

10 Things to Know about G2S

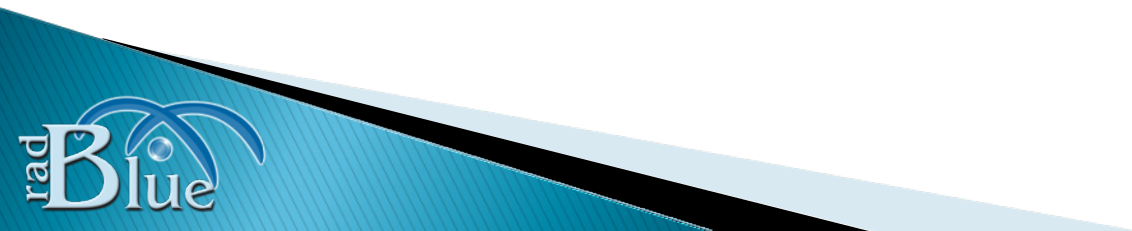
Russ Ristine – Radical Blue Gaming



Being a Smart Consumer

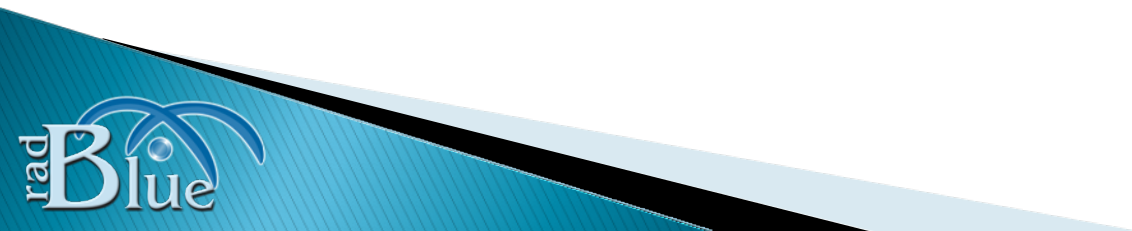
Moving to a networked gaming floor?

- ▶ 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

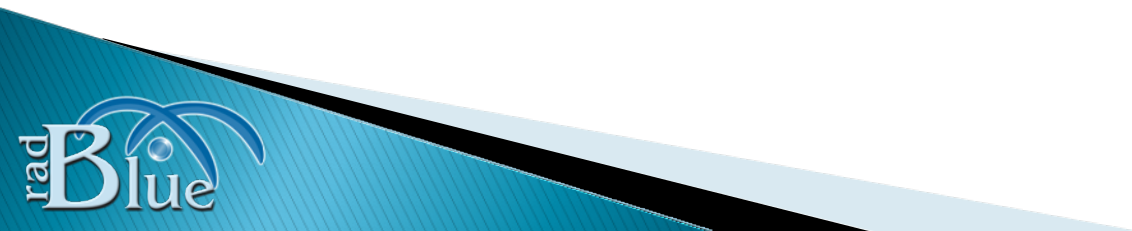
Events make it easy to build an application

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

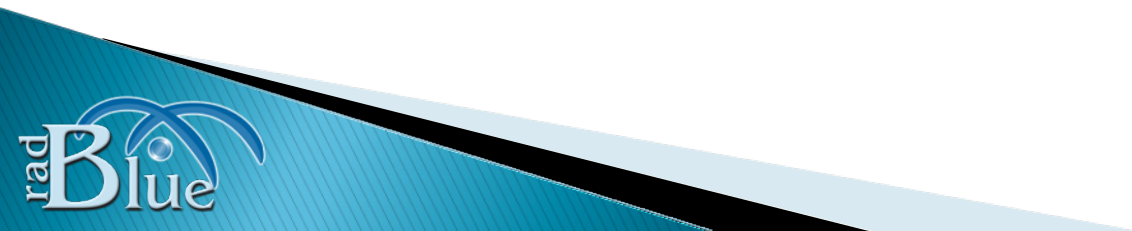
#5 – Get to Know your Players

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)

