



GOVERNMENT OF THE STATE OF MINAS GERAIS

Minas Gerais State Lottery

Management of Institutional and Marketing Projects

Appendix 2 - General Requirements - LEMG/GPIM

Belo Horizonte, December 29, 2023.

ANNEX 1 - BASIC PROJECT / APPENDIX 2:**GENERAL REQUIREMENTS FOR OPERATION****LEMG INTERNATIONAL PUBLIC COMPETITION No. 002/2023****OBJECT**

Hiring, exclusively within the territorial limits of the state of Minas Gerais, an experienced and capitalized company to carry out the operational activities inherent to the exploration and operation of Lottery games in the On Line/Real Time System, including the capture of bets by in-person means (Land Based) and digital/virtual (Cyber Space), observing the lottery modalities of prediction games provided for in federal and state legislation, through the granting of strategic planning services, creation of lottery games, implementation and operation of lottery products, marketing, creation and operation of a network of points of sale, marketing of games, development and implementation of websites, virtual gaming platforms, carrying out draws and payment of prizes, under a public service concession contract, in accordance with Law 8,666/1993 and Federal Law nº 8,987/95.

SUMMARY**SECTION 1 - INTRODUCTION**1.1 OBJECTIVES OF THIS DOCUMENT - SCOPE1.2 DEFINITIONS ANDACRONYMS 1.3 OVERVIEW OF THISDOCUMENT 1.4 OF LOTTERIES IN ON LINE/REAL TIME SYSTEM - CONCEPTUALITY AND SPECIFICITIES OF PREDICTION GAMES**SECTION 2 - GUIDELINES ADOPTED TO ESTABLISH REQUIREMENTS FOR IN-FACE GAMES (LAND BASED) AND DIGITAL/VIRTUAL (CYBER SPACE)**2.1 GUIDING PRINCIPLES OF THE ONLINE/REAL TIME LOTTERY SYSTEM**SECTION 3- GENERAL PROVISIONS ON THE OPERATION OF LOTTERY GAMES IN AN ONLINE/REAL TIME SYSTEM**3.1 GAMES POLICIES AND RULES 3.2CONCEPTUALIZATION OF PARAMETERS3.3 CONTRACTOR'S RESPONSIBILITIES3.4 CRITERIA FOR VERIFYING THE EXECUTION OF THE MINIMUM OBLIGATION OF ANNUAL TRANSFERS TO THE GRANTOR3.5 GUIDELINES FOR PREPARING GAME PLAN PROJECTS 3.6 PRESENTATION OFTHE BUSINESS PLAN - INITIAL PORTFOLIO OF BUSINESS PLANS GAMES 3.7 THE IMPLEMENTATIONOF GAMES IN THE FIRST YEAR OF OPERATION OF THE CONTRACTED SYSTEM 3.8 PRESENTATION OFGAME PLAN PROJECTS DURING THE TERM OF THE CONTRACT 3.9 THE ACCOUNTINGCONTROL OF THE "GAME PLAN PERCENTAGE" - PRIZE ACCOUNTING ACCOUNT 3.10 THE ACCOUNTING CONTROL OF THE ADVERTISING AND MARKETING EXPENSES - MARKETING FUND3.11 ADVERTISING AND MARKETING EXPENSES - MARKETING FUND3.12 ABOUT UNPAID PRIZES FROM ALLOCATED BETS3.13 INCOME TAX3.14 PROHIBITION OF THE SALE OF BETS TO MINORS3.15 PRIZE PAYMENT RULES3.16 TYPES OF BET3.17 AVAILABILITY GUARANTEE3.18 PRESENTATION OF AVAILABILITY REPORT 3.19COMPENSATION FOR COLLECTION LOSS DUE TO UNAVAILABILITY 3.20 SUPPORT ANDSERVICE TO RESELLERS AND BETTERS OF ACCOUNTING CONTROL OF ADVERTISING AND MARKETING EXPENSES - MARKETING FUND

SECTION 4 - GENERAL TECHNICAL REQUIREMENTS FOR OPERATING LOTTERIES IN AN ONLINE/REAL TIME SYSTEM**4.1 MINIMUM FUNCTIONAL REQUIREMENTS****4.2 MINIMUM GAME MANAGEMENT FEATURES VIA REPORT GENERATION TOOL****4.3 NON-FUNCTIONAL REQUIREMENTS****4.4 AVAILABILITY REQUIREMENTS****4.5 USABILITY REQUIREMENTS****4.6 SECURITY AND MARKETING INTEGRITY REQUIREMENTS****4.7 TECHNOLOGICAL INFRASTRUCTURE - INTEGRATION WITH REPORT GENERATION TOOL****4.8 TYPIFICATION OF EQUIPMENT TO RECEIVE BETTINGS: FIXED AND MOBILE TERMINALS IN PRESENTIAL ENVIRONMENT (LAND BASED)****4.9 FEATURES OF BET CAPTURE EQUIPMENT: FIXED AND MOBILE TERMINALS IN PRESENTIAL ENVIRONMENT (LAND BASED)****4.10 GAME SYSTEM ACCEPTANCE TESTS****SECTION 5 - IMPLEMENTATION OF DIGITAL/VIRTUAL GAMING EQUIPMENT IN SOCIAL ENVIRONMENTS (TERMINALS INTERACTIVE)****5.1 POTENTIAL EXPANSION OF THE OFFER OF LOTTERY GAMES IN NEW DISTRIBUTION CHANNELS WITH INNOVATION IN DIFFERENTIATED EXPERIMENTATION POINTS****1. INTRODUCTION****1.1. Objectives of this document - Scope**

This document aims to technically consolidate the bidding process for hiring a company to carry out the operational activities inherent to exploration and operation, including the capture of bets through in-person (Land Based) and digital/virtual (Cyber Space) means for the State of Minas Lottery. General – LEMG in compliance with federal and state modalities, establishing requirements and rules to guide the preparation of proposals from bidders interested in participating in the aforementioned event.

Thus, complementing Annex I - Basic Project, it offers additional guidance that will allow LEMG, at the end of the bidding process, to count on a future concessionaire in c that has the technical experience and financial capacity to successfully operate the business of operating Lotteries in Online Systems. line/Real time, with quality assurance in all transmission/communication channels, integrating thousands of terminals installed at dealers throughout the state, is one of the main targets of the concession, as well as a profitable cart for the future concessionaire and the grantor. In institutional terms, the public-private partnership sought must have high standards of commitment, dedication, and achievement of expected market results.

1.2. Definitions and Acronyms

TERM	DEFINITION
User Action at the terminal	Any user action on the betting terminal, necessary when using any of its functionalities. These are examples of actions to user: <ul style="list-style-type: none"> · Activate a command using a button, touch screen or some equivalent mechanism; · Fill in a field requested by the system; · Insert a bet slip or receipt into the terminal.
Punter	Individual who bets on the game.
Grantor or Contractor	Public authorities providing private individuals with the provision of public services (in this case, the Minas Gerais State Lottery – LEMG).
Dealership or Contractor	Legal entity to which a concession is granted (Winning Bidder).
Contract	Concession Contract for Lotteries in the On Line/Real Time System.
Game Portal	Lottery website in On Line/Real Time System, accessed through the electronic address on the Web, where the games will be sold digital/virtual.
Game Application	Web tool developed for mobile devices and desktops to capture bets on digital/virtual games (Cyber Space).
Land Based (LB)	It refers to the capture of bets from prediction games, in person, through gaming terminals/equipment connected to the gaming system. games.
Cyber Space (CS)	It involves capturing bets on digital/virtual lottery games through an interactive interface, accessible via the Web and mobile APPs (Applications).
Percentage of Effective Award	Minimum Prize Percentage established in the concession contract and reference to establish the minimum value of acceptable prize pool for each game plan; same as game plan pay out.

