Príloha č. 1 k Rámcovej dohode

Attachment no. 1 to Framework Agreement

P.č.	Názov tovaru, typ	Počet	MJ	Cena jednotková EUR bez DPH	Cena celkom EUR bez DPH	Cena celkom EUR s DPH
1.	Žrebovací stroj – typ 1	5	ks			
2.	Žrebovací stroj – typ 2	1	ks			
3.	Žrebovacie loptičky	600	ks			
4.	Servisné služby za rok	36	hod.			
	Cena				478 250,-	478 250,-

ŽREBOVACÍ STROJ TYP 1

NÁZOV: VENUS

Žrebovacie zariadenie pre žrebovanie číselných lotérií lotového typu 1

1. Parametrické nastavenie v minimálnom rozsahu žrebovania
   a) 20 loptičiek z 80
   b) 6 +1 loptičiek zo 49
   c) 5 loptičiek z 35
   d) 6 loptičiek z 33

2. Časť zariadenia, ktorá spracováva loptičky v súvislosti so žrebovaním musí byť transparentná
3. Automatický rozpoznávací systém na vyžrebované loptičky s prenosom údajov a to popísaným protokolom
4. Správa používaných žrebovacích loptičiek – manažment loptičiek v rozsahu:
   a) Rozpoznanie loptičky
   b) Pridanie nových loptičiek
5. Pripojenie na riadiaci počítač, ktorý je súčasťou dodávky žrebovacieho zariadenia s nasledovnými minimálnymi funkciami:
   a) Nastavenie parametrov žrebovania a to najmä
      - Počet žrebovaných loptičiek
      - Počet bonusových loptičiek (dodatkové číslo)
      - Interval medzi dvoma vyžrebovanými loptičkami
      - Rýchlosť miešania loptičiek
   - Čas miešania pred prvou vyžrebovanou loptičkou

Drawing machine to draw of the number lotteries - Lot´s lottery type 1

1. The parametric setting in a minimum extent of the draw:
   a) 20 balls out of 80
   b) 6 + 1 balls out of 49
   c) 5 balls out of 35
   d) 6 balls out of 33

2. Part of a device which processed the balls in connection with the drawing shall be transparent.
3. The automatic recognition system of the drawn balls with data transfer and with described protocol.
4. Proper use of the drawing balls – management of the balls within the extent:
   a) Recognition of the ball
   b) Addition of new balls
5. Connection to the control computer, which is the part of delivery of the drawing machine with the following minimum functions:
   a) Parameter settings of the draw, particular

- *Quantity of the drawing balls*
- *Quantity of the bonus balls (additional number)*
- *Interval between two previously drawn balls*
- *Stirring speed of the balls*
- *Mixing time before the first drawn ball*
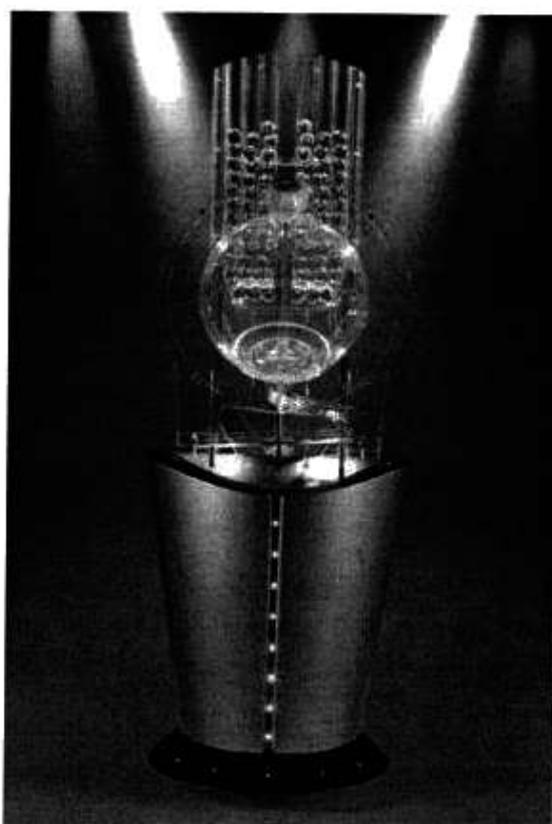
Technical Offer

VENUS DRAWING MACHINE

DRAW MACHINE: VENUS

Our technical offer is based on the VENUS machine. The VENUS is a spectacular and modern drawing machine, which is PC-operated through PC software. This machine has been built on the relentless pursuit of excellence in five key areas: Reliability, Security, Flexibility, Innovation, and Design.