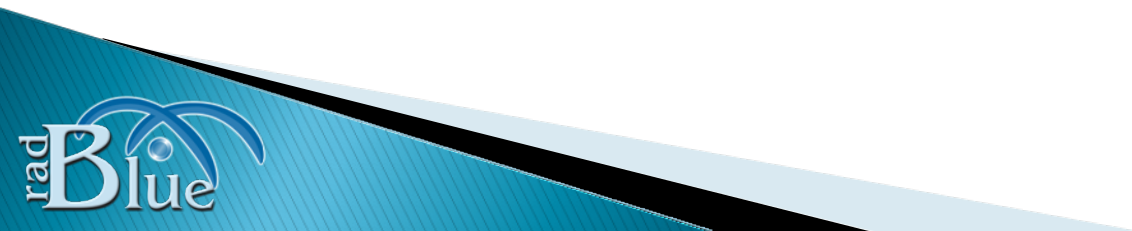


#6 –Player User Interface (PUI)

- ▶ 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.

#6 –Player User Interface (PUI)

- ▶ 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

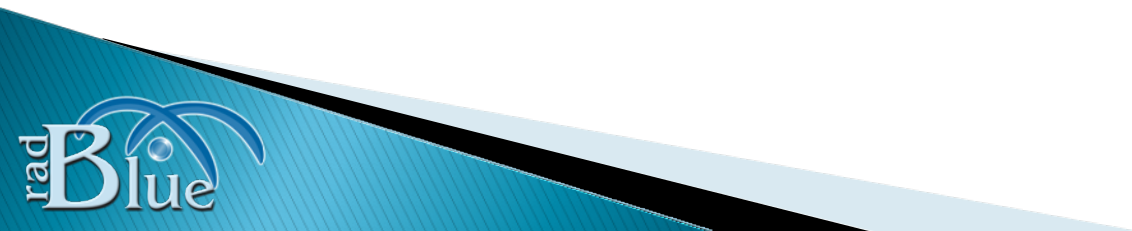


#7 – Not just a **Big Red Button** (Download and Configuration)

- ▶ 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



#7 – Not just a **Big Red Button** (Download and Configuration)

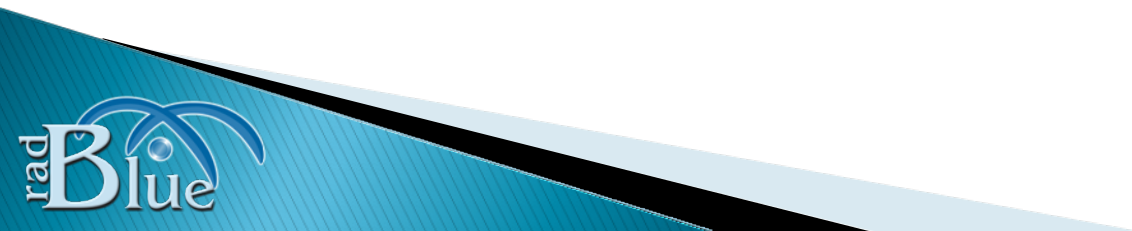
Remote Configuration

- ▶ 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.

