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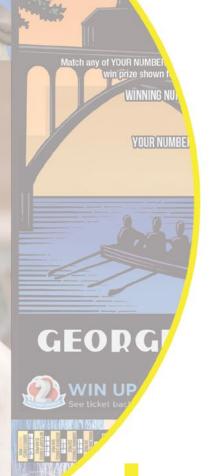
EW GAMES!



Focus On: Games

Instant Games, Fast Play, and Draw Game **Innovations**





Retirements Leave a Big Void

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Reimagine Next

Six Ingredients for a Great Instant Game



By Jason Prentice, Vice President Game Creation, Scientific Games

Mass Appeal Theme. Attractive themes play a major role in creating successful games. Themed families of games like Blowout and Cash Multipliers are top performers because they appeal to a very wide audience. These games have been successful as individual games over the years, and together in a family there's a synergy that catapults them beyond other themes. It's why they have become pillars in game portfolios.

Exciting Prizes. Prizes are really what the instant game is all about: instant excitement. The Blowout and Cash Multipliers families are popular because the prizes move up the price point. Lotteries offer entertainment - the thrill of winning increasing prizes. With the Blowout games, players have much better chances to win more impactful prizes anywhere from \$50 on a \$1 game up to \$500 on a \$10 or \$20 game. And with the Multiplier games, prizes range from \$10,000 to millions of dollars.

Game Name. The names of these special games are actually the major selling points for the lottery. With the Blowout and Cash Multipliers, the names say it all. There are multiple games in the family under one theme, which makes it easier than launching three or four different games with different themes and names.

Strategic Positioning. These two families can be positioned by prize and this may actually be the most important feature. The lottery can get four games into the marketplace, one at each price point as core products. With family games, there's one theme and the lottery differentiates by prize. These games are easily positioned by





that one feature. It's much better than trying to position by ALL of the ingredients: theme, price and prize.

Ease of Communication.

Concepts like blowout and prize multipliers are immediately understood by players; they understand the value. So it's easy communication, not a dual or triple message. One major message makes point-of-sale advertising and promotion more effective. The lottery can focus

on one theme with retailers and consumers at point-of-sale.

Longevity. All of the elements of the Blowout and Cash Multipliers games are strong and exciting. With other games, themes can be very short-lived; they're exciting and performing well for a while, but over time they may begin to wane. These two families don't seem to be slowing down at all. They allow the lottery to build around them as the core elements of the portfolio.



BY THE NUMBERS

350+ games launched by 40+ lotteries around the world.

More than 550+ million tickets sold.

With over \$1.74 BILLION in retail sales.

Let SLINGO grow YOUR numbers!

