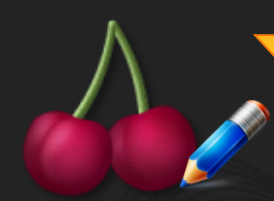mobileFX™

SELECT YOUR LICENSING PLAN

- You can either license the use of our software (OPEX) or license the SOURCE CODE of our software (CAPEX).

- Licensing the SOURCE CODE allows you to implement your own Game Engines, Math and Features. Otherwise, we will be happy to implement such extensions for you as a service.

- We provide TRAINING and INTEGRATION SERVICES, to help you kick-start your Game Production Business.

- With INTEGRATION SERVICES we integrate both RGS Server and RGS Workbench with your WALLET, LOBBY and RNG and optimize your Game Production Workflow.

- Additionally, we provide BESPOKE GAME DEVELOPMENT SERVICE to help you create either your initial GAME PROTOTYPES or a competitive games PORTFOLIO.

SOFTWARE LICENSING AND RELATED SERVICES

In GBP (£)	OPEX Licensing	CAPEX Licensing (SOURCE CODE LICENSING)	Training (OPTIONAL)	Integrations (OPTIONAL)	Extensions (OPTIONAL)
RGS Workbench	10k per seat per year	700k (no IPR)	5k per man month	7k per man month	Quote
RGS Server	10k per Operator site per year	450k (no IPR)	5k per man month	7k per man month	Quote
Unity GDK	✖	50k	5k per man month	7k per man month	Bespoke Game Rates

- For OPEX licensing we require 2-years minimum commitment with minimum 1 developer seat and 1 Operator Site.

- While in CAPEX licensing you can keep your source code up-to-date by subscribing to an ANNUAL MAINTENANCE PLAN for +10% per year (OPTIONAL).

12 MONTH ROADMAP WITH INTEGRATION SERVICES AND BESPOKE GAME DEVELOPMENT FOR INITIAL PROTOTYPE
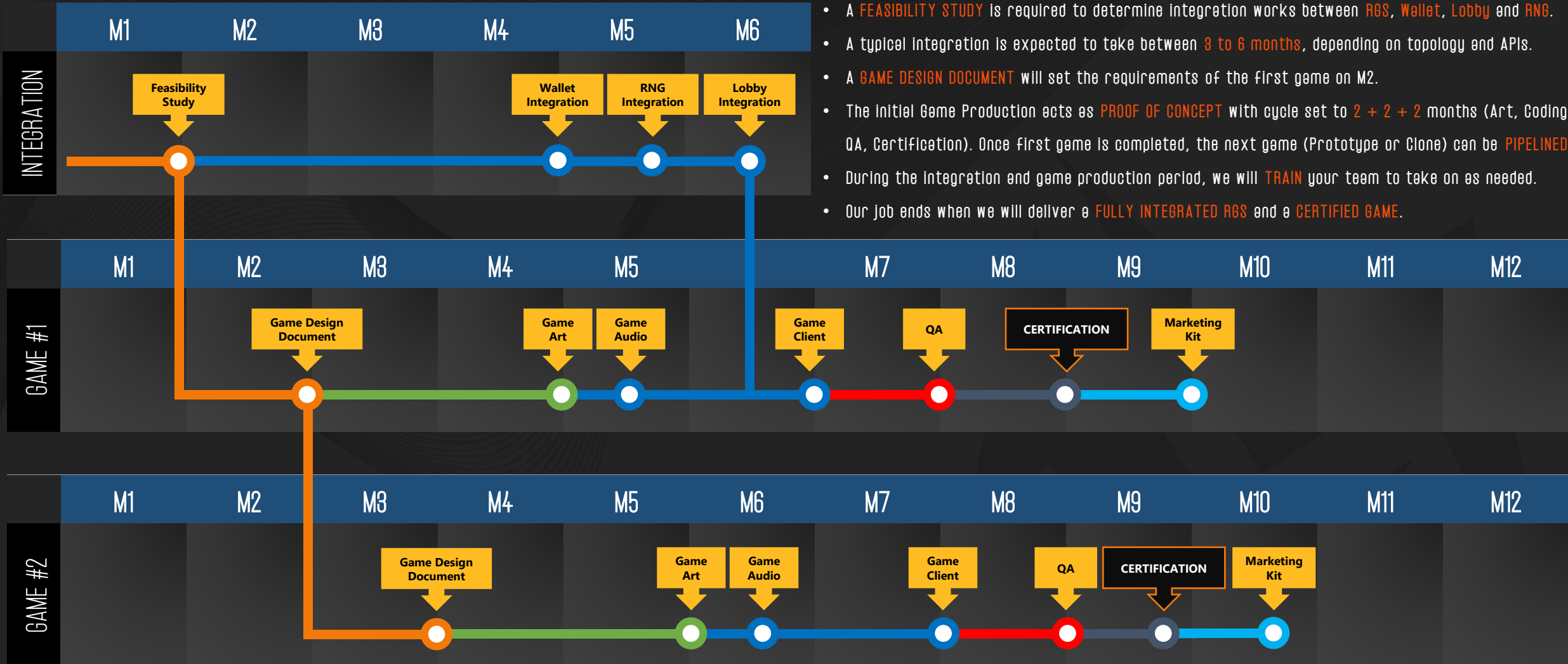
- A **FEASIBILITY STUDY** is required to determine integration works between **RGS**, **Wallet**, **Lobby** and **RNG**.
- A typical integration is expected to take between **3 to 6 months**, depending on topology and APIs.
- A **GAME DESIGN DOCUMENT** will set the requirements of the first game on M2.
- The initial Game Production acts as **PROOF OF CONCEPT** with cycle set to **2 + 2 + 2** months (Art, Coding, QA, Certification). Once first game is completed, the next game (Prototype or Clone) can be **PIPELINED**.
- During the integration and game production period, we will **TRAIN** your team to take on as needed.
- Our job ends when we will deliver a **FULLY INTEGRATED RGS** and a **CERTIFIED GAME**.

