

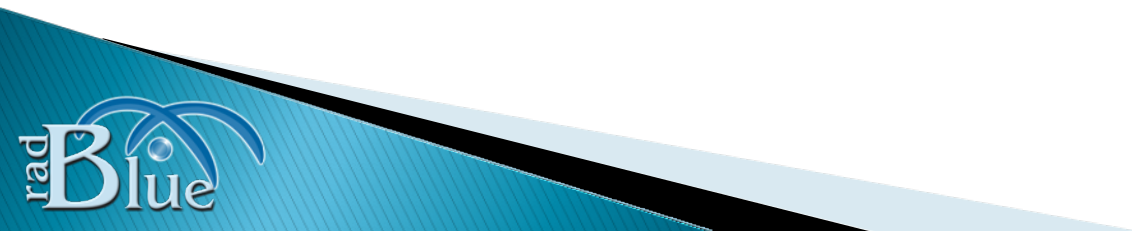
An Open Network: Interacting with Your Players

Russ Ristine – Radical Blue Gaming



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

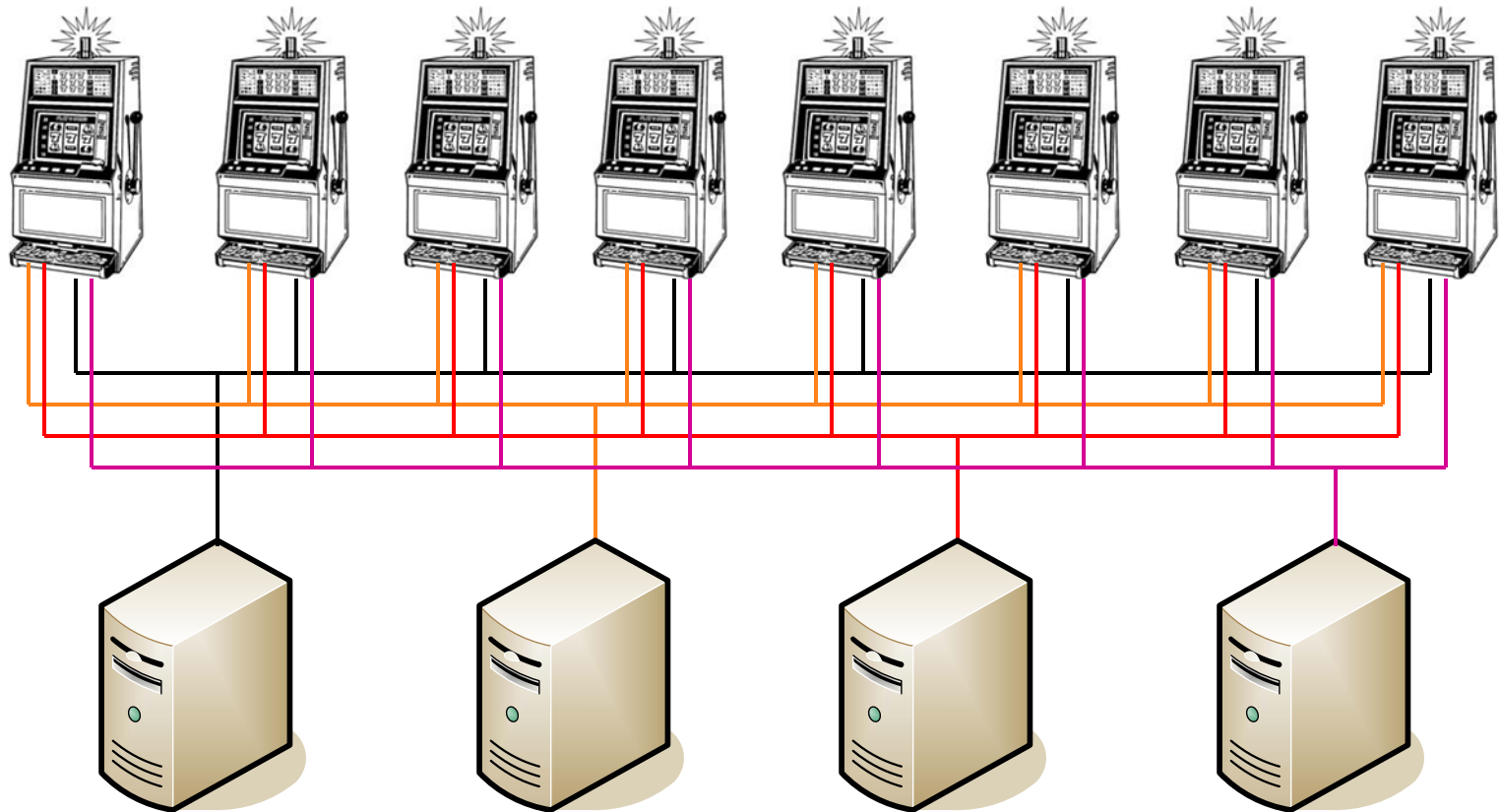
What is GSA / G2S?

