

FOUNDATION:THE PLATFORM ADVANTAGE

FOUNDATION UNIVERSAL GAMING PLATFORM

ONE PLATFORM: FLEXIBLE, GLOBAL, CUSTOMIZABLE, INNOVATIVE.

THE PLATFORM ADVANTAGE

In computing, a platform describes a hardware architecture and software framework that allows software to run. Simply, it is the foundation for application programming. Windows, Linux, HTML, Intel chips, and Xbox 360 are all common platforms.

Platforms allow for great creativity in application development, rapid innovation and product iteration.

CyberArts offers online and land-based operators a technically advanced gaming software solution based upon the unique and scalable Foundation universal gaming platform.

KEY BENEFITS

ONE PLATFORM. With Foundation, operators have one consistent platform for any client/server implementation, from online white label networks to land-based operations.

Foundation supports a range of business models and needs. Land-based operators can offer free online play as part of their acquisition and retention strategy; online operators can leverage their free player base with virtual goods sales.

Foundation's Facebook, Orkut, Hi5 and other social network integrations add the community features players seek. Rake, subscription, advergaming and virtual good revenue models are also supported.

UNMATCHED FLEXIBILITY. Foundation gives operators complete control over every aspect of every interface, from look to functionality. Operators can control interfaces down to the pixel, tightly integrating rooms with existing brands or marketing campaigns.

GLOBAL LIQUIDITY. Foundation supports all languages and currencies, giving operators liquidity across multiple geographic locations.

EXCEPTIONAL SCALABILITY AND STABILITY. Foundation splits functions into server clusters working in parallel; all server clusters are arbitrarily scalable. As a result, players—networked or online—get the same fast playing experience regardless of system load.

RAPID INNOVATION. The Foundation platform enables rapid innovation and product iteration of games and features to customize the player experience.