INTEGRATION

M1	M2	M3	M4	M5	M6
Feasibility Study			Wallet Integration	RNG Integration	Lobby Integration

GAME #1

M1	M2	M3	M4	M5		M7	M8	M9	M10	M11	M12
	Game Design Document		Game Art	Game Audio		Game Client	QA	CERTIFICATION	Marketing Kit		

GAME #2

M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12
		Game Design Document		Game Art	Game Audio	Game Client	QA	CERTIFICATION	Marketing Kit		

BESPOKE GAME DEVELOPMENT COST ANALYSIS – Classic Slot

in GBP (£)	Man Month Rates	Est. Time	k£
Game Producer	5k	1.00	5.00
Game Designer (Math)	5k	0.14	0.70
3D Modeler	4k	0.85	3.40
3D Animator	4k	0.38	1.52
2D Graphics Artist	3k	0.00	0.00
Game Client Developer	5k	1.20	6.00
Server Developer	5k	1.00	5.00
Full Stack Developer	7k	0.00	0.00
Tester	3k	0.48	1.44
Marketing Kit	3k	0.49	1.47
Total:			24.53
Audio Licensing			0.40
Translations (10 Lang.)	FIRST GAME ONE TIME FEE		2.00
Certification			2.80
Total:			5.20
Production Cost:			29.73

Balance: €100,000.00　　Win: €0.00　　Bet: €0.10

THESAURUS OF ATLANTIS

01:24:00　　Thesaurus of Atlantis

- 5x3 Slot Game with 20 Left to Right Paylines (fixed)
- Combined Wild X2 and Wild X4 multipliers in 3 middle reels paying X2, X4, X8, X16
- Scatter triggers Free Spins with variable Initial and Additional Free Spins
- Free Spins X2 Multiplier combined with Wild Multipliers paying X4, X8, X16, X32
- Bespoke RTP and Volatility
- Rules and Responsible Gaming settings in 10 Languages
- FINAL PRODUCTION COST DEPENDS ON CREATIVE RESIVION REQUESTS

Unity Partner

contact us info@mobilefx.com
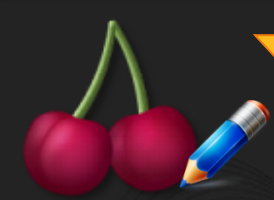
BESPOKE GAME DEVELOPMENT COST ANALYSIS – Classic Slot Clone

in GBP (£)	Man Month Rates	Est. Time	k£
Game Producer	5k	0.50	2.50
Game Designer (Math)	5k	0.05	0.25
3D Modeler	4k	0.71	2.84
3D Animator	4k	0.47	1.88
2D Graphics Artist	3k	0.05	0.15
Game Client Developer	5k	0.72	3.60
Server Developer	5k	0.19	0.95
Full Stack Developer	7k	0.00	0.00
Tester	3k	0.38	1.14
Marketing Kit	3k	0.65	1.95
Total:			15.26
Audio Licensing			0.30
Translations (10 Lang.)	REUSED TRANSLATIONS		0.00
Certification	CLONE CERTIFICATION		0.80
Total:			1.10
Production Cost:			16.36

Balance: €100,000.00   Win: €0.00   Bet: €0.10

NEON BURST

Good Luck!