- ▶ 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



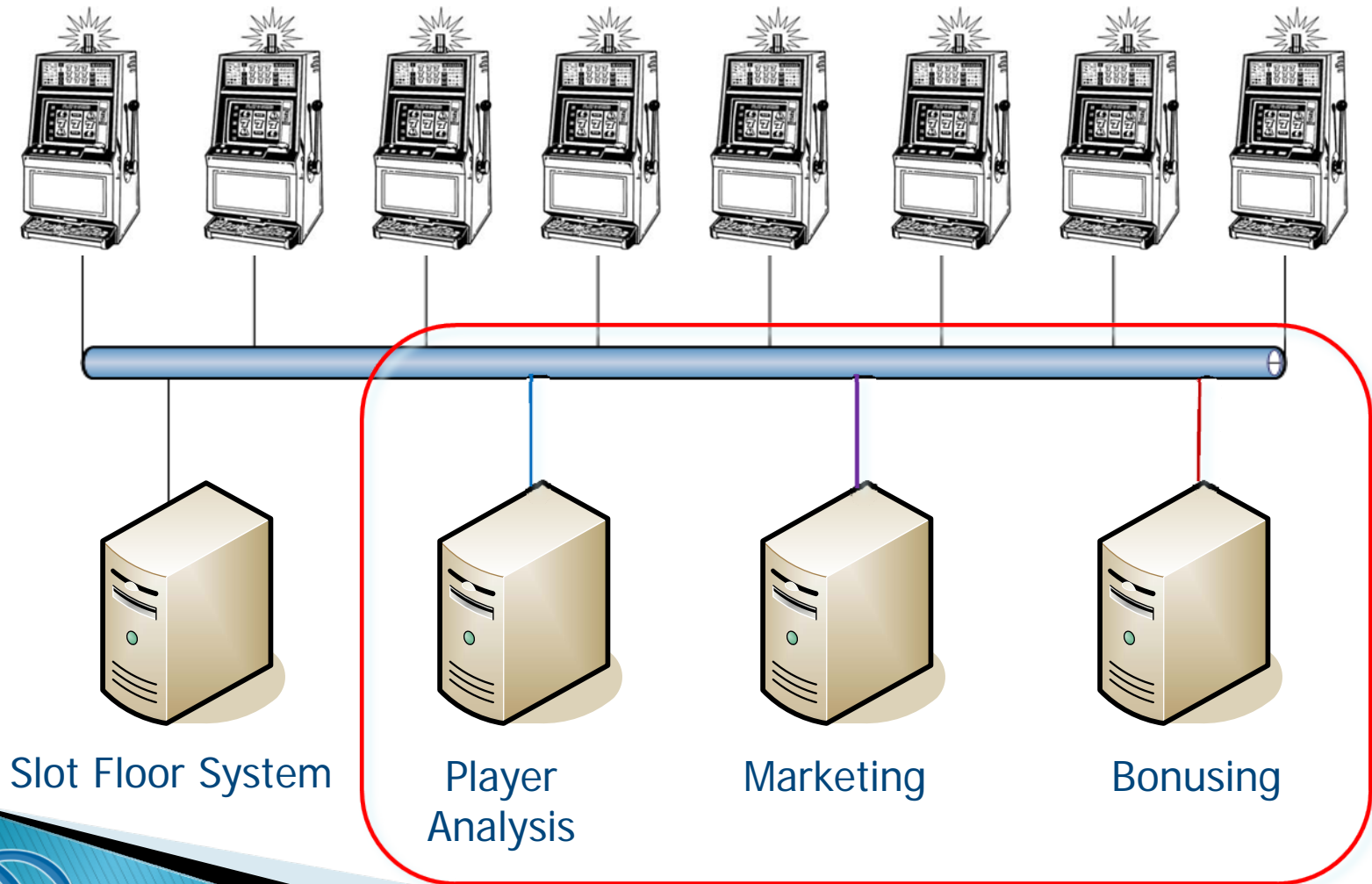
Slot Floor System

Vouchers

Analysis

Bonusing

With G2S, there's a network on your floor!