FOUNDATION PLATFORM

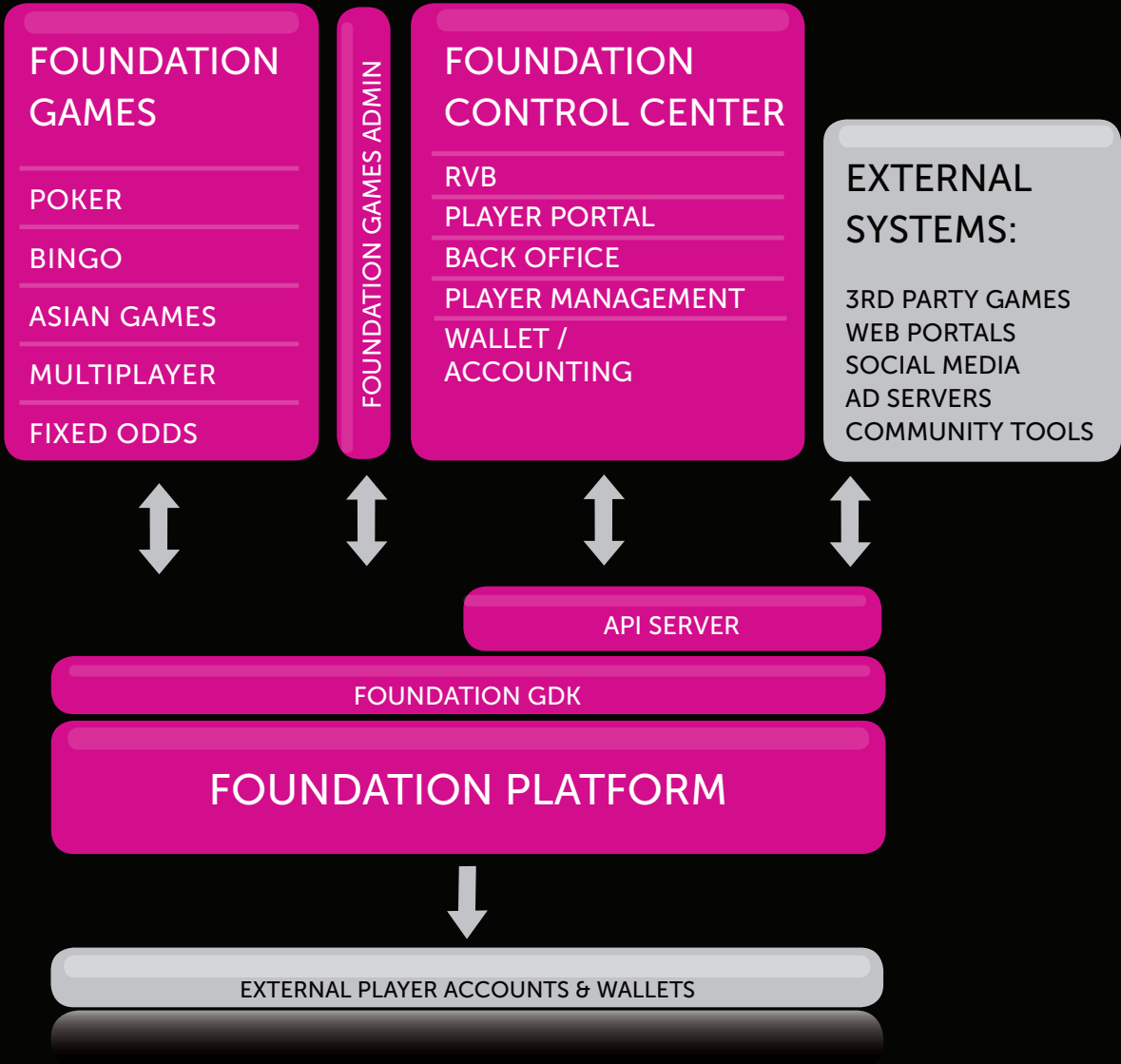
FOUNDATION UNIVERSAL CLIENTS

- WINDOWS
- FLASH
- ELECTRONIC GAMING MACHINES
- MOBILE
- VIDEO LOTTERY TERMINAL

ARCHITECTURE

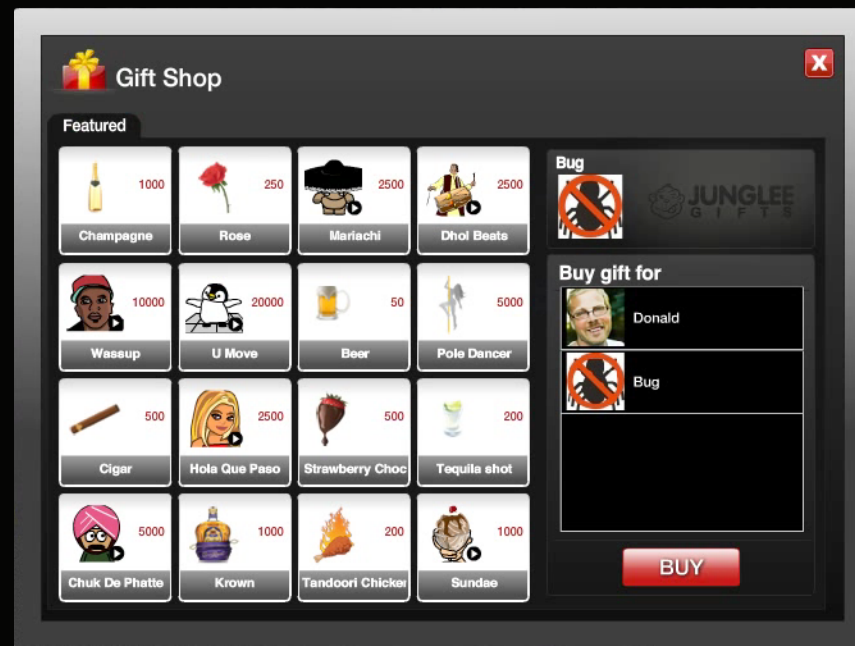


The Foundation universal gaming platform consists of the Foundation Client, Foundation Server, Foundation API, Foundation GDK, Foundation Control Center, and Foundation Games.