01:30:58

Neon Burst

- Math must be the same to qualify for Clone
- Cost Effective Production based on existing Game Engine and Game Client
- FINAL PRODUCTION COST DEPENDS ON CREATIVE RESIVION REQUESTS

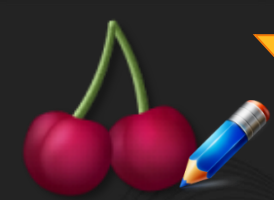www.mobilefx.com
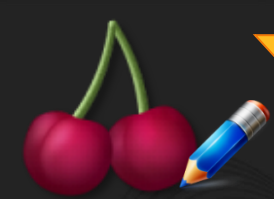
BESPOKE GAME DEVELOPMENT COST ANALYSIS – Premium Slot

in GBP (£)	Man Month Rates	Est. Time	k£
Game Producer	5k	2.00	10.00
Game Designer (Math)	5k	0.19	0.95
3D Modeler	4k	1.00	4.00
3D Animator	4k	2.00	8.00
2D Graphics Artist	3k	0.47	1.41
Game Client Developer	5k	2.00	10.0
Server Developer	5k	1.00	5.00
Full Stack Developer	7k	0.00	0.00
Tester	3k	0.47	1.41
Marketing Kit	3k	2.50	7.50
Total:			48.27
Audio Licensing			0.50
Translations (10 Lang.)	FIRST GAME ONE TIME FEE		2.00
Certification			2.80
Total:			5.30
Production Cost:			53.57

Godly Riches

- 5x3 Slot Game with 20 Both Way Paylines (fixed)
- Combined Wild X2 and Wild X4 multipliers in 3 middle reels paying X2, X4, X8, X16
- Scatter triggers Free Spins with variable Initial and Additional Free Spins
- Free Spins X2 Multiplier combined with Wild Multipliers paying X4, X8, X16, X32
- Bonus Symbol entering Bonus Game (pick k of n)
- Interactive 3D Models, Voice Over
- Bespoke RTP and Volatility
- Rules and Responsible Gaming settings in 10 Languages
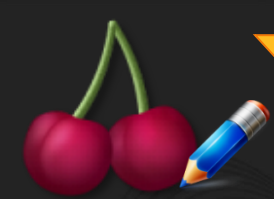- FINAL PRODUCTION COST DEPENDS ON CREATIVE RESIVION REQUESTS

Unity Partner

BESPOKE GAME DEVELOPMENT COST ANALYSIS – Premium Slot Clone

in GBP (£)	Man Month Rates	Est. Time	k£
Game Producer	5k	0.50	2.50
Game Designer (Math)	5k	0.05	0.25
3D Modeler	4k	0.76	7.04
3D Animator	4k	0.23	0.92
2D Graphics Artist	3k	0.00	0.00
Game Client Developer	5k	2.00	10.00
Server Developer	5k	0.19	0.95
Full Stack Developer	7k	0.00	0.00
Tester	3k	0.38	1.14
Marketing Kit	3k	0.80	2.40
Total:			25.20
Audio Licensing			2.40
Translations (10 Lang.)	REUSED TRANSLATIONS		0.20
Certification	CLONE CERTIFICATION		0.80
Total:			3.40
Production Cost:			28.60

- Math must be the same to qualify for Clone
- Cost Effective Production based on existing Game Engine and Game Client
- FINAL PRODUCTION COST DEPENDS ON CREATIVE RESIVION REQUESTS