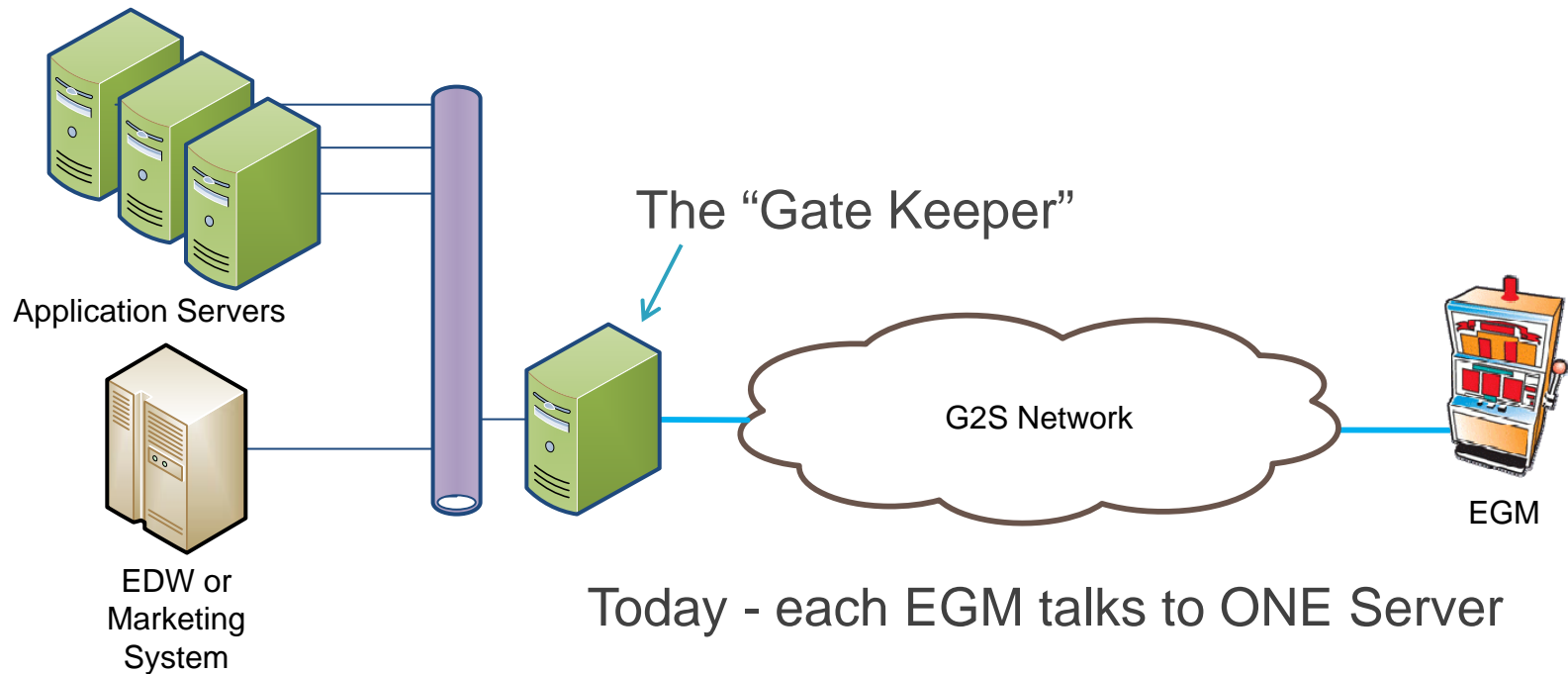


The Benefits of the Network

- ▶ Fast –50,000 times faster than SAS
 - ▶ Uses standard Internet technologies
 - ▶ Highly secure – same security as the Internet
 - ▶ Off-the-shelf tools are available
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- ▶ Network = 1 physical connection to the EGM
 - ▶ Network = Each EGM can talk to lots of hosts
 - ▶ Six Host connections should be the minimum