The VENUS s is the most popular drawing system in the WinTV range and, because of its reliability and flexibility, it is the perfect solution for Lotto, Bingo and Keno type games. Over 150 pieces have been sold and this cumulated experience has resulted in a highly reliable drawing system. The VENUS system is the first drawing machine combining an air-breath process and a clear (very easy to understand for TV–viewers) mechanical process.

The system features a unique ball extraction process which involves the air driven mix coupled with a mechanical system which is the ring catching the balls. This creates a spectacular and dynamic effect around the draw of each ball. The Fully Retractable Loader automatically moves the ball loader down into the cabinet after the release of the balls. This dynamic movement adds to the visual spectacle as well as creating a clear view around the drum for flexible camera positions. The whole system is operated by PC, meaning that all the parameters of the draw can be pre-programmed in advance. For example, the number of balls, the time between each ball drawn, the mixing time in the drum and even the blowing power variation throughout the draw can all be present into the system.

DESCRIPTION OF THE VENUS MACHINE

The Venus machine main component is 1 spherical mixing chamber with a diameter of 500 mm. The mixing chamber is made of high quality transparent and durable Plexiglass (Poly Méthacrylate, class M2). The chamber has a mixing capacity of up to 200 drawing balls.

Mixing of the balls is done by means of air-breath generated by a turbine. The drawing balls are extracted by means of an electro-mechanically operated ring. The chamber has a ball input chute connected to a loader of the balls and a separate covered opening for the manual extraction of the balls. The loader is manufactured entirely of Plexiglas. It can store up to 200 drawing balls. The loader is located at the back part of the chamber. The loader is an independent part of the machine and it can be dismantled and stored. The base cabinet of the machine is made of stainless steel painted in epoxy and dried in an oven. The walls of the base cabinet are internally covered with acoustically absorbing materials for the suppression of turbine noise. The Venus is an exceptionally silent drawing machine.

The electrical board is located in the base cabinet in a metallic compartment secured by a hinge lock. All electrical installations of the Venus system are protected by a differential circuit breaker.

OPERATION OF THE DRAW AND CONTROL

The introduction, mixing and drawing of the balls is totally visible to the public and to the TV production. All balls are clearly visible at all times.

The drawing process is the following:
- Drawing balls are placed in a transparent loader. The loader allows the verification of the participating balls, prior to their introduction into the chamber. The balls can be counted and their numbers verified visually.
- The balls are introduced into the chamber by remotely opening of a mechanical barrier.
- The balls are mixed by a flow of dried and ionised air injected by a turbine through the bottom of the chamber.
- A remotely operated trap extracts the drawn ball.
- A transparent ring made of Plexiglas captures the drawn ball and carries it towards the receptacle. As mentioned previously, the ball is visible at all times.

Each Venus drawing system is provided with a complete PC running through Windows which enables the Venus drawing system to interface directly with other systems on the same LAN. The PC has similar functionality to a traditional remote control, and more, remotely manages the drawing process. The drawing can be operated manually, step by step, or in an automatic sequence initiated by the operator.

The Venus software allows modifying one or several of the following parameters:
- The number of balls participating in the draw.
- The number of balls to be drawn.
- The number of bonus balls
- The mixing speed of the balls.
- The timing of the selecting trap.
- The time interval between two balls.
The duration of the mixing before the start of the draw.

COMMUNICATION WITH EXTERNAL SYSTEM AND DISPLAYING DRAW RESULTS

Drawing machine software can send the information about winning numbers and main draw events (like start draw, capture ball, end draw...) to the external system in real time during the draw. This information could be used to display draw results on TV screen or to search winners in real time and take decision to continue or finish the draw (like in Bingo games).

External system can control the draw process: launch the draw, give the command to continue or to finish the draw. TCP/IP connection is used for data exchange.

The particular case of external system is draw results displaying software. It is a separate module that works on the same principle – it connects to drawing machine software, receives draw results from it and shows them on plasma display in real time.

This module can be developed by WINTV using design elements provided by customer (like screen background, balls images etc), or by customer according to our specification describing the communication protocol with drawing machine software.

As it is a separate module, the modification of the display procedure does not require any modification of drawing machine control software.

Example of Displaying software:

The displaying settings are defined in configuration files. So for each kind of draw the operator can predefine the set of parameters.

The parameters which can be modified are: background image for presentation, draw process and final results screens, strings to show (marketing messages for example), fonts, fonts size, color, size, position and font (or image) of winning numbers.

