

System and Device

Digital Sale

(DDV)

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1. PRODUCT PRESENTATION

This document, tries to present the innovating system of games store denominated: **“DIGITAL SYSTEM OF GAMES SALE OF IMMEDIATE RESOLUTION WITH PRINTED PREVIOUS DRAWING”**, whose main visible component is the **“DIGITAL SALE DEVICE “DDV”** of the games range of **TICKET GAME®”**

This first fruit, concentrates in any game to implement in the system, **will be drawn lots and printed in previous form that the player makes his bet.**

For the different games options that can be offered on sale through this store system, “Game Series” are generated where all game coupons that composes them, are potential winners. This is based on which the Player will realize his selection and depending exclusively on his luck, will obtain the coincidences that allow to find at least a prize of guaranteed existence in each game coupon.

This is the fundamental element that sustains the philosophy used for the design of this system; it finishes with the possibility of adulteration and the critic from the players who recurrently object all the games of immediate resolution consider that the prize does not exist. Now, they will have, in front of them the awaited answer and the foundation of chance that impels the confidence to bet their money, granting the transparency that all Game Institution strives to offer.

The Digital System of of of immediate resolution games sale with previous printed drawing, is a system of playful sale games pertaining to the range of the commonly calls games of “scratches”, but essentially is the means to play them or concretely “scratch them”.

If we make a comparison of the operation of any “scratch” game with the games sold by this System, will see that is not more than the automatization of the game methodology.

In the conventional procedure of “scratch” game , there are steps that are due to realize for their execution, and if we observed the following comparative picture, we will verify that in the Digital System of Sale described in this testimony, happens exactly the same.

GAME	MANUAL	AUTOMATED
Generation of cardboards series in the Organization.	YES	YES

	(GENERATED TO ORDER ITS IMPRESSION)	(GENERATED IN THE LOTTERY SERVER, STILL IS NOT PRINTED)
Impression of the series and occlusion of the drawing of each	YES	YES cardboard
	(THE IMPRESSION IS OF THE COMPLETE SERIES, TO SALE)	(THE IMPRESSION IS ONLY OF THE SOLD)
Authorization of the series	YES for	YES sale
Armed of PHYSICAL Lots for its	YES	NO Distribution
Authorization of the Distributers	YES	NO
		(LOGISTICAL DISTRIBUTION ISN'T NECESSARY)
PHYSICAL distribution of the Lots to the sale points	YES	NO
		(DISTRIBUTION IS ELECTRONIC)
Authorization of the SALE POINTS	YES	YES
Cardboard purchase by the player	YES (GIVEN BY THE AGENCY OR SALESMAN)	YES (GIVEN BY THE DIGITAL SALE DEVICE (DDV))
Revealed of the occluded parts To search the prize	YES	YES
	(WITH A COIN ON THE METALLIC PAINTING IN THE CARDBOARD)	(WITH THE FINGER IN THE SCREEN)
The player obtained or Not the victory	YES	YES
If corresponds: Collection of the prize	YES	YES

Aware to the analysis of the preceding comparative picture, and independently of the undeniable equivalence of the systems, the amount of economic-administrative advantages is irrefutable that of this simple comparison are in favor of the System presented in this opportunity.

1.1. Originality

This alternative, that today is put to consideration in the games market, reunites three essential characteristics:

- Presentation of a designed product to seduce and totally conform the player.
- The design of an Integrated Digital System, that allows, assures and guarantees all the range of controls and audits, required by the administrators beings of chance games.
- For the first time, puts at the disposal of the public, a Digital Sale Device of games sale, able to certify, validate and verify the existence of the chance like unique resolution parameter of its bet at the same time in which the game is solved.

1.2. Innovation

After the common interest to increase the income of the operating games organizations of chance by money, this project with the main philosophy has been faced to accept the innovation linked to the technology, without unknown the honest methods in the matter of the treatment of the better and the esthetic of the games.

This System is designed like a unique sale method and Online resolution games. This allows the operating Organizations or its Administrators, to have concentrate in a single Computer center, all the range of information necessary to check and monitor the unfolding of the playful activity of our proposal.

