

WAZDAN CASH DROP

Considering constant expansion, creating games and gameplay even more attractive - we have created a new tool for our games – **CASH DROP**.

It is a completely customizable tool where we can easily determine the size of prizes, number, duration of CASH DROP, dropout frequency and many other options.

Thus, we give players the opportunity to hit one of the prizes completely randomly (there are no conditions they have to meet to win it - except for one, to play our games).

By setting the CASH DROP conditions, we can, for example, easily distribute prizes in several different games on the same day. This encourages players to play games longer.

The whole set up is on our side – client only takes care of the promotional actions.

HOW IT WORKS

Player is playing one or all qualifying for the CASH DROP games using the qualifying bet and If he is lucky enough, a prize one of 3 available will drop randomly. Player can win more than 1 prize during the CASH DROP period.

CASH DROP WINDOW – WAITING WINDOW

Before the CASH DROP begins, there is a timer counting the time left when players enter the game.



CASH DROP – ENTERING THE PROMOTION ONCE IT IS ALREADY LIVE

When the CASH DROP starts, player receives the notification every single time he enters the qualifying game as long as he decides to join. Once he decides to join, he won't see this notification anymore.

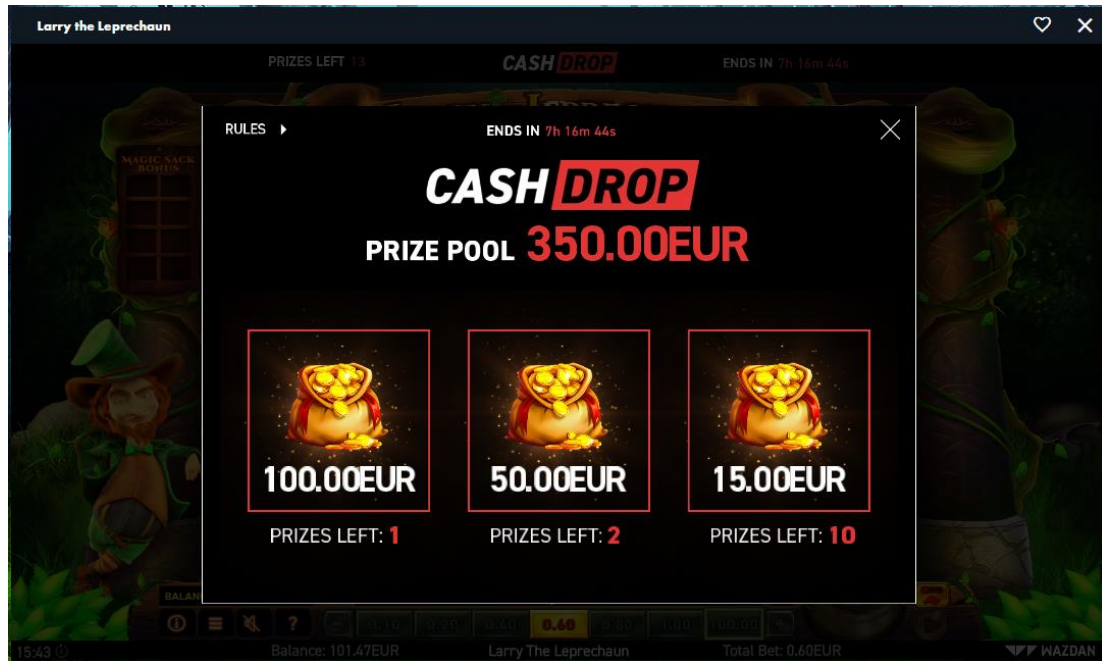
CASH DROP – PROMOTION IS LIVE

Below is the screen of a game showing the CASH DROP frame once the promotion is live. Player needs to play on some qualified level of a bet – here is 0.60 EUR. The qualified value to be confirmed with client. If player changes the bet to lower than qualified 0.60 – the CASH DROP frame will be invisible



CASH DROP PRIZEPOOL

The share of daily prize pool is divided among 3 levels – the values to be confirmed with client.



CASH DROP TERMS&CONDITIONS

Terms&Conditions are inside the game, to be found on the frame once player clicks on “hamburger” button on the left. All the details to be confirmed with client.