Examples of screen displays with winning numbers:
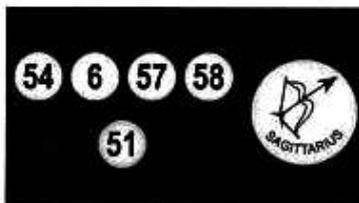
LOGGING DRAW EVENTS

During the draw, the software writes into the database the information about draw process and draw results:
- Game type
- Draw number and date/time
- Winning numbers
- Start/finish draw time
- Balls extraction times

There is also technical log file. This text file is created at the launch of each run. During the run, the program writes very detailed information about all operators and program actions: full data exchange with drawing machines and external systems, all events during the draw. This log is useful at the occurrence of an issue which requires restoration of the sequence of events to find out the origin. Any special kind of logs required by the customer can be developed.

THE FULLY RETRACTABLE LOADER

The fully Retractable Loader is a very modern and useful feature specially developed for the TV show live draws. This system offers a fantastic and very clear view during the entire drawing process of the draw chamber and the drawing balls for the public and audience. The retractable loader is a mobile loader that automatically moves down to get hidden inside the equipment's chassis, allowing a clear drawing process and different camera angles for the TV show production during the draws. The aim is to prompt the loader to disappear after the ball loading in order to take off the non-aesthetical vision of an empty Plexiglas loader at the back of the drum. With this new feature, the operator can move the ball loader down automatically at the start of the draw or at any other time, or even to keep the loader stopped if wished. The retractable loader is a very safe and modern feature that does not affect in any sense the drawing process of the machine, once it works only upon activation via software.

THE AUTOMATIC RECOGNITION SYSTEM

In order to identify the drawn balls, each ball can be equipped with a tiny tag. Each tag has a unique 22 digit ID number, which can be read by the Drawing Machine and forwarded to the operating PC. The tag numbers are stored in a database. Replacement of any of the balls belonging to a predefined set will automatically be identified and alerted. The ARS immediately enables the number of each drawn ball to be read via the tag included in each WinTV drawing ball during the course of the manufacturing process. This is an essential part of the whole drawing security. As well as the immediate recognition of the drawn balls, WinTV offer a fully computerized management of the drawing balls.

In a drawing machine, the completely random nature of the draw is generated by the moving parts, which means the drawing balls. The only reason for a draw not being random would be a difference in the size or the weight of the balls in a same set. Since those are very intensively checked upon manufacturing, the danger is more a question of manipulation or replacement of balls into a same set. In order to make it impossible, WinTV developed a complete Drawing Ball Management Software (DBMS). Based on the fact that each WinTV drawn ball includes a tag (0,09gr) giving it a unique identification number, the DBMS stores all the sets of balls and all the balls belonging to a given set (which is numbered or defined by the using lottery) and can checked at any time that a ball is part of a given set.

The WinTV software stores all the sets of balls, with the history and specifications (weight, diameter, tag identification...) of each ball of each set. In addition, the ARS enables the drawn balls to be automatically recognized, sent to all type of media (display, TV, central system, press agencies), and stored in the drawing system database for statistical process (which differentiates test draws and official draws).

NÁZOV: TOPAZE

Žrebovacie zariadenie pre žrebovanie číselných lotérií jokerového resp. powerballového typu 2

1. Parametrické nastavenie v minimálnom rozsahu žrebovania

    a) 6 x 0-9 loptičiek z 10 – zariadenie musí byť schopné nezávisle vyžrebovať 6 samostatných výherných loptičiek, každú v rozsahu 0-9 z 10 loptičiek

2. Časť zariadenia, ktorá spracováva loptičky v súvislosti so žrebovaním musí byť transparentná

3. Automatický rozpoznávací systém na vyžrebované loptičky s prenosom údajov a to popísaným protokolom

4. Správa používaných žrebovacích loptičiek – manažment loptičiek v rozsahu:

    a) Rozpoznanie loptičky

    b) Pridanie nových loptičiek

5. Pripojenie na riadiaci počítač, ktorý je súčasťou dodávky žrebovacieho zariadenia s nasledovnými minimálnymi funkciami:

    a) Nastavenie parametrov žrebovania a to najmä

    - Počet žrebovaných loptičiek

    - Nastavenie postupného alebo paralelného žrebovania

    - Interval medzi dvoma loptičkami

    - Rýchlosť miešania loptičiek

    - Čas miešania pred prvou vyžrebovanou loptičkou

Drawing machine to draw the Joker resp. powerball lotteries type 2

1. The parametric setting in a minimum extent of the draw:

    a) 6 x 0-9 balls out of 10 – the machine shall be able to independently draw 6 separate winning balls, each in the range 0-9 out of 10 balls