"Premiometer"	Report management tool resource for viewing on dashboards the prizes awarded, paid and prescribed for lottery games in On Line/Real Time system in operation.
Awards Assigned	Prize contained in the bets captured in each draw/play of a lottery game in the On Line/Real Time system.
"Repasometer"	Resource of the report management tool for viewing on dashboards the collection of bets and the value of transfers of lottery games in On Line/Real Time System in operation paid to the Grantor.
Background Awards	Accounting Control of Attendance Verification of the "Game Plan-Game Payout Prize Percentage
Accounting Account of Awards	Game system account for recording and monitoring the calculated values of daily prizes, for monitoring compliance with the Prize Percentage established in the Game Plan (pay out of the game). This control accounting will constitute the Prize Fund.
MKT Accounting Account-Marketing Fund	Accounting control of recording Advertising and Marketing expenses by the Concessionaire.
Winner	Bettor awarded winning bet.
opening hours Operation	Time at which each game will be available through the gaming system for placing bets. Each game may have its own schedule, with the same defined in the respective game project.
Infrastructure Game System	It comprises all hardware, network and communication resources used to operate the games, including betting terminals, data center, database management system, gaming system servers, and any other resources necessary for your operation.
Game	Any operation involving betting on a gaming system to obtain a prize in cash or goods of another nature.
Number of Identification	Unique number in <i>Land Based</i> games , which identifies a bet receipt in the gaming system. _ The numbering is sequential per game (Game "A": ticket 1, ticket 2, ticket 3, etc. ; Game "B": ticket 1, ticket 2, ticket 3, etc.).
Number of Validation	Number used in Land Based games , to check and validate a bet receipt, generated through some coding mechanism that prevents fraud.
Operator	Person who will execute the Betting Terminal functionalities.
Prize draw	Process by which it defines the result of a game, extracting the winning numbers. It can be mechanical, through draw equipment (drawing machine) or electronic, using a Random Number Generator (GNA).
Play(s)	Player action in a digital/virtual game that activates the game system to carry out a random draw, the results of which will be presented on the screen/graphical interface.
Flat of Game	Regulation, component of the game project, which defines a game to be operated on the gaming system, establishing: <ul style="list-style-type: none"> · Name of the game. · Operating hours. · Media for capturing bets (wheel layout). · Participation conditions. · General rules, including all betting types and prize ranges. Premium payment procedures.
Project of Game	Document that establishes all the general requirements of a game, means and form of collecting bets, game variable data, game graphics, layout of the drawable elements, game regulations (Game Plan).
Payout of Game Plan	Prize percentage established in the Game Plan Project, with the Effective Prize Percentage as a mandatory reference established in contract. Same as "Game Payout"(Effective payout of the game plan).
Point of sales	Commercial establishment that captures bets.
Procedure in Conference of Bet receipt	Set of steps for checking a bet receipt on the gaming system. The verification procedure begins when the terminal operator, after optically reading the receipt or typing the validation number, triggers the "Confirm" command or equivalent. The procedure is completed when all of the following steps have been completed. completely executed by the game system: <ul style="list-style-type: none"> · Consultation with the central system to check the status of the receipt; · Display of the conference result on the terminal screen; · Printing of the conference results. All processing and data communication time between the terminal and the central system is considered part of the execution time of the Bet Receipt Checking Procedure.

Procedure in Placement of bet	<p>Set of steps for placing a bet on the gaming system.</p> <p>The implementation procedure begins when the terminal operator, after receiving the prognosis information (via optical steering wheel reading, typing or random generation), activates the "Confirm" command or equivalent. The procedure is completed when all of the following steps have been completely carried out by the gaming system: - Generation of the bet receipt identification number; - Generation of the bet receipt validation number; - Registration of bet data in the gaming system; - Printing of the bet receipt at the terminal.</p> <p>The order of the steps does not necessarily need to be this, but the bet placing procedure is only considered completed when all of them have been carried out. All processing and data communication time between the terminal and the central system is considered part of the execution time of the bet placement procedure.</p>
procedure Placing a bet	Set of steps for placing a bet on the gaming system through a terminal, starting from its initial operating state. It encompasses forecast information (via optical steering wheel reading, typing or random generation) and the entire bet placement procedure.
procedure Validation of Bet receipt	<p>Set of steps for validating a bet receipt in the gaming system. It encompasses the entire bet receipt checking procedure – printing the result of the checking is optional – plus the following steps, which must have been completely carried out by the gaming system: - Consultation with the central system to verify that the receipt, in addition to awarded, has already been paid; - Display of the validation result on the terminal screen and, if awarded and not yet paid, the option to pay or not, immediately; - Printing the payment receipt, after selecting the payment option.</p> <p>All processing and data communication time between the terminal and the central system is considered as part of the execution time of the Bet Receipt Validation Procedure.</p>
receipt of Bet	Physical proof of a bet placed, generated at the end of its placement (more information, in Bet placement procedure).
Game System	Term that encompasses gaming software and gaming system infrastructure.
Gaming Platform	On Line/Real Time lottery system interface for accessing digital/virtual games on websites and applications.
Software of games	Names the set of software components that make up the gaming system. It includes the game management system, the software installed in the betting terminals and the report generation tool, as well as any other software component that may be necessary.
Betting Terminal	Gaming machine connected to the gaming system to capture in-person bets (Land Based).
Game Main Screen	Game interface/home screen of the digital/virtual Game platform.
Gaming Equipment in a Social Setting	Equipment for capturing digital/virtual game bets in social environments connected to the gaming system.
Terminal in Operation	Installed terminal that is effectively operational, capable of carrying out all planned functions.
Terminal Installed	Betting terminal placed at an accredited point of sale and/or service.
Steering wheel	Pre-printed form for marking predictions for a bet.

1.3. Overview of this Document

INDEX	
<ul style="list-style-type: none"> - Section 1: - Section 2: - Section 3: - Section 4: - Section 5: 	<p>Brings the necessary introductory approach to the proposed themes;</p> <p>It presents the criteria and guidelines that were used to arrive at the requirements proposed here;</p> <p>Describes general provisions on the operation of Lottery games in an On Line/Real Time System, including the policies and rules of the games and the Concessionaire's responsibilities; It details the</p> <p>general technical requirements that will be required for the operation of On Line/Real Time Lotteries, and details the minimum requirements for implementing lottery games in digital/virtual media (Cyber Space).</p>

1.4. Of Lotteries in an Online/Real Time System - Conceptualization and Specificities of Prediction Games:

The On Line/Real Time gaming system is not a lottery modality but rather the means by which bets are captured, processed and drawn. In this document, when we refer to LOTTERIES IN ON LINE/REAL TIME SYSTEM it means that we are considering a gaming system that makes it possible to capture bets from all prediction lotteries defined in the federal and state legislation in force BY ELECTRONIC MEANS, through in-person terminals (LAND BASED) or remotely via

digital/virtual (CYBER SPACE). The gaming system is made up of software and as such must be configured with game matrices of varied and legal predictions in accordance with current legislation, be it numbers or symbols, graphic images, with bets in person (LAND BASED) and via digital/virtual (CYBER SPACE), instant lottery games, and also virtual sports-themed events - as is the case with the games already available today: Speed Race, e-Instant and Keno X from the current LEMG concession contract /Intralot Consortium.

