Spinomenal

The Future of Cross Platform Gaming

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WHAT IS
SPINOMENAL?

- Spinomenal provides cross-platform HTML 5 products for real money online casinos.

- Spinomenal's API has been implemented by well known game operators in Asia.

- Spinomenal's Full Admin Control allows operators to customize their backend operations.

- Spinomenal has the lightest slot games in the market, allowing game operators to expand their reach to markets without high speed Internet.

- Spinomenal's games are BMM Testlab certified for the games' math.

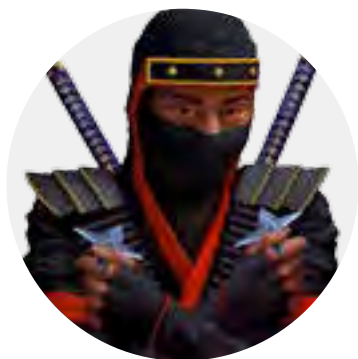**A highly successful and experienced team of more then 20 employees**

SPINOMENAL
# TEAM
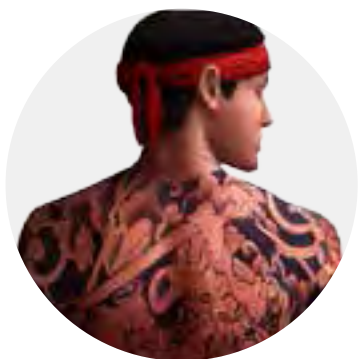
Lior Shvartz
CEO
Founder

With over 4 years of experience in managing the innovation arm of a gambling company, Lior has managed existing product roadmaps and formulated roadmaps for products in development.

Omer Henia
CTO
Founder

Omer has years of experience developing API's with large companies, affiliate systems, full Facebook app gaming solutions, mobile games platform, HTML5 and Flash slots and scratch cards.
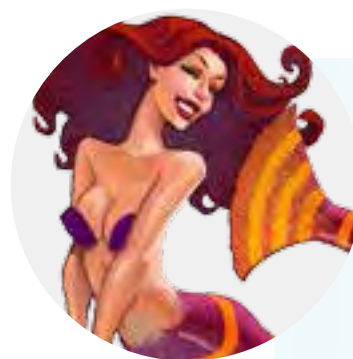
Lena Shvartz
CFO

In the past, Lena has produced budgets and compiled internal and external financial reports. Additionally, Lena is an expert in financial strategy and raising capital.

Rony Rash
Project
Manager

Rony has managed complex product roadmaps and managed 3rdparty UI/UX teams.

A highly successful and experienced
team of more then 20 employees

SPINOMENAL
TEAM

Sagi Miller
Developer

Sagi is a lifetime gamer, who
recently graduated with a degree
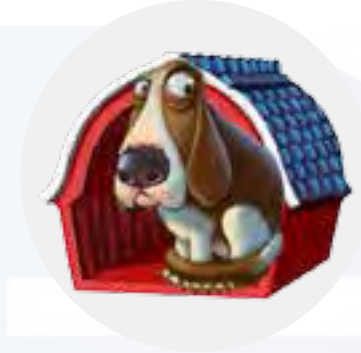in computer science.

Dima Sloushch
QA engineer

Seven years of Experience in QA
and infrastructure engineering.

Omri Yaakovian
Developer

Experience in performing full
software life cycle development.

Outsources

Experienced team of designers
and animators.

