



TREASURE ISLAND

Somewhere off the coast, past the cliffs and the crashing waves, there's a place that doesn't appear on any official map. The locals don't talk about it. The sailors who've been there don't return empty-handed.

Treasure Island puts that map in your hands. Reveal the grid, match the symbols, and see what's inside. A pirate skull stares back at you, and the right combination pays out on the spot.

Pick up the card and see what's waiting underneath!



Launch an instant lottery-style experience powered by a predefined prize pool. Operators can control prize tiers, ticket value, top prize and game configuration exposure, while players enjoy quick, transparent instant gameplay.



Game Features

CERTIFIED DEPLETING POOL ENGINE

This game is powered by Evoplay's certified Depleting Pool Engine. The engine allows operators to launch instant lottery-style games with a predefined prize pool configured according to their game configuration requirements.

HOW DEPLETING POOL WORKS

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1

Configure pool: define pool size, ticket value, prize tiers and target payout structure.

2

Generate and lock: the game starts from a predefined set of outcomes.

3

Draw one outcome: each play selects one ticket from the available pool.

4

Deplete over time: played outcomes are removed from the pool until the end parameters of game configuration reached or pool exhaustion.

Game Summary

Game Type
INSTANT GAME

Technology
HTML5

Game Resolution
FULL HD (16:9)

Mobile
Yes

Platforms
  

Vertical View
Yes

Depleting Pool Info

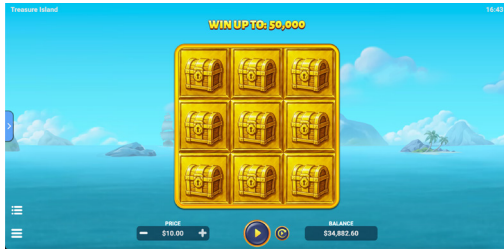
Engine	DP v1
Testing lab	BMM Testlabs
Report No.	RNG.EVOP-OL1021.01.01
Conclusion	PASS
RTP	Pool-dependent
Volatility	Pool-dependent
Hit frequency	Pool-dependent
Pool size	Configurable
Prize tiers	Configurable
Max prize	Configurable

Important Notes

RTP, volatility, hit frequency and max prize must not be presented as universal game constants. They are calculated from the configured prize pool for each game configuration. The BMM report confirms PASS for the evaluated Depleting Pool RNG. Full documentation can be provided through the approved compliance channel.

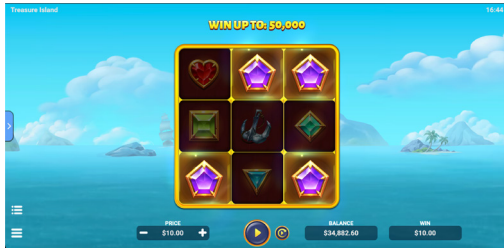
CLASSIC 3x3 SCRATCH FIELD

A familiar grid with 9 equal-sized cells, clean and easy to read.



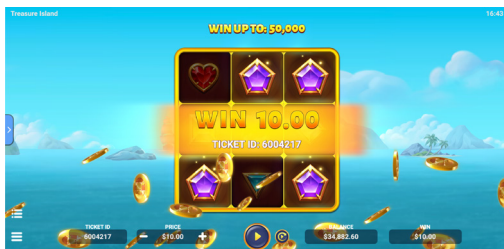
WINLINES WITH MATCHING SYMBOLS

Winlines are formed by 3 to 5 symbols of the same type. At least three identical symbols are required to win. Higher-value symbols bring bigger rewards.



TICKETS

All wins are awarded according to the win table, with a clear, predefined ticket number drawn from a fixed pool. Once selected, it is removed from the available options.



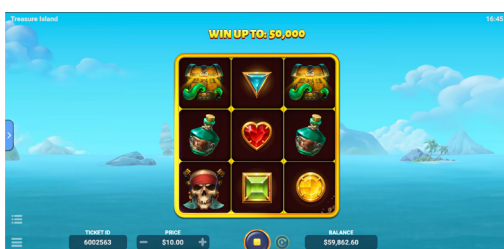
WILD SYMBOL

The Wild delivers a super high reward, making every reveal even more exciting.



SPECIAL SYMBOLS

A pirate skull, a serpent chest, a poison bottle, an anchor, and a rolled treasure map fill the field and take you a step closer to what's buried on the island.



Operator Benefits

- ✓ Known total prize liability
- ✓ Configurable RTP profile
- ✓ Configurable hit frequency
- ✓ Brand / market specific pools
- ✓ Limited-time game configuration support

Certified engine

Powered by Evoplay
Depleting Pool v1 evaluated
by BMM Testlabs.

Pool-dependent math

RTP, volatility and hit frequency are defined by the configured pool.

Controlled exposure

Prize liability is known before game configuration launch.

Depleting Pool Setup



PRIZE POOL CONFIGURATION

The final math profile is defined by the pool composition. Evoplay supports operators throughout the setup process, from prize structure preparation to mathematical validation, configuration, testing and launch support.

Configurable parameters

Pool size	Total number of tickets or outcomes in the game configuration
Ticket / play	Stake value used for each instant play
Prize tiers	Number and value of winning tiers
Target RTP	Calculated from the total prize value and total pool value
Volatility profile	Driven by prize tier distribution and top prize concentration value
Hit frequency	Defined by the ratio of winning outcomes to total outcomes
Top prize / max prize	Configured per operator game configuration requirements

Sample prize pool structure

Prize	Value	Ticket	Exposure
Top Prize	x1000	1	Controlled
High Prize	x100	10	Controlled
Medium Prize	x10	500	Controlled
Low Prize	x2	10,000	Controlled
No Win	x0	Pool balance	Controlled

ⓘ Example only! Final values are configured per operator.

Commercial Value

Controlled prize exposure. All winning outcomes and total prize liability are known before first player hits Play, giving operators clear budget control. Market-specific approvals may require additional review.

Built for reconciliation

Round-level outcome tracking supports payout reconciliation, ticket status checks and game configuration monitoring.

Launch support

Evoplay provides support for KAMs and operators during parameter setup, validation, testing and game configuration process.