

QUICKSPIN

PROMOTE



Ensure **LOYAL** players with **ACHIEVEMENTS**

Our innovative achievements engine takes player engagement and entertainment to the next level.



The **Quickspin achievement** module makes use of the 6 unique game events we have in each of our games.

The achievements add an additional game play layer with the goal of giving back a portion of the player's expected losses.

Our achievements have 4 levels, and pay out rewards on each level. Players can track their progress, claim, and use their rewards within the achievements page that is accessible within our games.

The rewards we pay out are Quickspin tokens. These can be used by the player to trigger the feature of the game, most often the free spins bonus round. As such, the achievements act as a backdoor to the main feature which all players chase.

Our Achievements Engine encourage players to engage with slot games more than ever before, by allowing them to complete levels achievements.

It is a relatively simple tool, but one that will be hugely impactful and effective.

18 7 0.20 EUR START BONUS			
SCATTER MADNESS Hit a spin with a scatter symbol 333/402 Reward: 30 tokens		#WINNING Hit a win that is equal or more than 10 times your bet 14/23 Reward: 30 tokens	
SINGLE DRAGON Hit the Dragon feature in the base game 7/13 Reward: 30 tokens		DOUBLE DRAGON Hit the Dragon feature in the Free Spins Bonus Round 2/3 Reward: 15 tokens	
I LOVE WILDS Have a spin with full reel of wilds 15/18 Reward: 30 tokens		OOH SHINY! Hit a win with any gem symbol 30/125 Reward: 30 tokens	

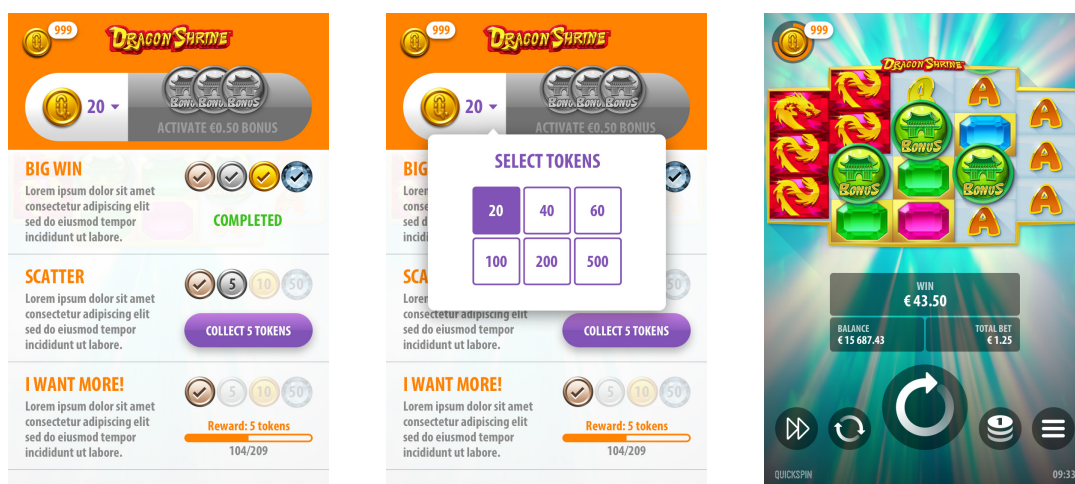


Quickspin Tokens

Quickspin's Loyalty Tokens allows your players to earn an additional currency with which they can gain access to the (Free Spins) Bonus round of any Quickspin slot.

The Loyalty Tokens are configured at a 1 to 1 cost with the Euro. When the player earns 1 token, he in effect has gotten a value of €1.

When the player has enough tokens, he can convert these to a Bonus round entry.



Based on the Casino Loyalty System

A typical loyalty system is built around the principle of paying the player a cash back based on the turn over he generated. An example would be to return €1 to a player who has generated a turn over of €1,000.

This translates in messages to the player like “Play for €10,000 this month and you will receive €10 in cash!”

With our achievements the above becomes:

“Complete 5 bronze achievements on Dragon Shrine, and you will receive €10!”. Even though the player still has to turn over €10,000 to achieve the reward, we can ‘translate’ that big scary number into more tangible and understandable terms instead.

