

BF
GAMES



**IN GAME MISSIONS
SOLUTION**

BF MISSIONS

WHAT IT IS AND WHY IT MATTERS?

BF Missions is a promotional campaign tool based on completing missions that reward players for their progress. It offers two main operational modes:

Predefined missions with direct rewards

players receive a prize for completing each mission.

Predefined missions with leaderboard points

players earn points that position them on a dynamically updated leaderboard.

Financial Overview

Leaderboard missions – promotion costs can be determined at the planning stage.

Standard missions – promotion costs can be estimated through wagering requirements.

Wagering is fully handled by the tool.



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TYPES OF MISSIONS



ROUNDS COUNT

Do a defined number of spins.



TOTAL WINS

Your total wins must reach a set amount.



WINNING STREAK

Hit a series of consecutive winning spins.



MULTIPLIER VALUE

Reach a win where the bet multiplier has a defined value.



SUM OF BETS

Your total bet amount must reach a defined level.

We will soon offer more kinds of missions, including tracking total **hits of specific symbols**, total hits of **specific winning combinations**, **Buy Feature purchases**, and **triggering a bonus round**, and more coming soon.

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REWARDS TYPES



Tech FAQ

Wagering is fully processed on our side – the operator's wallet only receives the final outcome after turnover.

No additional integration is required.

Rewards can be granted automatically or manually, depending on the operator's preference.

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SINGLE MISSION OR FULL CAMPAIGN?

Missions can be used as single activities or as connected sets forming campaigns, divided into stages or days.

LEADERBOARD

Each campaign has its own leaderboard. You can choose which places receive rewards. Rankings are based on points earned from completing missions.

CYCLES

A campaign can be split into time-limited cycles, each with its own set of missions. To earn the most points, players should participate in every cycle.

LEVELS

Each cycle can include mission levels. To unlock the next mission, the player must complete the previous one.

BONUS RULES

Extra conditions that award bonus points — for example, completing a series of cycles.



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MULTIPLE CAMPAIGN CONFIGURATION OPTIONS

Each campaign can be fully customized with the following options

- Dedicated campaign name
- Campaign period
- Number of cycles with predefined sets of missions
- Number of levels to unlock by completing missions within a given cycle
- Rewards assigned to leaderboard positions
- Mission type
- Game selection
- Wagering configuration
- Minimum bet
- Reward type
- Auto payout / Manual payout
- Opt-in / Opt-out setting



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EXAMPLE CAMPAIGN

1ST CYCLE
WARM UP!
DAY 1 - 17:00-21:00

Level 1

30 Rounds count	50 pts
10€ Total Wins	50 pts

Level 2

20 Multiplier value	100 pts
60 Round count	100 pts

Level 3

4 Winning streak	200 pts
20€ Total wins	200 pts
30 Multiplier value	300 pts

This campaign is built on cycles. Let's look at what a single cycle looks like.

We call the 1st cycle "Warm Up!".

It lasts 4 hours, from 17:00 to 21:00.

At the beginning, the player has access to two missions: "30 Rounds Count" and "Total Wins."

Missions must be completed in the selected games.

Each mission on this level awards 50 leaderboard points.

After **completing both Level 1 missions, the player unlocks Level 2 missions**, and after Level 2, Level 3.

The number of levels, types of missions, number of missions per level, and points awarded for each mission are all **fully configurable**.

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EXAMPLE CAMPAIGN

1ST CYCLE

WARM UP!

DAY 1 - 17:00-21:00

1000 pts

7 mission
3 levels

2ST CYCLE

WAKE UP!

DAY 2 - 09:00-12:00

800 pts

10 mission
5 levels

3ST CYCLE

TRIATSLLOT!

DAY 3 - 17:00-21:00

750 pts

3 mission
3 levels

4ST CYCLE

FINNISH LINE

DAY 4 - 17:00-21:00

1500 pts

5 mission
2 levels

500 pts!
bonus
for complete
4 cycles

We know what a single cycle looks like, so let's look at the bigger picture.

This campaign includes 4 cycles, running day after day.

Players who participate **collect points that contribute to their final leaderboard result.**

Everything is fully customizable: cycle names, number of cycles, points, missions, and levels.

We can also add extra conditions - for example, bonus points for completing all cycles or bonus points just for participating.

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KEY FEATURES

- Hands-free operation for **Casino Managers**
- No additional integration needed
- No impact on **game RTP**
- Automated payouts
- Automated wagering process
- Cost control through leaderboard mechanics
- Extensive campaign customization possibilities
- Full support from a dedicated **Account Manager** – from campaign design and setup to final reporting
- Proven impact on **player session duration**

