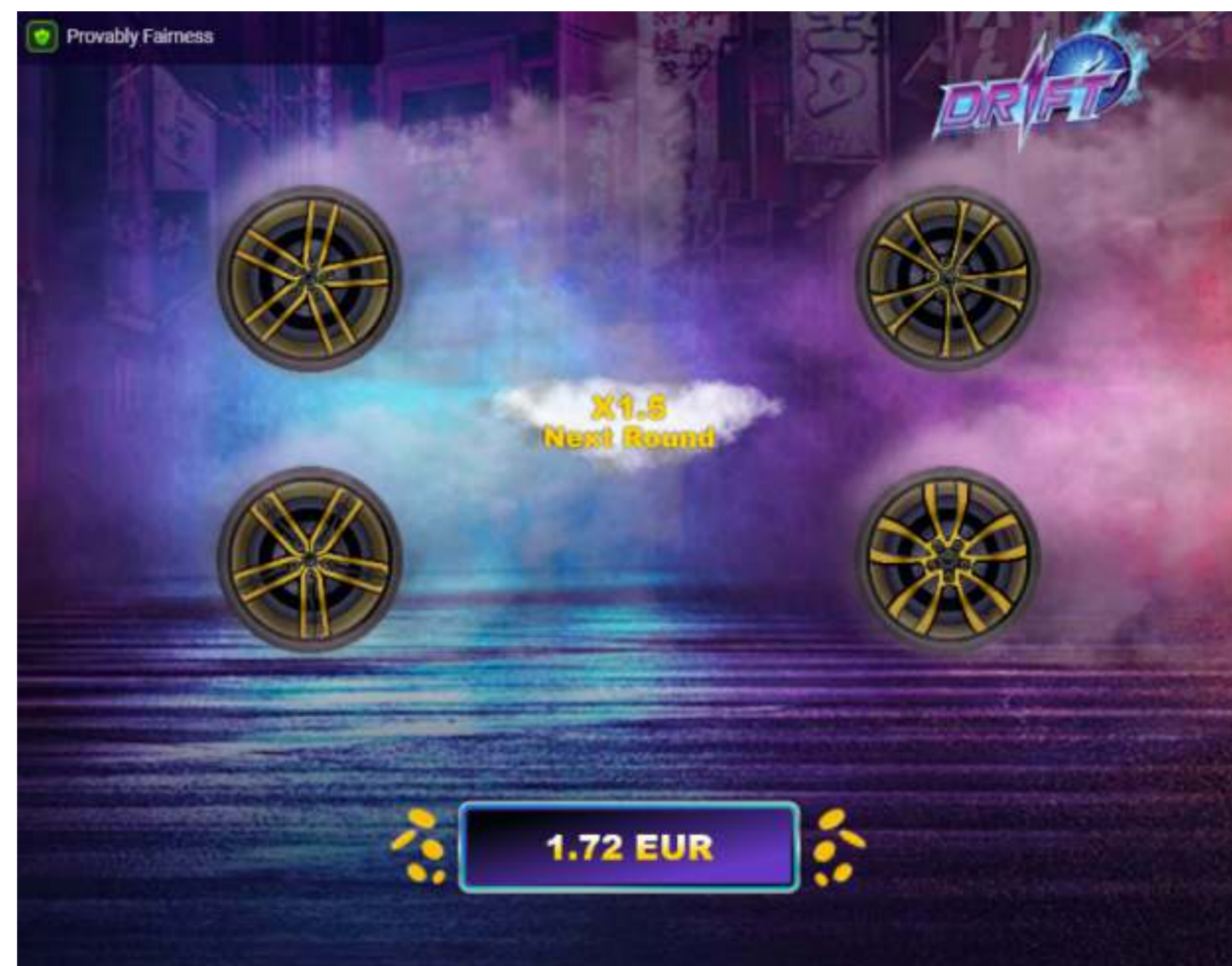


Wheel type 3 - contains cash prize and "completed" note

If the participant chooses a wheel that contains the cash money and "completed" note, the amount is added to the participant's special game account, and the bonus game ends, the participant returns to the main game.

Wheel type 4 - contains only a multiplier

If the participant chooses a wheel that contains a multiplier the winning accumulated during the participant's bonus game is multiplied by the corresponding multiplier and added to the participant's special game account, The participant remains in the same round and gets the opportunity to choose another wheel, as many times as the chosen wheel gives the right to move to the next round or the wheel is ending the bonus game.