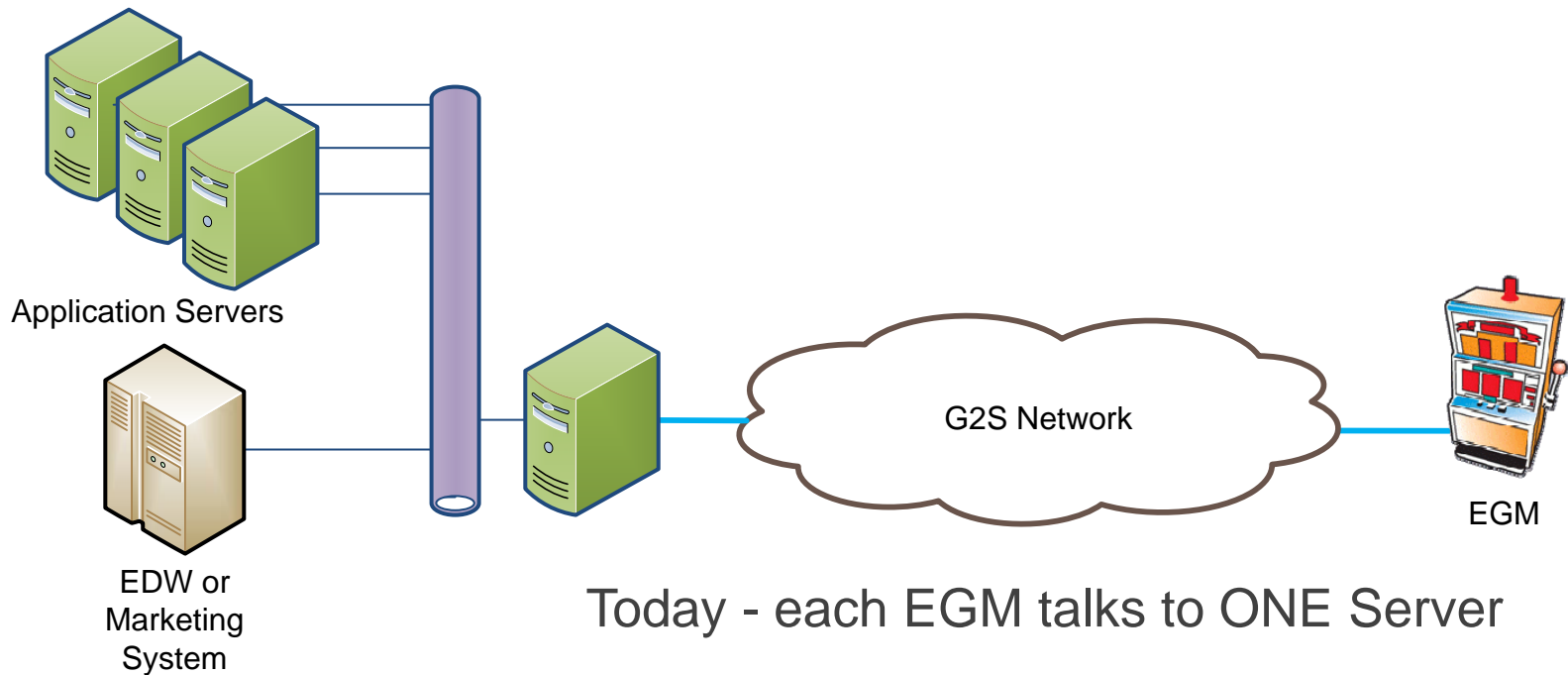
#8 –Minimizing Your Risk

- ▶ How can G2S be different than SAS?
 - Years of protocol design work
 - Schema Validation
 - Reference Implementations
 - Large teams doing serious development
- ▶ Interoperability Centers (GTIC, GII, 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