GUIDELINES ADOPTED TO ESTABLISH REQUIREMENTS FOR LAND-BASED GAMES AND DIGITAL/VIRTUAL (CYBER SPACE)	
2.1.	Guiding principles of the Online/Real Time Lottery System
2.1.1. guiding principles:	<p>The system for prediction games in person (Land Based) and digital/virtual (Cyber Space) must be based on the following principles</p> <ol style="list-style-type: none">1. Good performance of the entire system: The games must operate throughout the established period, uninterruptedly and with a response time as established in this Appendix 2, to minimize the risk of revenue losses. Penalty criteria have been established in case the gaming system experiences availability failures.2. Prevent fraud in games and ensure:<ol style="list-style-type: none">a) randomness in the draws; b) that only bets actually placed on terminals are registered in the system;c) that all bets actually placed in terminals are considered in the system for prize purposes; d) prevent the fraudulent insertion of bets after extracting the respective result; e) prevent access to privileged information in the system, which could be used to place irregular bets – for example, the result of a draw; f) prevent the payment of prizes to holders of falsified betting receipts;3. The attractiveness of the games: the games must be attractive to bettors. They must also be profitable for the Grantor, the Concessionaire and for points of sale;4. Provide mechanisms for accurate monitoring, by the Grantor, of the entire financial and operational flow of the games: the operation of the entire system must be transparent for the Grantor, which must be provided with defect-free mechanisms to monitor the operation of the games by part of the Concessionaire.5. Establish requirements clearly, but at the same time without imposing any particular solution that could direct the bidding towards one or the other specific supplier;6. Establish requirements clearly that allow, in an unbiased manner, the choice of a company with proven experience and quality in implementation and operation of an Online/Real Time Lottery System that best serves the interests of LEMG.7. For digital/virtual media (Cyber Space), calculation of the transfer to the grantor in real time for each bet placed, with registration of the transfer value in its own digital wallet (the grantor's wallet);8. Ability to develop games using innovation to keep the online/real time betting platform updated, always up to date;9. Use of gamification techniques involving the use of video game techniques or other forms of entertainment to reward and retain customers players;10. Compliance and Responsible Gaming Measures:<p>The Contractor must have an Integrity Program to view on the website on the digital/virtual gaming platform. The program must be developed with reference to best national and international practices with the Contractor's commitment to promoting a corporate culture that values honesty, responsibility, transparency and justice and responsible gaming. Key program guidelines should include:</p><ul style="list-style-type: none">• Comprehensive Code of Conduct, which establishes the company's fundamental principles and values, as well as the standards of conduct expected of all employees, suppliers and business partners.• Implementation of clear and comprehensive policies and procedures to guide employees regarding issues such as preventing conflicts of interest, combating corruption, money laundering, protecting data and confidential information, among others.• Investment in regular training programs to enable employees and partners to recognize and appropriately deal with ethical and compliance issues.• Creation of a confidential and secure Reporting Channel, in which anyone can report suspicions or irregularities related to ethical or legal issues, guaranteeing the protection of the whistleblower's identity.
3.	GENERAL PROVISIONS ON THE OPERATION OF LOTTERY GAMES IN AN ONLINE/REAL TIME SYSTEM
3.1.	Games policies and rules
3.1.1.	Apportionment of Gross Revenue from Lottery Games in On Line/Real time System (Gross amount collected in bets).
3.1.1.1.	The distribution of the Gross Value Collected in each lottery game in the On Line/Real Time system will be as shown in Figure 1:

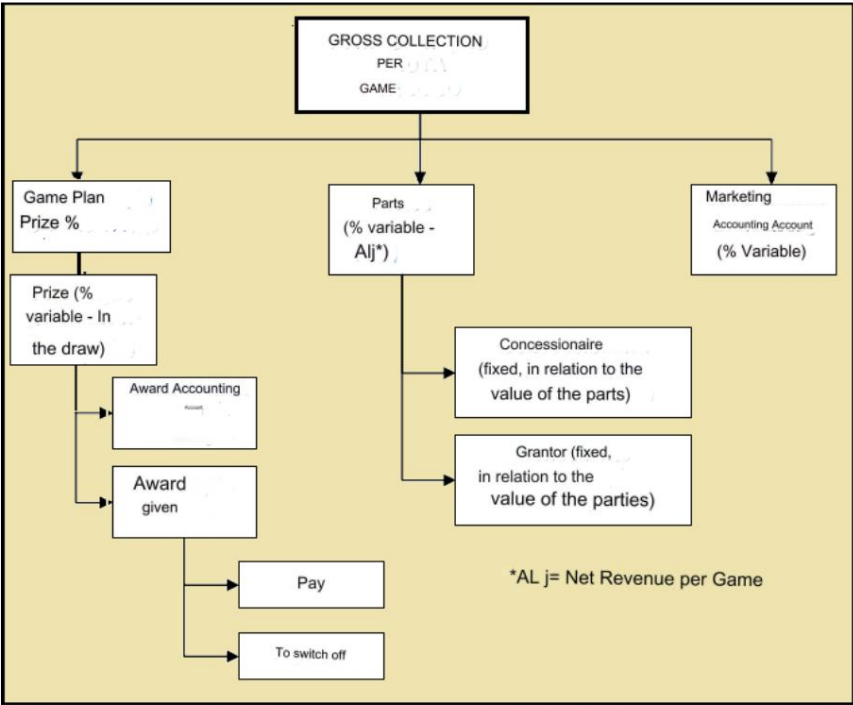


FIGURE 1- RATIO OF THE GROSS VALUE COLLECTED PER GAME

- 3.2. **Conceptualization of Parameters:**
- 3.2.1. Gross Collection per Game, the same as Gross Value of Bets Captured per Game (ABJ);
 - 3.2.2. Gross Collection per Game (ABj) = Total bets collected per Game x Market price of the bet;
 - 3.2.3. Net Collection per Game (ALj), the same as the Net Value determined per Game;
 - 3.2.4. Net Collection per Game (ALj) = Gross Value per Game (ABj) - Prize awarded per Game (Draw Payout) - % of Advertising and Marketing (%MKT);
 - 3.2.5. Prize Value Awarded per Game (VPatr) = Value of bets awarded per Game;
 - 3.2.6. Allocated Bets = same as winning bets;
 - 3.2.7. % of Prize Awarded per Game = Value of Prize Awarded per Game/Gross Collection per Game (ABj);
 - 3.2.8. % Game Plan Prize = Minimum Prize % defined in the Game Plan, same as the game's Payout, i.e., minimum not less than the 60% Payout (sixty percent) established in the Contract (Contract Payment);
 - 3.2.9. Prize Accounting Account=Gaming system account for recording and monitoring the calculated amounts of prizes made daily, to monitoring compliance with the Prize Percentage established in the Game Plan (Game Payout);
 - 3.2.10. Marketing Accounting Account = Accounting account for recording the movement of the portion of revenue allocated to Advertising and Marketing carried out in a certain period of the contract;
 - 3.2.11. Amount of transfer to the Grantor = Net revenue per game x % of Contract Transfer;
 - 3.2.12. % Advertising and MKT (%MKT) = % of advertising and marketing applied to ABJ, established in each game plan.
- 3.3. **Contractor's Responsibilities:**
- 3.3.1. **Pass on:**
 - 3.3.1.1. The transfer to the Contracting Party will correspond to the percentage of transfer established in the contract. During the contractual term, the Contractor must guarantee, for each Game implemented and sold, according to the game plan approved by the Contracting Party, the transfer under the following terms.
 - 3.3.1.2. The Contractor must verify the transfer of each lottery game in the On Line/Real Time System sold, weekly, and transfer it to the Contracting Party, by means of DAE-State Collection Document, until the third business day of each week, (or, if that day is non-business day, on the first business day following).
 - 3.3.1.3. For each game sold, the system will calculate, **weekly**, the transfer value of the net revenue made per game (ALj), calculated from the following way:

NET COLLECTION PER GAME
Net Collection per Game (ALj) = Gross Collection per Game (ABj) - Prize awarded per Game - % Advertising and Marketing (%MKT)

TRANSFER VALUE TO THE GRANTOR
Value of Transfer to the Grantor = Net Revenue per Game x % of Contract Transfer

- 3.4. **Criteria for Verifying the Execution of the Minimum Obligation of Annual Transfers to the Grantor:**

3.4.1. Every **FIVE YEAR**, with the aim of certifying compliance with the financial goals of minimum transfer in the contractual series, the Contracting Party together with the Contractor will check the calculation of the total value of transfers received, **IF THE VALUE CALCULATED FOR THE FIVE YEAR IS LESS THAN THE SUM OF THE ANNUAL TARGETS PRE-ESTABLISHED FOR THE ONLINE/REAL TIME SYSTEM LOTTERIES, THE RESIDUE OF THE PASS-UP MUST BE REFUNDED BY MEANS OF DAE, UP TO THE 30TH DAY OF EFFECTIVE COLLECTION FROM THE CONTRACTING PARTY, TO ALWAYS BE MADE BY THE END OF THE MONTH OF JANUARY OF THE SUBSEQUENT YEAR, SPECIFICALLY ON THE SIXTH, ELEVENTH, SIXTEENTH, TWENTY-FIRST AND TWENTY-THIRD AND AFTER THE END OF THE CONTRACT).**