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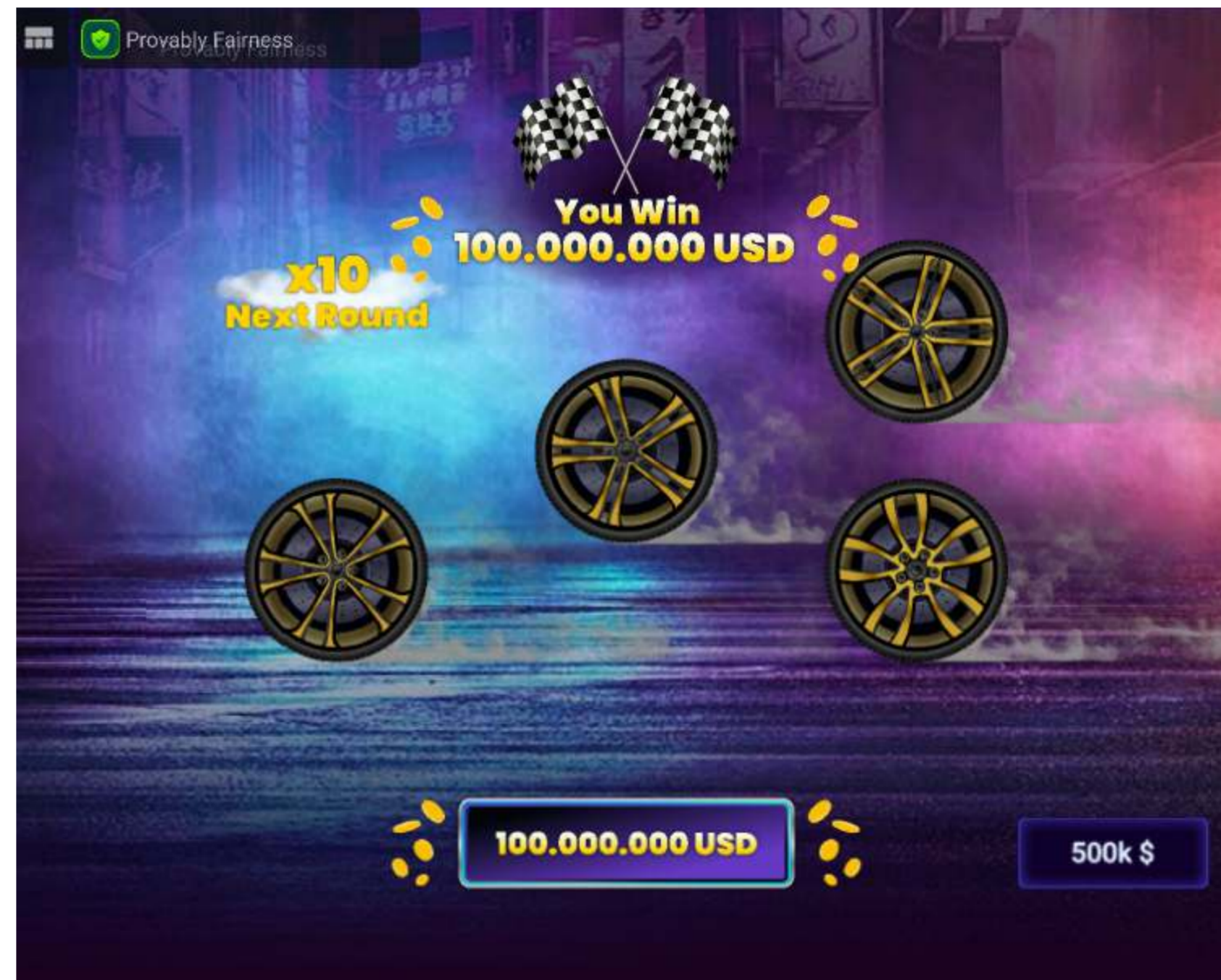
Wheel type 5 – contains a multiplier and “next round” note

If the participant chooses a wheel that contains a multiplier and “next round” note, the winning accumulated during the participant’s bonus game is multiplied by the corresponding multiplier and added to the participant’s special game account, and the participant gets a chance to move to the next bonus round.

All bonus rounds, may contain x2, x3, x5, x10, x25, x50 multipliers.

