



ADRENALINE RUSH

The garage door's up, the engine's warm, and somewhere out there a pot of money is available. Adrenaline Rush is a racing game stripped down to the essentials: pick your driver and your car, then get behind the wheel.

Choose from three racers with their own reputation on the street, then take your selection from a line-up of cars built for speed, not comfort. Each ticket puts you straight into the race, night roads lit up, and 3-2-1, GO! No two races run the same, and the pool only gets smaller from here.

Get in. Drive fast. Claim your share before it's gone!



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.

ADRENALINE RUSH

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

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.

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

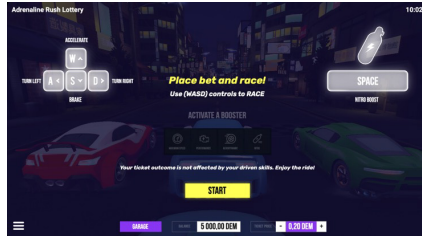
RTP, volatility, hit frequency and max prize must not be presented as universal game constants. They are calculated from the configured prize pool for each game configuration. The BMM report confirms PASS for the evaluated Depleting Pool RNG. Full documentation can be provided through the approved compliance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

IMPORTANT

The player's ability in the race does not influence the prize payout – this is not a skill-based game. The moment a player begins the game, a prize is selected at random. That prize will be awarded at the end of the game, independent of the outcome of the race.

RACE CONTROLS

Control the car using dedicated on-screen buttons, optimised for smooth and intuitive play across both desktop and mobile devices.



CAR SELECTION

Choose between various cars, each with unique specifications such as power, maximum speed, aerodynamics, and nitro capabilities.



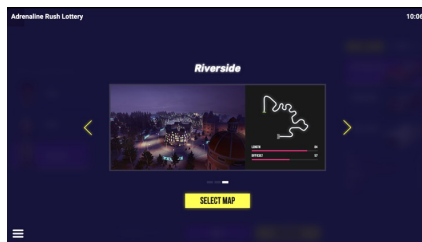
CHARACTER SELECTION

Pick your racer from three available characters.



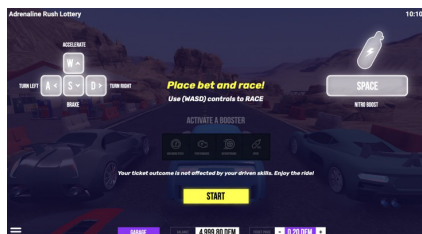
MAP SELECTION

The game provides the opportunity to explore three different maps.



CAR UPGRADES

Each round, improve your chosen car to boost its performance and capabilities.



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.