New Concession Online/Real Time System Games Business Financial Modeling Projection of Minimum Goals with Payment Check for Five Years					
Exercises Periods	(R\$) Gross Collection 100%	(R\$) Pay Out/Premium 60%	(R\$) LEMG transfer 12.00% (Net Revenue)	LEMG Transfer % Average Growth in Five-Year Cycles	
Subtotal 1st Five-Year Cycle	1,424,999,999.99	603,000,000.00	59,850,000.00	9.6%	
Subtotal 2nd Five-Year Cycle	2,212,499,999.99	1,327,499,999.99	92,925,000.00	7.5%	
Subtotal 3rd Five-Year Cycle	3,044,999,999.98	1,826,999,999.99	127,890,000.00	6.0%	
Subtotal 4th Five-Year Cycle	3,974,999,999.97	2,384,999,999.98	166,950,000.00	5.1%	
Subtotal 5th Five-Year Cycle	4,818,690,476.26	2,891,214,285.76	202,385,000.00	3.0%	
Grand Total (R\$)	15,476,190,476.19	9,033,714,285.72	650,000,000.00	% Average Annual Series 5.9%	

3.4.2. This item aims to determine the execution of the minimum obligation of transfers year by year, throughout the series of **26 (TWENTY-SIX) YEARS** established as the period of contractual validity. However, **AS AN ELEMENT TO FACILITATOR THE DISCLOSURE OF POSSIBLE MINOR DIFFERENCES WITH REGARD TO THE TARGETS MINIMUM ANNUAL TRANSFERS, THE GRANTING AUTHORITY WILL CONSIDER THE FORMATION OF AN ACCOUNTING ACCOUNT TO ACCUMULATE POSSIBLE BALANCES IN EXCESS OF ANNUAL RESULTS IN THE OBLIGATION TO ACHIEVE THE TOTAL MINIMUM GOAL**. Therefore, a possible greater difference in the calculation of the transfer in a given year of the series, caused by a Gross Collection performance higher than expected in the progression of projections, as set out in Annex I - Basic Project/Appendix 1, item 6., will be considered as a positive balance in the accounting account of the calculation throughout the contractual validity, in order to perform the **MINIMUM TOTAL TRANSFER AMOUNT OF R\$ 650,000,000.00 (six hundred and fifty million reais)**, stipulated as a contractual target.

3.4.3. The forms of specific quantification of transfers to the various digital/virtual games in the portfolio offered to bettors - individual or grouped, considering the different in-person means (Land Based) or (Cyber Space) - will take place in accordance with the rules defined by the Contracting Party to the Contractor in a timely manner, being carried out through a State Collection Document - separate DAEs.

3.4.4. During the term of the contract, the periodicity of transfers may be changed, when mutually agreed between the Parties, with the percentage of transfer will never be lower than that established in the contract.

3.5. Guidelines for Preparing Game Plan Projects

3.5.1. The project of each Game Plan to be proposed by the Concessionaire to the Grantor must contain, but is not limited to, the following minimum general requirements:

3.5.1.1. Of the prize pool to be distributed during the contract (Game Plan Prize Percentage - Game Payout:

- The amount to be distributed as prizes in lottery games in the On Line/Real Time System will be calculated based on the Gross Collection of each game implemented, applying the % Game Plan Prize defined in the game plan project.
- The % Game Plan Prize to be adopted for the operation of Lottery games in the On Line/Real Time System will be at least 60% of the Gross Collection earned in each game implemented during the Term of the Contract, including income tax on prizes, in accordance with legislation in force.
- The prize contained in the bets captured and awarded in each game will constitute the prize awarded to be paid to the bettors included in each game. draw for in-person games (Land Based) and in each winning play/draw for digital/virtual games (Cyber Space).

3.5.1.2. During the Term of the Contract, the verification of compliance with the effective prize percentage by the Concessionaire, Game Payout, will be taken as reference to the values of prizes awarded in each game and will be recorded in the accounting account that will constitute the Fund Movement Control. Award in accordance with the provisions established in subitem 3.9 of this Appendix 2.

3.6. Presentation of the Business Plan - Initial Portfolio of Game Plans

3.6.1. For the initial set of Game Plans provided for in Annex I - Basic Project, subitem 27.3, the proposal must include the Game Plans with the following minimum configuration:

GAME PLANS - PARAMETERS FOR PRESENTING INITIAL PLANS PROPOSAL					
Game Types	% Contractual Percentages		% Award given	Minimum Bet Amount (R\$)	% Transfer
	Minimum Effective Prize	Marketing			
Keno	60%	5%	Variable	A To define	Contract

Virtual Instant Lottery	60%	5%	Main and Bonuses	A To define	Contract
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- 3.7.
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3.8.2.2.
3.8.2.2.1.
3.8.2.2.2.
3.8.2.2.2.1.
- Implementation of the Games in the First Year of Operation of the Contracted System
From the formal establishment of the Acceptance Term, the future Concessionaire must immediately begin the necessary preparation for the implementation of the essential games portfolio.
Prior to May 14, 2025, the capture of bets by the Gaming System of the future Concessionaire, in the Land Based and Cyber Space media, it must be activated, tested and released for immediate sale to bettors on the market.
This is because the current LEMG Contract nº 001/2010 with the Intralot Brasil Consortium will be in force until May 13, 2025.
The Contractor must implement, on a mandatory basis, the following portfolio of games:
From prediction games, in face-to-face terminals (Land Based):
Implementation of a numerical prediction game, like Keno, with minimum betting intervals of less than 6 (six) minutes, in person, in a network of terminals in On Line/Real Time System (Land Based);
From digital/virtual games (Cyber Space):
Minimum implementation of 15 (fifteen) digital/virtual Instant Lottery games (Cyber Space) for access on computers and mobile devices.
In sequence, during the first year of the Concession, in addition to those games implemented according to sub-items 3.7.2.1. and 3.7.2.2 above, the Contractor must ensure the extension of the portfolio, complementing it to a minimum of 25 (twenty-five) game options in the total portfolio, varying between game alternatives numerical (Land Based) and digital/virtual (Cyber Space).
All games to be implemented must be certified meeting the requirement contained in subitem 3.8.2.2 of this Appendix 2.
Presentation of Game Plan Projects during the Term of the Contract
During the term of the contract, the prize percentages for Game Plan and Advertising and Marketing will be defined specifically and individually for each type of Game Plan prepared by the Contractor and approved by the Contracting Party.
These percentages mentioned above may be changed, as long as there is a common agreement between the Parties, and the effective award percentage will never be changed. less than 60% (sixty percent), applied to the Gross Collection of each Lottery game in the Online/Real Time System (contract floor).
Seeking to increase revenue from the Concession, new games must always be made available in both face-to-face (Land Based) and digital/virtual (Cyber Space), consistently with varied themes and styles of victories.
Therefore, the Concessionaire must ensure that the contracted bet capture system is robust and capable of supporting the simultaneous operation of the games implemented, with their multiple portfolios of digital prediction game types, each with its own rules established in its project, without bugs and outages. availability, operating continuously and permanently, 24 x 7 (24 hours a day, operating 7 days a week).
- Presentation of Random Number Generator and Games Certification Certificate
The Concessionaire must present for every new game to be implemented the RNG – Random Random Number Generator Certificate Number Generator – issued by an internationally recognized certification entity. The Certificate must be described in the game proposal and be presented during implementation;
The Concessionaire must present the Certificate(s) with documentation of all tests carried out and approved, in detail in the certificate(s);
Technical documentation of the game(s) issued by the institution that developed and supplied the game(s), if applicable.
- 3.9.
3.9.1.
3.9.2.
3.9.2.1.
- Accounting Control of Attendance of the "Game Plan Prize Percentage" - Prize Accounting Account
The contracted Gaming System must have an accounting account to record the calculated amounts of awarded prizes held daily for monitoring and follow-up, by the Grantor, regarding the Concessionaire's compliance with the Prize Percentage established in the game plan (Pay out of the game plan), both in person (Land Based) and digital/virtual (Cyber Space).
Accounting control must record, daily (operation period), all financial transactions for each Land Based (LB) and Cyber Space (CS) game in operation, according to simulations in the tables below:
Simulation for Land Based/ LB1 game: (Analytical position)

