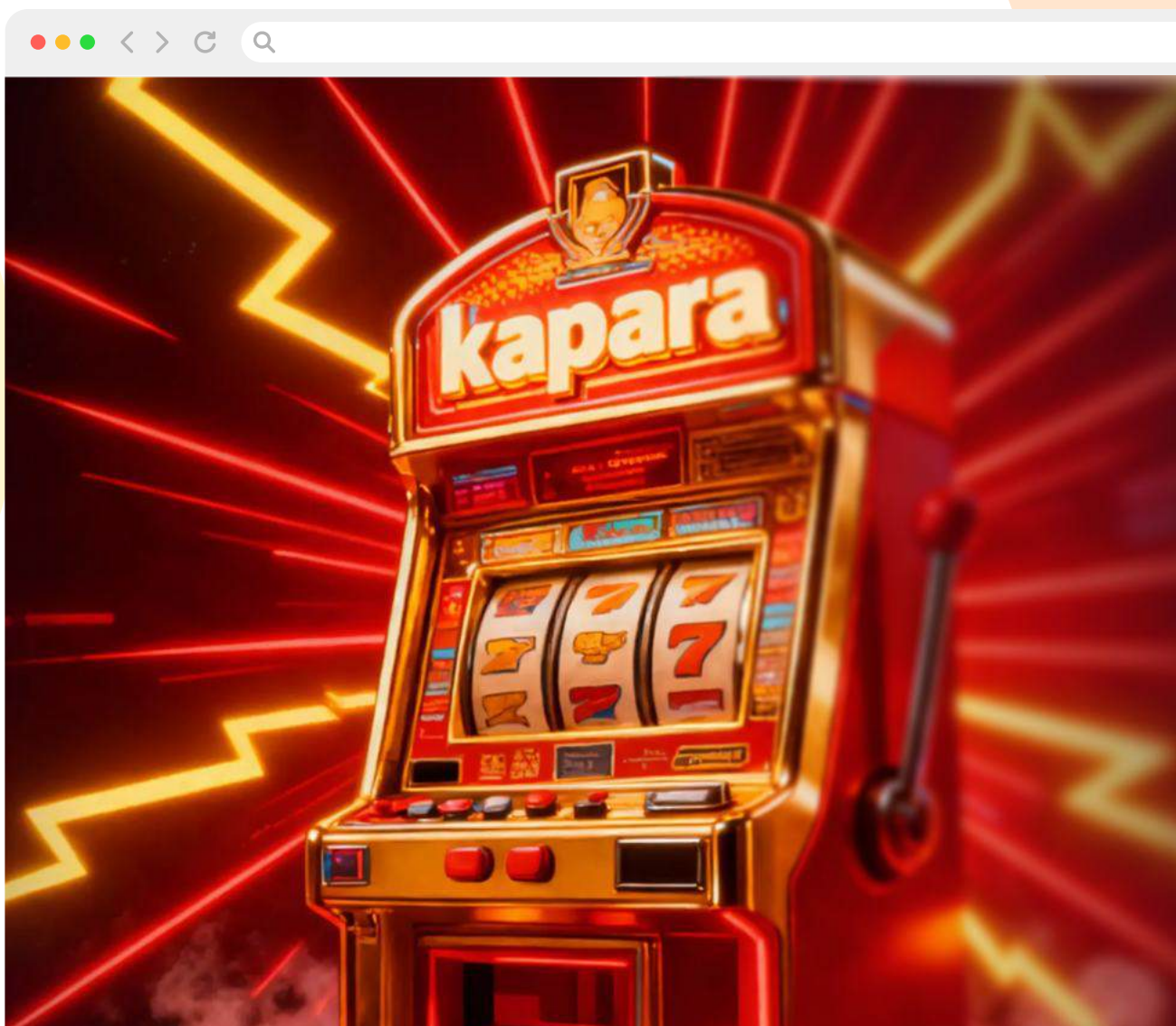


# KAPARA

## From Concept to Scalable iGaming Platform in 6 Months

Launching a full B2B game provider with speed, control, and long-term scalability.



# At a Glance

Industry: **iGaming / B2B Game Provider**

Scope: **Platform launch built on DigerRGS**

**Outcome:**

- Full platform launched in ~6 months
- Enabled independent game distribution and operations
- Built scalable foundation for long-term growth

# The Situation

Kapara aimed to enter the iGaming market as a B2B game provider, but faced critical early-stage challenges:

- Need to launch quickly in a highly competitive market
- Lack of internal infrastructure for game distribution
- Limited control in typical third-party platform models
- Requirement to scale without rebuilding core systems
- Pressure to balance speed with long-term ownership

# What Changed

Digicode enabled Kapara to build and launch its platform on top of DigerRGS, shifting from dependency to control.

- **Platform Foundation**

Kapara launched on a production-ready RGS with built-in distribution and management capabilities

- **Ownership & Control**

Full control over game logic, integrations, and platform evolution

- **Fast Market Entry**

Accelerated launch timeline without compromising architecture

- **Scalable Growth Model**

Platform designed to support expansion across partners and markets

## How It Was Delivered

A structured, execution-focused approach ensured fast and stable delivery:

- Deployment of DigerRGS as the core platform layer
- Integration with Kapara's business and distribution model
- Configuration of game logic, APIs, and platform workflows
- Continuous support during launch and early growth phase
- Alignment between product, engineering, and business teams

## Impact

- Platform launched and operational in approximately 6 months
- Kapara established as an independent B2B game provider
- Enabled direct game distribution without third-party dependency
- Reduced time-to-market for new content and integrations
- Created a scalable foundation for future growth and partnerships

# Ownership vs Traditional Model

Area	Traditional Third-Party Platform	Kapara with DigerRGS
Platform control	Limited, vendor-controlled	Full control over platform and roadmap
Revenue model	Ongoing revenue share	No revenue share, fixed cost model
Time to launch	Long onboarding & dependency delays	~6 months to full platform launch
Game distribution	Restricted by platform rules	Direct distribution to partners
Flexibility	Limited customization	Fully configurable logic and features
Scalability	Dependent on vendor capabilities	Built to scale independently across markets
Business ownership	Platform-dependent growth	Full ownership of platform and IP

## Why It Matters

Kapara didn't just launch a platform, but fully built control over its business model.

- Eliminated reliance on restrictive third-party platforms
- Gained flexibility to adapt, scale, and evolve independently
- Positioned for long-term growth without structural limitations

This approach allowed Kapara to enter the market with both speed and ownership, avoiding trade-offs that typically limit early-stage operators.

# Build Your Platform Without Giving Up Control

Talk to Our Experts →

Explore more about the case →

## Contact Us

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