

• REWARDED-PLAY NETWORK

Installs are cheap. Players aren't.

The rewarded network where a user installs your game, **actually plays it**, and you're billed only for engagement we've verified and fraud-checked, second by second.

VERIFIED ✓



+310 coins

— THE PROBLEM YOU ALREADY FEEL

You're not buying users. You're buying **uninstalls.**

Most incentive traffic is installs that churn in 24 hours, events fired by scripts, and "playtime" that never happened. The dashboard looks healthy on day one — the LTV never arrives. You know the feeling; you just can't see it until the cohort ages.

24-hour churn

bot-fired events

fake playtime

emulator farms

VPN multi-accounts



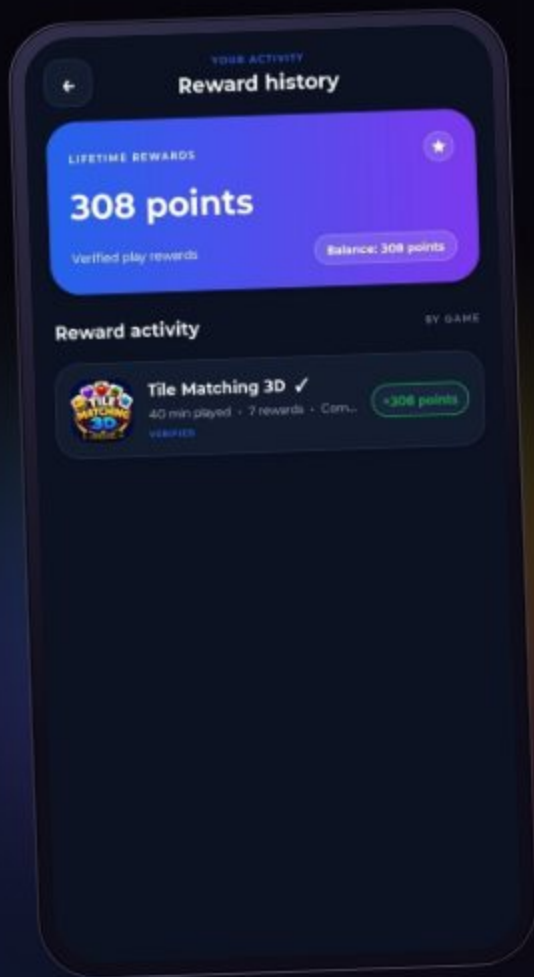
— OWNED & OPERATED BY US

A rewarded app people actually open.

SwedPlay isn't a black-box supply source — we built and run it. Users browse a small, curated set of games, follow a verified reward roadmap, and redeem points for **Visa, PayPal and real gift cards**. That payout at the end is the reason they keep playing yours instead of closing the app.

- ✓ **A curated feed, not a dump**
A handful of quality titles — your game gets real placement, not lost in 10,000 offers.
- ✓ **Real, withdrawable rewards**
Points convert to money and gift cards, so the motivation to keep playing is genuine.





— REAL REWARD, REAL ENGAGEMENT

When the reward is real money, the **playtime is real too.**

Users don't tap install and leave — they play to unlock each verified step. You get genuine minutes and sessions, HMAC-signed and logged, not a one-and-done install. Every reward a player sees on the left was verified on our servers first.

40min

REAL PLAYTIME, ONE SESSION

7steps

VERIFIED BEFORE PAYOUT

The fraud engine isn't a feature. It's the whole **product**.



Playtime validated second-by-second

Idle, backgrounded, sped-up and emulated time is **rejected before it bills you**. A session can send thousands of pings and credit only the real minutes.



One payout per device + milestone. Ever.

Enforced by a transactional ledger, across accounts. A farm earns a milestone **once** and then earns nothing.



VPN / proxy held for review

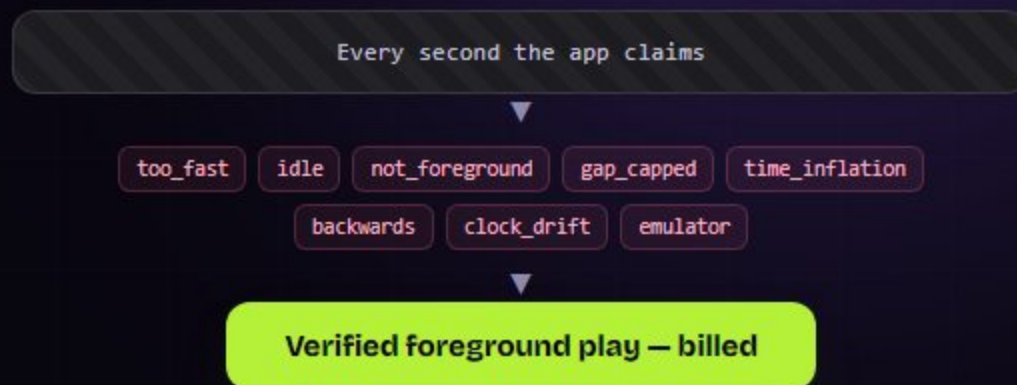
Flagged IPs are checked server-side against multiple providers and **held for you to approve or reject** — not silently paid.



You always pay the exact bid

Provider payout values are logging-only, and budget is checked in a locked transaction — **your spend can never exceed what you funded**.