2. Part of a device which processed the balls in connection with the drawing shall be transparent.

3. The automatic recognition system of the drawn balls with data transfer and with described protocol.

4. Proper use of the drawing balls – management of the balls within the extent:

    a) Recognition of the ball

    b) Addition of new balls

5. Connection to the control computer, which is the part of delivery of the drawing machine with the following minimum functions:

    a) Parameter settings of the draw, particular

    - Quantity of the drawing balls

    - Setting of the sequential or parallel draw

    - Interval between two previously balls

- *Stirring speed of the balls*
- *Mixing time before the first drawn ball*

Technical Offer
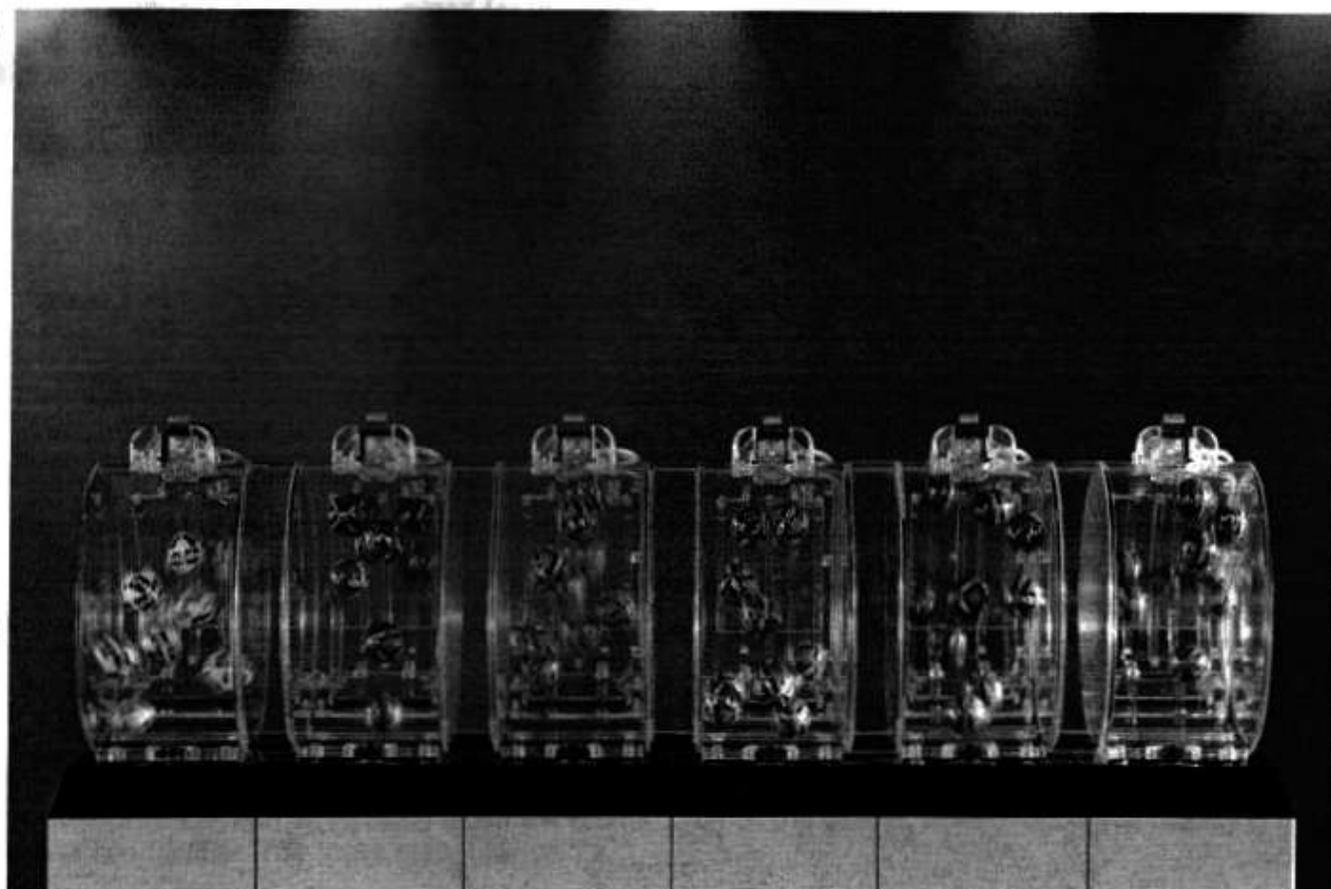
Topaze 6 Drawing Machine

Akanis Technologies
27 Rue du 8 mai 1945
Boissy Saint Léger
France

Topaze is our most popular drawing machine. It is suitable for many different games such as Joker or Pick 3. It has been developed for the draw of all formats of number games and it is composed of as many drums as the number of digits to be drawn -each drum is designed to extract 1 ball out of 10.