(REPORT CODE) Accounting Control of Attendance Verification of the "Game Plan-Game Payout Prize Percentage" Game Name: LB1 (LAND BASED)- MM1/YYYY Accounting Period - From: dd/mm/yyyy To: dd/mm/yyyy (ANALYTICAL)							
Game	Period Accounting	Collection Raw	% Game Plan Prize (Pay out of the Game)	Value of the Prize on Gross Collection	Awards Assigned	Balance Daily	Fund Movement Awards
	Position Previous	000,000.00	000,000.00	000,000.00	000,000.00	000,000.00	000,000.00
Land Based (LB) 01	mm/yyyy 1,400,000.00 02/mm/		60.00%	840,000.00	834,000.00	6,000.00	6,000.00
LB1	yyyy 600,000.00		60.00%	360,000.00	440,000.00	-80,000.00	-74,000.00
LB1	03/mm/yyyy 1,050,000.00		60.00%	630,000.00	732,000.00	-	-176,000.00
LB1	04/mm/yyyy 800,000.00 05/		60.00%	480,000.00	430,000.00	50,000.00	-126,000.00
LB1	mm/yyyy 3,575,000.00 06/mm/		60.00%	2,145,000.00	2,140,000.00	5,000.00	-121,000.00
LB1	yyyy 3,400,000.00 07/mm/yyyy		60.00%	2,040,000.00	2,000,000.00	40,000.00	-81,000.00
LB1	2,800,000.00		60.00%	1,680,000.00	1,700,000.00	-20,000.00	-101,000.00
LB1	31/mm/yyyy
Accounting Position Monthly	31/mm/yyyy 12,225,000.00		60.00%	7,335,000.00	8,276,000.00		-101,000.00
LB1	01/mm/yyyy
	(sequence)

3.9.2.2. Simulation for Cyber Space/CS1 game: (Analytical position)

(REPORT CODE) Accounting Control of Attendance Verification of the "Game Plan Prize Percentage - Game Pay out" Game Name: CS1 (CYBER SPACE)- MM1/YYYY Accounting Period - From: dd/mm/yyyy - To: dd/mm/yyyy (ANALYTICAL)							
GAME	Period Accounting	Collection Raw	% Game Plan Prize (game payout)	Value of the Prize on Collection Raw	Awards Assigned	Balance Daily	Movement of the Fund Awards
	Position Previous	000,000.00	000,000.00	000,000.00	000,000.00	000,000.00	000,000.00
Cyber Space (CS) 01/mm/yyyy	1,000,000.00		75.00%	750,000.00	834,000.00	-84,000.00	-84,000.00
CS1	02/mm/yyyy 600,000.00 03/mm/		75.00%	450,000.00	440,000.00	10,000.00	-74,000.00
CS1	yyyy 1,050,000.00 04/mm/yyyy		75.00%	787,500.00	732,000.00	55,500.00	-18,500.00
CS1	525,000.00 05/mm/yyyy		75.00%	393,750.00	430,000.00	-36,250.00	-54,750.00
CS1	1,000,000.00 06/mm/yyyy		75.00%	750,000.00	720,000.00	30,000.00	-24,750.00
CS1	1,400,000.00 07/mm/ yyyy		75.00%	1,050,000.00	1,080,000.00	-30,000.00	-54,750.00
CS1	800,000.00		75.00%	600,000.00	500,000.00	100,000.00	45,250.00
....
CS1	31/mm/yyyy
Accounting Position Monthly	31/mm/yyyy 6,375,000.00		75.00%	4,781,250.00	4,736,000.00		45,250.00
CS1	01/mm/yyy
CS1	(sequence)

- 3.9.3. Prize Fund:
- 3.9.3.1. Once the movement of the Prize Fund in the accounting account per game (simulations above) has been consolidated, the Contractor's system must post them to the "Prize Fund Movement Account", making this information available for monitoring by the Contracting Party through the prize management tool. reports. This one control procedure for distributing the "Game Plan Prize%" for the implemented games (Game Pay out), will be as follows established.
- 3.9.3.1.1. Monthly, considering the movements recorded in the accounting account, per Land Based (LB) and Cyber Space (CS) game, in each transfer period weekly in the month. The System will update the "Prize Fund Transaction Account", as per the simulation in the table below:
- 3.9.3.1.2. Simulation of the Prize Fund Movement Account for a given month. Considering 2 games in operation (LB1 and CS1, above - Position synthetic):

(REPORT CODE) PRIZE FUND TRANSACTION ACCOUNT ALL GAMES - DETERMINATION OF MONTHLY POSITION (SYNTHETIC) REFERENCE: Accounting Account - Accounting Period - From: MM1/YYYY to MM1/YYYY							
GAMES	Period Accounting	Collection Raw	% Awards of the Plan of Game (payment of game)	Value of Awards regarding the Collection Raw	Awards Assigned	Balance Monthly	VALUE OF BACKGROUND AWARDS
	Position Previous	000,000.00 000,000.00 000,000.00			000,000.00 000,000.00 000,000.00		
land Based	MM1/YYYY	12,225,000.00 60.00%	7,335,000.00	8,276,000.00		-101,000.00	-101,000.00
Cyber space	MM1/YYYY	6,375,000.00 75.00%	4,781,250.00	4,736,000.00 45,250.00			45,250.00
Position Accounting Monthly	MM1/YYYY	18,600,000.00		12,116,250.00 13,012,000.00			-55,750.00
LB MM2/YYYY
CS MM2/YYYY

- 3.9.3.2. If the value determined in the Monthly Accounting Position upon discontinuity of the game, expiry and termination of the contract is greater than R\$0.00 (zero), this value must be credited to the specific award bank account (subitem 3.9.4.) to fund said account and/or transfer to the Grantor as established in subitem 3.9.4.1.3.
- 3.9.4. From the Prize Current Account
- 3.9.4.1. The resources for the Prize must be kept in an exclusive current account of the CONCESSIONAIRE.
- 3.9.4.1.1. Financial transactions in this bank account will only be permitted for the purpose for which they are intended, that is, to pay expenses relating to the award or payment to the Caixa Única of the State Treasury/LEMG.
- 3.9.4.1.2. The balance available in this account must be applied and the income received from financial investments will be used for the purpose for which the capital main is intended.
- 3.9.4.1.3. The balance of the Prize current account existing at the end or expiry of the concession contract must be passed on to the Contracting Party through DAE-State Collection Document, until the 30th day of the calculation.
- 3.9.4.1.4. All transactions in said account must be made available to LEMG through detailed weekly and consolidated monthly bank statements.
- 3.10. Accounting Control of Advertising and Marketing Expenses - Marketing Fund
- 3.10.1. Advertising and Marketing expenses will be financed with resources from the Marketing Fund, in accordance with the Marketing Plan, previously submitted by the Contractor and approved by the Contracting Party.
- 3.10.2. Advertising and Marketing expenses must be demonstrated in the CONCESSIONAIRE's specific accounting procedure, and will be

carried out with resources resulting from the following formula:

MARKETING FUND
Marketing Fund = Gross Revenue from each Game x Percentage allocated to Advertising and Marketing approved in the Game Plan