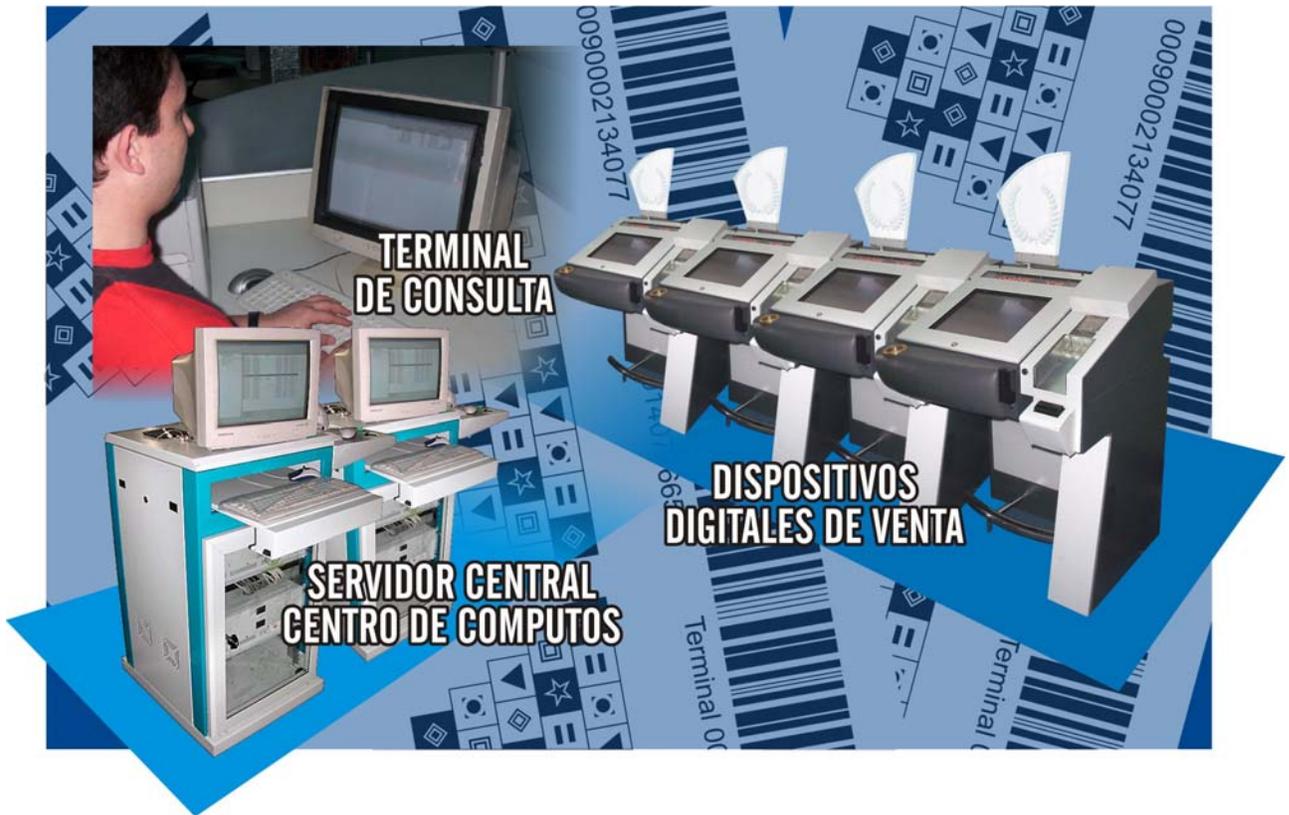
Its design in network structure, allows from one or several terminals of the center of computer science of the Administrator, to check vital data like:

- Sales levels in real time.
- Prizes payments Levels in real time.
- Considers the possibility of offering the better public, means to realize the purchases of the game coupons, or with money by means of the ticket acceptors of each DDV, as with credits thus also loaded in its account by means of a magnetic Player card, that can be customized or no.

In this way, we presented the potential of a product that covers the main conditions demanded by the market:

- Integral Design - Presentation - High Trustworthiness
- Software and Comunicaciones in last generation technology
- Consultancy in Marketing for dedicated Operation, or Administration and Operation on behalf of the Organization.
- Investigation and re-engineering in games.
- Installation projects (feasibility and convenience).
- Logistic for the operation routine.

2. INITIAL DISTRIBUTION



Text: Consultory Terminal
Central service. Computer center
Dale digital device

2. MORE COMPARATIVE ADVANTAGES

We have seen, in the last years, the advances that allowed to optimize the levels of operation of chance games, being incorporated systems of audit and control, that are sources indispensable to fulfill that objective.

On the other hand, diverse types of game machines have been designed, able to connect each other to generate important prizes as the jackpots, transforming itself into a new option chosen by many better.

