

COMMERCIAL DATA SHEET 2021 RELEASE





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Neko Games is proud to present **Bingote!** The new video bingo inspired by Don Quixote de La Mancha, the most important novel for spanish speakers, and one of the most famous stories around the world.

Join Don Bingote as he journeys forth through La Racha, the land of windmills filled with gold and castles full of jewels, in search of untold riches. Navigate the way through amazing bonuses as you search for the great Bingote Jackpot.

The game will offer the possibility to play with up to 4 tickets and buy up to **12 extra balls** to increase the chances to win any of the **19 prize patterns** and the **additional features**:

- **Bingote Jackpots,** the most important feature of the game, with 4 different jackpots prizes up to 5000x!
- **Armour Bonus:** The game also has a picker bonus with parts of Don Bingote's armour to select, and prizes up to 1040x!
- **Windmills Monsters Bonus:** A 5-level bonus game where the players will join Don Bingote in his journey through La Racha and help him to defeat the furious monsters (or windmills?) full of gold and jewels, to collect prizes up to 1065x!

- **Diamantea's Castle Bonus:** Also a 5-level bonus game where Don Bingote will have to climb the tower of Diamantea's Castle, his true love, in order to find and conquer all the riches of the tower, up to 1646x!. On his journey to the top, he will be able to collect some jewels on each level, but will have to be careful of the birds that can throw him off of the tower.
- **Wild Balls:** A classic video bingo feature, allowing to select and daub any number not called in the enabled tickets.

The game is available in Desktop and Mobile versions (including an exclusive Portrait view), showing graphics and animations related to some of the most iconic chapters and events of the novel.

In addition, the combination of a simple and intuitive interface with a thrilling story, a high hit frequency and exciting features including a jackpot game with 4 prizes together with a 95,09% RTP provides a very attractive product for both operators and players that demands big prizes, high quality and thrilling experiences in casino games.

GENERAL INFORMATION

GAME THEME	Don Quixote de La Mancha / Medieval Spain
TICKETS	4
WINNING PATTERNS	19
BALLS (Initial Draw)	30
EXTRA BALLS	12
JACKPOTS	4
WILD BALLS	Yes
ADDITIONAL FEATURES	Armour Bonus, Windmills Monsters Bonus, Diamantea's Castle Bonus
ASPECT RATIO	16:9 - 9:16
LANGUAGE SUPPORT	EN, ES, PT

BINGOTE JACKPOTS FEATURE



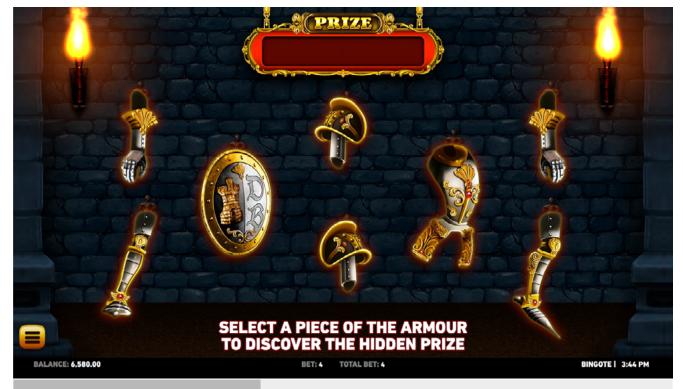
FEATURE NAME	Bingote Jackpots
TRIGGER CONDITION	Bingote Jackpots feature is active if all 4 tickets are enabled to play. All balls may have golden shields hidden inside them. Golden shields will be collected in the Jackpot panel on top.
PRIZE	The total number of shields collected by the end of the round will indicate which Jackpot prize has been won: 0 to 5 golden shields: None. 6 golden shields: 60x Bronze jackpot 7 golden shields: 160x Silver jackpot. 8 golden shields: 1000x Gold jackpot. 9 golden shields: 5000x Bingote jackpot.

WILD BALL FEATURE



FEATURE NAME	Wild Ball
	After purchasing an extra ball, there is a chance to receive a wild ball instead of a normal numbered ball.
DESCRIPTION	Wild balls allow the player to daub any number not called in the enabled tickets, increasing the chances to win!

BONUS 1: ARMOUR BONUS FEATURE



FEATURE NAME	Armour Bonus
DESCRIPTION	The Armour Bonus game is a picker bonus inside Don Bingote's house, where parts of his armour are shown. Each part has a hidden prize, or a Collect sign that will end the game. Armour parts can be selected to collect cash prizes. The goal is to collect as many prizes as possible until the Collect sign is found.
PRIZE	Up to 1040x bet

BONUS 2: WINDMILLS MONSTERS BONUS FEATURE



FEATURE NAME	Windmills Monsters Bonus
DESCRIPTION	The Bonus 2 game is a picker bonus with golden figurines to select. Each figurine has a hidden prize, or a "Collect" sign that will end the game.
	Figurines can be selected to collect cash prizes until the Collect sign is revealed. The goal is to collect as many prizes as possible until the collect sign is found.
PRIZE	The Bonus game will award a fixed prize associated to the pattern (900x) PLUS an Extra Bonus Prize (up to 1400x) for a max prize of 2300x the bet per ticket value selected!

