



AUSTRALIA'S LEADING GAMING SOFTWARE

www.blufi.com.au



Connect Gaming

Premium Gaming Software for large Clubs & Casinos

- Interfaces to all Gaming Loyalty Systems
- Full two way communication with Android Smartphones and Smart watches
- Real-time reporting & statistics
- User-friendly, easy to use
- Touch screen capabilities
- Communicates with your existing pagers, DECT, PABX, Bluetooth, etc



Windows 8



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CONNECT GAMING

The **Connect Gaming** system is the most sophisticated Gaming Paging System on the market. Extensively used in the Gaming Industry, from Pubs and Clubs to Casinos, Australia wide and internationally.

The **Connect Gaming** system integrates directly with all Gaming Loyalty Systems to alert gaming attendants when an event arises like a payout or drink request. All events are queued to ensure the first patron to request service, is the first one attended to. Calls rotate evenly to all attendants who are logged on to the system. Attendants receive messages via Android Smartphone, Android Smartwatches, RF pagers, DECT phones, SMS to mobile phones from **Connect Gaming** system.



ESCALATIONS AND NOTIFICATIONS

With **Connect Gaming** escalation levels, you can ensure that every call gets answered within a certain time frame. If a call is not responded to in time, there is a number of different escalation types from repeating the call to another attendant or backup attendant, or notifying a Duty Manager or Gaming Manager. Managers can also be notified instantly if there are too many calls active at any one time, so they know that they need to put more staff on the floor.

REAL-TIME REPORTING AND STATISTICS

The **Connect Gaming** Reporting module allows any authorized user to generate real-time reports quickly and efficiently. These reports can be exported to Excel or printed as a PDF. Now you can monitor Attendants performance, busiest times and days, busy areas within a zone and receive much more information from any PC on the network. This will allow you to monitor productivity and efficiency as well as assisting in scheduling rosters, as you will know when your quiet and busy times are throughout the day.

INTERFACES TO

- eBet Gaming Systems
- Dacom
- Turbo
- Jupiters Gaming
- Computa Game
- IGS
- ATGS
- Wildcat
- System 7000
- Bounty
- IGT Club
- Konami
- Bally
- Independent Gaming



CONNECT GAMING SOFTWARE INTERFACE MODULES



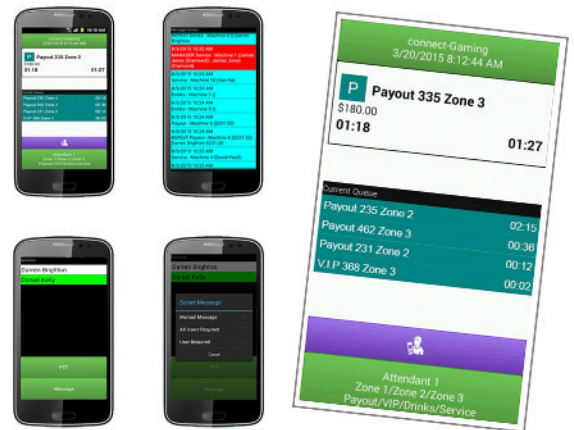
LAN/WAN via TCP/IP

Monitor the Gaming Floor, run reports and send messages with any networked computer.



PABX TELEPHONE PAGING

Send messages from any PABX extension.



ACCESS CONTROL/ ALARM SYSTEMS

Monitors data coming from subsidiary systems and sends out messages, eg Fire Panel, Security Systems, Building Management Systems, etc, to portable devices.



DECT TEXT MESSAGING

Send escalation calls via text messages to any Managers DECT Cordless Handsets.

SMARTPHONE DEVICES

Smartphone designed for the industry as a singular device solution to replace pagers, phones, radios.



WI-FI WATCH

Send out messages to Wi-Fi watch from message center. Integrate with more devices and systems than ever before.

CONNECT GAMING HAS MORE FEATURES & INTERFACING ABILITIES THAN ANY OTHER SYSTEM IN THE WORLD!