However, our Digital Sale System, is able, not only to produce the connections required for a correct operation, but also that, it is equipped with a technology that allows to realize the amplest range of games of immediate and risky resolution, but incorporating the great difference: **“the impression of the game coupon with the guarantee of the existence of at least one winning combination, previously to any selection that the player must do”**, which instantaneously certifies the chance on the part that realizes the play.

It also allows an interactive Online link, between the Player and the data center. This can be used for direct functions of operation optimization, like being the low discharge and specific games following the relation schedule-demand of a determined game, publicity options of new games, validation of majors prizes, incorporation of already existing popular games and infinite number of possible future applications.

That is to say, that the versatility of the design, was originally one of the premises to achieve the success of future applications, and definitely, which stimulated us from its conception to invest in the development.

4. FUNDAMENTAL FEATURES

4.1. The System

The original of this procedure, in comparison with any other type of electronic and/or mechanical slot games already implemented, is the transparency and guarantee that owns the client at the time of gambling, because there is nothing makes change his luck; since the virtual drawing realised in the Organization when the Series of the Game, the guarantee the existence of at least a prize in each game coupon and its later impression in the DDV is generated, that is to say, the transformation of the virtual drawing in real by means of a printed document before the player takes part; they cause that all the doubts possible are sprightly about the manipulation of the drawings later to know the bet amounts. THE UNALTERABLE IMPRESSION OF THE GAME COUPON, PREVIOUS TO THE ELECTION OF THE PLAYER FOR ITS RESOLUTION is then, the reason of this procedure.

Due to it is that we have decided to implement a totally transparent system, in this way allowing those speculations.

When realizing an **UNALTERABLE AND PREVIOUS DRAWING** that the client realizes his choice, we are creating a **100% RELIABLE ATMOSPHERE**, because there is no possibility of programming the result of the game.

4.2. Security

Our goal is to incorporate to the market a product completely developed in ARGENTINA with the most advanced game system, trusting that, by characteristics and design, will allow to develop a potential of supplies that count on the levels of security internationally demanded.

By this means, also the physical integrity of each DDV, very important data since the system owns the different alternatives from automatic disconnection or, the possibility of disconnection programmed of the DDV or certain games will be able to be controlled

(Low of the Series), giving to the Organization and/or its Administrator, an effective control of remote operation.

5. GAMES

Our company has registered more than 40 application games with the mechanism of direct certification from Player. This complement, that constitutes for the public "**THE PRODUCT**", comprises our proposal and responds at two factors taking into account:

- The initial Installation of games very similar to the well-known and accepted by the public.
- The gradual incorporation of new modalities, that can be from great interest, without the cost that normally demands an acceptance sounding.

As a result of this convenience analysis, we defined some of these games that will contribute, by its easy understanding, to familiarize the public with the DDV of immediate resolution games with printed previous drawing.

The parameters of study for their implementation, will be subject to that the equipment of game of our Company, opportunely realizes a previous study of convenience and feasibility to elevate to consideration of the Organization.

6. SALE-BETS AND PAYMENTS MECHANISMS

These procedures, that allow to put into operation the proposed system, are designed in such a way that admits the adaptation to any form of accomplishment.

6.1. Sale-Bet

These will be able to be realized alternatively by the following routes, without being this restrictive list:

- Ticket acceptor
- Reading of credits in accounts associated to preloaded cards
- Magnetic cards

6.2. Payments

- Credit load of the account associated to the magnetic card of player.

- Emission of payment coupons to be exchanged by the authorized Official Agent by the Organization.

Beyond the presented alternatives, the system allows to adapt, any type of solution raised by the Supervise Being and/or Administrator-Explorator of the game. For this the administrative routines are designed to establish, between their options, the differentiation of majors and smaller prizes, classic between the presented games of immediate resolution in the market.

7. JACKPOTS

To be the DDV Online connected, this system contemplates the possibility of incorporating different jackpots:

- Individuals by each game
- From a set of games (in a single sale point)
- Locals (of a set of sale points of a city)
- Provincials
- Regionals (By reciprocity agreements)

The jackpots accumulated provides the Digital System of attractive Sale a great attractive, since the volume that can be generated in a jackpot linked to a significant amount of DDV would be of spectacular proportions, but it is also important to emphasize the possibility that appears through a provincial or regional well, since, a Player of a small locality, has exactly the same possibilities of participating and of winning the jackpot, that a Player of a great city, or a capital city.

