

GBG The Gambling Business Group

Machines Sub-group meeting notes - 11.00am December 11th 2018.

Held at Gamestec Offices, Sandiacre, Nottingham.

1. **Welcome & introductions.** Peter welcomed everyone to the meeting & noted the excellent turn out of GBG members. The meeting thanked Gamestec for hosting the Machines Sub-Group again. A special welcome was extended to Chris & Colm from CLMS, to the Aegis Team who were presenting today, and also to Rich and Andy from GLI who are also presenting today. Apologies received were noted.
2. **The meeting began with a presentation from GLI.**
 - a. Rich & Andy explained the revised GLI structure since their acquisition of NMI.
 - b. They put forward suggestions on how GLI could support the quality of the implementation of the various GBG protocols and standards.
 - c. Action 1 – GBG to go away and consider what has been said today and which direction is most appropriate.
 - d. Action 2; Rob to set out options for consideration at the next meeting.
3. **Aegis.**
 - a. The Aegis team shared their recent experience and decisions taken with the recent network upgrade to the Cashino AGC estate.
 - b. Rob Wheeler highlighted the risk of not using an appropriate network infrastructure that allows for gaming machines to authenticate signed certificates issued by the system host(s) and do away with the current inconsistent approach taken by system and machine suppliers, i.e. do away with using unsigned certificates issued by each system supplier that are stored locally within each machine's own certificate library.
 - c. There was a suggestion that we should focus on the application layer rather than the infrastructure. Automated tools can be developed for this purpose.
 - d. SMEs may struggle to apply the necessary technical expertise to lock down their networks (it is known that some are using HTTP, others HTTPS).
 - e. Playsafe is seeing various different implementations, even though they are GBG compatible (*there are multiple variants of the same version being used). To combat this there would need to be a standard application layer that could be tested against.
 - i. GBG should consider getting a standard agreed and distributed along with a basic Q&A for assessment purposes.
 - ii. Require list of examples of what can happen if precautions are not taken in this area.
 - iii. Should include wireless encryption, but keep the transport layer separate (Tony Eyre offered to help with this).
4. **Points from last meeting on September 19th;**
 - a. PH has picked up the 'change meter' issue with Stuart McPhee and it was agreed to leave things whilst the Commission are in the middle of a transition period.
 - b. IN answer to the question whether we should extend the 'invalid ticket' messaging to include more information – it was agreed that Rob should include it in the next version (v2.2).
5. **General updates;**

- a. The meeting discussed the release of the consultation for the next National Responsible Gambling Strategy and that the Gambling Commission has assumed responsibility for it this time around.
 - b. The meeting discussed recent messages to the industry from Neil McArthur, the GC's new CEO.
 - c. Similarly with the appointment of Mimms Davies to the DCMS responsible for Gambling.
- 6. Category B safer gambling;**
- a. The meeting discussed the very slow progress with the alternative solution to the GC's request for mandatory tracked play.
 - b. It was agreed that working so slow and on so little was not acceptable and that the GBG should take action.
 - c. Whatever the end result, it was agreed that all Cat B machines would need to be networked to a good standard.
 - d. Again the suggestion was voiced that there should be some form of 'quid pro quo' to balance the proposals.
- 7. GBG Protocols;**
- a. Machine Data Capture Protocol
 - i. Rob W confirmed draft 7 issued to GBG Tech Forum and is awaiting feedback.
 - ii. Rob W advised that protocol is an alternative web services based protocol that allows machine to connect direct to system host server/site controller, which provides cabinet level meters. Game specific meters will be considered in a future release.
 - iii. Question was asked; "can we get the number of games played back into the protocol drafting?" Rob W to add this data field back and issue a revised draft.
 - iv. Expect an APPROVED version to be issued in the new year.
 - v. Playsafe have offered to supply a wsdl file (used by game developers during development).
 - b. Promotional
 - i. Version 1.1(d) has been released and various games & system suppliers working on supporting Promotional Ticketing (Standard & Cash Match) and Promo Download.
 - ii. Operators expected to deploy version 1.1(d) during Q1 2019
 - iii. Rob W currently working on enhancing 1.1.(d) to include the two part registration process included within the Machine Data Capture & EFT Smartphone Technical Standards, expect draft version to be issued in the new year.
 - c. TiTO
 - i. Version 2.1 current approved version and games and systems suppliers either supporting or working towards supporting this version.
 - ii. Rob W currently working on enhancing 2.1 to include the two part registration process included within the Machine Data Capture & EFT Smartphone Technical Standards, expect draft version to be issued in the new year.
 - d. TITO Security
 - i. Nigel D raised issue of TITO Security based on Ticket Sessions similar to what exists within the LBO Operations and suggested that we should look at the Anti Money Laundering protocol
 - ii. RW advised that the AML Tech Standard has probably been superseded by the Machine Data Capture protocol, which supports the Machine Host advising System host when a Play Session has Started and Ended.
 - e. EFT
 - i. Rob W advised that a new draft of the EFT Smartphone Tech Standard is due to be released in the new year that includes support for collection reconciliation of EFT transactions.

- ii. EFT Smartphone tech standard by design provides a solution that creates a version of tracked play when using electronic funds for game play.
 - f. Contactless Protocol.
 - i. Currently being revised so that it refers to card payment technologies rather than specifically Contactless Card Payment technology, i.e. allows for Chip n' Pin technology to be used.
 - ii. Limits on maximum transaction value remain in place.
 - iii. Question raised on the number of times a card can be used and Rob W advised that this set by the individual banks and there is set number.
- 8. Machines Security.** Peter explained to those not at the last meeting the thoughts behind the idea of creating a communications protocol for the sharing machines security issues plus the collation of evidence for criminal prosecutions. Peter is meeting with Amos Davies to move it on to the next stage after which he will report back to the MSG to agree how best to move forwards.
- 9. AOB;**
- a. Date of next meeting; Friday February 15th 2019 @ Gamestec.

Attendees below;

Name	Company	Attending
Rob Wheeler	Agile Gaming	1
Mike Douglas	Buzz Bingo	1
Peter Hannibal	GBG	1
Nigel Davis	Praesepe	1
James Armstrong	Playsafe	1
Brian Jamson	Roadchef	1
Bos Anderson	Bell Fruit	1
Paul Comer	Moto	1
Lee Morton	SG Gaming	1
Mark Gibson	Luxury Leisure	1
Alan Humble	Crane PI	1
Mark Edmundson	GeWeTe	1
Richard Mallows	Luxury Leisure	1
Wayne Forster	MOTO	1
Tony Eyre	Storm Gaming	1
Chris Canning Jones	CLMS	1
Colm Taylor	CLMS	1
Adam Jaunbocus	JCM	1
Barry Knowles	Playnation	1
Steve McFarland	SG Gaming	1
James Jackson	Aegis	1
Harry Stout	Aegis	1
Simon Quach	Praesepe	1
Simon Corley	Praesepe	1
Rich Edwards	GLI guest	1
Andrew Rosewarne	GLI guest	1
Dave Newman	Welcome Break	1