- 3.11. Advertising and Marketing Expenses - Marketing Fund
- 3.11.1. The Contractor must present to the Contracting Party a report on Advertising and Marketing expenses, duly proven (including, copy of Invoices, equivalent documents or proof of payment) for reconciliation, by the Contracting Party, with the Marketing Plan previously approved. The frequency of this presentation will be quarterly.
- 3.12. About Unpaid Prizes for Allocated Bets
- 3.12.1. The value of the prescribed prizes will be determined when each draw is prescribed. The balance of prizes prescribed for each implemented game must be transferred to the Contracting Party through a DAE-State Collection Document, up to the 30th day of prescription (90 days from the date of the draw/play).
- 3.13. Income tax
- 3.13.1. The Contractor will be responsible for collecting Income Tax on the prize. Monthly, you must send to the Contractor:
- Copy of the payment slip proving payment;
 - Copy of each winner's identity document;
 - Copy of respective winning card, front and back;
 - Copy of proof of premium payment.
- 3.14. Prohibiting the Sale of Bets to Minors
- 3.14.1. The Contractor must use all means at its disposal to prevent the sale of bets to minors under 18 (eighteen) years of age at its points of sale and on their websites and game marketing applications.
- 3.14.1.1. Measures to be taken include:
- a) Display a notice in visible places at the in-person point of sale and on gaming websites and applications, about the prohibition of selling bets and access to games digital/virtual services for minors (ie, under 18 years of age).

b) Instruct employees at in-person points of sale not to sell bets to minors.

c) Instruct employees and owners of retail outlets that the sale of games to minors may result in loss of contract, and the respective appropriate measures will be taken by the Contracting Party with the Contractor, and the latter with the offending point of sale.
- 3.15. Prize Payment Rules
- 3.15.1. Payment of prizes to winners will be the responsibility of the Contractor.
- 3.15.2. The payment of prizes must comply with the rules established in each Game Plan.
- 3.15.3. Payment of prizes in currency, when claimed, must be made within a maximum period of 2 (two) business days after the execution of the respective validation procedure.
- 3.15.4. The deadline for payment of premiums, in the category of other goods, will be defined by mutual agreement between Contractor and Contractor and will be established in Game Plan implementation ordinance.
- 3.16. Types of Bets
- 3.16.1. The games must support different types of bets depending on the gaming platform - land based/cyber space - accessed by the bettor.
- 3.17. Availability Guarantee
- 3.17.1. The Concessionaire must guarantee the availability of the Gaming System to ensure that revenue via betting capture is not compromised. possible system failures.
- 3.17.2. The Concessionaire must present monthly availability reports and, in case of periods of unavailability, there will be an evaluation and decision by the Granting about it.
- 3.17.3. The Concessionaire, if the Grantor decides, must reimburse it in the amount corresponding to the loss of revenue during periods of unavailability that exceed limits defined by it. Below are the rules to be applied.
- 3.18. Presentation of Availability Reports
- 3.18.1. The Concessionaire must present a monthly monitoring report on the availability of the Gaming System. The Report will be issued separately for each of the Games offered, and must contain the information shown in the table below:

CONTENT OF THE GAMING SYSTEM AVAILABILITY MONITORING REPORT	
Field	Description
Game	Identification of the game to which the report refers
Period	Period to which the data refers (it must always refer to a calendar month – January, February, etc.);

Availability failures occurred	<p>Description of each system availability failure that occurred within the game's operating hours. An availability failure is considered to be any event that has caused the game to become unavailable, which is characterized by any of the following situations:</p> <ul style="list-style-type: none"> · Total unavailability: interruption in the operation of the game on the gaming system, due to any type of problem (network, software defect, hardware failure, etc.). · Interruption of extraction cycles: interruption of a running extraction cycle or occurrence of a time interval between the end of an extraction cycle and the beginning of the next cycle, due to system failure. <p>For each failure that occurs, the following data must be reported:</p> <ul style="list-style-type: none"> • Date and time the game became unavailable due to the failure. • Date and time the game became available again after the crash occurred. • Downtime, calculated as the difference in hours between the two previous values. • Description of the failure that occurred. • Description of the causes of the failure. • Description of how the fault was resolved.
Total unavailability time	Sum of the unavailability time of each failure in the month.
Availability obtained (%)	<p>Total availability obtained in the month, calculated using the formula:</p> $\text{Obtained availability} = 100 \times [(\text{Expected operating hours}) - (\text{Total unavailability time})] / (\text{Expected operating hours})$

3.18.2. Failures that are not the responsibility of the Concessionaire may be disregarded in the calculation of the availability obtained, provided that this is previously and expressly authorized by the Grantor. These causes include natural disasters, such as: fires, floods, hurricanes, earthquakes. Man-made accidents are also included, such as accidental disruption of gaming system communication lines.

3.18.3. Monitoring the Gaming System to retrieve the information contained in the Report is the responsibility of the Concessionaire, and is reserved for the Grants the right to carry out, at any time, audits to verify the veracity of the information provided in the report. 3.19.

Reimbursement of Revenue Losses due to Unavailability 3.19.1.

The minimum tolerable limit for availability obtained in a month (calculated according to the rules presented in the description of the availability report) is 99.80%, considering each game individually. This minimum limit is equivalent to a total downtime of approximately 1 hour per month, considering a game whose operating hours last a total of 17 hours per day, for example. 3.19.2.

If the availability obtained in a month for a game is lower than the minimum tolerable limit, the Concessionaire must reimburse the Grantor for the amount corresponding to the losses caused to the collection due to the problems that occurred. This value corresponds to the game's average revenue per hour of operation (calculated based on the month prior to the report's reference month) multiplied by the number of hours of unavailability that exceeded the tolerable limit (considering fractional hours, not just full hours). The calculation formula to be applied will be:

VALUE TO REFUND TO THE GRANTOR (VRAC)
$\text{VRAC} = [(\text{Minimum tolerable availability}) - (\text{Availability obtained})] \times (\text{Expected operating hours}) \times (\text{Average collection value per hour}).$
<p>Where:</p> <ul style="list-style-type: none"> • Minimum tolerable availability: 99.80% • Availability obtained: Availability obtained in the month for the game in question, according to the calculation rules defined for the availability report. • Expected operating hours: predicted operating hours for the game in the reference month, according to the calculation rules defined for the availability report. • Average amount of revenue per hour = $[(\text{Total gross revenue from the game in the month prior to the reference month}) / (\text{Number of actual hours of operation of the game in the previous month})] \times (\text{fraction corresponding to the Concessionaire's share in relation to the gross revenue, in the distribution of revenue}).$

This rule for reimbursement of revenue losses due to unavailability will be applied from the beginning of operation of each game. The reports from 3.19.3. availability, however, must be issued from the first month. If the availability obtained in any month is less than 90%, without justification presented by the Concessionaire (containing action plans to overcome the problems that occurred) and expressly accepted by the Grantor, this fact will be characterized as partial non-performance of the contract and the Grantor will take measures applicable.

3.20. Support and Service for Resellers and Bettors

3.20.1. All service to Resellers (Points of Sale - POS's) will be the responsibility of the Concessionaire, which must:

- Provide supplies necessary to keep points of sale active.
- Provide training to point-of-sale attendants, when necessary, to act as terminal operators.
- Carry out equipment maintenance.
- Maintain the entire hardware, software, networks and communication infrastructure at points of sale.
- Provide assistance to points of sale when requested by them, to answer questions or solve problems related to the operation of the games.

3.20.2. The Concessionaire must also offer a service infrastructure, through a free telephone line (ie, 0800), to points of sale and bettors.

3.20.2.1. This line must be available throughout game operating hours, to:

- opening technical support tickets;
- clarification of doubts from bettors in general, with immediate assistance;
- assistance to winners whose prizes have not been paid by the points of sale, observing the provisions of subitem 3.15 - Payment rules

awards.