THE
4 KEYS

Spinomenal delivers the
4 keys to online gaming:

A
Complete
API
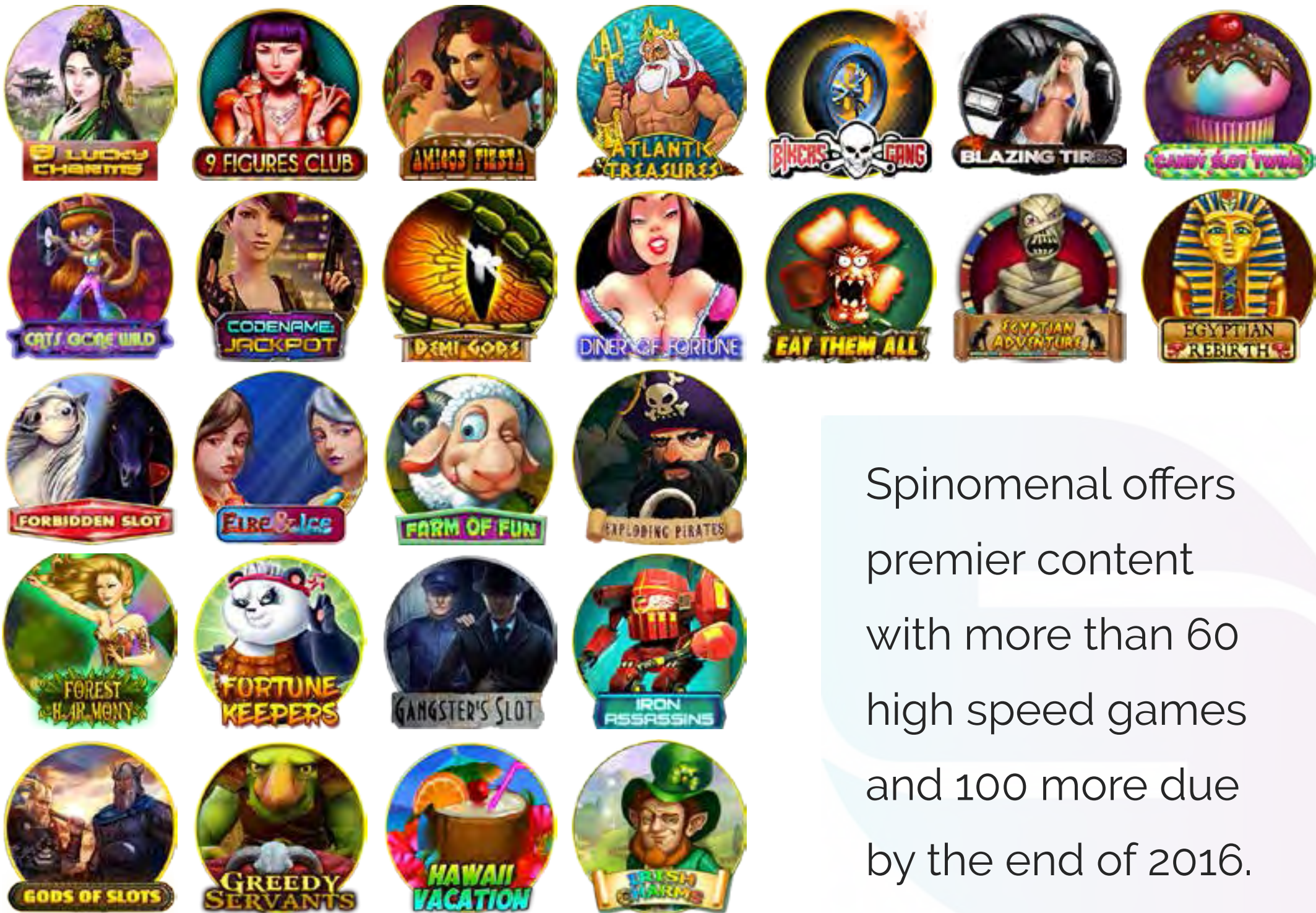
High
Quality
Content

Full
Admin
Control

High-
Speed
Games

Spinomenal offers premier content with more than 60 high speed games and 100 more due by the end of 2016.

COMPLETE API

- Spinomenal's API is a cross platform solution that works in desktops, laptops, tablets, and mobile.

- Within days, Spinomenal's API gives game operators access to all of Spinomenal's games.

- Sends a single request per spin, which allows 2x faster spin time.

