



WEBAK GAMES AUSTRIA – a successful history

More than 40 years ago, Kurt Kreiner started to make a name for himself in the gaming industry. With the company that preceded Webak, he distributed and sold just in Austria alone about 8,800 "Ambassador" cabinets from Barcrest. In development, this cabinet had been shaped by Kurt Kreiner's ideas and vast knowledge of the industry. The "Ambassador" was to become the most successful Barcrest cabinet ever.

Encouraged by his sales success and spurred on by the fact that Kreiner had a good feeling for the development of hardware and software solutions, he decided in 1982 to found WEBAK GAMES, located in Gmunden/Austria. Since then the success story of WEBAK continues ...

One of the first games was the "Fruit Star Bonus", an immensely successful four-reel, one-line game with special bonus features that still runs very profitably today in many locations. The newer generation LINUX based games like "Bell Scatter", "Golden Island" and "Neptune's Pearl", are just some of the games that were 100% developed and programmed by Webak. But as well on the hardware side, the company is meeting the demands of the market. "It is not always easy, to fulfil the requirements of the market," says CEO Kurt Kreiner, "Therefore, we are even prouder that we were able to do it. Our success is proof that we are in line with the market."

Webak is distributing its products in many European countries and also has branches in different locations.

The company is owned and run by Kurt and Eveline Kreiner. They were recently joined by Norbert Gruber, their new CEO. Gruber is a finance and economics expert who sees it as his prime aim to even optimise more the structures of Webak, especially the distribution processes. By appointing Gruber it will leave Kurt and Eveline Kreiner with more time available for personal contacts with their loyal customers and of course with new prospective clients.

At Webak, we believe in togetherness and stick to the philosophy: quality and clarity. There are short decision making processes, but the beliefs and opinions of each employee are listened to and actually welcomed. "We want employees who are able to work independently, whom we can rely on," comments Eveline Kreiner. "Only with this will there be a long working relationship,

resulting in great new developments all the time."

The latest Webak masterstroke is the game "El Magnifico", where the player finds himself navigating through Aztec pyramids.

"This is only one of the new games to come. Wait for the exhibitions, you will be surprised," promises Kurt Kreiner. "Furthermore, we will introduce a new cabinet as well, the WEBAK DUAL LINE that you see on this page."

**We are looking forward to meeting you
at the forthcoming exhibitions!
IMA Düsseldorf, Stand E 20, Hall 8a
IGE London, Stand 3280, Earls Court 2.**



Norbert Gruber
CEO

Eveline Kreiner
Proprietor

Kurt Kreiner
CEO

