



WEBAK

FOUR YEARS OF HARD DEVELOPMENT WORK FOR THE WEBAK-LINUX-GAMEBOX RESULTED IN A MAJOR BREAKTHROUGH FOR WEBAK AT THE LONDON ATEI SHOW IN JANUARY.

"Even before the show we had registered successes with a constantly increasing demand for the Linux-Gamebox. One reason for that was the sales flexibility of Webak," said CEO Kurt Kreiner. The company offers its own cabinet in combination with different games on the Gamebox which can also be supplied on its own, because it is compatible with other cabinets on the market. Design, software and hardware are 100 per cent Webak's own development.

"About two years ago the Webak-Gamebox with its first game, Jungle, superseded the MPU 2000," Kreiner commented. "From the outset the Gamebox's popularity grew monthly and the range of games on offer was expanded with additions such as Bell Scatter, which had achieved tremendous success on different European markets."

Through its American distributor the Webak-Linux-Gamebox with different games was submitted to the BMM Test Labs in Las Vegas. Approval was obtained for the distribution in American (Oklahoma Compact) jurisdiction and other American approvals will be pending.



Eveline Kreiner, proprietor of Webak

"This is just the start", said Kreiner. "It is our target to reach the highest level of approval - having our product marketed and sold in the State of Nevada."

Webak Austria will be celebrating its 25th anniversary shortly. The first Webak video-based game, the Fruit Star Bonus, was a success 15 years ago when it was written on Assembler and was running on the MPU 12 at the time. Because this game has achieved such a great success to this day Webak has now transferred it on a 1:1 basis for the new Linux-Gamebox. Despite its age, it has experienced a renaissance in different countries, especially the Czech Republic.

Another success story is the amusement game Fruity Bars, which does not fall under any

gaming law and is very user friendly.

Ninety-five per cent of the total Webak production goes into export, with strong sales in countries like Germany and Romania. Sweden looks very promising too, because of a new gaming law due to be introduced around June 2006.

Webak's policy for the new Gamebox is not quantity - some competitors launch multigames with as many as 20 games or more, but with three top games of absolute quality and with the guarantee of a 100 per cent in-house development and production.

Said Kreiner: "This policy has proven over the years to be the right and successful one for us and we will continue to adhere to this approach."