- Using JSON in place of XML, produces smaller requests decreasing the amount of network problems.
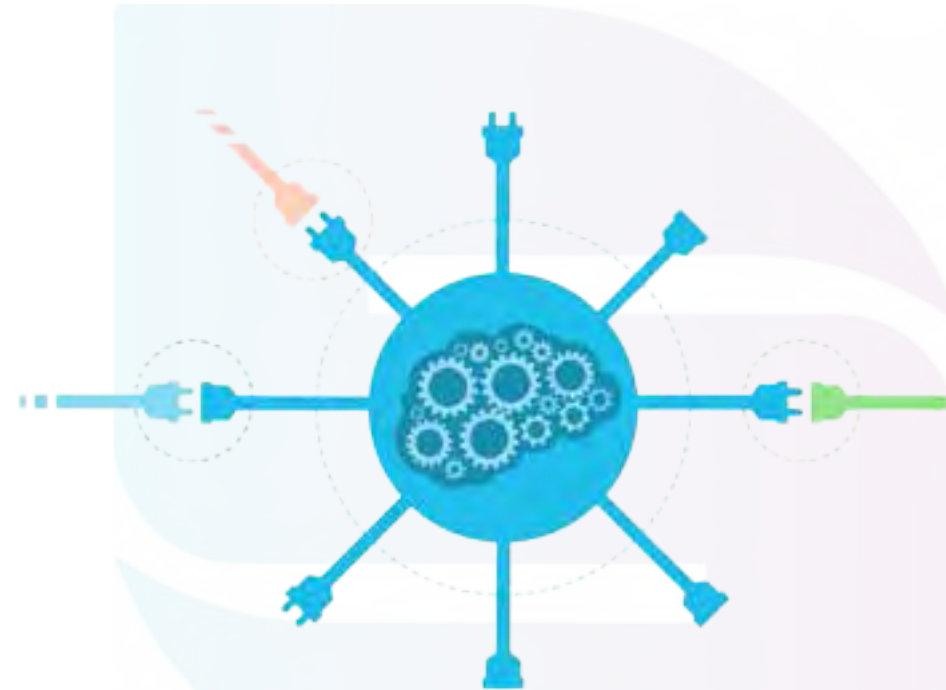
FULL ADMIN CONTROL

🔹 The Heart and Soul of online casinos

🔹 The backend system developed by Spinomenal allows

- Fully customizable reports and analytics

- Access the most detailed game history in the market

- Full control of game settings: change the stakes, per game lines and per currency
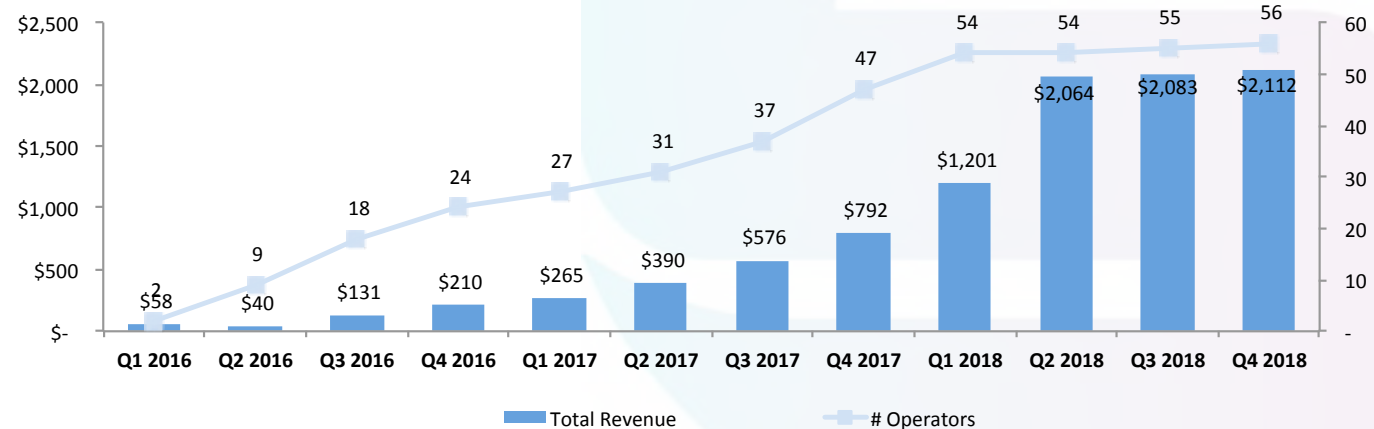
- Full browser and mobile support