BONUS 3: DIAMANTEA'S CASTLE BONUS FEATURE



FEATURE NAME	Diamantea's Castle Bonus
	The Diamantea's Castle bonus is a 5 level game, with 4 windows per level. Each window has a hidden prize, or a flock of birds.
	Starting on level 1 the player must select a window. If the window selected has a prize, the player is awarded the prize and moves onto the next level to repeat the selection process and find higher prizes.
DESCRIPTION	If the window selected has a flock of birds, they will make Don Bingote stagger. If Don Bingote doesn't fall from the tower after staggering, the player will move onto the next level to repeat the selection process. But if he falls from the tower after staggering, a Collect message will be shown and the player is returned to the base game.
	The goal is to collect as many prizes as possible until a Collect sign is found, or the top level is reached.
	But that's not all! An additional mystery prize may also appear randomly at the end of the bonus, increasing the total winnings!
PRIZE	Up to 1646x bet

OVERALL

PAYOUT PERCENTAGE (RTP)	95,09%
TOTAL HIT FREQUENCY	64,28%
VOLATILITY	Mid-High

BASE GAME

PAYOUT PERCENTAGE (RTP)	80,00%
HIT FREQUENCY	44,23%

EXTRA BALLS

PAYOUT PERCENTAGE (RTP)	From 88,70% to 95,52%
HIT FREQUENCY	From 11,63% to 35,21%

BETTING CHARACTERISTICS

RECOMMENDED COIN SIZE (EUR)	0,05; 0,1; 0,25; 0,5; 1; 2,5; 5; 10
DEFAULT COIN SIZE (EUR)	1
NO. OF COINS ALLOWED	4 (1 x 4 tickets enabled)
DEFAULT NO. OF COINS	4 (1 x 4 tickets enabled)
MAX BET (EUR)	40 (10 x 4 tickets enabled)
MIN BET (EUR)	0,05 (0,05 x 1 ticket enabled)
DEFAULT TOTAL BET (EUR)	4 (1 x 4 tickets enabled)

MAXIMUM WIN UP TO VALUES

WIN UP TP - CREDITS VALUE (EUR)	186,420
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Max prize is calculated according to:

=(5000+2000+80*7+40+60+85+130+350+72+104+160+260+500)*2*10=186.420

GENERAL RULES

- You can purchase up to four tickets per game.
- Numbers in tickets and balls numbers goes from 1 to 90.
- Thirty balls are randomly drawn per game.
- You need to complete any of the patterns to win a prize.
- After the thirty balls are drawn, the extra ball stage will be activated if any enabled ticket requires only one more number to complete a winning pattern related to an 8x prize or higher.
- Extra balls are offered up to a maximum of twelve times before the game automatically ends.
- Extra balls will be offered at an additional cost. The cost of an extra ball does not indicate a greater or lesser chance of winning.
- Malfunctions void all plays and pays.

BETTING AND PAYOUT RULES

- The value of prizes won depends on the stake you select.
- Winnings paid out on each ticket are dependent on the winning pattern completed on the ticket, once all the balls are drawn.
- Multiple payouts are possible per ticket only if completely new winning patterns are created. If a
 winning pattern is created from an existing winning pattern, you are paid out for the new, more
 valuable pattern only.
- Winnings will be collected and paid at the end of the round.
- Total bet amount is the bet per ticket value selected multiplied by the number of tickets enabled.
- All bets and payouts are in credits.
- Malfunctions void all plays and pays.

FEATURE DESCRIPTIONS

BINGOTE JACKPOT PRIZES

Each ball drawn in the game (initial draw or extra ball) will have a chance to award a golden shield to the player. Golden shields will be shooted from the Ball Drum and collected in the Bingote Jackpot panel on top during the round. At the end of the round, If 6 or more shields are collected, the player will win a Jackpot prize.

Bingote has 4 jackpot prizes:

- Bronze (if 6 shields are collected in the round): 60x the bet per ticket value.
- Silver (7 shields) 160x the bet per ticket value.
- Gold (8 shields): 1000x the bet per ticket value.
- Bingote (9 shields): 5000x the bet per ticket value

Jackpots can be awarded in the initial draw or extra ball stage. Also, an overlapping criteria applies on Jackpots: only one jackpot can be won by round (E.g. if the player collects 7 shields, only Silver Jackpot will be won).

When the round is finished and all prizes (including the Jackpot if applicable) are paid, all shields collected will be removed. That means each round will start with zero golden shields in the Bingote jackpot panel.

BONUS 3: ARMOUR BONUS

Bonus 3 pattern will activate the bonus.

The Player will be taken into Don Bingote's house. Inside there will be a wall with 8 parts of Don Bingote's armour. The player will have to select armour parts to find the prizes behind them, until the "Collect" message is found that will indicate the end of the bonus game.

The Player will win the total prizes collected until finding the "Collect" message.