FOUNDATION CLIENT. Currently running on Flash, Windows, and Video Lottery Terminals, the Foundation Client is platform independent and can be customized to run on almost any platform, including mobile devices and interactive TV. The Client contains no game logic, flexibly and dynamically presenting the game content, including HTML and Flash assets, to provide a fully customized gaming experience.

FOUNDATION SERVER. The Foundation Server hosts all of the game logic, network logic and financial transaction logic. The Server offers extensive cosmetic control over the player experience allowing operators to specify a completely unique interface. Any number of different game interfaces are simultaneously supported and managed within one application. This gives operators the ability to aggregate players from different white label partners or marketing campaigns. The Server supports multiple languages and currencies.



ARCHITECTURE

FOUNDATION API. Foundation's open architecture makes it the ideal hub to integrate gaming products from different vendors.

Additionally, custom applications can be developed which access Foundation data (e.g. tournament results, hand histories, chat histories, loyalty balances, leaderboard data) and control the behavior of the system. For example, custom applications can automatically register players for tournaments based on custom criteria, or notify players through social networks that a game is about to begin.

Jungle Games implemented an in-game social currency platform using the Foundation API, allowing players to buy, trade and interact with the virtual goods store during gameplay. TeknoBingo built an application using the Foundation API, integrating on and offline player loyalty programs.

FOUNDATION GDK. With the Foundation GDK you can create unique games that provide the advantage of Foundation—robust, scalable and customizable. A sample game with full documentation is available.



FOUNDATION CONTROL CENTER



FOUNDATION CONTROL CENTER

CyberArts introduces a new enterprise level solution for online, lottery, social and land-based operators—Foundation Control Center. Foundation Control Center facilitates all the flexibility the Foundation platform is known for, supporting cash, subscription, retail, lottery, free play, virtual currency and mixed revenue models.

Control Center gives you complete operational transparency—configure, manage and maintain all Foundation games, player accounts, segmentation groups, finance, and marketing for your online or server-based business.

Implemented with core modules, operators can choose the Foundation Control Center functions which best meet the need of their business or market, or augment their current operation.

SELECT FEATURES

BACK OFFICE:

Complete Game, Player, Marketing, and Financial Control

Poker, Bingo, Backgammon and Casino Suite Configuration and Management

An intuitive layout for player administration—all account, wallet, bonus, financial and game data is consolidated for quick client handling—improving customer service throughput

Operator marketing configuration and management—bonuses and initiation channels

Financial administration and management of payment types and limits

PLAYER PORTAL:

A complete customizable web application to augment an operator's website

Enables the acquisition of players from any online traffic source for use of freeplay, virtual currency, retail, subscription, membership and real money registration

Player self management tools includes a complete "My Account" section for viewing and editing player profile information, viewing transactions (game, financial and bonus), as well as wallet information

Player segmentation promotes full customization of bonuses and promotions to promote lower CPAs and higher LTV player rates

PLAYER ADMINISTRATION:

Accounts, wallets, banking and responsible gaming administration

Customer service modules for loyalty, bonusing and promotions

Content management system for dynamic player portal updating

Dashboards giving immediate visibility into overall trends that can be drilled down to individual player level information

GAME INTEGRATION:

Full access to the complete Foundation Games library

Access to third party game libraries – 200+ titles

Intralot Lottery Transaction access

FOUNDATION GAMES



FOUNDATION BINGO

Define and manage your player experience. Foundation Bingo allows for flexible game distribution to expand brand touchpoints and player access from land-based to online and mobile.