REMOTE DISPLAY SCREEN



DECT PHONE SYSTEMS



LAN/WAN - ANY PC



**ACCESS CONTROL / ALARM
SECURITY SYSTEMS**



POINT OF SALE



WI-FI SMART WATCH



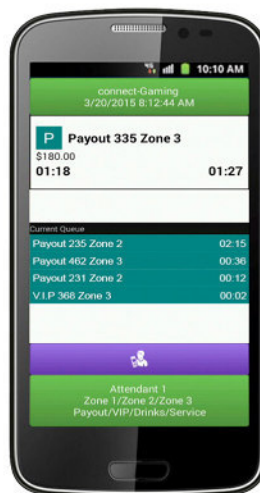
PABX - IP/VOIP



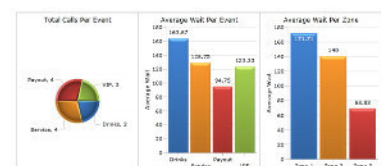
**ALL LOYALTY SYSTEMS
INTEGRATION**



WIRELESS CALL BUTTONS



SMARTPHONE DEVICES



REAL-TIME REPORTING x65+



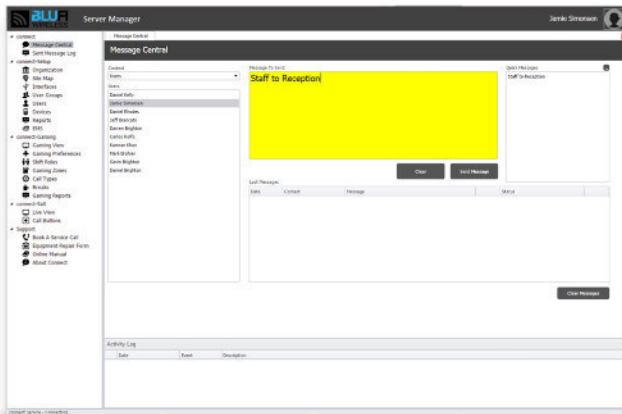
TWO WAY RADIOS



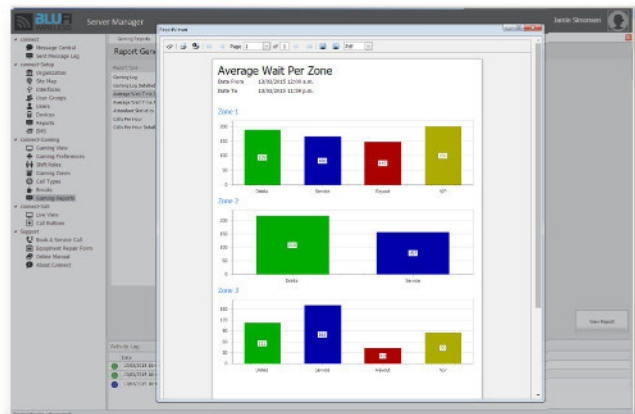
ALPHA-NUMERIC PAGERS

APPLICATION SCREEN SHOTS

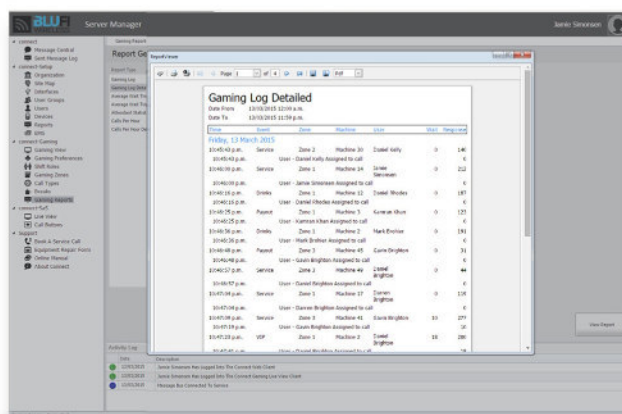
PC



MESSAGE CENTRE



AVERAGE WAIT REPORT

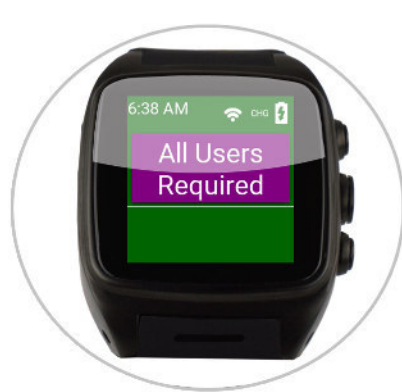


GAMING LOG REPORT



GAMING SCREEN

WI-FI WATCH





BENEFITS & FEATURES

MAIN BENEFITS OF CONNECT GAMING

- Full communication with Android Smartphones and Smartwatches
- Send messages to Pager, DECT phones, Bluetooth headsets and/or visual alert screen, SMS, pop up email and LAN PC Networks
- Interfaces to all loyalty providers offering
 - Multiple zoning
 - Tiered Loyalty
 - VIP Paging
 - Car Park VIP Alert
 - All major loyalty provider integration.
 - Endless escalations & notifications
 - Real-time reporting and inbuilt reports
 - PDA to allow managers to make changes on the fly
- Attendant touch screen to allow staff to log on or off during breaks to change tasks and/or shifts
- Multiple display screens allow customer and attendants to view gaming calls and escalation positioning
- Ability to allow digital advertising of products/service on their screens to increase impulse sales and branding
- Full user restriction, password protection and fully networkable with web based features

The Connect Gaming VIP module allows gaming attendants to receive notification when a VIP is onsite and swipes their card in a kiosk or inserts it into a gaming machine.