Bonus 3 pattern will also pay a fixed prize (400x) at the end of the bonus round. This fixed prize will be the only one to be overwritten by other patterns (Bingo).

BONUS 2: WINDMILLS MONSTERS BONUS

Bonus 2 pattern will activate the bonus.

This bonus is related to the chapter in the original Don Quixote story, where the character confused windmills with monsters.

The bonus has 5 different levels. On each level, the player will have to select one out of 3 different monsters. Two of them have prizes inside, the 3rd one ends the game (Collect option). If the player selects one of the monsters that is in fact a windmill with a prize, the windmill will be destroyed showing the prize hidden inside, the prize will be collected and the player will be allowed to continue to the next level. But if the player selects the monster that represents the windmill that will not be destroyed, the blades of the windmill will spin and kick Don Bingote out of the screen (Collect option) with the winnings collected until that moment.

There will always be one Collect option between the 3 monsters on each level, and higher levels will have higher prizes. Also, an additional mystery prize may appear randomly at the end of the bonus, increasing the total winnings!.

BONUS 1: DIAMANTEA'S CASTLE BONUS

Bonus 1 pattern will activate the bonus. This bonus is a tower with 5 different levels. On each level, the player will have to select one out of four different windows. Two, three or the four of them (depending on the level) will have prizes inside, and the others will have a flock of birds that will fly from inside the tower. If the player finds a prize, it will be collected and will be taken to the next level for another selection. But If the player finds the birds, there are two possible scenarios:

Bingote has 4 jackpot prizes:

- 1. The birds will make Don Bingote stagger and fall from the tower (Collect sign), ending the bonus stage, and the prizes accumulated until that moment will be collected. Silver (7 shields) 160x the bet per ticket value.
- 2. The birds will make Don Bingote stagger, but will not throw him down. The player will not win anything on that level but will be allowed to continue to the next level to win more prizes (Next level sign)

In addition, higher levels will have higher prizes, and higher chances to exit.

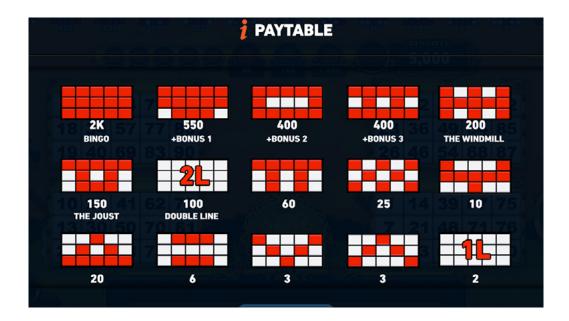
Bonus 1 pattern will also pay a fixed prize (550x) at the end of the bonus round. This fixed prize will be

the only one to be overwritten by other patterns (Bingo). Also, an additional mystery prize may appear randomly at the end of the bonus, increasing the total winnings.

WILD BALLS

Wild balls allow players to select a number not called on any enabled ticket, increasing the chances to win.

After purchasing an extra ball, there is a chance to receive a wild ball instead of a normal numbered ball.



BUSINESS REASONS

Bingote is a game created having in mind a specific target:

- Intermediate and Experienced Video Bingo players in Spain and LATAM that are looking for new and improved online video bingo versions in terms of UX and game features (in particular higher prizes and jackpots) but don't migrate to slots or other games for considering them as "hard to understand" or "difficult to win".
- Former online Video Bingo players that moved to online slots or other types of games of chance looking for "better games" in terms of UX, graphics, features and high prizes, but still have preference for VB mechanics.
- Casino and Slots players around the world, with focus on "Early Life" players in online gaming and those that love to discover new game mechanics.

In that sense, we identified a gap between the player target needs and the "games of chance" offer available today in the online gambling industry, that every day seems to be more outdated (particularly the current video bingo offer), or volatile, complex and not localised according to current needs of the target.

In addition to the **highest quality standards** defined by Microgaming, and aligned to the target description and game offering mentioned above, "simplicity", "winning feeling" and "reliable" were the key concepts that guided Neko's team in the design and development process of Bingote, that lead us to consider:

- Very basic game mechanics, easy to understand by the main target, with a **simple and intuitive** interface including no more than 2 key buttons to play.
- High prizes and jackpots features, plus a high hit frequency math proposal that generates the
 feeling of a "winning game" for the target. In this case, the main inspiration for the jackpot
 mechanic was the "9 Mask of Fire"/"9 Pots of Gold" saga, in addition to other similar games,
 where some items inside the main game have to be to be collected in order to win different
 types of prizes or jackpots.
- Game theme/concept, **reliable** and well known by the target, with simple mechanics that are also aligned to generate "winning feeling". In this case, we considered the story of Don Quijote as the main inspiration (most important novel in history for spanish speakers), but with a twist. In this case, Bingote is also a knight looking for fame and lands to conquer as Don Quijote, but he is also looking for the riches of "La Racha" (in spanish: the Lucky Land) instead of "La Mancha" as in the original story.

GAME LOGOS





