

Gaming Under Federal Control



CHALLENGE

- ➔ **MONITOR UP TO 15.000 MACHINES**
- ➔ **DELIVER A COMPLETE SOLUTION IN LESS THAN A YEAR**

SOLUTION

- ➔ **CENTRAL CONTROL OF GAMING MACHINES**
- ➔ **COMMUNICATION VIA G2S PROTOCOL**
- ➔ **REMOTE SOFTWARE VERIFICATION**
- ➔ **COLLECTION OF GAME MACHINE DATA**

IMPLEMENTATION OF CENTRAL CONTROL SYSTEM FOR MONITORING GAMING MACHINES IN AUSTRIA

The Federal Computing Centre of Austria (BRZ) was given the task to connect and monitor all electronic gaming machines and video lottery terminals within the country. Using Comtrade Gaming's sCore product and technology expertise a joint solution was created, the Central Control System, which is able to connect and monitor thousands of gaming machines using industry standard protocols.

The challenge

At the time, a huge number of gaming machines and video lottery terminals in Austria were running in environments such as bars that are, unlike casinos, practically impossible to control and thus their taxation was previously done via a flat-rate model. The authorities wanted to achieve a per-revenue model and be able to supervise what is happening at a single machine level for various reasons (to help vulnerable groups of players, to prevent money laundering, etc.). In 2010, an amendment to the Gaming Act was passed, addressing this issue and providing the legal basis for central monitoring of gaming machines.

BRZ faced a challenge of how to build a central control system which would be able to communicate with and control the electronic gaming machines through the G2S protocol. They were able to develop the management application themselves, but the issue of a protocol that would enable the connection to diverse gaming machines was a task they could not master alone. A tender was published and Comtrade Gaming was chosen to complete the task with less than 12 months to put the system into production.

The solution

For communication between electronic gaming machines, as well as video lottery terminals and the central control system, the usage of the G2S (Game to System) Message Protocol of the Gaming Standards Association was chosen. Comtrade Gaming's role in this project was to deliver a protocol engine to support connection of up to 15,000 electronic gaming machines and video lottery terminals.

The G2S Protocol Engine is implemented in such a way that it is able to maintain operation via the gaming machines completely independently without any interactions with further modules of the central control system.

BENEFITS

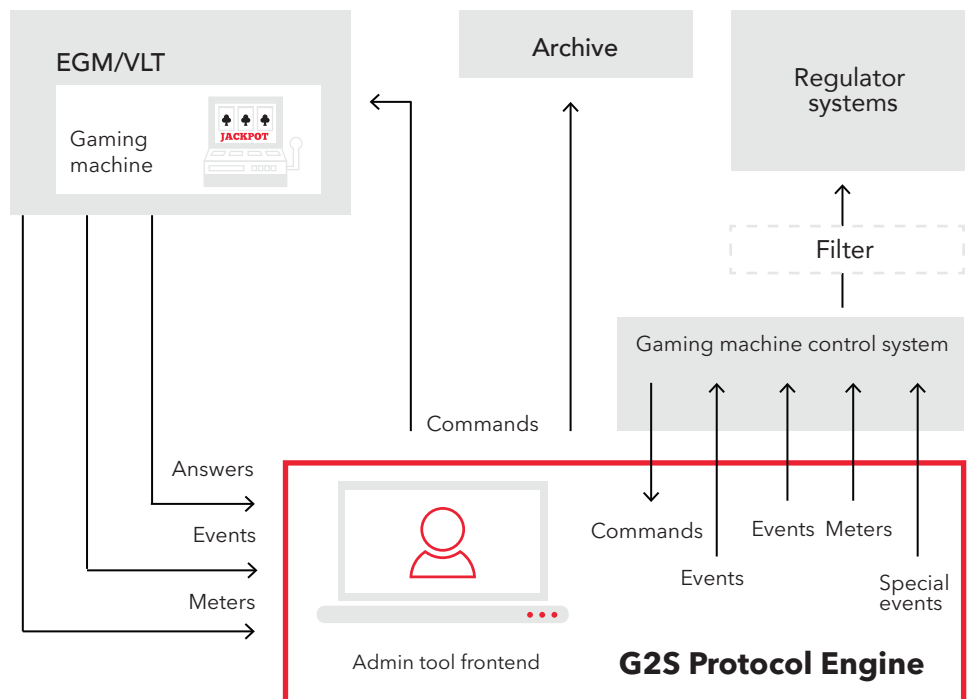
- ➔ **EASIER ENFORCEMENT OF GAMING REGULATIONS**
- ➔ **REVENUE BASED TAXATION**
- ➔ **TAX FRAUD DETECTION AND PREVENTION**
- ➔ **GREATLY IMPROVED PLAYER PROTECTION**

The central control system consists of several modules and, apart from the G2S Protocol Engine, includes the "machine gaming control system", including the user interface with the central control system, an archive system and a dispositive system (data warehouse). The G2S Protocol Engine must transmit data to the "machine gaming control system" as well as to the archive via previously defined interfaces.

Benefits for the client

By means of a central control system the operation of electronic gaming machines can be monitored to operate within the scope of legal requirements. The regulator now has direct insight into the functioning of all connected machines. They are able to continuously monitor everything that is happening on the electronic gaming machines and video lottery terminals, including money transactions, gameplay, winnings and payouts, cabinet door opening, etc. By analyzing collected meters, they can verify if gaming operators are properly fulfilling their tax obligations.

Picture:
Central Control System



➔ **ABOUT THE CLIENT**

The Federal Computing Centre of Austria (BRZ) is the market leading e-government partner of the federal administration in Austria. Overall, the BRZ supports more than 350 e-government applications that are used by three million users.

ABOUT COMTRADE GAMING

Comtrade Gaming is a leading independent software supplier to the gaming industry, delivering open gaming platforms and services to both the online and land based gaming sectors.