The Topaze drawing machine is a multi-drum machine: the various drums are firmly connected to each other but physically and mechanically independent (the number of drums can be easily adapted depending on the draw). Topaze is a very nice and dynamic machine, with a smooth air-breath mixing, the balls are extracted through the top of each drum.

The machine can also be customized to very specific requirements; we can for instance do a double Topaze drum which in this case can welcome 20 balls.

WinTV software can be customized for the presentation of your draw and the TV show. The operator can choose to operate to draw in all the drums simultaneously or drum per drum either from left to right, or right to left, or all at the same time.

Operation of the draw and control:

Each loader can contain 10 balls. The first step of the draw is the introduction of the balls into the drum; then, there is a slow and high mixing of the balls, before one winning ball is drawn.

Topaze can make an automatic re-introduction of the balls in the case of successive draws (as many as wanted). The whole process can be done without any human intervention, which is very convenient.

The system is fully operated by PC, meaning that all the parameters of the live draw can be pre-programmed in advance: the number of drums, the time between each ball drawn, the mixing time and even the blowing power variation throughout the draw can all be preset into the system.

Topaze also includes the WinTV Automatic Recognition System and the balls, which contain an electronic tag, are immediately recognized by the software called the Ball Management Module. This feature increases the security and efficiency throughout the entire process of the draw. This ARS recognizes each ball instantaneously and the information can be sent to an external display or plasma screen. This feature allows the Lottery to keep all the information related to the draws and do statistics (number of times a particular ball has been drawn since a particular date, etc...).

Plasma Screen and Graphic Display of Winning Numbers

A plasma screen can be installed under the drums, fixed on the cabinet of the machine to display in real time the drawn number. This looks really nice on TV.

WinTV supplies a standard fixed (no animated) presentation of the drawn balls, with the possibility of changing the colours and including the logo of the company and the game.

Any dynamic graphics (effects, messages moving) can be done by the lottery's TV production. The machine is supplied with a special card which enables the lottery to create its own animation.

ŽREBOVACIE LOPTIČKY
DRAWING BALLS

Technická definícia žrebovacích loptičiek

a) Priemer 44 mm ± 2%

b) Hmotnosť 3,8 g ± 3%

c) Farba žltá, modrá (alebo podľa objednávky), na každej loptičke rovnomerne nalepených 12 štvorcových alebo kruhových nálepiek čiernej farby, v nich vpísané číslo žltej farby od 1 do 49 s podčiarknutím. Použitý font písma musí zabezpečiť čitateľnosť minimálne zo vzdialenosti 3 m.

d) Implantovaný elektronický čip hmotnosti 0,09g pre rozoznanie jednoznačného 22 miestneho kódu loptičky kompatibilný s ASR® - Automatic Recognition System používaným v žrebovacom zariadení VENUS®

The technical definition of the drawing balls

a) Diameter 44 mm ± 2%

b) Weight 3,8 g ± 3%

c) Colour yellow, blue (according to the order), each ball to evenly glued 12 squared or round stickers with black colour, on each ball the number 1-49 written on the ball shall be in yellow with an underline. The used font shall ensure readability from a distance of at least 3 m.

d) The implanted electrical chip weight 0,09g for recognition the unique 22 digit code of the ball compatible with ASR® - Automatic Recognition System used in the drawing machine VENUS®