SELECT FEATURES

FEATURES:

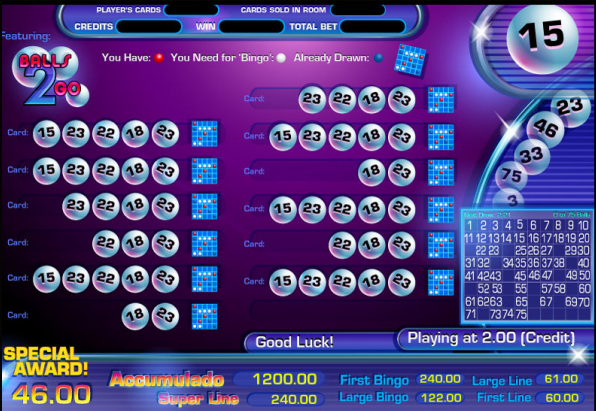
- 75, 90, 80 ball and Swedish; other variants upon request
- Customizable side games
- Adjustable card sizes, best card sorting, 3TG, 2TG, etc.
- Global and room-based progressive jackpots
- Click-to-buy, buy next game, and future buy options

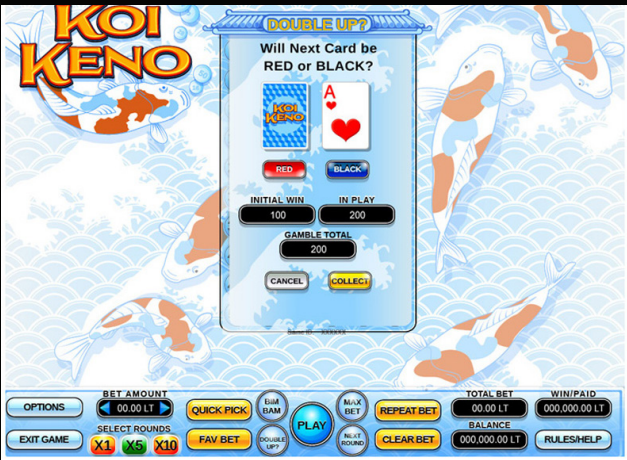
BACK OFFICE:

- Manually and automatically schedule games
- Create and manage patterns
- Create and manage Awards and Eligibility Groups
- Set max cards by game, player, and player groups
- Award bonus books by player and player group
- Manage discounts and bonus books by game
- Flexible jackpot management
- Tournament support

CHAT MANAGER:

- Graphical standalone window
- Fully customizable
- Private and public chat functions
- Create and drop pre-loaded text strings
- View game and player information
- Grant pre-set awards (bonus bucks, prizes, bonus books, cash, entry to games, etc.)





FIXED ODDS GAMES

CyberArts brings casino favorites to the Foundation universal gaming platform. Games include Roulette Deluxe, Lucky Dice, Victory at Sea Super Goal, Keno and Basketball.





FOUNDATION POKER

Foundation Poker continues to reach new audiences across social networks and third party brands while maintaining its reputation as a customizable and stable poker platform.

SELECT FEATURES

PLAYER FEATURES:

- Facebook and other social networks integration
- Avatar and badge awards
- Graphical and text based player notes
- Players can set preferences for cards, back-grounds, sounds, auto-fold and more
- Resizable client and mini-views

RING GAMES:

- Seventeen varieties of poker
- Wild card games, HORSE and dealer's choice
- Anti-ratholing protection

TOURNAMENT FEATURES:

- Support for very large single bracket tourneys (10,000+)
- Invitational and private tournaments
- Configurable buy-in rules and registration requirements
- Configurable payouts including cash and merchandise prizes
- Deep stack, uneven chip stack and configurable blind level support

- Re-buys, add-ons and satellite support
- Breaks and multi-day event support
- Hand-for-hand mode
- Bounty hunting and final table deal making

BACK OFFICE:

- Blinds, antes, and bring-ins may be configured for each table type
- Fixed, spread, pot and no limit betting rules are all supported
- Minimum and maximum bets may be defined for each betting round
- Flexible all-in protection rules

SUPPORT FOR NEW MARKETS:

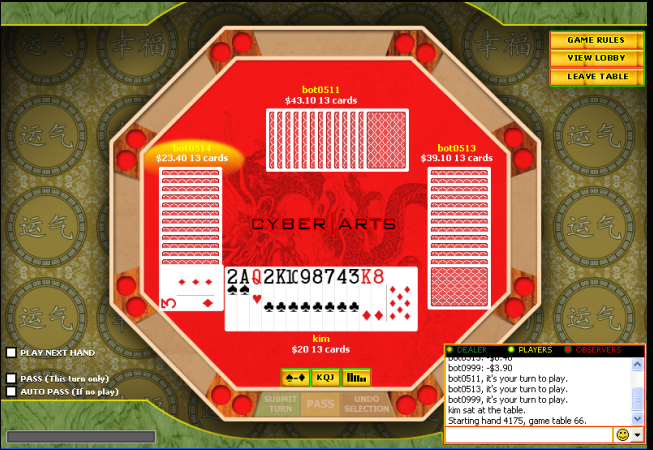
- Customizeable time banks
- Ghost Cards
- Real-time tutoring
- Graphical hand history with movie-style replay
- Hole card viewing after fold





CHINESE POKER/13CARDS

Each player receives thirteen cards which must be organized into three poker hands: two hands of five cards each; one hand of three cards. Chinese Poker is a simple, fast-paced, and exciting game with lots of room for strategic play. Long popular throughout the whole of Asia, it has recently made headway in Western casinos.



BIG2

Since the hand-values are similar to those in poker, all players find it simple to learn, making it the ideal cash game. Yet it allows for subtle and strategic play. Players make laydowns from their hands in turn, trying to rid themselves of cards. Game play ends when a player empties his hand—other players pay out based on their remaining cards.



ASIAN BACCARAT

Based on Punto Banco (North American Baccarat) this Asian baccarat version features a revised layout, Pair Bets, the ability to document baccarat outcomes (commonly known as a Road Map), and card squeezing.

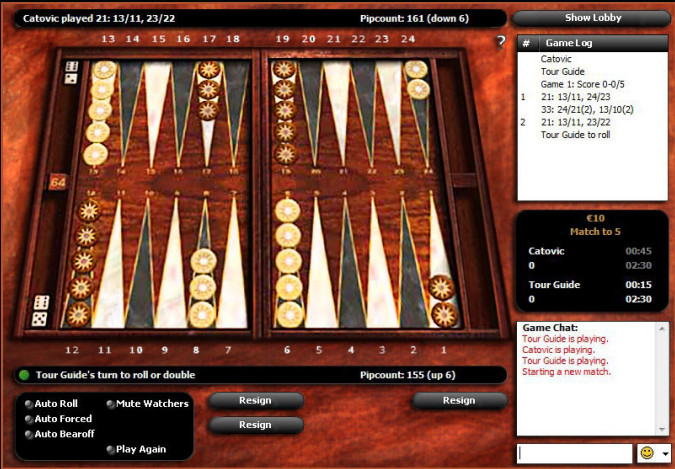
ASIAN GAMES

CyberArts' Asian Games Suite reflects games played throughout the world under many names and many sets of rules. With Foundation you can support them all—and craft interfaces and events that play to the local crowd. All Foundation Games can be delivered in any language and currency including Asian double-byte languages.



TEEN PATTI

Originating in India, Teen Patti is the common thread that binds together a subcontinent that has hundreds of cultures and languages. The game is noted for its many variations reflecting local flavor. CyberArts also offers the British variant, called Three Card Brag.



BACKGAMMON

The depth of its feature list reflects the quality and game-specific expertise that CyberArts is known for. Innovations include Choutte support and a unique bracket visualization window for tournaments. Player's selectable options include Auto Roll, BearOff, Forced Moves, Beavers and Automatic Doubles. Game variants include Hypergammon and Nackgammon.



TOURNAMENT BLACKJACK

Foundation Blackjack allows for true multiplayer play with multiple players at the same table against the house. CyberArts' Blackjack also allows for a single player against the house; single players may play one, two or three hands at a time. Tournament support includes multi-rounds, per-table and multi-table advancing and other configurable options.

TABLE GAMES

CyberArts table games share all the advantages of the Foundation platform; stable, feature-rich and highly customizable.



