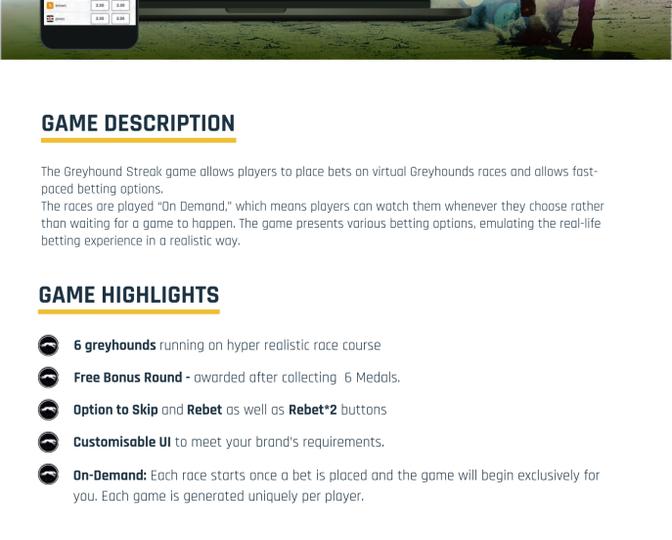


GREYHOUNDS STREAK GAME SHEET

We offer an instant Greyhounds race betting experience, for your punters to enjoy anytime, as if it was real.

Accessible from everywhere, at the bettors convenience, the perfect race environment we're introducing presents beautifully rendered 3D greyhounds, and offers various fast-paced betting options, all for your clients' fun!



GAME DESCRIPTION

The Greyhound Streak game allows players to place bets on virtual Greyhounds races and allows fast-paced betting options. The races are played "On Demand," which means players can watch them whenever they choose rather than waiting for a game to happen. The game presents various betting options, emulating the real-life betting experience in a realistic way.

GAME HIGHLIGHTS

- 6 greyhounds running on hyper realistic race course
- Free Bonus Round** - awarded after collecting 6 Medals.
- Option to Skip** and **Rebet** as well as **Rebet*2** buttons
- Customisable UI** to meet your brand's requirements.
- On-Demand:** Each race starts once a bet is placed and the game will begin exclusively for you. Each game is generated uniquely per player.

MARKETS

Bets	RTP %
Win - The race winner who finishes 1st	86.5
Place - Betting on whether a racer will finish 1st, 2nd, or 3rd	86.5
Forecast - Predicting the exact order of the winner & 2nd place	85
Winner number: Even/Odd	91.5
Winner number 2-Way	91.5
Winner number 3-Way	90.5
Top 3 total number Under/Over	91.5

MARKETS EXPLAINED

Win - The race winner who finishes 1st

A win is a straight bet where you are betting on the Greyhound that wins the race and finishes first.

Place - Betting on whether a racer will finish 1st or 2nd

Place bet is picking a racer that will finish in the first two places. The return is the same if the racer finishes in 1st or 2nd place.

Forecast - Predicting the exact order of the winner & 2nd place

In Forecast betting, you can try to predict the exact order of the 1st and 2nd place in the race.

Winner number: Even/Odd

Choosing whether the winning Greyhound number will be Even or Odd. For example: Greyhound number 1 is winning the race; Odd is the winning bet. Greyhound number 2 is winning the race; Even is the winning bet.

Winner number 2-Way

Choosing the winning Greyhound number 1-3/4-6

Winner number 3-Way

Choosing the winning Greyhound number 1-2/3-4/5-6

Top 3 total number Under/Over

Combining the top 3 racers' numbers into an Under/Over bet. For example, if the top 3 winners are 3, 4, 6, we calculate 3+4+6=13.