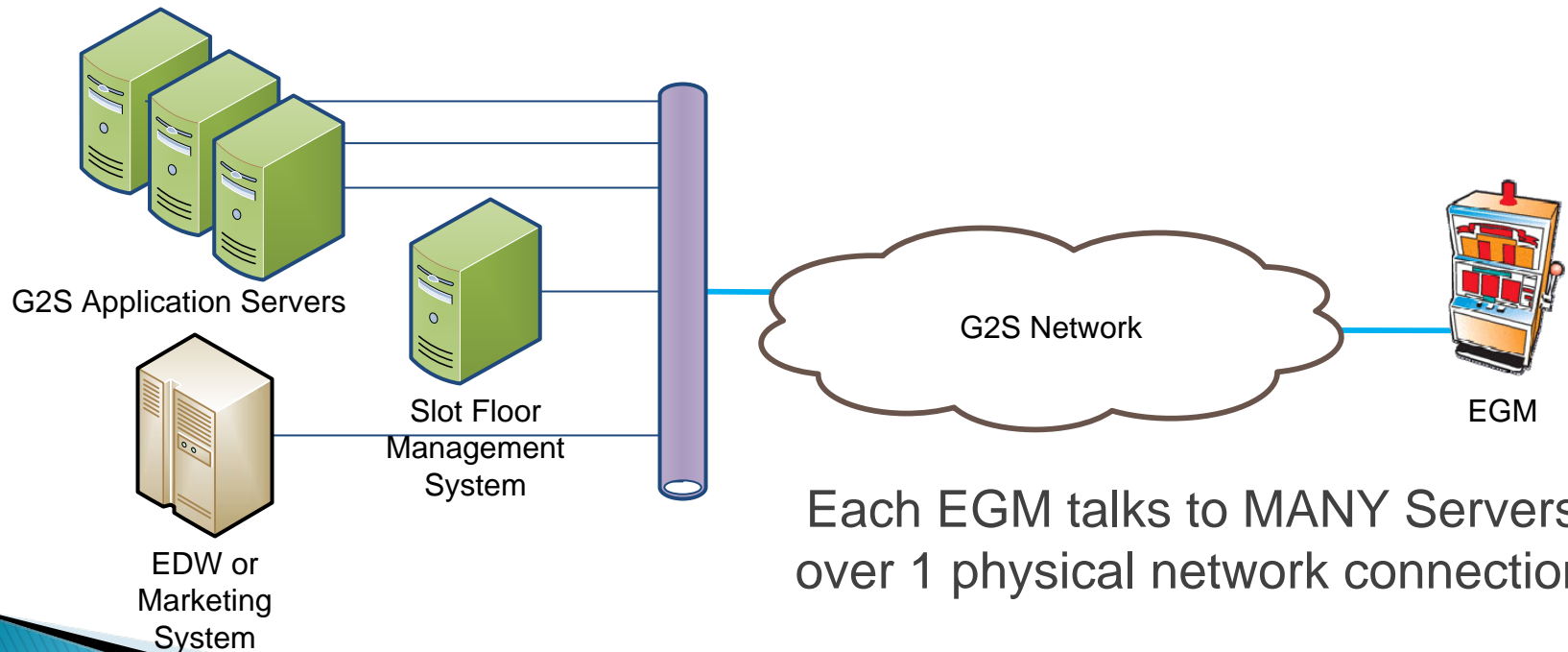
#9 –EGM MUST Support 6 Hosts

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



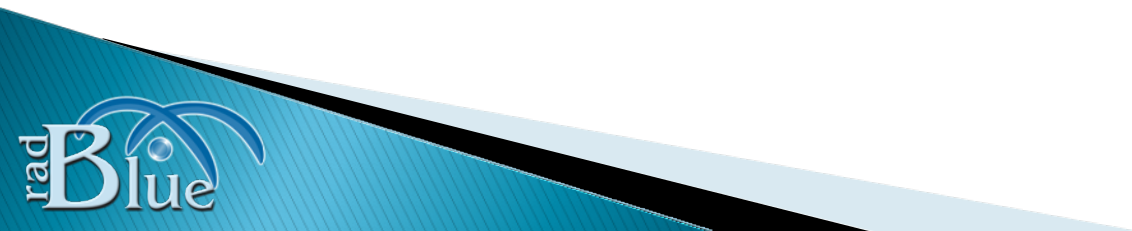
#9 –EGM MUST Support 6 Hosts