BACCARAT

A casino classic. Punto Banco (North American Baccarat) is played in the United States, Canada, Australia, Sweden, Finland and Macau where it accounts for 75% of casino revenues. Players bet on either the player or the banker, which are merely designations for the two hands dealt in each game. Foundation Baccarat supports configurable minimum and maximum table bets, buy-ins, decks, Bankers commission, and payoff for ties.

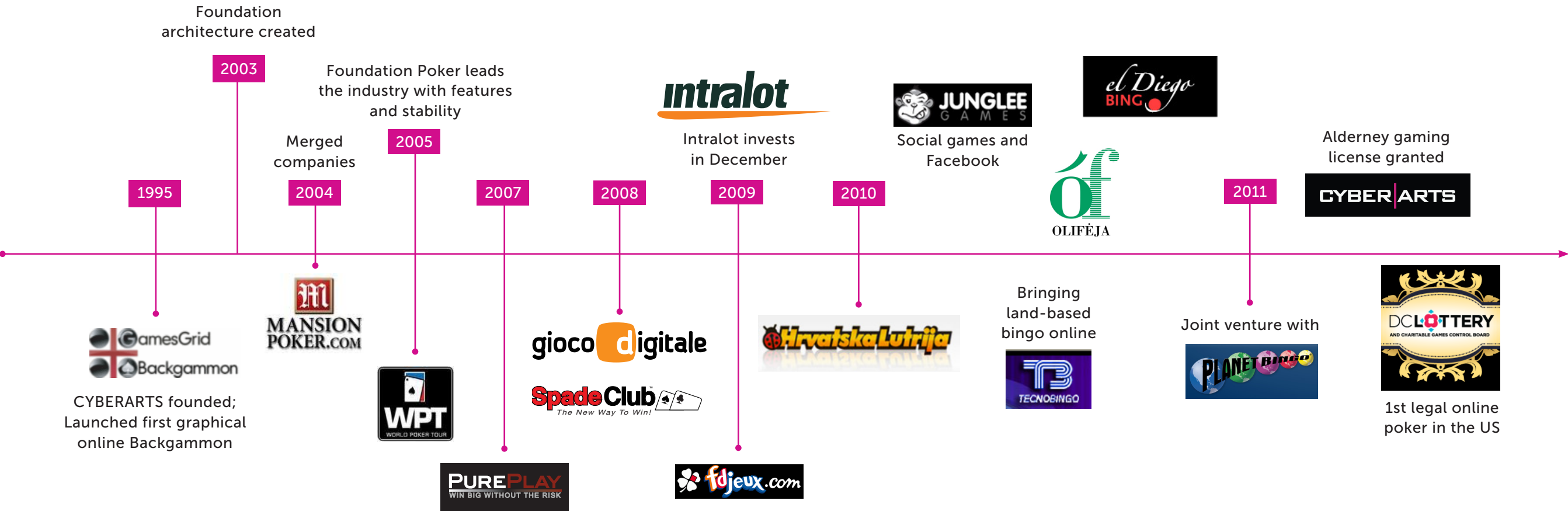
COMPANY & SERVICES

CYBERARTS' MISSION: TO SERVE GREAT GAMING COMPANIES WITH LEADING TECHNOLOGY AND SERVICES.

HISTORY

Founded in 1995, the company has over a decade of internet gaming software development. Our 250+ years of collective experience—across gaming, enterprise software, and advanced software development—allows us to deliver the most advanced enterprise-grade gaming software in the marketplace today.

Steadily growing, CyberArts is a global company with offices in the US, Bulgaria, Beijing, and the Philippines.





KEN ARNOLD, CHAIRMAN

Founder & CEO of three software companies, Mr. Arnold is a successful executive with 27 years of experience in entrepreneurial software ventures. In 1981 he founded Datalogix International and served as its CEO for 10 years. Datalogix, the first company to offer MRP and ERP software to the process manufacturing industry, went public on the NASDAQ and was later acquired by Oracle. Mr. Arnold also co-founded Formation Systems, Inc., a leader in the product lifecycle management space, and served as its CEO.