Balance: €100,000.00   Bet: €0.20

ZORBAS TAVERN

SCATTER

BONUS

01:27:42   Zorbas Tavern

Unity Partner

BESPOKE GAME DEVELOPMENT COST ANALYSIS – Custom Slot

in GBP (£)	Man Month Rates	Est. Time	k£
Game Producer	5k	2.00	10.00
Game Designer (Math)	5k	0.50	2.50
3D Modeler	4k	1.20	4.80
3D Animator	4k	2.35	9.40
2D Graphics Artist	3k	0.70	2.10
Game Client Developer	5k	3.20	16.0
Server Developer	5k	0.85	4.25
Full Stack Developer	7k	0.00	0.00
Tester	3k	1.25	3.75
Marketing Kit	3k	0.80	2.40
Total:			55.20
Audio Licensing			2.50
Translations (10 Lang.)	FIRST GAME ONE TIME FEE		2.00
Certification			3.80
Total:			8.30
Production Cost:			63.50

Balance: €100,000.00   Bet: €0.20

01:29:30   Kraken Island

- 5x3 Slot Game with 20 Both Way Paylines (fixed)
- Combined Wild X2 and Wild X4 multipliers in 3 middle reels paying X2, X4, X8, X16
- Scatter triggers Free Spins with variable Initial and Additional Free Spins
- Free Spins X2 Multiplier combined with Wild Multipliers paying X4, X8, X16, X32
- Bonus Symbol entering Bonus Game (pick k of n), multiple Bonus Animations
- Interactive 3D Models, Voice Over, Music Composition
- Bespoke RTP and Volatility
- Rules and Responsible Gaming settings in 10 Languages
- FINAL PRODUCTION COST DEPENDS ON CREATIVE RESIVION REQUESTS
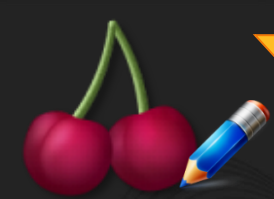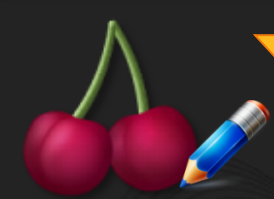
BESPOKE GAME DEVELOPMENT – Custom Games

SCRATCH

50-LINERS and CUSTOM REEL VIEW

ROULETTE

Competences:

- Game Math Modelling

- Alternative Reel View Layouts

- Multiple RTP games

- 1024 Ways – Mega Ways

- Buy to Bonus

- Promotional Free Spins

- Dynamic-Line Games (Tile Games)

- Ticket Pool Games (Scratch, Shell, ..)

- Algorithmic Games (Ladder, Plinko, Aviator, Roulette, ..)

- Multiplayer Games, Private Rooms, Tournaments

- Integration with Jackpot Engine and 3rd party systems

- Crypto Currency Ready Games

BUDGETING EXAMPLES

| in GBP (k£)	Standard Plan				Professional Plan				Enterprise Plan			
	Sources	Price	Qty	Total	Sources	Price	Qty	Total	Sources	Price	Qty	Total
A. LICENSING												
RGS Workbench	CLOSED	10k OPEX	1 Seat	10k OPEX	CLOSED	10k OPEX	1 Seat	10k OPEX	OPEN	700k CAPEX	1000 Seats	700k CAPEX
RGS Server	CLOSED	10k OPEX	1 Operator	10k OPEX	OPEN	450k CAPEX	100 Operators	450k CAPEX	OPEN	450k CAPEX	100 Operators	450k CAPEX
Unity GDK	OPEN	30k CAPEX	1 Template	30k CAPEX	OPEN	50k CAPEX	2 Template	50k CAPEX	OPEN	100k CAPEX	5 Templates	100k CAPEX
SIGN-UP TOTAL:				= 50k				= 510k				= 1.25m
B. PROFESSIONAL SERVICES RATES PER MAN MONTH												
Training Services	LIMITED	5k MAN MONTH	1 man month	5k	OPEN	5k MAN MONTH	2 man months	INCLUDED	OPEN	5k MAN MONTH	4 man months	INCLUDED
Integration Services	OPEN	7k MAN MONTH	±6 cal. months	42k	OPEN	7k MAN MONTH	±6 cal. months	= 42k	OPEN	7k MAN MONTH	±6 cal. months	INCLUDED
Extensibility Services	CLOSED	QUOTE	✕		OPEN	QUOTE	✕		OPEN	QUOTE	✕	
Consulting Services	N/A	QUOTE	✕		N/A	QUOTE	✕		N/A	QUOTE	✕	
C. BESPOKE GAMES DEVELOPMENT SERVICES PER GAME TYPE												
Classic Slot Prototype	CLOSED	30k PER GAME	1 Prototype	30k	OPEN	30k PER GAME	1 Prototype	INCLUDED	OPEN	30k PER GAME	1 Prototype	INCLUDED
Classic Slot Clone	CLOSED	15k PER GAME	✕		OPEN	15k PER GAME	✕		OPEN	15k PER GAME	1 Clone	INCLUDED
Premium Slot Prototype	CLOSED	50k PER GAME	✕		OPEN	50k PER GAME	1 Prototype	INCLUDED	OPEN	50k PER GAME	1 Prototype	INCLUDED
Premium Slot Clone	CLOSED	30k PER GAME	✕		OPEN	30k PER GAME	✕		OPEN	30k PER GAME	1 Clone	INCLUDED
ESTIMATED BUDGET FOR A+B+C												
CAPEX Total:				127k				552k				1.25m
License OPEX (annual):		RGS per Operator + Workbench per seat		20k		Workbench per seat		10k				
Maintenance OPEX (annual):		Templates Source Codes		+10%		RGS + Templates Source Codes		+10%		All Source Codes		+10%