It will provide the attendant with all relevant customer details such as Name and Tier Level

The other function of the VIP module allows for top tier players to progress faster within a gaming queue when a service or drinks button is pressed.

This will provide your VIP customers with faster service levels consistent with their status in your club.

CONNECT GAMING FEATURES

- Full Alphanumeric messaging to pagers
- DECT phones, mobile phones
- Email addresses popup on PC network
- Dynamic real-time reporting and statistics
- Fully configurable escalation paths - Up to 999
- Multiple gaming zone configurations
- Event colour coding for easy reference
- User restrictions and password restrictions
- Networkable to any authorised computer
- Alarm integration and notification alerts
- Simple user interfaces
- Touch Screen compatible for gaming floor access

SOME OF OUR BTG CLIENTS





CONNECT GAMING vs GENESIS

Connect Feature	Advantage Over Genesis
Windows Service Based	Genesis is a Windows Application which requires the server PC to be always logged in and the application running. Connect is cloud-based
Web Based Interface	Genesis requires a Windows based application to be installed on every PC that wishes to use the software. Connect can be accessed from any PC on your LAN by a user with appropriate permissions.
Server Operating System Support	Genesis Server only supports up to Windows 7. Connect supports all versions of Windows higher than Windows 7, including Server Operating Systems
No Server Restart Required	The Majority of changes in Genesis require an application restart for the new settings to apply. All Connect settings are applied live when the corresponding Save Button is clicked.
Multi Site Support	Genesis has a very limited implementation for Multi Site venues. Connect has native Multi Site support which also includes consolidated reporting for the venue. Connect also implements a Tiered structure which determines visibility and associated permissions. An example of this is if a user at Site 1 logs into the Connect system they will only see Zones , Devices etc from Site 1. A User at Site 2 will only see the Site 2 specific settings. If an Administrator is a member of all sites then they will see everything when they log into the system
Event Management System (EMS)	Genesis has a basic 10 step escalation process that a gaming call can follow. These escalations are a single try event and will fail if there is not a user available to escalate the call to. Connect has an unlimited escalation process in which you can control and/or change the current status of the call at any time during the call life cycle. The EMS is aware of the current escalation state and can allow for delayed processing of the escalation event if no users are available
EMS Time of Day Based Events	Connect has the ability to change the Escalation Process based on the time of day. This is a very powerful feature which allows for different escalation times and path to be configured for different days of the week and times. This is a dynamic feature and will be automatically processed if configured.
Call Assignment	Genesis only has the ability to assign a call to the Primary Attendant Role. Connect allows you to specify which Role the call is assigned to
Multiple Call Assignment and Call Notification	Genesis only has the ability to assign a call to a single user. Connect allows you to send the call to as many users as required. An example of this would be to Notify All Supervisors when a specific event happens
Native Tiered Loyalty and Priority Paging	Genesis supports Tiered Loyalty and Priority Paging but requires a technician to modify a custom script. Connect allows the end user to configure all Tiered Loyalty and Priority Paging setting via the Web Interface. Setting changes in Connect are live so there is no need to restart.
Scheduled Tasks	Genesis does not have the ability to process Scheduled Tasks such as Automatically sending reports. Connect has a complete Scheduled Tasking engine which allows the user to configure when reports are sent as well as other tasks such as Reminder Messages and System backups
Target Groups	Genesis groups are a collection of devices such as Pagers. Connect Target groups are a dynamic entity which allows the user to setup a group which can consist of any combination of Devices (Pagers, DECT Phones, Email, Smart Devices etc), Users, Shift Roles, Rosters and Site Maps (For Example all users in Zone 1)
Rosters	Connect has a built in rostering system which can change who the calls are delivered to, based on the time of day. An Example of this would be when a Security Alarm is raised between 9am and 5pm notify the Duty Manager but outside these hours deliver to the Security Guard on duty.
Live Statistics	The Connect Live View has the ability to display Live Statistics indicating the current state of the Gaming Floor. These statistic consist of Charts and Graphs which can display data such as Average Response Time, Total Wait Time, Total Calls, Last Calls for any selected Time Period. For example display the Average Waiting time updated every 15 minutes.

GAMING SYSTEMS FOR SMALLER VENUES



- Simple and effective Gaming Paging solution
- Interfaces with most major Gaming Loyalty systems
No PC or software required
- Full alpha-numeric paging direct to your gaming staff
- Full training and support provided
Accepts generic NIRA protocol



- Real-time communication between patrons and gaming staff
- Improved customer service levels
- Full alpha-numeric messaging
- Reduction in machine downtimes
- Superior 100mW transmitter for high quality in-building coverage



Paging Attendant

Attendant receives Message

Attendant cancel to clear request

THE WORLD'S LEADING GAMING COMMUNICATIONS SOLUTION



www.blufi.com.au



BRIGHTON TECHNOLOGIES GROUP

www.btgau.com.au

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