A champion-level backgammon player, Arnold founded CyberArts in 1995 to provide peer-to-peer backgammon. The resulting product—GamesGrid—is still the club of choice for champion-level players.



CHRIS DEROSS, CEO

Mr. Derossi has over 20 years of leadership at leading technology companies. Mr. Derossi spent several years at Apple Computer, culminating in a role of chief architect, responsible for the team that developed the Macintosh Operating System version 7.01. He joined General Magic, a pioneering PDA company, and was placed in charge of one of the company's two product lines—the licensed PDA platform.

Following General Magic's IPO, Mr. Derossi started another company, ePeople. Mr. Derossi later served as CEO of Trading Technologies, a multinational software company headquartered in Chicago catering to the futures trading industry. Derossi began playing poker in 1987, and went on to co-author Internet Poker for Dummies.



MIKE REAVES, SVP PRODUCTS & SERVICES

Mr. Reaves brings to CyberArts 20 years of high-level software development and IT management skills. He has served as CTO of Syndero, VP Engineering at AdBrite, CIO of Zone Labs, VP of Engineering at LookSmart and as a researcher at Lawrence Livermore National Lab. Mr. Reaves holds a Ph.D. in Physics from the University of Connecticut.



MATT PANGBORN, VP BUSINESS DEVELOPMENT

Mr. Pangborn brings extensive experience in online entertainment to the CyberArts team. Prior to joining CyberArts, Mr. Pangborn managed the casino gaming and online entertainment verticals for a leading boutique investment bank. His experience in the casino, video gaming, virtual world and social media markets provides a unique resource to CyberArts prospects looking to extend their businesses into these increasingly important areas. Mr. Pangborn holds both a J.D. and LL.M from the University of Denver Sturm College of Law.



RICHARD MCINTOSH, VP OPERATIONS

Mr. McIntosh has 30 years of experience in database configuration, operations and database administration. Mr. McIntosh supports customers with hardware and software configurations for their Foundation installations, MySQL database configuration and maintenance, customer operations and site maintenance, and training for database administrators at customer sites.

CLIENT TESTIMONIALS

“RECORD OF ON-TIME DELIVERY IS RARE IN AN INDUSTRY KNOWN FOR DELAYS.”

“La Française des Jeux has been a leader in bringing gaming to the Internet in France for over ten years. During that time we have worked with over two hundred different software vendors and CyberArts has proven to be very good. Their ability to meet the requirements of La Française des Jeux and **record of on-time delivery is rare in an industry known for delays**. We look forward to working with CyberArts on future projects.”

PASCAL CHAFFARD

Global Product Director, La Française des Jeux

“WHEN THE LEGAL STATUS OF ONLINE GAMING CHANGES IN NORWAY, I AM READY AND AHEAD OF MY COMPETITION.”

“I know that my players are playing online and I intend to recapture that lost revenue. By offering free play with prizes that must be redeemed at my bingo halls I stay within the legal limits of the law, maintain my brand relationship with my players, and increase visits—therefore regaining lost revenue—to my bingo halls. **Additionally, when the legal status of online gaming changes in Norway, I am ready and ahead of my competition.**”

TERJE OLSEN

Founder & Owner, TEKNOBINGO

“CYBERARTS EMERGED AS THE MOST MAJOR SCALABLE AND FEATURE-RICH PRODUCT.”

“Few technology providers actually work with you, giving the technology and help required to run the technology autonomously. We can also be a very difficult client because we understand the technology behind the brochure. **CyberArts emerged as the most major scalable and feature-rich product**. They also offered a licensing model that was familiar to us. That’s why we decided to go with them.”

CARLO GUALANDRI

Founder & CEO, Gioco Digitale

“...ALLOWS US TO DELIVER THE MOST ADVANCED PRODUCTS IN THE SERVER-BASED GAMING MARKET.”

“We are pleased to be able to leverage on CyberArts Foundation, as this technologically superior gaming platform **allows us to deliver the most advanced products in the server-based gaming market.**”

HENRIK SANDIN

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