



GOVERNMENT OF THE STATE OF MINAS GERAIS

Minas Gerais State Lottery

Game Development Division

Annex nº VII/LEMG/DDJ/2023

PROCESS No. 2040.01.0000233/2023-04

ANNEX VII:**GAMING SYSTEM IMPLEMENTATION SCHEDULE**

Pursuant to item 26 of - Annex I - Basic Project, the process of implementing the Gaming System will take place in accordance with the final schedule to be defined by the future Concessionaire, complying with the minimum list of tasks presented in the tables below. It is worth noting that the deadlines will be counted from the date of signing the Contract.

The tables present a brief description of each activity to be developed and scheduled in due time by the Contractor, with such forecasts being consigned to the Contracting Party's approval. The presentation of the schedule with its established deadlines is a mandatory document for the final format of the new Concessionaire's operation.

After signing the Contract, the Contractor will have up to 30 (thirty) days to definitively present such document, **in the form of time flows corresponding to the graphic standard of the *MS PROJECT Software* or similar.**

FINAL SCHEDULE OF ACTIVITIES - PART I

ACTIVITY SUBACTIVITY DESCRIPTION		DEADLINES TO BE DEFINED/ATTENDED BY THE CONTRACTOR	LEMG DEADLINES
Create External User on SEI! MG	Register user	Action as guided in Annex VI of the Notice - "4. External user registration model at SEI-MG."	Up to 30 (thirty) days after signing the Term of Acceptance

Present a schedule in the form of temporal flows corresponding to the MS PROJECT Software graphic pattern or similar.	Prepare and present project management time chart	Game system implementation process will be carried out in accordance as schedule to be defined by the future Concessionaire.		
	To approve	Contractor approves time flow schedule.		Up to 5 (five) days of receipt.
Signature of Term of Acceptance and Contract	homologation	Publication of the approval act in the Official Gazette of the State of Minas Gerais	The successful tenderer will have a period of 10 (ten) working days, counting from the date of its call	
Present Business Plan for initial implementation.	Prepare and present	Preparation, by the Contractor, of the Business Plan for initial implementation and its presentation to the Contracting Party within up to 30 (thirty) days of approval of the schedule.		
	To approve	Assessment and approval, by the Contracting Party, of the Business Plan for initial implementation sent by the Contractor.		Up to 30 (thirty) days after receipt at SEI! MG.

<p>Present initial set of game plans</p> <p>Land Based and Cyber Based</p>	<p>Prepare and submit for approval</p>	<p>Preparation, by the Contractor, of game plans for the games to be offered at the beginning of the contract, and presentation of these plans to the Contracting Party.</p> <p>The Contractor must submit game plans for the Contracting Party's approval.</p>		
	<p>To approve</p>	<p>Assessment and approval, by the Contracting Party, of the game plans contained in the initial set sent by the Contractor.</p>		<p>Up to 30 (thirty) days after receipt at SEI! MG.</p>
<p>Present Plan Operational implementation of points of sale in the market</p>	<p>Capture points of sale</p>	<p>Capturing points of sale throughout the State of Minas Gerais and formalizing contracts between these points of sale and the Contractor.</p> <p>New points of sale may be added after the end of this activity (as well as throughout the term of the contract).</p>		
	<p>To approve</p>	<p>Contractor approves Plan Operational</p>		<p>Up to 15 (fifteen) days of receipt.</p>

Present Marketing Plan for first year of contract	Prepare and present	Preparation, by the Contractor, of the Marketing Plan for the first year of the contract, and its presentation to the Contracting Party.		
	To approve	Assessment and approval, by the Contracting Party, of the marketing plan for the first year of the contract.		Up to 15 (fifteen) days of receipt.

FINAL ACTIVITY SCHEDULE - PART II

ACTIVITY SUBACTIVITY DESCRIPTION			DEADLINES TO BE DEFINED/ATTENDED BY THE CONTRACTOR	LEMG DEADLINES
Define the hosting solution for the system Games	Assemble and configure	Present the Gaming System Hosting solution to the Contracting Party.		
	To approve	Approval of the solution Hosting, by the Contracting Party or third parties indicated by it, of the facilities of the two Data Centers		Up to 30 (thirty) days of receipt.

Develop and/or adapt game software	To approve	Development or adaptation of gaming software so that it meets all the requirements contained in this Basic Project and also the particularities of the games to be offered, as defined in game plans approved by the Contracting Party.		Up to 30 (thirty) days of receipt.
Platform Digital on Web/Internet relating to Game Portal cyber space	Submit Trial Version	Implementation of the platform that will bring together virtual games offered to bettors remotely. (Cyberspace)		
	To approve			Up to 30 (thirty) days of receipt.
Develop and/or adapt validation system	To approve	Development or adaptation of a Land Based game betting validation system, in accordance with the obligations described in this Basic Project as well as established requirements.		Up to 30 (thirty) days of receipt.

Deploy reporting tool	To approve	<p>Installation of the report generation tool in the</p> <p>Contractor, well such as carrying out all necessary configurations to enable the extraction of reports in accordance with the requirements established in this Basic Project.</p> <p>It also involves the installation of the gaming software components necessary for the Contractor to issue the reports described in this Basic Project.</p>		Up to 15 (fifteen) days of receipt.
Present schedule Tests Acceptance for compliance Proposal	Compliance Report	Carrying out tests to verify compliance with gaming system requirements by the Contractor.		
	To approve	Contractor approves timeline		Up to 5 (five) days of receipt.
Define and present teleservice solution	Develop and Deploy	Infrastructure deployment for teleservice during the operation.		
	To approve	Approval of the call center service, by the Contracting Party, regarding the quality of the service.		During the term of the Pilot

Present training program agenda	Train point-of-sale personnel	Training point-of-sale personnel on game policies and rules and point-of-sale management		Up to 15 (fifteen) days of receipt of the Agenda.
	Train the Contractor's servers (Report management)	Training the Contracting Party's team in using the report generation tool, and in obtaining management reports from the gaming system.		Up to 15 (fifteen) days of receipt of the Agenda.
Implementation of Pilot to launch the initial set of Business Plans Approved games	Activation in the System of the initial set of game plans approved in the Business Plan by the Contracting Party.	Activities to start the commercialization of land-based and cyber space games.	May 14, 2025	
	Regulation of Pilot	Publication of Ordinance of Marketing of Plans		Up to 10 (ten) days before the implementation of the Pilot.

Game system approval		<p>Execution of game system acceptance tests, to be carried out by Contractor or third parties indicated by the latter, with the aim of verifying whether the gaming system meets the following established requirements:</p> <p>(The) Game management functionalities; B)</p> <p>Validation system functionalities; c) General usability; d)</p> <p>General security and integrity; e)</p> <p>Security and integrity of the validation system; f)</p> <p>Integration with report generation tool.</p> <p>For this activity to begin, the Contractor must offer all the Infrastructure necessary for acceptance tests for approval of the validation system and Infrastructure necessary for acceptance tests for approval of the gaming system.</p>	
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	To approve	Homologation of the gaming system by the Grantor or Third Party Contractor, at the end of the pilot period.		Up to 15 days after the completion of Acceptance Tests.
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Document signed electronically by **Ronan Edgard dos Santos Moreira, General Director**, on 12/29/2023, at 12:31, according to official Brasília time, based on art. 6th, § 1st, of [Decree No. 47,222, of July 26, 2017](#). _____



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