An Open Network: Interacting with Your Players

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Agenda for this Session:

- What is G2S? (a hopefully non-technical view)
- How does it work?
- How is G2S different than what you have now?
- Thinking about a G2S Application (Sims)
A Quick Overview of G2S

WHY it’s cool
HOW it works
What is GSA / G2S?

- GSA = Gaming Standards Association
  - EGM and System Manufacturers
  - Operators
  - Test Labs and Regulators

- Goal – create three standard protocols
  - GDS ↔ G2S ↔ S2S

- G2S = Game to System Protocol
  - Developed by GSA members (all could contribute)
  - Extensible so manufacturers can add “Secret Sauce”
WHY is G2S Cool?

1. Every EGM can talk directly to **multiple** hosts
2. Uses off-the-shelf Internet technologies
3. Host can access incredible data in each EGM
4. Since G2S accommodates multiple hosts
   - Your slot system can do the boring stuff, and you can do the fun applications
   - Anyone can build an app for your floor
Here’s HOW your floor works now

Slot Floor System  Vouchers  Analysis  Bonusing
With G2S, there’s a network on your floor!
The Benefits of the Network

- Fast – 50,000 times faster than SAS
- Uses standard Internet technologies
- Highly secure – same security as the Internet
- Off-the-shelf tools are available

- Network = 1 physical connection to the EGM
- Network = Each EGM can talk to lots of hosts
- Six Host connections should be the minimum
Why SIX Connections?

- Systems vendors like to be in control
- Imagine if all web-access went through Google

Today - each EGM talks to ONE Server
Why SIX Connections?

- Direct access to EGM = no reliance on middleware
- 1 for Slot System, 1 for Regulators, 4 for your apps
- To add functionality, just add another application

Each EGM talks to MANY Servers over 1 physical network connection
EGM Startup and Discovery (How does this work?)

- Each EGM has a list of registered Hosts
- On start-up, the EGM contacts each Host
- Each Host asks EGM about his capabilities
- Each Host can tweak devices he “owns”
- Each Host can explore devices if “guest” access
Meters – accessing the EGM’s data

- Each G2S host can access any meter in the EGM
- Direct Access – Give me these meters
- Subscription – Give me these meters every hour

Good for:
- Which themes / denominations are popular?
- How full are the note acceptors? With what?
- When the show breaks, where do people go, and how do they play?
Events – the EGM tells you when things happen

- Events are created when something changes
  - Player Session starts
  - A new theme is selected on the EGM

- Events are well-defined by G2S
  - G2S says which events are generated when
  - Certification ensures an EGM is working properly

- Tune your subscription in real-time
  - Get the events you want
  - Associated data is available (Status, Logs, and Meters)
A Sample G2S App

Exploring the possibilities...
Take Aways

1. Every EGM MUST Support at least 6 Hosts

2. Your network cannot be too fast

3. Anyone can build a simple G2S Application

4. EGM Certification is crucial

5. Start small with a sand-box
More information

GSA Resources (gamingstandards.com)
- Standards can be downloaded by anyone
- Join GSA to direct the changes

RadBlue Resources
- Student Versions of our Sims (EGM, Host, RPA)
- Networked Gaming Resource Page @ radblue.com
- G2S Engines so you can roll your own apps

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