TECHNICAL DATA

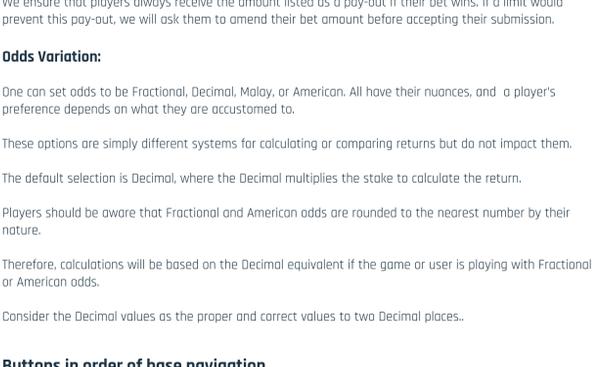
MIN BET	MAX BET	MAX EXPOSURE
0.1 Euro	500 Euro	10K

CURRENCIES

- ARS Argentine Peso
- AMD Armenian Dram
- BYL Belarus Ruble
- BRL Brazilian Real
- GBP Great Britain Pound
- CAD Canadian Dollar
- CDP Colombian Peso
- HRK Croatian Kuna
- CZK Czech Koruna
- CNY Chinese Yuan
- DKK Denmark Krone
- EUR Euro
- JPY Japanese Yen
- MKD Macedonian Denar
- RUB Russian Ruble
- USD US Dollar
- UAH Ukrainian Hryvnia
- And many more

LANGUAGES

- ZH Chinese simplified
- FR French
- DE German
- GR Greek
- ES Spanish
- KO Korean
- PT Portuguese
- TR Turkish
- TH Thai
- IT Italian
- RU Russian
- RO Romanian
- SR Serbian Latin
- VI Vietnamese



BASIC NAVIGATION

Each game has 6 randomly selected greyhounds, and the betting options are calculated explicitly for them.

The main screen will contain the major betting options.

The "More" tab will include alternative bets directly related to the race.

The main screen also shows all the details and betting options. In addition, the stats bar, which is at the top of the screen, shows the racers' information.

Once a game has finished, one can "REBET" or "REBET X2" for the same racers to race again or go to a new race.

Placing a Bet

Players can select a bet by clicking on the odds, which will add the selection to the betting slip. One can define the bet's value in two ways: the default stake on the bet slip, which will apply the value to all bets, or by editing the stake box in line with the selection in the bet slip itself.

The bets for any race are closed and considered submitted once the player selects the "START RACE" button. If the game is interrupted for any reason, one can watch it again from the bet history screen.

Selecting the "BET HISTORY" option in the menu shows the bet history. This history includes the latest races, results, and any wins and returns. Furthermore, one can see a race replay to check what happened.

Once the race begins, bets are presented to the right of the video stream. There is an option to skip the race and immediately get the results.

Using this option will not affect the race outcome or winnings, and the player can always go back and watch it from the history screen.

A malfunction leading to a game being generated incorrectly for any reason will void bets for that game and return any stakes.

Return to Player (RTP)

Players can see all possible outcomes and pay-outs offered for all markets presented in the game. In addition, this feature allows players to calculate the market's exact RTP if they wish.

Minimum & Maximum Bet and Maximum Win:

Players may encounter various betting limits in Horses Streak. These limits are dynamic and will vary depending on the type of bet. However, they kick in to prevent players from placing bets for which there would be no return of the full pay-out.

We ensure that players always receive the amount listed as a pay-out if their bet wins. If a limit would prevent this pay-out, we will ask them to amend their bet amount before accepting their submission.

Odds Variation:

One can set odds to be Fractional, Decimal, Malay, or American. All have their nuances, and a player's preference depends on what they are accustomed to.

These options are simply different systems for calculating or comparing returns but do not impact them.

