CASINO MANAGEMENT SYSTEM
ONLINE SLOT SOFTWARE

Product Summary

Our Casino Management System is a complete Windows based hardware/software solution for connecting various gaming machines, kiosks, and cash machines to one centralized system for purposes of simplifying accounting, coordinating transactions across games, and general status monitoring within a gaming property.

Our Casino Management System is vendor agnostic when it comes to game terminals and kiosks as all devices can be connected via the standardized SAS 2.0 thru SAS 6.02 communications standard that is widely adopted in the casino industry. ONE SYSTEM has been tested with over 18 different vendors platforms comprising hundreds of different titles.

Major Features

- Unmatched stability – 99.99% can be expected annually with server HDDs being the weakest link.
- Scalable - Connect virtually unlimited number of games to a single managed network via SAS. Up to 1000 terminals per core system.
- Mixed class – Connect Class II or Class III games to the same system.
- Supports various operation modes such as Cash and Ticket, Ticket Only, Cash Only, Cash In / Ticket Out, Card In/Out. Pass credits from game to game, game to POS, or POS to game.
- Supports several popular card readers with drivers built in: MagTek, IDTek, ACS. Magstripe and Smart Card capable.
- Over 28 vendors connected and tested to work via SAS 6.02
- Five vendors tested to work via S2S (over Ethernet)
- No limits on the number of terminals, POS stations, kiosks, and cashmachines.
- Standardized design with common, serviceable components. Windows Server (2008~2012), SQL Server 2008 ~ 2014, industrial grade SAS bank controllers can endure 15kva static surge for enhanced reliability.
- Multiple data collection modes – Collect simple accounting data, or run full tilt and collect play-by-play information with player card Ids and names for extreme analytics.
- Automatic upload capability enables you setup a central clearing house for all game play and accounting data.
- SAS Features
    - Accounting and Game Control
    - Game Events – Doors, Change Light, Cashbox, hardware events, play by play events
    - Legacy Bonusing
    - AFT / EFT either/or – Transfer funds to and from machines even without a BVA
- Promotion Kiosk – Easily issue promo tickets based on player's earned points.
- POS Software – Windows based

Compatible Vendors List

Although SAS is standardized, the actual implementation of SAS tends to vary slightly by vendor. As such, we recommend testing anytime a new vendor is brought online with a new platform. Below is a list of vendors with known working SAS implementations that are compatible with the our SAS Server.

- ID Interactive (100%)
- Cadillac Jack (100%)
- Atronics (100%)
- IGT (100%)
- Vision (100%)
- AGS (100%)
- Quest (100%)
- Merkur (100%)
- Modern (100%)
- Unidesa (100%)
- Ballys (100%)
- BluBeri (100%)
- GTech / Spielo (100%)
- SED (100%)
- G3 Global Gaming (100%)
- Vision (Pot-O-Gold) (100%)
- World Touch Gaming (100%)
- Williams (WMS) (100%)
- AlfaStreet (100%)
- Betstone (100%)
- IGS (100%)
- Konami (100%)
- Novamatic(100%)
- Zuum (100%)
- Aristocrat (100%)
- Ainsworth(100%)
- Any game using DigiDyn SAS
- Any game using Intuicode Platform SAS

Class II – S2S Protocol Vendors

- VGT
- NOVA
- Rocket
- C-2
- American Amusements

Major System Components

The Our Casino Management System is comprised of several hardware and software components.

1. Front-of-house
   a. Point of Sale Station
      i. Uses Fargo or compatible card printer / encoder
      ii. Can used MagTek or ACS SmartCard readers optionally
      iii. Can accept scanned barcode via any popular scanner
      iv. Can accept manually keyed in tickets
   b. Promo Ticket Printer Station
      i. Uses Ithaca or Futurelogic Printer
   c. Promo Kiosk
      i. Uses MagTek or ACS card reader
   d. Cashout Kiosk
      i. Western Money Systems or other SAS compatible kiosk.
2. Back-of-house
   a. Reports Package
   b. Floor Support Console (Live Casino Activity Viewer)
      i. Transaction Research Platform
3. Server-side Systems
   a. Database Server (Core)
   b. SAS Server
      i. High Availability Service
   c. S2S Server
   d. Daily Meter Scrubber
   e. Database Safe Save
   f. Status Info Forwarder
4. Hardware, support and installation tools
   a. Bank Controller (8/16/24/48 port units)
   b. Floor Support Console
   c. Bank Controller Configurator

CASINO SLOT SYSTEM -Modules

List of Modules

SAS - SAS Server

LIC - Site Licensing Utility (Time code generator)

PTM - Player Tracking Manager (Card Reader server / drivers)

TNG - Ticket Number Generator (Generates validation numbers for tickets)

BCU Configuration Utility

DBI - Database Initialization Utility (Sets up new databases for new installs)

DBSS - Database Safe Save Utility (Creates backup/sync packages)

DMS - Daily Meter Scrubber (Cleans up SAS meter anomalies and generates daily game reports)

HAS - High Availability Service (Handles messages from game servers)

PCH - Integrated Universal Hit Limit Progressive Controller

PGD - Progressive Display (Base)

BFM - BCU Custom Firmware Modifications and code

STAT - Basic Facility Status Display

FSC - Floor Support Console (Displays real-time floor activity for the user)

INSTALLERS - Various installation packages for production deployment. (POS / TNG / BCU / FSC)

REPORTS

Daily Meters Report

Metered Drop Report

Daily Slot Perf Report

Daily Slot Analysis Report

Daily Slot Transactions Report