- ▶ 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



#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

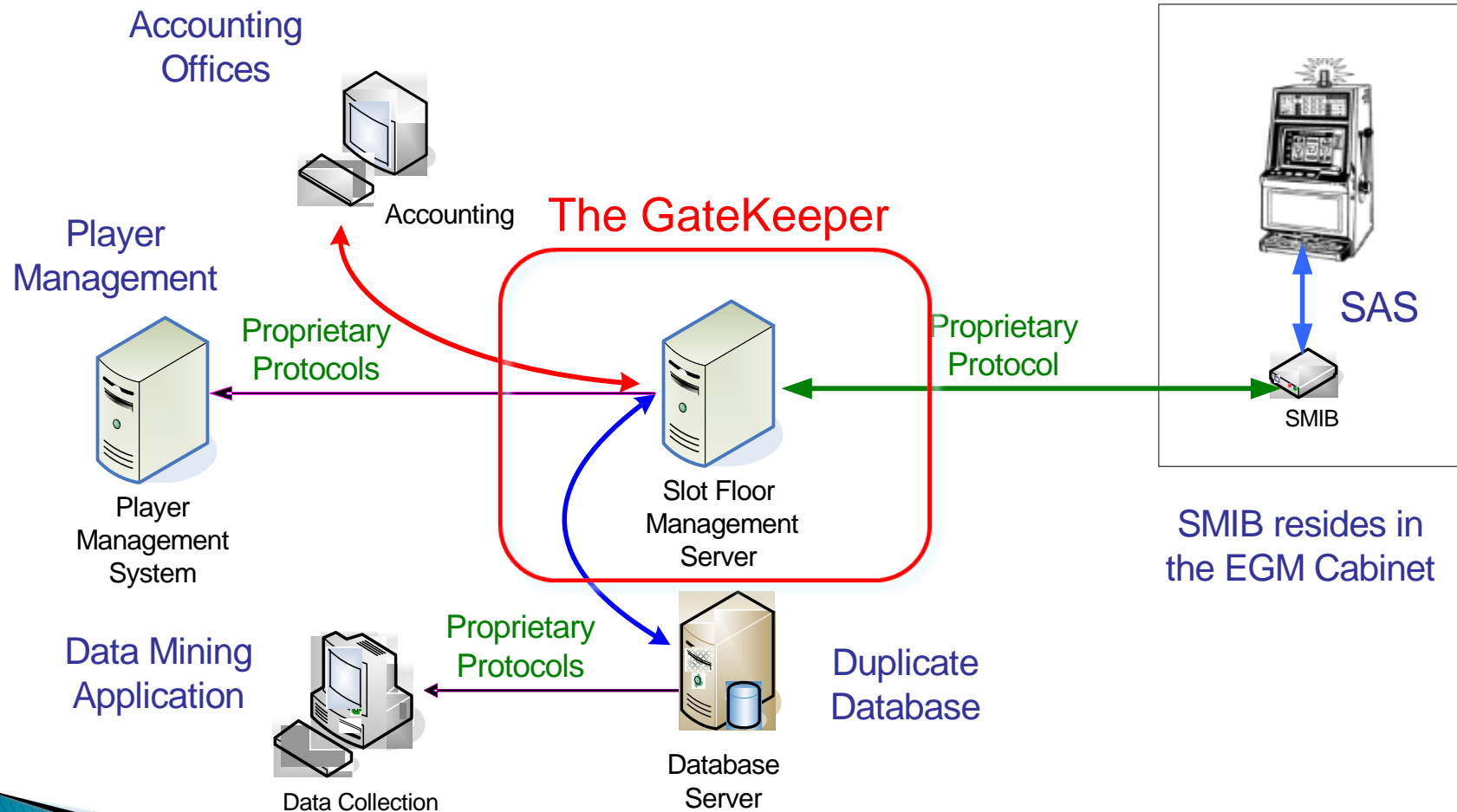
#10 – Changing Your Network

