

ASX Release



ORPHEUS
ENERGY

15 May 2017

SENSEN NETWORKS: “World-First Monitoring of Live Table Games Performance Now Available in Real Time Thanks to Aust Tech Breakthrough”

Orpheus Energy Limited (“**Orpheus**”) is pleased to refer shareholders to the attached Media Release by SenSen Networks Pty Ltd (“**SenSen**”) regarding the successful development of its SenGAME solution at Crown Melbourne (**Crown**).

As announced on 12 April 2017, Orpheus entered into a Share Purchase Agreement with all of the shareholders of SenSen and is currently in the formal due diligence period.

Subject to compliance with regulatory requirements and approvals as may be required under Australian law, Orpheus will acquire 100% of SenSen by the purchase of all the shares in SenSen from the shareholders of SenSen, in exchange for the issue of shares in Orpheus (**Acquisition**).

Please refer to the ASX announcement dated 12 April 2017 for further detail on SenSen, the Acquisition, the consideration to be paid to the shareholders of SenSen for the Acquisition, conditions precedent to the Acquisition; indicative capital structure as a result of the Acquisition, board and management of the combined Orpheus and SenSen Group and the anticipated timetable for the Acquisition.

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Disclaimer – Forward looking statements

This release may contain forward-looking statements. These statements are based upon management’s current expectations, estimates, projections and beliefs in regards to future events in respect to Orpheus’s business, the industry in which it operates. These forward looking statements are provided as a general guide and should not be relied upon as an indication or guarantee of future performance. The bases for these statements are subjected to risk and uncertainties that might be out of control of Orpheus Energy Limited and may cause actual results to differ from the release. Orpheus Energy Limited takes no responsibility to make changes to these statements to reflect change of events or circumstances after the release.



MEDIA RELEASE

12 May 2017

World-First Monitoring of Live Table Games Performance Now Available in Real Time Thanks to Aust Tech Breakthrough

MELBOURNE, AUSTRALIA: Australian technology company SenSen Networks (**SenSen**) has announced the successful development of its SenGAME solution at Crown Melbourne (**Crown**). Until now, casino performance metrics of live table games was only possible by labour-intensive manual counts during operational hours. SenGAME's ground breaking new technology changes all that by delivering real-time, accurate and actionable data about live table games.

To build its fully automated SenGAME system, SenSen developed patent-pending technology based on 3D Time of Flight (ToF) cameras that capture a multispectral, 3-dimensional view of all gaming tables. The colour, infrared and depth-sensing technology determines the number of players at each table, number and type of bets placed and the value of all wagers. The accuracy and stability of the solution has been established on live games of Blackjack, Baccarat and various kinds of Poker providing real-time tracking of player demand.

Sean Knights, Crown Melbourne's Executive General Manager of Table Games, said "Gathering accurate information on table game customer demand has been a very challenging problem for casinos worldwide. The SenGAME solution overcomes these challenges through the world-first use of ToF cameras delivering time-critical, game-specific information in real time and at a granular level. Armed with this information we can now better match the supply of our products in line with customer demand. It's all part of a commitment to innovation that benefits players and heightens their positive experiences at Crown."

Research and development was personally led by SenSen founder & CEO Subhash Challa, a world leading authority in data fusion, computer vision and data science. "While we have always prided ourselves on solving complex real-world problems at SenSen, especially where large amounts of data are collected and analysed. We could not have achieved this breakthrough without the support of Crown. Overcoming many real-world challenges, the system is scalable, reliable, accurate and it is now ready to meet any casino's live gaming environment." Challa said.

Crown's Group General Manager of Product, Strategy and Innovation, Tim Barnett, also said: "We have been highly impressed with SenSen's relentless efforts to solve our most difficult problems. Casinos have traditionally relied upon manual processes to capture customer demand to forecast future demand but as with any manual process, this has been an inexact science. It is my strong belief that by filling these information gaps through SenGAME, Crown will continue to be at the forefront of gaming innovation. We are committed to further deployment of this technology across our gaming floor."

Amanda Green, SenSen's Director Sales and Marketing - Casinos and Gaming, said: "Our customer-centric approach to solving the most challenging problems makes everyday life easier for Casino operators. SenSen offers products at the forefront of technology at a fair price making them affordable for as many Casinos as possible with an immediate flow-through to their bottom line."

ABOUT SENSEN NETWORKS

SenSen is one of the leading suppliers of data driven business process enhancement solutions. We specialise in Video-IoT data analytics software solutions that help increase revenue and reduce cost of operations of our customers. Our ground breaking software combines enterprise video and sensor data acquisition, data fusion and big data analytics into a highly scalable and configurable platform, to help our customers improve the speed and accuracy of decisions they take and to automate business processes.

For further information contact us at info@sensennetworks.com or visit www.sensennetworks.com.