3.20.3. The Concessionaire must issue, whenever requested by the Grantor, a quantitative report on Tele Service demands.

4. GENERAL TECHNICAL REQUIREMENTS FOR OPERATING LOTTERIES IN AN ONLINE/REAL TIME SYSTEM

4.1. Minimum Functional Requirements

GENERAL FUNCTIONAL REQUIREMENTS CHART FOR LAND BASED AND CYBER SPACE		
No.	Description	Verification Form
1	Ability to offer different types of games at the same time. Defining the actual number of games to be offered will be agreed between Grantor and Concessionaire according to the game plans proposed by the Concessionaire and approved by the Grantor.	1) Carrying out acceptance tests.
2	During the term of the contract, new games must be made available, both numerical (Land Based) and digital/virtual with varied themes and styles of victories (Cyber Space). Therefore, the Concessionaire must ensure that the contracted bet capture system is robust and capable to support the simultaneous operation of the implemented games, with their multiple portfolios of game types digital prediction games, each with its own rules established in its project, without bugs and availability drops, operating <i>full time</i> 24 x 7 (24 hours a day, operating 7 days a week).	1) Carrying out acceptance tests.
3	Ability to operate numerical prediction games, such as Keno, minimum bets less , with intervals of than 6 (six) minutes, in person, on a network of terminals in On Line/Real Time System (Land Based).	1) Carrying out acceptance tests.
4	Ability to operate digital/virtual games, interactively, on the Web and in applications for mobile devices, tablets, cell phones, and digital/virtual gaming equipment in environments social networks connected to an On Line/Real Time System (Land Based/Cyber Space).	1) Carrying out acceptance tests.
5	The gaming solution must meet the best practices of digital/virtual games regarding: Game responsible; Limiting Mechanisms of Compulsive Gamblers; Data Protection Policy; Money laundry; and, Security Against Fraud.	1) In-person evaluation of the solution implemented in the Pilot.
6	The Gaming System must have data security measures in place to safeguard the integrity data from bettors who access the betting platform via the web or mobile applications to to play.	1) Declaration that the Bidder's system will meet all requirements of security according to the declaration model in Annex VI of the Notice.
7	On the digital gaming platform of the On Line/Real Time Lottery System - Website/Portal and Applications - it must be clarified in its game interface how the information collected from the bettor are used by the gaming system.	1) In-person evaluation of the solution implemented in the pilot.
8	The Gaming System must be equipped with geolocation capabilities to enable blocking of accesses beyond the territory of the State of Minas Gerais. Using location intelligence to geomarketing, which offers personalized experiences, increasing the effectiveness of campaigns and improving the bettor's experience.	1) In-person evaluation of the solution implemented in the pilot.
9	The Game Interface/game home screen on the website or application must contain, but not be limited to: game layout, command icons and basic selection rules for player participation. This home screen should contain shortcuts for how to play and disable/enable items. features specific to the game application.	1) In-person evaluation of the solution implemented in the pilot.
10	With the aim of offering more security and personalizing service in all interactions with the bettor, the digital/virtual gaming platform must have a set of strategies and actions based on KYC (Know Your Customer).	1) In-person evaluation of the solution implemented in the pilot.
11	For digital/virtual media (cyber space), calculation of the transfer to the grantor in real time for each bet made.	1) Performing acceptance tests.

4.2. Minimum Game Management Functionalities via Report Generation Tool

4.2.1. All functionalities described in this subitem must be available for remote access by the Grantor, at no cost to the Grantor, from the Generation of Reports with access to the database, for the purpose of extracting Reports.

4.2.2. This tool must be purchased from a third party and must provide the following minimum functionalities:

GAME MANAGEMENT FEATURE FRAMEWORK		
No.	Description	Verification Form
1	Issuance of a financial monitoring report, per game. The report must be issued to a configurable period (with the ability to consult information for the entire period of duration of the contract), and must contain the following information: <ul style="list-style-type: none">· Gross revenue;· Bonuses used;· Gross prize (discriminating net prize and IR) awarded;· Gross premium (discriminating net premium and IR) paid;· Gross premium (discriminating net premium and IR) payable;· Dealer commission;· Marketing fund;· Prize fund;· Amounts owed to the Concessionaire;· Amounts owed to the Grantor.· Amounts entered in the Grantor's digital wallet	

1	Issuance of a report on prescribed prizes, per game. The report should display, for weeks that have already are outside the validity period, what is the value of awarded and unpaid premiums.	1) Carrying out acceptance tests.
3	Issuing a point of sale report, which must display: · Registration data of the point of sale (address, company name, etc.) · Quantity and identification of installed terminals; · Quantity and identification of terminals in operation.	
4	Issuance of a detailed report by betting terminal, displaying: · Number of bets placed on the terminal per period, per game; · Financial volume collected at the terminal per period, per game.	
5	Availability of PREMIOMETER AND REPASSOMETER DASHBOARDS for real-time visualizations of the collection movements carried out, transfers to the Grantor and awards attributed, paid and prescribed.	1) Carrying out acceptance tests.

4.3. Non-Functional Requirements

PERFORMANCE REQUIREMENTS FRAMEWORK		
No.	Description	Verification Form
1	The system's response time to carry out the bet placement procedure through from any betting terminal, meeting all the requirements and requirements of this Basic Project, must be a maximum of 5 seconds for a simple bet and 6 seconds for bets consecutive.	1) Carrying out acceptance tests.
2	The system response time to carry out the Bet Receipt Validation Procedure must be a maximum of 12 seconds.	
3	The validation functionality (see Bet Receipt Validation Procedure) of bet receipts winning bets in each draw must be available in the system, for information to the bettor, the from the start of the next draw.	

4.4. Availability Requirements

AVAILABILITY GUARANTEE TABLE		
No.	Description	Verification Form
1	The system must guarantee a minimum availability of 99.80%, in accordance with the rules established in subitem 3.17 - <i>Availability guarantee</i> .	1) Carrying out acceptance tests.

4.5. Usability Requirements

USABILITY REQUIREMENTS CHART		
No.	Description	Verification Form
1	All texts – software and physical interaction elements of the terminals, system software management, texts on steering wheels and betting receipts – must be in Brazilian Portuguese.	1) Carrying out acceptance tests.

4.6. Security and Integrity Requirements

SECURITY AND INTEGRITY REQUIREMENTS FRAMEWORK		
No.	Description	Verification Form

1	The gaming system must prevent any action that interferes with the randomness of the outcome of the games. <i>sweepstakes.</i>	1) Carrying out acceptance tests.
—	The draws for digital/virtual games must be controlled by the player himself in the gaming platform. After purchasing the bet, the system must allow each player command directly on the game screen, the draw is processed and, if the bet is the winner, and the prize amount must be revealed instantly.	1) Carrying out acceptance tests.
3	Security mechanisms must be provided to ensure that the result of a draw cannot be known until the dissemination stage.	1) Carrying out acceptance tests.
4	Data communication between all gaming system components must be done with security, to ensure that bets are not placed irregularly, including preventing possibility of inserting bets through the Database Management System (SGBD) of the game system.	1) Carrying out acceptance tests.
5	The gaming system must have mechanisms that ensure that each winning bet receipt is paid only once.	1) Carrying out acceptance tests.
6	Betting receipts must be printed securely, using mechanisms to prevent checking and validating fraudulent bet receipts.	1) Carrying out acceptance tests.
7	<p>The bet placing procedure must have transactional control, and all procedure be treated as a single transaction.</p> <p>If any type of failure occurs in any of the steps of the implementation procedure, you must ensure that the entire procedure is canceled and that steps already taken are undone. None data may be generated in the gaming system database by the canceled transaction (or, if If any data is maintained in the database, it must be clearly identified as part of a canceled transaction).</p> <p>Transactional control must ensure that:</p> <ul style="list-style-type: none"> a bet is only placed when there is a guarantee that the respective bet receipt was issued by the betting terminal; a bet receipt is only issued by the betting terminal if there is a guarantee that the bet corresponding has necessarily been processed and registered in the gaming system. 	1) Carrying out acceptance tests.
8	The gaming system cannot allow the deletion of records of bets made. Any attempt deletion or alteration of records, even when done directly on the database of the system, must be stored in <i>the log</i> , identifying the author of the attempt, date and time of its completion and the command executed.	1) Carrying out acceptance tests.
9	Prohibition of unauthorized use of betting terminals through a password entry process. The password, user code or similar entry for security purposes must not appear on the screen, nor be printed, nor be visible on the terminal. Except for Auto Service Terminals.	1) Carrying out acceptance tests.
10	All information relating to bets placed on a specific betting terminal must be stored in the Central System to be checked and verified individually by the Grantor.	1) Carrying out acceptance tests.