Technical Offer
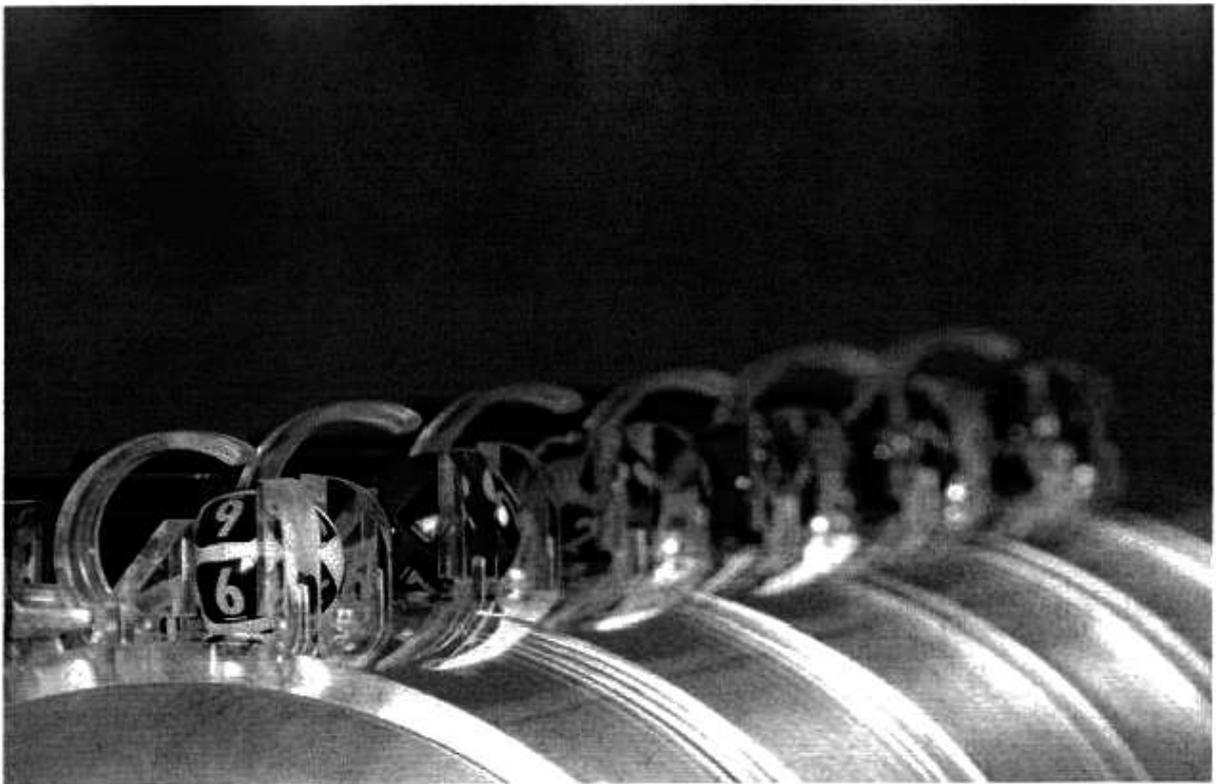
BALLS DRAWING MACHINE

Akanis Technologies
27 Rue du 8 mai 1945
Boissy Saint Léger
France

DRAWING BALLS

WinTV has used its extensive experience in the lottery market to develop a unique ball, which in line with responsible gaming standards, helps to maintain the security of your draw.

Plastazote foam is used to make the drawing balls. Balls are machined from foam cubes. For the first step, cubes are machined in order to get a ball shape. The next step consists in shaping the balls in a mold.

Manufacturing process
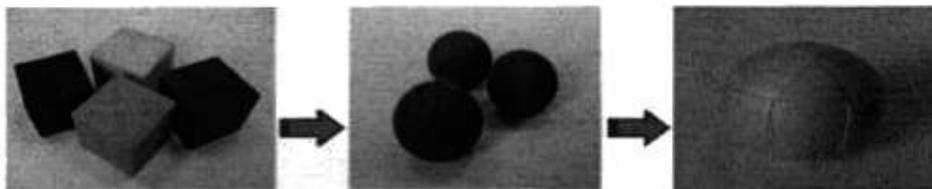
If the customer needs the Automatic Recognition System, the RFID tag is inserted inside the ball. The last step of manufacturing is the gluing of the stickers with the numbers. They are made of polymer material. Specific processes are used to print and to shape the stickers.

After the manufacturing, several controls are implemented to validate that the detailed technical specifications for the drawing balls are met with:
- The weight
- The diameter
- The RFID tag

Even if automated machines are used to manufacture the balls and to shape the stickers, many steps of the process and of the control are performed manually to assure the quality of each WinTV drawing ball.

Colors of the balls: Yellow, Blue, Red, Green, Light green, Black, White, Orange, Purple

Colors of the stickers: Standard stickers are black with yellow numbers or yellow with black numbers. However, any colors are available upon client request (with an impact on the delivery time and price).

The standard weight: 3,9 g +/- 5 %   -   The diameter: 44 mm (- 0.7 / + 0.8)