



the evolution of gaming.

 techlink entertainment™

EASG 2008

# An Accelerating Issue

Increased number of gambling addictions

Growing health costs

Expanding number of lawsuits

Elevated political pressure to regulate problem gambling

Growing trend toward corporate social responsibility



# The Solution: Gameplan

Acts as a "seatbelt" for players

- ❖ Helps players stay in control of their gaming behaviour
- ❖ Provides players with real information about their game play

Acts like an insurance policy for jurisdictions/operators

- ❖ Helps jurisdictions/operators manage their player bases
- ❖ Puts responsibility on players to make informed choices



# What is Gameplan?

Responsible gaming system

Uses accepted, card-based access

Anonymous, easy player enrollment & tracking

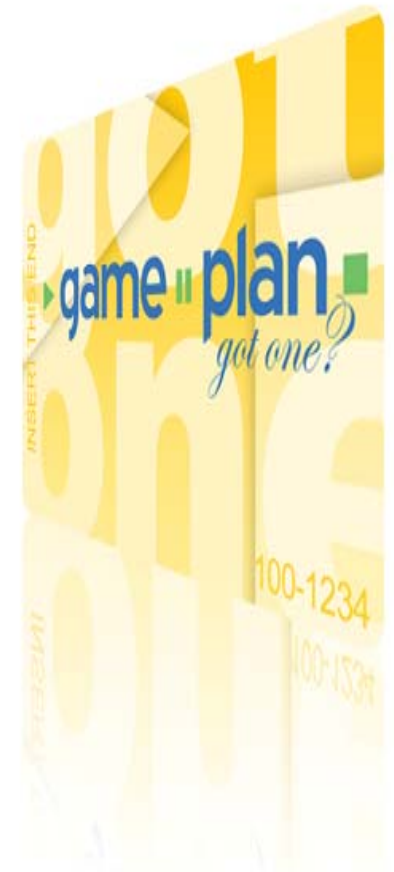
Provides player & machine centric information

Puts player information in the hands of the player

Allows players to set their own limits

- Time limits
- Money limits

Acts as a friendly reality check



# Additional System Capabilities

## Pervasive gaming applications (one card fits all)

- Wide area network (VLT)
- Casino/racino environment
- Traditional Lottery (6/49)
- Unsupervised online vending machines (stores, malls, etc.)
- Internet



# Gameplan Demo