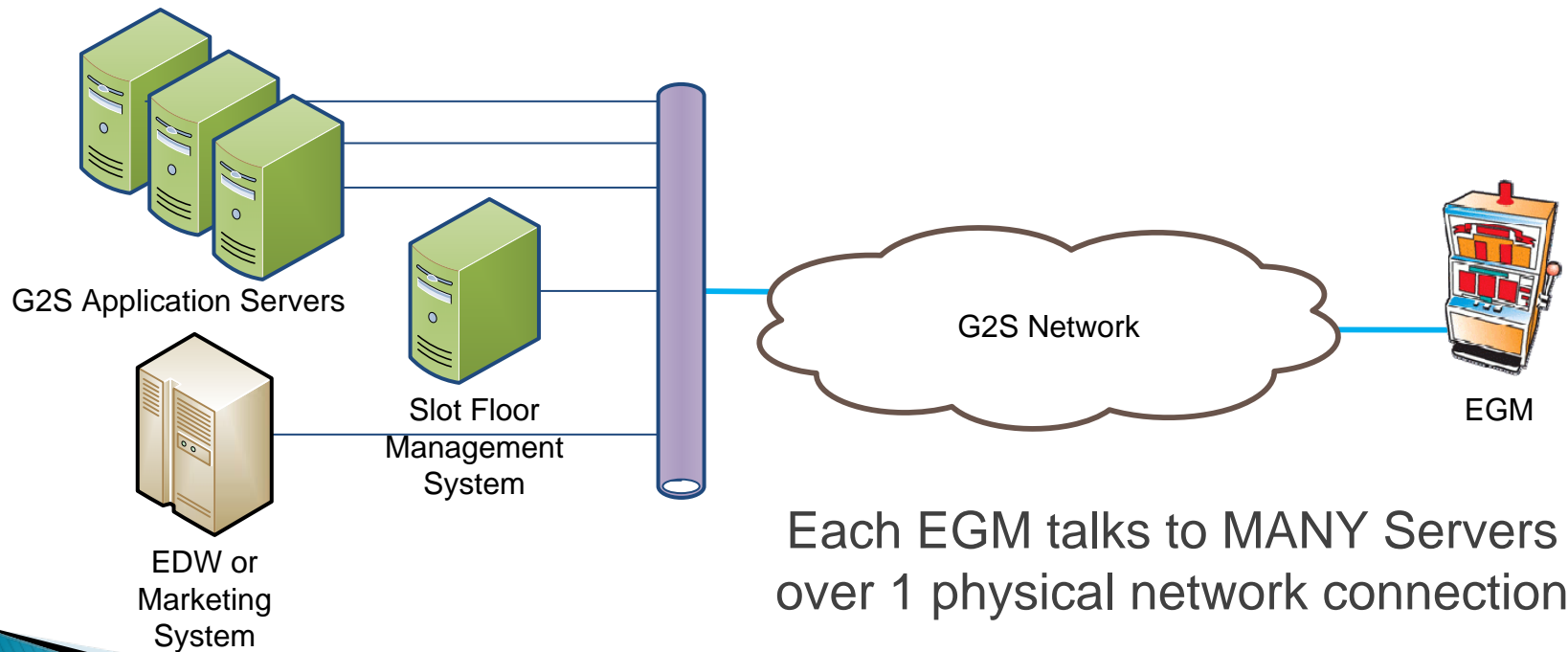
Why SIX Connections?

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



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



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

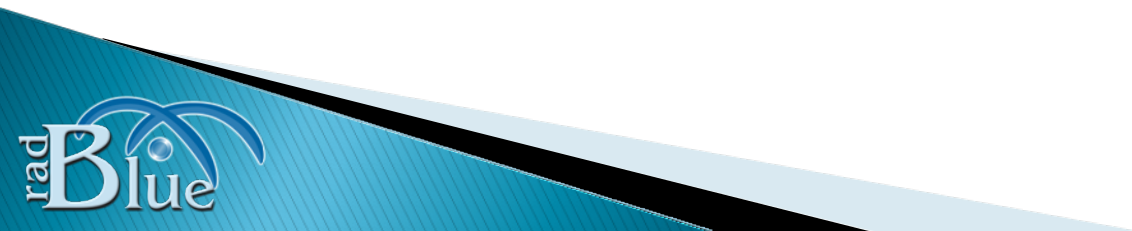
- ▶ Events are created when something changes
 - Player Session starts
 - A new theme is selected on the EGM
- ▶ Events are well-defined by G2S
 - G2S says which events are generated when
 - Certification ensures an EGM is working properly
- ▶ Tune your subscription in real-time
 - Get the events you 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](http://radblue.com)
- ▶ G2S Engines so you can roll your own apps

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