SPINOMENAL
IN NUMBERS

$50,000 in monthly revenues in July, up **from $27,000** in June.

Spinomenal has been integrated in **more than 15 game operators as of July 2016,** including the **third largest game operator in the world.**

Spinomenal are currently on boarding with **more than 30 game operators** and are in contract negotiations with dozens more.

Spinomenal by Quarterly Revenue and Operators ($k)

| Quarter	Total Revenue	# Operators
Q1 2016	$58	2
Q2 2016	$40	9
Q3 2016	$131	18
Q4 2016	$210	24
Q1 2017	$265	27
Q2 2017	$390	31
Q3 2017	$576	37
Q4 2017	$792	47
Q1 2018	$1,201	54
Q2 2018	$2,064	54
Q3 2018	$2,083	55
Q4 2018	$2,112	56

Total Revenue — # Operators

ONLINE GAMBLING MARKET

- In 2015, Online gambling market estimated in **$38.5B, up by 8% from 2014.**

- Online gambling market expected to **grow by 10% year over year** between 2015 and 2018.

- Of the total global online gambling market, Europe comprises in approximately **47% of the overall market** and expect to **grow 13% year over year** between 2015-2018.

- Reregulation will contribute to long term growth in US by **21% between 2015-2020**

- **China** and **Japan** comprise **12% and 11% of the overall** market respectively.

- **Mobile revenue** makes up **21% of overall revenue** in 2015, up from 16% in 2014.

- Mobile interactive gambling expected **to grow 17% compounded annually** between 2015 and 2018.

Online Gaming Market Drivers

- Globalization enables rapid spreading of trends & products
- Migration from land-based to online gaming
- Mobile development
- Greater interest and confidence in online consumption & payment
- Extended broadband penetration & new groups of players
- Reregulation of online gaming markets
- New technology for games and systems development

Market Size ($b):