4.7. Technological Infrastructure - Integration with Report Generation Tool

FRAMEWORK - INTEGRATION WITH REPORT GENERATION TOOL		
No.	Description	Verification Form
1	The system architecture must allow direct access to the database by the data generation tool. reports to be made available by the Proponent (Report generation tool with access to database), for extraction of reports by the Grantor.	1) Carrying out acceptance tests.

4.8. Typification of Bet Capture Equipment: Fixed and Mobile Terminals in person (Land Based)

GENERAL TECHNICAL REQUIREMENTS TABLE FOR TERMINALS FOR TAKING BETS		
No.	Description	Verification Form
1	The terminals, fixed and mobile, must have been designed for lottery applications in an <i>online/real</i> system <i>team</i> .	1) Carrying out acceptance tests.
—	The graphical interface (monitor/television) for viewing the draws by bettors at points of sales, must provide a good visualization of the evolution of the draws and the formation of results.	1) In-person evaluation of the solution implemented in the pilot.
3	Each betting terminal, both fixed and mobile (PoS) can have its own printer built-in, for issuing receipts (including betting receipts), or functionality for sending digital copy of the same receipt.	1) In-person evaluation of the solution implemented in the pilot.
4	To optimize the in-person bet capture space (land based), the terminals must have dimensions that take up little space and facilitate distribution at points of sale.	1) In-person evaluation of the solution implemented in the pilot.

5	The betting terminal must be sealed, ensuring the safety of the equipment.	1) In-person evaluation of the solution implemented in the pilot.
6	Betting terminal software must be network upgradeable. The update can occur by request on the terminal itself (for example, when it is necessary to update the resident software, if any), or from the central system itself (for example, in the case of new games from the Concessionaire, to update all games in all terminals).	1) Performing acceptance tests.
7	Betting data printouts from the terminal must be in good visibility conditions for reading.	1) In-person evaluation of the solution implemented in the pilot.
8	The betting terminal must be capable of operating, daily, during the bet capture time established by the Concessionaire.	1) Performing acceptance tests.
9	The terminal must have a clock and display the date, time and remaining time (countdown timer) to capture bets on its screen, as well as on the television or monitor for viewing the results. It must be synchronized with the central system.	1) Carrying out acceptance tests.
10	There must be synchronization between clocks in the central system and betting terminals. It must prevent a bettor from obtaining the result of a draw in a terminal before the closing of the bet capture time for that draw valid for bets.	1) Carrying out acceptance tests.
11	Wireless terminals (PoS) must make it possible to capture bets at fixed points of sale and on a roaming basis through an operator. It must meet the same requirements as the fixed (conventional) terminal: all betting functionalities must be available to the operator.	1) Carrying out acceptance tests.

4.9. Features of Bet Capture Equipment: Fixed and Mobile Terminals in person (Land Based)

MINIMUM GENERAL TECHNICAL REQUIREMENTS TABLE FOR BETTING FEATURES		
No.	Description	Verification Form
1	It must be possible to carry out betting procedures at terminals in operation, according to the strategy presented in the Game Plans.	1) Carrying out acceptance tests.
2	Recognition of bets on steering wheels, through optical reading, or equivalent, with identification of the following information: - Type of game to which the steering wheel refers; - Bet placed, with recognition of the different types of bets: singles, bets on consecutive draws, multiple bets.	1) Carrying out acceptance tests.
3	Ability to place bets without using steering wheels, by typing predictions by the operator.	1) Carrying out acceptance tests.
4	Ability to place bets on consecutive draws.	1) Carrying out acceptance tests.
5	Ability to place multiple bets: bets with a multiple value of the minimum value allowed for bets, and a proportionally larger prize.	1) Carrying out acceptance tests.
6	Ability to automatically generate a prediction for the bettor, with a random choice of numbers.	1) Carrying out acceptance tests.
7	Printing of a bet receipt, physical or digital, at the time of the bet, containing all the information relating to it: date and time of the bet, draw number (or interval of draws, in the case of consecutive bets), prediction numbers, number identification number, validation number, prize limitation period, identifier of the terminal where the bet was placed, telephone number for assistance.	1) Carrying out acceptance tests.
8	Carrying out a bet receipt checking procedure through optical reading, or similar, with appropriate security mechanisms (<i>Non-functional requirements</i>). The conference must display on the terminal screen the identification number of the bet receipt and the result of the conference: winner (in this case, also indicate the value of the prize) or non-winner. These same data must be printed on a conference receipt, given to the bettor.	1) Carrying out acceptance tests.
9	Carrying out a bet receipt checking procedure by entering your validation number, with appropriate security mechanisms, in cases where it is not possible to optically read the bet receipt.	1) Carrying out acceptance tests.
10	Carrying out a bet receipt validation procedure, with appropriate security mechanisms (qr code and/or barcode (<i>Non-functional requirements</i>)). Validation must display the identification number of the bet receipt and the validation result on the terminal screen : winning (in this case, also indicate the value of the prize) or non-winning. These same data must be printed, physically or digitally, on a validation slip, given to the bettor.	1) Carrying out acceptance tests.
11	Carrying out a bet receipt validation procedure by entering your validation number, with appropriate security mechanisms, in cases where it is not possible to optically read the bet receipt.	1) Carrying out acceptance tests.
12	Printing of the draw result, physical or digital, for any draw that is still valid (90 days). It must be free for the bettor and be available whenever requested by him.	1) Carrying out acceptance tests.
13	Capacity to carry out bet placement procedures throughout the entire time of capturing bets for each active draw.	1) Carrying out acceptance tests.
14	Cancellation of a bet, at the operator's request, while the bet placement procedure has not been triggered. Cancellation must ensure that the bet has not been registered in the system, and must return the system to a state that allows new bets to be placed.	1) Carrying out acceptance tests.
15	Reissuance of receipts when validating multiple bets: when paying the prize for a multiple bet bet receipt before the last draw marked on the bet receipt has expired, the terminal must issue another bet receipt that covers the remaining draws.	1) Carrying out acceptance tests.

16	Presentation of the results of the draws to bettors, in real time, via an available graphical interface on monitor or television.	1) Carrying out acceptance tests.
17	Issuance of periodic printed statements for financial closing. There must be an option to issue the partial statement (up to the current day) and total for the period.	1) Carrying out acceptance tests.

4.10. From Game System Acceptance Tests

4.10.1 Acceptance tests are the technical verification of the conformity of the Contractor's proposal, regarding compliance with the technical requirements of:

- a) Game Management Functionalities;
- b) Validation System Functionalities;
- c) General Usability;
- d) General Security and Integrity;
- e) Security and Integrity of Validation System and
- f) Integration with Report Generation Tool.

4.10.2 After signing, firstly, the Operation Implementation Acceptance Term, and then the Concession Agreement, acceptance tests will be carried out to implement the Gaming System.

4.10.3 Acceptance tests will be carried out, according to a deadline to be defined by the Contractor and accepted by the Contracting Party in the implementation schedule contained in the Annex I - Basic Project, items 26.2 and 28.

4.10.4 The Infrastructure necessary for acceptance tests for approval of the Gaming System (Software and Hardware) is defined in Annex I - Basic Project subitem 28.1.2.

5. IMPLEMENTATION OF DIGITAL/VIRTUAL LOTTERY GAMING EQUIPMENT IN SOCIAL ENVIRONMENTS (TERMINALS INTERACTIVE)

5.1. Potential Expansion of the Offer of Lottery Games in New Channels and Distribution with Innovation in Differentiated Experimentation Points

5.2.1. During the term of the contract, with the aim of offering a space of convenience to bettors and expanding their access to lottery games in the On Line/Real Time System, the Concessionaire, at its discretion and subject to approval by the Contracting Party, may implement capture equipment betting on digital/virtual games in social environments through interactive terminals connected to your Gaming System.



Document signed electronically by **Ronan Edgard dos Santos Moreira, General Director**, on 12/29/2023, at 2:35 pm, according to official Brasília time, on the basis in art. 6th, § 1st, of [Decree No. 47,222, of July 26, 2017](#).



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