8. TECHNICAL DESCRIPTION

8.1. Introduction

The Digital Sale System of games of immediate resolution with printed previous drawing, all the procedures and actions necessary concern to reach to being an innovating, reliable and safe product in the handling of the sales and the collected State Treasury, that does not leave of side the attractive physicist, the placid interaction and by all means the generation of interest and the Player fun.

The Digital Sale System of games of immediate resolution with printed previous drawing physically contemplates all the own characteristics of a multimedia kiosk, with

ergonomic design, integrity of peripheral and fast and friendly interaction between the user and the DDV.

Its innovating character is given by the effectuation of the sale game coupons pertaining to a Series of Game that has been generated virtually in the Organization of Lottery, and transformed into real through an impression inviolable and snapshot at the moment in which the Player decides to participate in particular in that game, always respecting the philosophy to physically create it before the player consumes his bet.

The purchase by means of tickets of legal tender or through cards of magnetic stripe, gives the player comfort in the operation.

Thanks to the immediate resolution of games and payments, all Player will own ,when finalizing his plays, the accreditations concerning his successes in his balance active surplus in the DDV.

The efectivización of these accreditations is realized through beings authorized, presenting the payment coupons sent by the box of the authorized premises where are the DDV for the case of the denominated “majors prizes”, or, directly the payment in cash in the mentioned boxes.

The Digital Sale System of games of immediate resolution with printed previous drawing locks up a construction process that is executed thinking about you rule that it imposes the design and its later development, and in the totality of components and materials that offers us the world-wide market nowadays. This way we arrived at a product of low production cost, in relation to the parts that compose it.

8.2. Description of the System

Totally,consists of three basic components that interact among them. These are:

- DDV (Digital Sale Device)
- The Technical Structure of the System
- The sale points

Of these three components the denominated DDV stands out, that will be the only Digital Device enabled to carry out the games sale. It is possible to emphasize that itself, the means for the resolution of the games.

Interacting with the DDV, there are the other components, one of them is the identified like Technical Structure of the System, that is the one in charge to administer all the modules that conform the totality of the Digital Sale System, including the Computer

center for the Administration and Audit, and the other is the national geodetic control network of Sales, that are authorized for the load and unloads within the System, of the credits that the Players will use to carry out the purchases of the games of their affordability.

9. GAME COUPONS

9.1. Impression Module

The DDV impression module is the person in charge to send the Game Coupons. These coupons are printed in sensible thermus paper, maintaining the standard formats of approximately 80mm width and 110mm length.

The printing machine or also denominated, Game Coupons terminal impression, has been selected between the best equipment for multimedia kiosk of the world. Of high performance and extensive life utility of terminal and drag roller. It is one of the strongest, apt for a drag paper of considerable weight and incorporated self cutter.

9.2. Paper Replacement

The paper replacement of DDV Game Coupons, is thought to grant high autonomy of non-periodic charge. Besides this advantage, the Digital System has sensors that will locally alert the necessity of paper and also Online to the Computer center.

9.3. Exhibition of the Coupon

The exhibition of the Game Coupon, is realized under a visualization device that allows the player to observe a 10% of the same approximately, avoiding to show the sector where the graph corresponding to the previous drawing of the Coupon of sold Game was printed, but granting the knowledge tranquility that 90% rest already are unchangeable.

Once solved the play, the Game Coupon is given to the player for the verification of the chance. These could be considered like public document of chance verification.

9.4. Game Coupons

All Game Coupons express like minimum, day and time of the play sale, number of DDV identification (ID) where the sale was made, and a bar code that corresponds with the detail of the Game Coupon individualizing it among all the possible ones of the different qualified Game Series in the data base from the System. As safety measure can be preprinted by off-set on the paper, logo of the company or the Being, related resolutions, prohibitions, laws and fields of personalization that can allow the Player to participate in an extra drawing between all the nonwinning coupons deposited in any Point of sale within

some ballot box defined for such effect. Another optative safety measure is the preimpression of visible isotopes to the ultraviolet light with periodic variants.

10. GAME SCREENSHOT

The DDV operation screenshot is an active of 17" TFT LCD monitor first with technology touch screen intellitouch anti vandalism and superficial assembly designed for multimedia kiosks. Despite it could be replaced by CRT or TRUE FLAT CRT in versions of 15", 17" or 19" monitors.

11. SOUND

The DDV count on an equipment of hi-fi sound. Each game is accompanied in its operating by informative sounds and confirmation, like thus also the sounds that identify the win.

12. COMPUTER CENTER

The Computer center for the Administration and Audit, will be physically located in an same place, will be determined by the Organism according to political, economic and social reasons.