Wheel type 6 – contains multiplier and “completed” note

If the participant chooses a wheel that contains multiplier and “completed” note, the winning accumulated during the participant’s bonus game is multiplied by the corresponding multiplier and added to the participant’s special game account and the bonus game ends, the participant returns to the main game.





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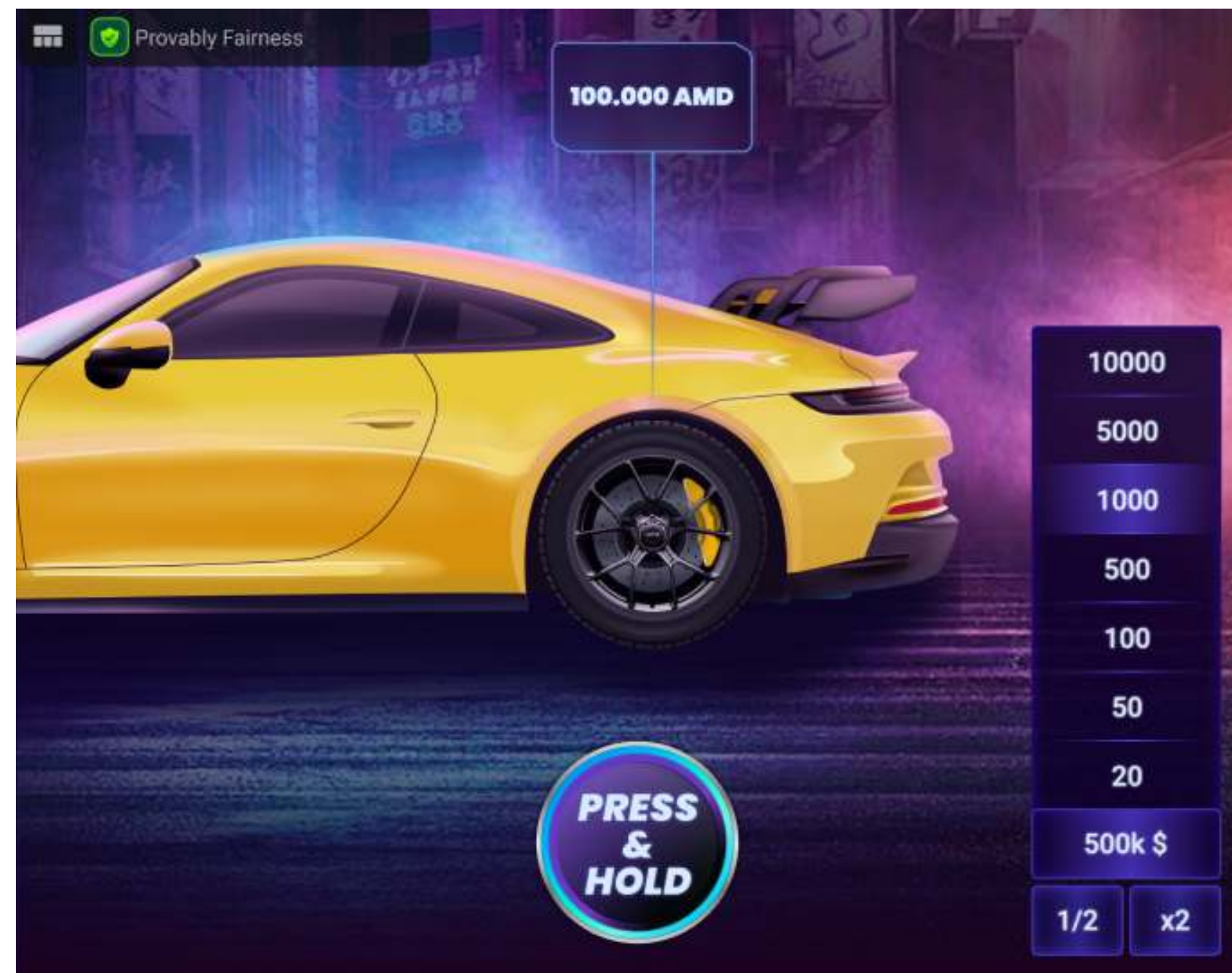
MARKETING ASSETS



BETTING PART

"1/2" - By clicking this button, the bet amount is divided into two parts. (When the player reduces the amount by pressing 1/2, the next time the button is pressed, the amount will decrease to the minimum bet amount. We notify the player that the minimum bet size is "0.1" and automatically write the minimum bet amount.)