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

Now vs. Soon

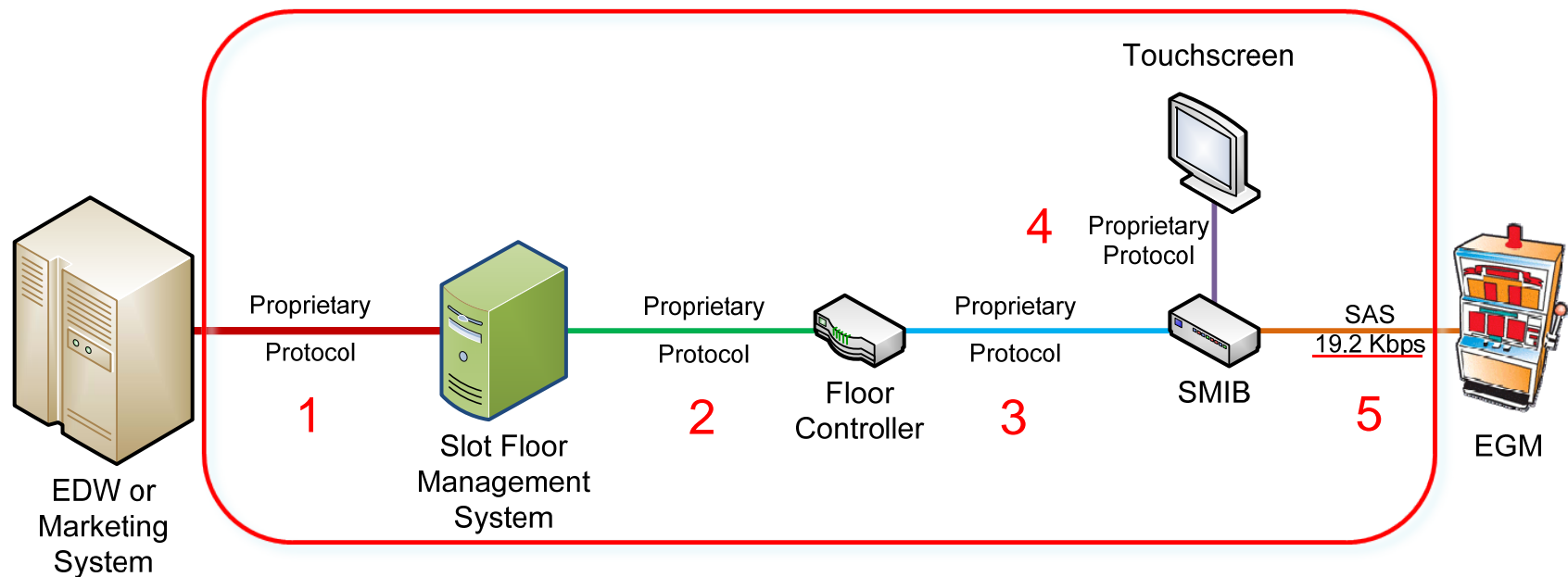
»» A view of the near future

Your Slot Floor Network today

