10 Things to Know about G2S

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Being a Smart Consumer

Moving to a networked gaming floor?

- Be informed
- Strive for a future-proof solution
- This is just a primer
- Focus = 10 things to understand for success
#1 – EGM or SMIB doesn’t matter

- G2S source doesn’t matter
  - As long as it’s correct

- What does matter:
  - Supported Classes
  - Certification
  - How many G2S Hosts are supported?

- G2S is a standard (not a suggestion)
#2 – G2S = Access EGM’s Data

- Player information
  - Preferred Themes, denoms, paytables
  - What are their playing trends?
  - Interval ratings – timed based and on theme change
  - Player Activity

- EGM capabilities
  - EGM model #, software version(s), configuration settings
  - Peripherals (noteAcceptor, Printer) software, model info, configs
  - Which G2S “devices” does the EGM support?
#2 - G2S = Access EGM’s Data

- Currently
  - You try to mine your EGM’s Data in your Slot System
  - Your try to get a real-time feed when things happen

- With G2S you get direct access to the EGM

- All data that has been locked inside your EGMs is now available!
#3 – Events—Your Key to Success

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

- 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 (Status, Logs, and Meters)
NAE114 [Note Stacked] event

Generated when a note is accepted

- **Status**: `noteValueInEscrow = "0"

- **Meters**
  - `playerCashableAmt`, `currencyInAmt`, `currencyToDropAmt` increment by amount of note
  - `currencyInCnt` and `currencyToDropCnt` increment by 1

- **Log Entry is created**
  - Contains all info about the accepted note
  - Includes currencyId, denomId, baseCashableAmt, date and time of acceptance, etc.
#3 – Events–Your Key to Success

Events make it easy to build an application

**Player Apps**
- Player Locator
- Interval Ratings
  - Time–based
  - Theme Change
- Hot Players (5 levels)
- Real–time Carded play

**Operational Apps**
- Real–time tilt reports
- Jackpots, vouchers, etc.
- Peripheral failures
- Real–time accounting
#4 – Anyone can build an App

- G2S uses Internet technologies – known by many
  - Open protocol and open network = broad talent pool
  - Web jammers, network jammers, flash content developers, etc.

- Boutique Apps – soon you’ll buy apps from everyone
  - Best of Breed without vendor lock-in
  - Apps without the long regulatory cycle of a “gaming device”
  - Simpler – less moving parts – fewer dependencies

- With the network in place, apps can be distributed
  - Innovation will occur when you can just roll in a new app
  - EGM configuration can occur over the network
#5 – Get to Know your Players

Own the Player device and you can do it all

- Track carded play by theme/denomination
  - Interval rating event contain all of the session accumulators

- Send a message to one / all players
  - Multicast vs. Point to Point – more off-the-shelf technology

- Auto-enroll hot players
  - Set Hot Player Levels
  - On Event ask the player to join your club…
  - Then start tracking their play at the EGM
#5 – Get to Know your Players

Countdowns and Bonus Points
- G2S allows you to define the bonus point calculation
  Countdown starts at 20, then down by 1 for each $1.00 wagered
  When the countdown hits the Target, the player gets Award points

G2S also accommodates overrides
- Player Overrides
  ◦ Limited to a specific player, follows them around the floor
  ◦ Birthday or other event for the player
  ◦ bonus award (play $100 and get double points for an hour)

- Generic Overrides
  ◦ Tied to any machine (double points in this area from 3AM–5AM)
Player User Interface (PUI)

- Player interactions via the EGM’s touch-screen
  - PUI=Slide in a player window on the EGM display

- GSA’s OAC group’s Pet Project
  - Game integrity must not be compromised
  - Distinct separation between the game and PUI content
  - Need a solution that any supplier can support

- New mediaDisplay class in G2S
  - System controls the behavior of the PUI
  - Define size, location, content, etc.
Integrates different vertical businesses on your floor
- Secondary Gaming Products
- Food, beverage, and hotel services
- Loyalty programs

What goes on the display?
- Mystery games, bonus games, Progressives, Leader Board
- F&B Services – Order drinks, reservations, request comp, etc.
- Traditional Player System functions
- Streaming Live Video
- IM / Video-conferencing with a host

Interact with your players, while they are at the EGM
#7 – Not just a **Big Red Button**
(Download and Configuration)

- Historic view of G2S – changing hold% when player wins

You can **Dynamically Change Games**

- Expand a New game that’s popular
  - Download code to EGMs that can handle it
  - Verify the code to make sure it’s legitimate (Server and EGM)
  - Install and configure the new game
  - Make it available to the player

- Remove A Game that’s no longer popular
  - Disable the game so it’s no longer available on the EGM
  - Grab the final accounting meters for that game
  - Remove the game from the EGM
  - EGM total meters still include the game’s contribution
Remote Configuration

- Pre-configure a new EGM using G2S (and RGS)
  - Set up first security certificates
  - Set initial configuration (using the known working configuration)
  - Test the functionality – vouchers, players, accounting, etc.
  - Configure the list of valid hosts

- Tune the configurations without visiting each EGM
  - G2S lets you change the configuration on the fly
  - Can first disable the EGM if required
  - Adjust player settings, voucher titles, accepted notes, templates
  - You can also enable/disable games, denoms, etc.
#8 – Minimizing Your Risk

- How can G2S be different than SAS?
  - Years of protocol design work
  - Schema Validation
  - Reference Implementations
  - Large teams doing serious development

- Interoperability Centers (GTIC, GLI, others)

- Certification – the final exam
  - Be wary of those who say certification isn’t necessary

- Labs – now testing EGM to System communications

- Load Testing – Test new system/version under load
#9 - EGM MUST Support 6 Hosts

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

Today - each EGM talks to ONE Server
#9 - EGM MUST Support 6 Hosts

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

Each EGM talks to MANY Servers over 1 physical network connection
#10 – Changing Your Network

1. G2S uses off-the-shelf Internet technologies
2. Host can access incredible data in each EGM
3. 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
#10 – Changing Your Network

- Moving to new technology is challenging
- You can do it, or you can hire someone else
- With your own network – you are in control

- There are lots of folks who can help you
  - Cisco / Brocade
  - Network Engineers
  - Experts from the Internet transaction processing world

- Safe Strategy = Let your system vendor build it
#10 – Changing Your 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
Now vs. Soon

A view of the near future
Your Slot Floor Network today

- Accounting Offices
- Player Management System
- Data Mining Application
- Data Collection
- The GateKeeper
- Slot Floor Management Server
- Database Server
- Duplicate Database
- Proprietary Protocols

SMIB resides in the EGM Cabinet

SAS
The cost of a new feature (now)

Here’s why Innovation has been slow

1. EDW or Marketing System
2. Slot Floor Management System
3. Floor Controller
4. Proprietary Protocol
5. Touchscreen

 EGMSAS 19.2 Kbps
G2S = a network on your floor!

Slot Floor System
Player Analysis
Marketing
Bonusing
The cost of a new feature (soon)

Just add an App Server to the G2S Network
One day, even the proprietary cloud will disappear...

- EDW or Marketing System
- Slot Floor Management System
- G2S Application Servers
- 1 to 10 Gbps Backbone
- EGM
Take Aways

1. Every EGM MUST Support at least 6 Hosts
2. EGM Certification is crucial
3. Your network can’t be too fast
4. Start with a Sand–Box
5. We have no idea what will be cool in 5 years
6. G2S will facilitate innovation
More information

GSA Resources (gamingstandards.com)
- Standards can be downloaded by anyone
- Join GSA and 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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