Year	Value
2014	35.6
2015	38.4
2016	42.3
2017	46.5
2018	51.2
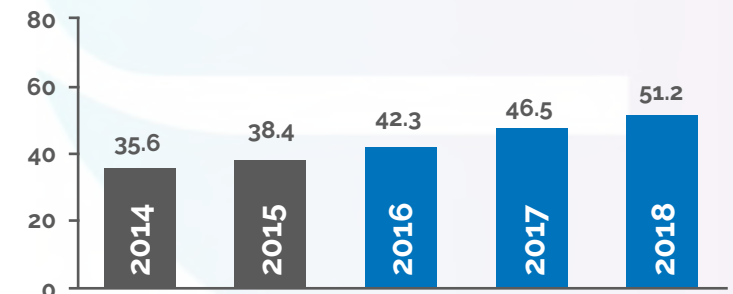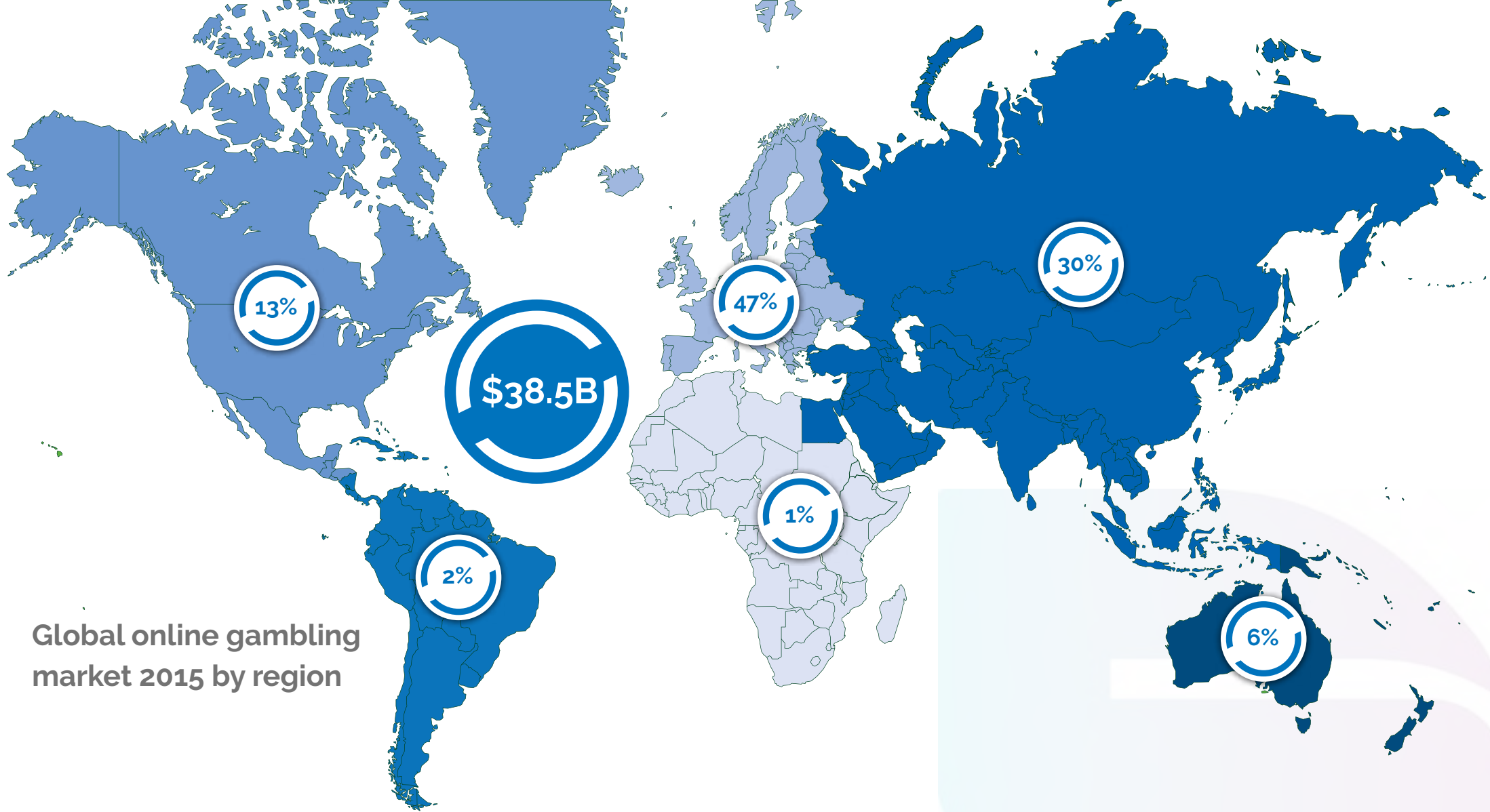
Global online gambling market 2015 by region

13%

47%

30%

$38.5B

2%

1%

6%

Casino Gaming Landscape

Type	Company	Acquired Company	Year	Amount
B2C	Imperus Technologies	Diwip	2014	$100M
	Churchill Downs	Big Fish	2014	$855M
	Intertain	Gamesys	2015	$700M
	Stride Gaming	Infiapps	2015	$40M
B2B	Playtech	Quickspin	2016	$60M
	Playtech	BGT	2016	$150M
	Playtech	Yoyo Games	2016	$20M
	Tabcorp	Intecq	2016	$100M

In the last 3 years, there have been major acquisitions in the market, which exceed $2 billion.