This center, main node of the communications with the DDV, will have four fundamental functions, that is to say:

- To constitute in the main node concentrator of System telecommunications.
- To control the operative conditions of all System, as much from the point of view of the communications, like of processing, and inclusively will audit the third benefits, such as those that can offer to local operators of telecommunications or integrators of services. This center of monitoring of events and control of conditions, will be a neuralgic point of the technical-operative supervision of the system, able to shoot remedial actions very instantaneously.
- To process the totality of the data sent from the DDV and incorporate them in a suitable data base, being generated results chords to the operating demanded and providing the necessary listings for a correct countable audit. Also, it will have an interface of suitable format, to the requirements of the Organism and/or the Operating Administrator/by account and order of the Organization.
- To generate the electronic shipments of the Lots of Games Coupons to the DDV and to manage the plays until its conclusion.

13. SECURITY MODULE OF THE TRANSACTIONS

This (MST) module, will privilege the mechanisms of data transfers in safe form, beyond the transactional conditions of the operating, being able to concentrate in a same System, with identical security conditions, operating administered by different Organizations from Lotteries, incorporating brands of really useful identity of origin for any audit.

This module, is designed and built-in to contemplate the different commercial proposals, adjusting to the effective laws or regulations, that in each case must be considered.

The security module also will incorporate monitors of events from certain objectives.

13. DDV AND THE FACILITIES SECURITY

Each components that nowadays are available in the System, particularly the DDV, respond in their designs to premises based on the security, of way to obtain not only their correct operation, but to maintain a benefit example that allows the stretched operation on the part of the Player without neglecting no aspect that makes difficult the task of which they want to harm his indemnity.

This way, on a platform and proven technology, our Digital Sale System with innovating creativity is implemented, introducing improvements and modifications in equipment and systems of market, assuring that form the best relation cost-benefit and obtaining that can be evolved the aspects of security by means of the appropriate use of a convergence of tools for such aim.

15. DESIGN AND PROGRAMMING OF THE GAMES SECURITY

In agreement with the optics adopted for the system and contemplating that the games are the foundation of the same; a described team as professionals comes together in this project, with the intention of integrating a united work party, offering each in their specialty, the necessary dowry for the design and the completion of each one of the games that can be included in the DDV at the disposal of the public.

Thus, we had creators of games that new playful modalities design, as thus they also improve the old games already known by the market. And, in the same way, we own resources of specialists in other levels of language, adapting them to the demanding norms of security that demands the System in its interaction and operativity.

These staggered, separated processes by specialties, are part of the process established in the norm of security of our Company, avoiding to give all the knowledge of the security to an only element of the chain of design and manufacture.

16. MAIN FUNCTIONS OF THE DDV

- To initiate Sales Session.
- Enter of Credits by means of Ticket Readers
- Enter of Credits by means of Magnetic Card readers
- To administer Lots of Game Coupons.
- To print Coupons - Without visualization on the part of the Player.
- To charge the sale.
- To take Play - (to accept the player selections).
- To solve the Play.
- To pay prizes.
- To give impression of the game coupon.
- To close sales session.
- To inform events happened to the SERVER into Room and the SERVER of the Computer center
- To interpret and execute action of commandos sent from the SERVER of Room or the SERVER of the Computer center.

17. SYSTEM SECURITY

17.1. Basic data server equipment security

As much the basic Data server like de data base itself, offers an excellent level of logical security the handling of access keys. The scheme of transactional processing, with possibility of rollback, assures integrity the information maintained in data base. Additionally, before catastrophic fault of the basic data server, its function can be replaced by the equipment designated for Back Up.

17.2. Fail safe Security

The Computer center server, offers to principle trustworthiness, since it is a high quality server, type Cluster. In it the motor of data base will be residing as much, the Application server (MST), and the program that administers the communications.

17.3. Information Security

The use of the encrypted for all the communications that are realized outside LAN Network of the sale Point, assures immunity the information. Within the sale Point an algorithm of proprietary encryption with reserved rights will be used

17.4 Operation Security

The use of a hierarchic system of keys for the processor access and the DDV according to the level allowed to the different operators, diminishes the possibility of voluntary or involuntary alterations of data, programs and procedures.

17.5. Communications Security

Communications, as much are by satellite connections, radio communications lines, telephone or by Internet, take place with the encrypted data by means of standard or proprietary algorithms of encryption.

