A panoramic view of the gaming industry

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Technical Standards & Network Gaming
......an update from North America
October, 2008
Bally Technologies
The World’s Largest Gaming Systems Company

City Locations:
- Atlantic City, NJ
- Chester, UK
- Hanover, Germany
- Macau, SAR China
- Vina Del Mar, Chile
- Buenos Aires, Argentina
- Jo’burg, SA
- San Juan, PR
- Barcelona, Spain
- Bangalore, India
- Chennai, India
- Kirkland, WA
- Reno, NV
- Las Vegas, NV
- Mexico City, MX

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Tech Stds - Overview

Traditional ‘Class III’ Gaming
- Nevada industry leading....new Tech Standards adopted 3 years ago
- Most new standards follow NV but each with unique requirements
  - Mississippi, AGCO-Ontario Canada, Missouri, Florida
  - Singapore (drafted)
- GLi adopted tech standards....again similar to NV

Tribal ‘Class II’ Gaming
- Recently released machine standards (Oct 2008)
- Nationwide across all tribes
Tech Stds - Gaming M/c Restrictions

- For immediate future SAS 6 is becoming a requirement....a few years away from G2S being a requirement or widely deployed.

- For most Tech Standards games must now report all accounting meters, payback%, game type, wager type and other information.

- Initial Singapore draft standards required some of the GSA-G2S standards to be implemented.

- Video Lottery Markets are reviewing their current operation and likely to adopt GSA standards including ‘G2S’.....Oregon Lottery.

- Peripheral Monitoring is on the horizon in the next few years.
Tech Stds - Continuous Themes

- Enhanced reporting to identify suspicious activity (too many consecutive bills, tickets, credit downloads etc)

- NV standards account include provision for Configuration Mgmt, Mobile Gaming and Kiosks

- Higher expectations on what the slot machines should be reporting to the system

- Hardware and Software Authentication

- Higher Access Restrictions for Databases
Tech Stds - Future

- Cabinet design still critical....will be a while before we see games from multiple manufacturers on a generic cabinet

- Opportunity in ‘Command and Control’ over slot floor

- More machine & peripheral data becoming available....driving need for more sophisticated BI applications

- More entertainment and user functions at slot machine with iVIEW and iVIEW DM...in-screen

- More Card Based Cashless Gaming......from variety of sources
Networked Gaming Systems
Present Day - Tribal Class II Gaming System

- Established in 2000 using Bingo Games
  .....Server based Game Determination

- Multiple Vendor Game Servers (Engines)

- All Game Servers linked to single Bally System to provide a common platform for:
  Cashless (Ticketing)
  Accounting
  Player Bonusing

- Bally the first systems provider to implement the GSA’s ‘S2S’ protocol
Networked Gaming Systems
Future - Games Download & Configuration

- GSA ‘G2S’ Protocol & Ethernet Network

- Key principles include:
  - **Interoperability**...between multiple game engines
  - **Replicate**....actions of regulator (as well as slot tech) when effecting change at a game
  - **Maintain separation**...game engine and system

- Bally first systems provider to implement ‘G2S’ protocol...content control for c.20,000 iVIEW’s installed in the field today

- Bally DCM for games currently on field test
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Networked Gaming Systems
Future....today - In Screen Display

- System shares screen with the Game
- System does **NOT** touch or influence the game...thus avoiding system/game approval conflicts
- Not protocol dependent ...can run on either ’SAS’ or ‘G2S’ games
- Opens up system related opportunities for:
  - Social Responsibility
  - Enhanced Marketing
THANK YOU!