THE VALIDATION FUNNEL — ONLY THE BOTTOM IS BILLED



You can't be billed for a minute that didn't happen.

Most networks bolt fraud detection on top. Here it's the foundation — every conversion has to survive it before it reaches your invoice.

— PERFORMANCE, NOT CLICKS

Buy the outcome, not the **click**.

Set your goal, set your bid. Mix them into a single ordered chain where each step pays separately.



CPI

Install

Real install & open of your game.

PLAYTIME

Minutes played

Reward reaching 1 · 5 · 10 · 20+ minute milestones.

EVENTS

In-game levels

Fire on any level or event you define.

HYBRID

Playtime + events

One ordered chain — each step pays its own bid.

REACH WORLDWIDE • YOUR GEOS **PLATFORM** ANDROID **TRACKING** YOUR MMP

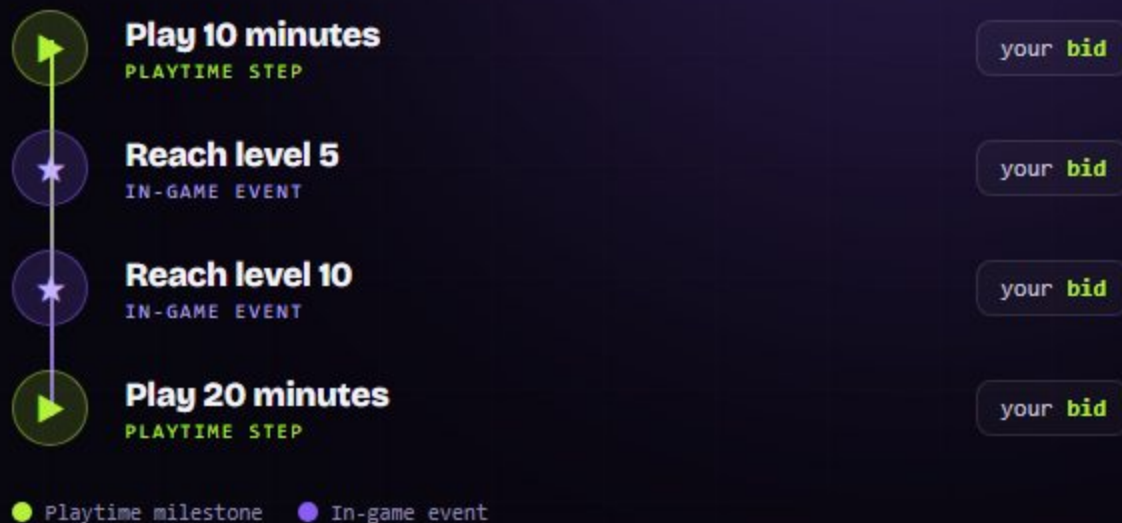
— MOST NETWORKS CAN'T DO THIS

Pay for the whole journey, not just the **install**.

Stitch playtime milestones and in-game levels into one ordered chain. Each step is a separate, verified conversion at the bid **you** choose — so you buy engagement depth, not a one-off install.

- ✓ **You design the funnel**
Decide the exact steps and their order — e.g. play 10 min → reach level 5 → play 20 min → reach level 10.
- ✓ **Each step, its own bid**
Bid low on early steps, more on the deep ones. You only pay as a user actually progresses.
- ✓ **Pay for depth, stop for churn**
A user who stops progressing simply stops costing you — no deep-funnel waste.

ONE GAME • ONE REWARD CHAIN • STEPS UNLOCK IN ORDER



— POSTBACK & ATTRIBUTION

Every conversion arrives with its evidence.

One global postback for all campaigns, or a per-campaign URL pre-built for AppsFlyer, Adjust & Branch. Reconcile our numbers against your own MMP — and settle any dispute with data, not a payout line.

```
postback?user_id={CLICK_ID}&transaction_id={TXN}&payout={AMOUNT}
```

```
/api/playtime/event/{token}?ptk={PTK}&event={EVENT}
```

Install-referrer **ptk_xxxx** ties every in-game event back to the exact user & step. Strict order, **409**-retry-safe, dedup-protected.

— QUALITY SIGNALS • ALL OPTIONAL

fraud	Your verdict: clean / possible / fraud . Recorded, never auto-rejected.
lv_median	Median seconds per level since last event — hides no fast levels.
lv_median_srv	The same, on your server clock — survives faked client numbers.
lv_span	Level range the median covers (e.g. 6-25).
lv_fast	Levels below the human minimum. Zero expected.
lv_reached	Highest level reached at conversion.
time_ratio	Claimed play ÷ wall-clock. ~1 normal; higher = over-reporting.
emu	1 emulator · 0 real handset.
ip_accounts	Accounts on this IP. 1 normal; high = farm.

\$900k+

PAID TO USERS

1M+

USERS

2,000+

PUBLISHERS

6,300+

PRODUCTS RUN

LIVE IN 3 STEPS**1****Send your offer**

Store link, target geos, and your MMP (AppsFlyer / Adjust / Branch).

2**We build the campaign**

CPI, playtime, events or a hybrid chain — with the bid you set on each step.

3**Go live & watch**

Verified conversions and quality signals land in your dashboard in real time.

**Put your game where players
actually play it.**



A SWED GAMES STUDIO PRODUCT

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