17.6. Security in the Game Coupons .

We have incorporated the possibility the use of safety mechanisms in the game coupons that are given to the Player, having prevented that these can be falsified. The possible safety mechanisms are the following, not being this restrictive list:

- Special Paper
- Bars Code
- Water Seals
- Photosensitive Paintings

17.7 Network Topology

In the sale Point communicated DDV with a located with a local server through a LAN network will be installed. On the same LAN network also system management boxes will be communicated that will be in charge to carry out the loads and unloadings of credits in magnetic cards of the Players, as well as the payment in cash of the balances surpluses that contain the prizes obtained in the DDV.

The Local server will be in charge of the communications with the Computer center server. As much in the Local server as in the Computer center server, a copy of all the detail of the sold Game Coupons, the choice made by the Players and the data of the good choice and the corresponding prizes will be registered.

Within the sale Point, the Administration server, can or not be installed in the Local server.

18. HOW TO PLAY

In order to buy any game offered on sale in the DDV, the better must credit money in the same, entering his magnetic card of credits or entering a ticket in the corresponding acceptor and pressing the icon of the game of his affordability.

The amount of credits within the system is based on the deposited amount of money and the value of the game credit, the sale price. This balance is in the area of credit located in the screen. For example if one hundred (\$100 have been deposited. -); in the credit area located in the screen the amount of credits will be of 1000 units, being the value of the credit ten cents (\$ 0,10. -)

After having selected the game, DDV will riskyly choose a Game Coupon within the Lot that was distributed from the Computer center and soon it is come to the impression of that Game Coupon in previous form at the beginning of the elections of the Player, in relation to the Game Coupon that remains partially hidden.

Once the Player had finalized his elections and following the chosen game, he will press on the key PLAY, and in the screen it will appear the definition of the game and in parallel the Game Coupon will be freed that contains the graph related to the result of the drawing that has been generated previously in center of Calculations of the Regulating Organization, being able the better one to realize the establishment of this event.

In case of winning, the amount in credits with which it has been compensated is automatically credited in its balance surplus.

Once finalized the previous step, the Player can choose to buy a new Game Coupon and to continue playing, or, decide to retire of the DDV and to put into effect his balance surplus. For this, he must confirm his decision to retire, pressing the correct command. The

DDV, with this action, will print supporting the corresponding receipt, by means of which the Player will be able to transform his balance into money.

19. GLOSSARY AND DESCRIPTIONS

19.1. *Game Coupon*

It is a form in where the symbols pertaining to the program of prizes are printed, which it is possible to conform different solutions or awarded combinations, without existing a predetermined fixed result in it. Meaning that, in all the Game Coupons the possibility exists of obtaining a prize at least and depends exclusively on the elections of the Player.

19.2. *Standard serie:*

Standard Serie is that one in which all its components have the characteristic to have the same probability of being chosen.

Standard Serie or Origin Serie is the order list of possible results, to which an order number is associated.

The characteristic of the Standard serie expressed precedingly, allows to realize a "universal reordering" (Generation of new Game Series) that is a unique procedure for all type of game since will only consist of rearranging the natural ordering where $1..... n$ where n is the amount of possible results of the game.

19.3. *Game Serie:*

Game Serie of the game is then a finite number of Game Coupons generated from the standard Serie, according to a specific set of rules.

19.4. *Game Subserie:*

It is a defined subgroup of Game Coupons randomly selected of a Series.

19.5. *Bet:*

It is the price that will have to pay the Player, to acquire a Game Coupon.

19.6. *Series Requirement:*

Each Series of Coupons of Game must contemplate the following requirements:

- Each game Serie will be formed by a finite set of Game Coupons.
- The percentage of return to the Client for the Series will not be less than 85%
- To each Game Serie a number will be assigned that identifies it univocally.
- Each Game Coupon of the Serie could be winning or losing; but all, absolutely all, are possible winners. This relation occurs to the calculation of the probability of frequency of exit of each prize of the table of payments of the Series at issue proportionally.

19.7. Subseries Requirement

Each Subserie will have to fulfill the following requirements:

- Given a game Serie, each Subserie will be of the same size, and will less than understand 10,000 and than 500,000 Game Coupons not depending more these values on the game that treats. The final Subseries of a Series or surplus, can have a smaller number of Game Coupons that the remaining Subseries, and inclusively, a number smaller than the indicated minimum of 10,000 precedingly.

19.8. Game completion

A game of Immediate Resolution only finalizes when all the Game Coupons pertaining to a Serie have been sold; when the Serie is removed of the Game; or When the expiry date has expired.