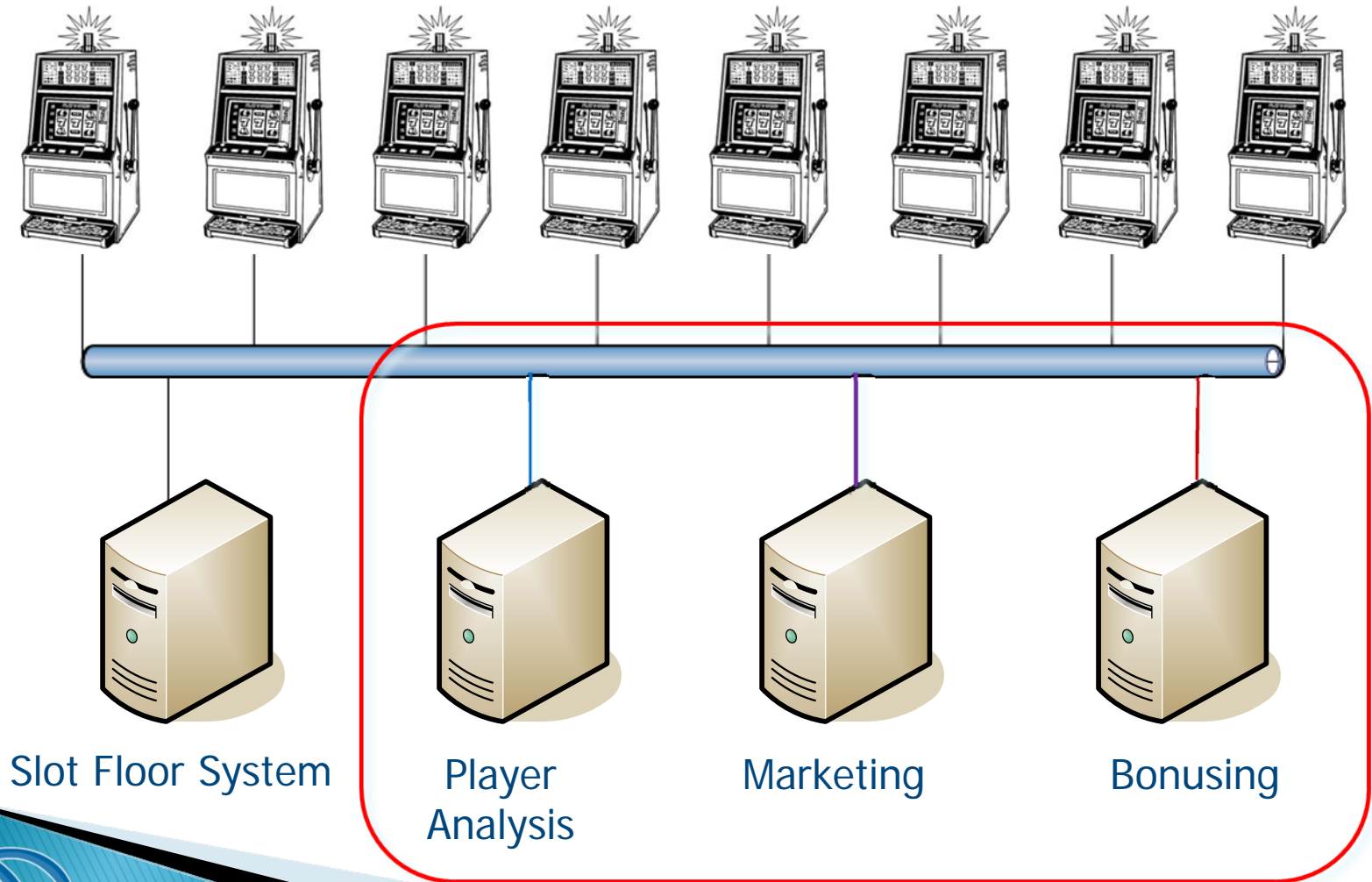


The cost of a new feature (now)

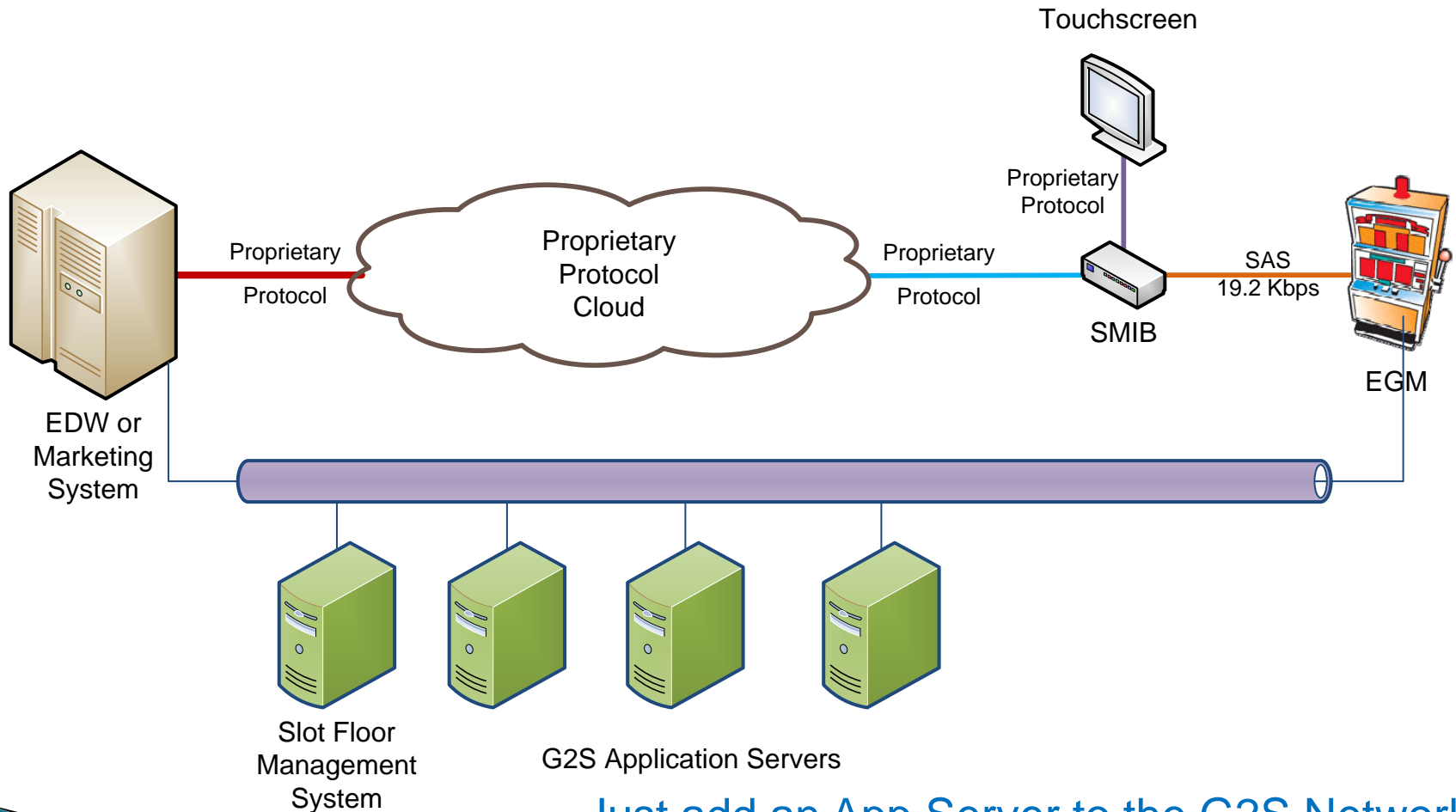
Here's why Innovation has been slow



G2S = a network on your floor!

