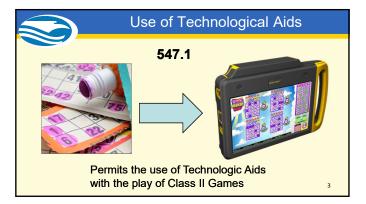




Objectives

- Types of Mobile Gaming Technology
- · Basics of How Each Operates
- Considerations
- Operational
- Security
- Regulatory
- · Alternate Technical Standards
- · Auditing and Regulatory Tips and Practices

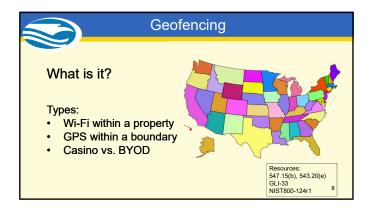


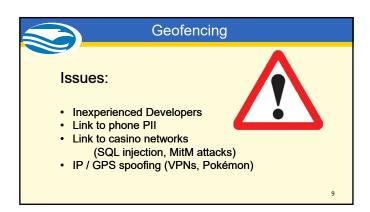
Casino Owned Tablets Casino Owned Device Safer Connection to Network Impractical











Gaming with Cellular Phones

- Few Vendors
- Class II vs Class III
- Technological & Regulatory Hurdles

Considerations:

- Proper Configuration
- Jurisdictional Approval
- Connection to CMS 543.20(h) Remote access
- Variances
- **Expiration of Bingo Cards**
- New TICS/SICS?

Mobile Vouchers Considerations: New vendors Add credits to account Scan voucher to account Buy chips Resources: 547.15(b) GLI-33 NIST800-124r1



Mobile Vouchers (Continued)

Considerations:

- · Stand Alone vs Integrated with Casino App
- Connection to CMS
- 543.20(h) Remote Access
- Cash Only Accounts vs Identity Verification
- Possible ACH Deposits?
- Money Laundering Controls?
- Training Surveillance

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Alternative Technical Standards



- Why?
- Outside of scope of original 547
- ie. 547.4(b) "Prototype"
- ie. 547.16(b) Disclaimers

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Alternative Technical Standards

547.2 -

"Not limited to terminals, player stations, handhelds, fixed units, etc."



Alternative Standard -

"Not limited to terminals, player stations, handhelds such as

Class II mobile devices, fixed units, etc."

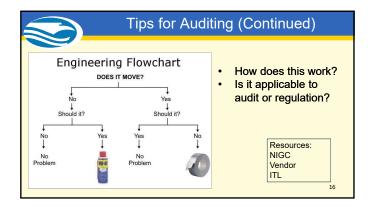
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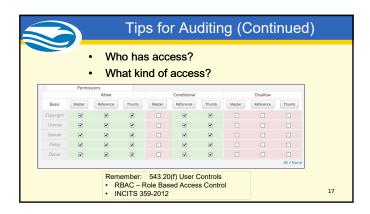
Tip

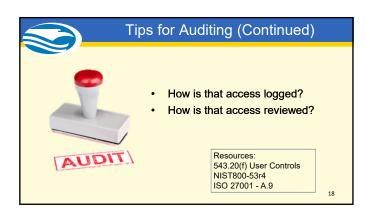
Tips for Auditing

What does this interact with?

> Resources: 543.20 Physical & Logical NIST800-171r1 ISO/IEC 27001







Questions		
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