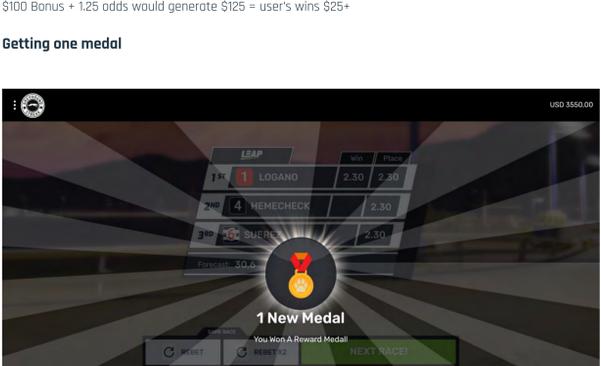
The default selection is Decimal, where the Decimal multiplies the stake to calculate the return.

Players should be aware that Fractional and American odds are rounded to the nearest number by their nature.

Therefore, calculations will be based on the Decimal equivalent if the game or user is playing with Fractional or American odds.

Consider the Decimal values as the proper and correct values to two Decimal places..

Buttons in order of base navigation



Main betting options for the game are presented above the racers list area

Racer - This first tab presents all the racers.

Win - Each racer's odds for winning the race

Place - Each racer's odds for getting one of the three first places in the race

Forecast - The odds for the specific racer to get 1st or 2nd place in the race.



START RACE! - The bets will only be submitted once you clicked the "START RACE!" button and the match will start. If the game is interrupted for any reason, the reply would be available for you on the bet history page.



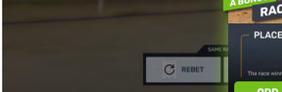
BETSLIP - Shows the open bets for the player at a given moment. When pushed it opens the full bet slip.



GO TO OUTCOME - This button allows to skip directly to the final race result and the outcome of your bet.



REBET - This button allows you to play the same race again. The options will offer the same race with your previous selections (without starting the actual game) while waiting for you to approve or change the selections and place the bets to start the race.



REBET X2 - This button allows you to play the same race again while doubling the bet. The options will offer the same race with your previous selections (without starting the actual game) while waiting for you to approve or change the selections and place the bets to start the race.

Bonus game Buttons



View 1 - The medal button shows that a new medal was collected from the medals needed to get the bonus round



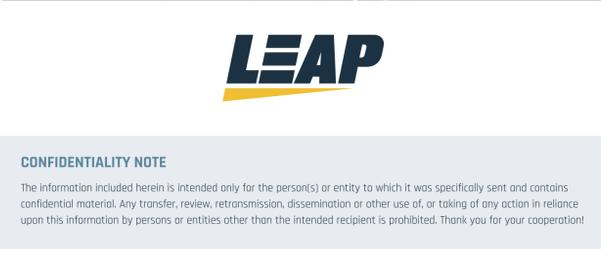
View 2 - This view of the button in the main game screen announces how many of the medals needed to get the bonus round were collected at a given moment.

BONUS ROUND

Greyhound Streak offers a bonus game. Every round played in the Greyhound Streak game that ends with three odd or even numbers winning (places 1-3) awards users with a Medal. Collecting six Medals rewards a special bonus race where the player can bet whether the race winner's outcome will be even or odd. The stake amount played on the bonus play will be the average amount of all games played (wins, losses) during the collection of all six Medals.

One must play the bonus round immediately after collecting the 6th Medal. If the game is interrupted, the player must return to the game and play the bonus round for the original bet and bonus to settle before moving to the next race. If the bonus round is successful, the average from the total amount accumulated during a user's bets until they entered the bonus round will only be considered betting money to generate the desired win amount. For example: \$100 Bonus + 1.25x odds would generate \$125 = user's wins \$25+

Getting one medal



Getting all 6 medals and achieving the bonus round

Place the bet on Bonus Round

Get the result for the Bonus Round bet

CONFIDENTIALITY NOTE

The information included herein is intended only for the person(s) or entity to which it was specifically sent and contains confidential material. Any transfer, review, retransmission, dissemination or other use of, or taking of any action in reliance upon this information by persons or entities other than the intended recipient is prohibited. Thank you for your cooperation!