"X2" - By clicking this button, the bet amount is multiplied by 2. When the player increases the amount by pressing X2, and when the next time the button is pressed, the amount will exceed the maximum bet, we notify the player that the maximum bet size is "10.000USD" and automatically write the maximum bet amount.)



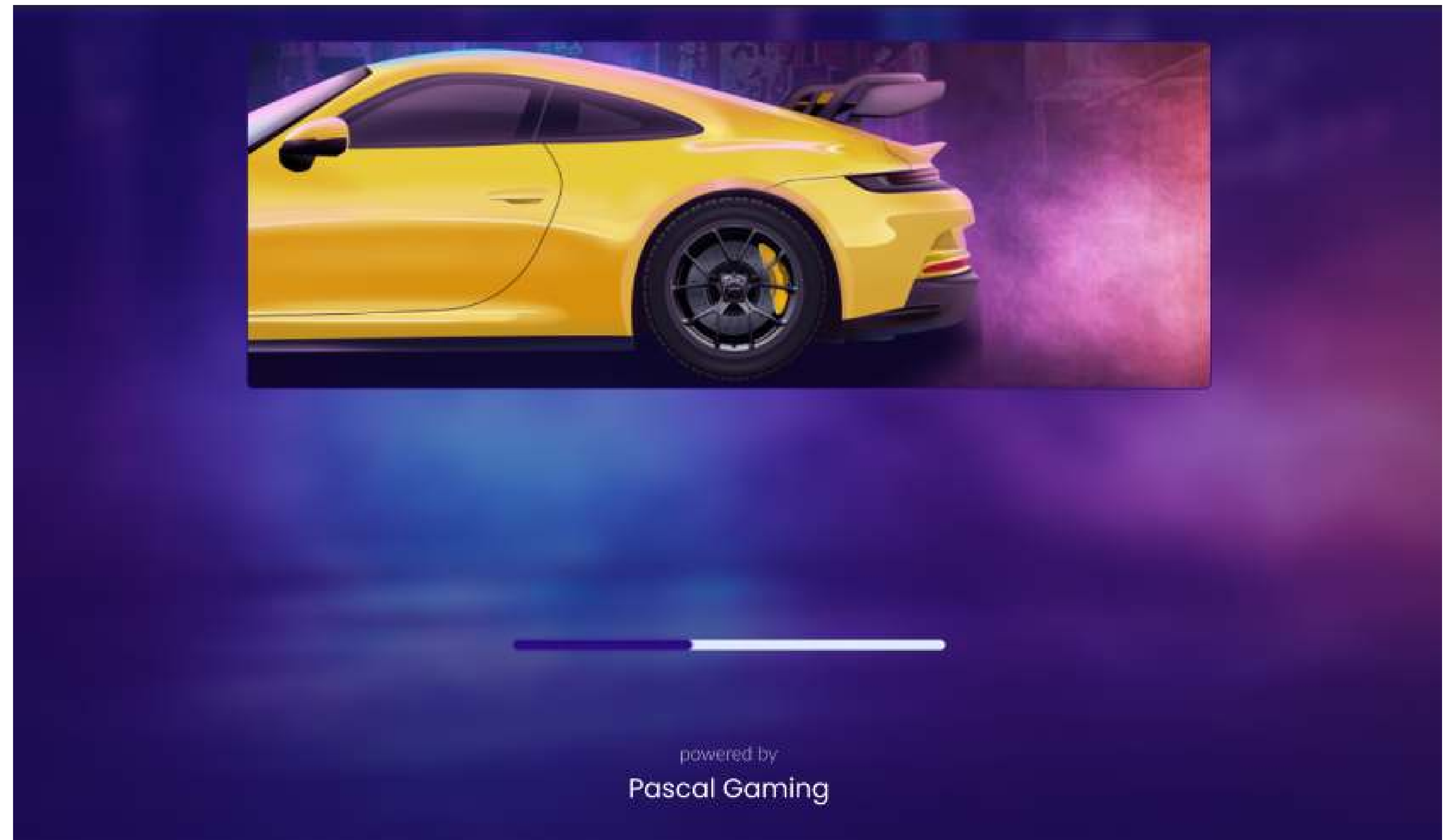


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Marketing assets for "Drift" game can be downloaded
<https://drive.google.com/drive/folders/1-5NrPc1AkI3RnEkfU2wdd5bwhYrmZW00>