Unity Partner
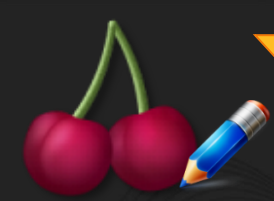
BUDGETING EXAMPLES

This is a closed source BESPOKE GAMES OUTSOURCING PLAN based on mobileFX RGS technology

| in GBP (k£)	Bespoke Game Development		
	Price	**Qty**	**Total**
RGS Server	10k OPEX	1 Operator	10k OPEX
Training Services	5k MAN MONTH	✕	
Integration Services	7k MAN MONTH	±6 cal. months	42k
Extensibility Services	QUOTE	✕	
Consulting Services	QUOTE	✕	
Classic Slot Prototype	30k PER GAME	1 Prototype	30k
Classic Slot Clone	15k PER GAME	✕	
Premium Slot Prototype	50k PER GAME	✕	
Premium Slot Clone	30k PER GAME	✕	
CAPEX Total:			**82 k**
License OPEX (annual):		RGS per Operator	**10k**
Maintenance OPEX (annual):		Game	**+10%**

- Minimum commitment is 1 game, 1 Operator at 82k CAPEX and maintenance OPEX for 2 minimum years.
- We offer CALL OPTION at 25k for upgrading to Professional Plan anytime within 3 year at current commercial terms.