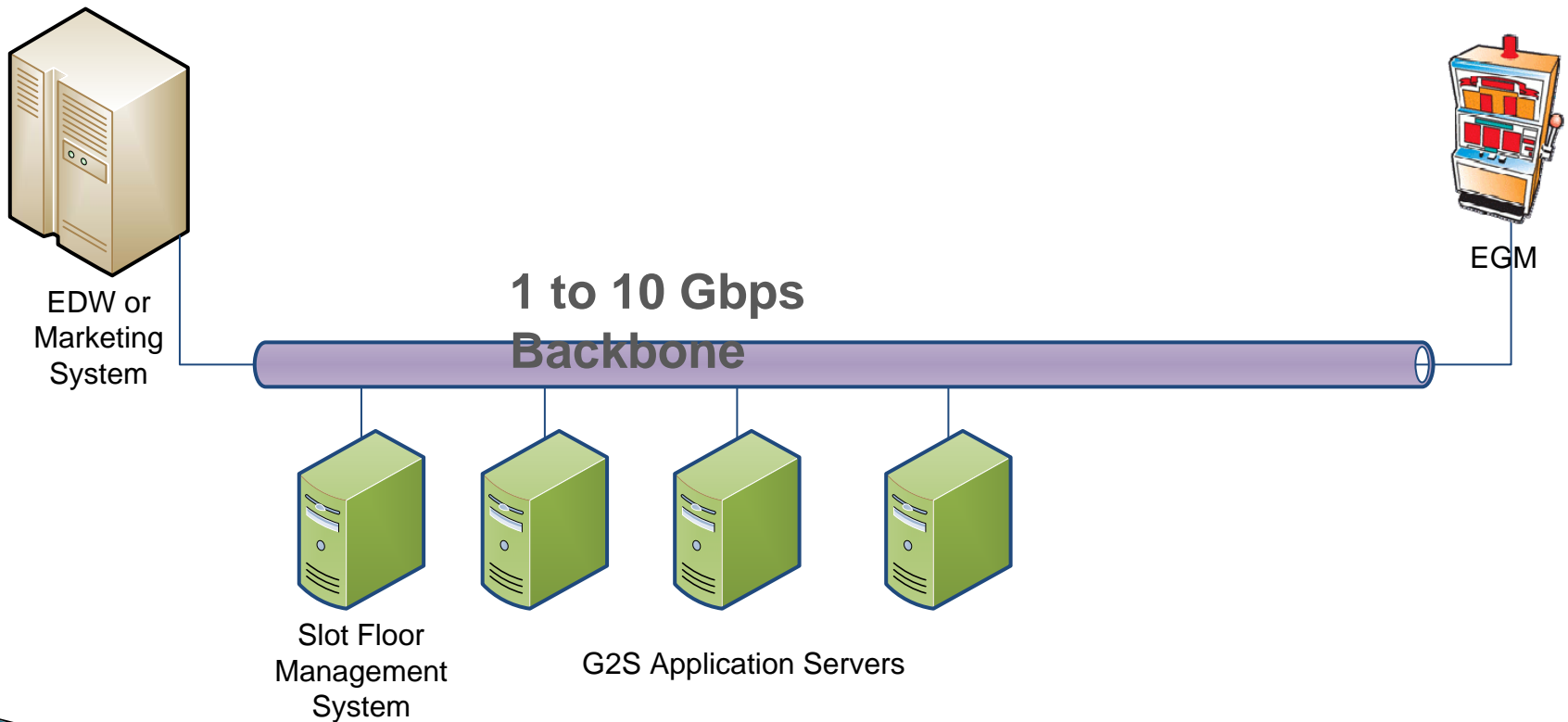


The cost of a new feature (soon)



Just add an App Server to the G2S Network

One day, even the proprietary cloud will disappear...



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](http://radblue.com)
- ▶ G2S Engines so you can roll your own apps

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