- We offer CALL OPTION at 50k for upgrading to Professional or Enterprise Plan within 3 year at current commercial terms.
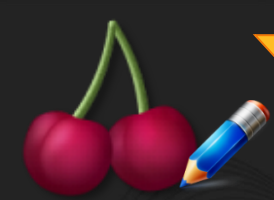
WHY CHOOSE US?
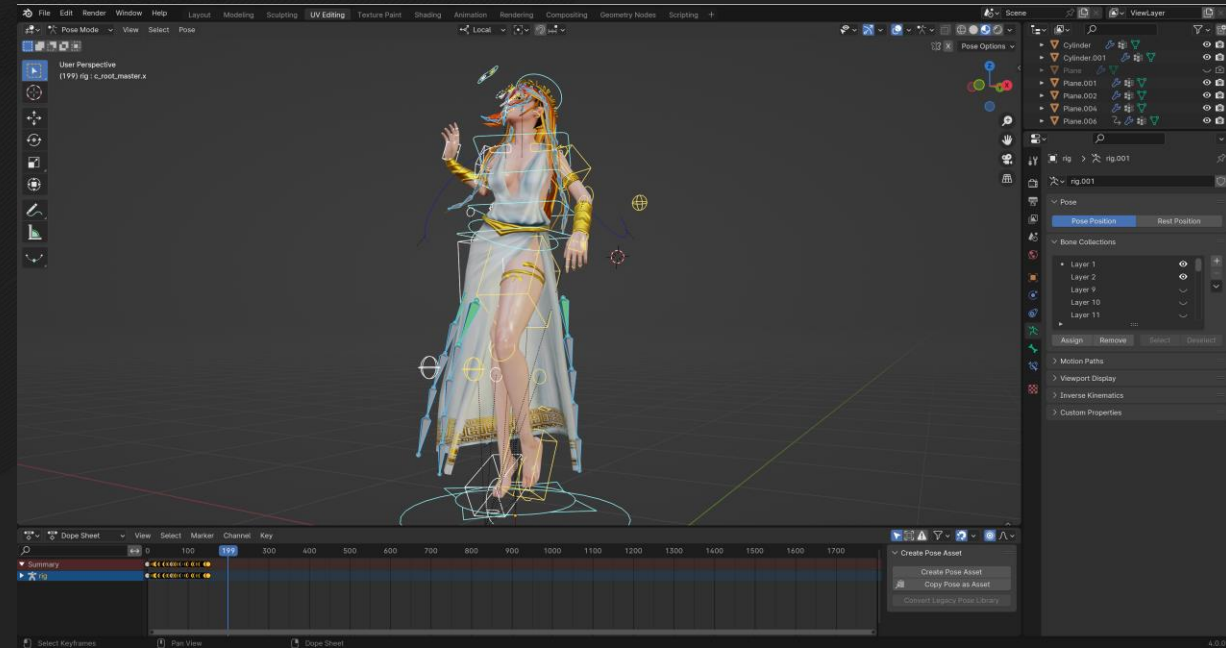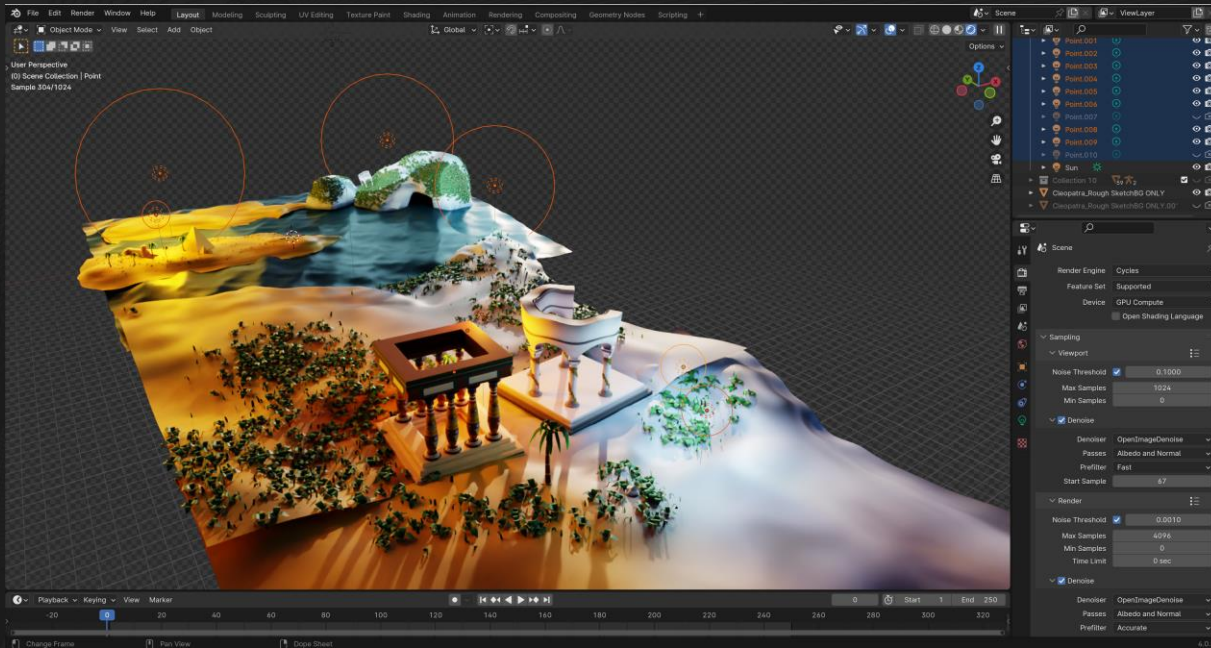
- We have over 15 years experience on Casino Games Development, Responsible Gaming, Certification and Auditing processes and we offer TURN-KEY solutions.

- We have zero technological dependencies to 3rd parties, we do our own Research and Development and generate truly innovative products.

- We offer you our Source Code so that you can base your Casino business upon us with confidence.

- We are proficient in Game Development tools that produce excellent graphics in short time such as Blender, Adobe After Effects and others.

- We are an all-inclusive Casino game development studio, our only dependency is Translation and Certification agencies.
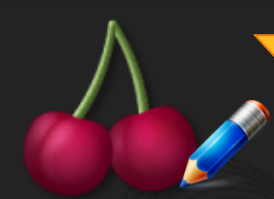
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