



GamingArts®
Reinventing the Casino Floor

Introducing...



**SCIENTIFIC ADVANCES AND
INNOVATIONS TO ATTACK THE
COVID-19 VIRUS, HEAD-ON**



UV Decontamination and Sanitizing
Systems to Reduce and Eliminate the
COVID-19 Virus From Your Floor



Gaming Arts - Working With Operators
and Manufacturers for the Future of Gaming



PlayerGuard™
UV Decontamination
Systems for the
Gaming Industry

HARNESSING THE POWER OF NATURE TO COMBAT COVID-19 TO PROTECT THE FUTURE OF THE GAMING INDUSTRY

While the entire gaming industry struggles with the effects of **COVID-19**, Gaming Arts is dealing with the threat head-on. At a time when almost all of the casinos in the North America are closed, Gaming Arts, has significantly ramped up its R&D efforts to help the industry make its way back from this and future pandemics. One thing is sure, **COVID-19** will be with us for at least a year or two, until a vaccine is available and as an absolute, all players and staff must feel safe and reassured that their casino is doing everything within their power to protect them.



R&D Efforts at Gaming Arts

As the **COVID-19** crisis first emerged in early January, the leadership of the Gaming Arts' R&D group shifted its focus in large part to map out a safe future for gaming machines and equipment in light of the current and future health crises facing our industry, worldwide. The prime directive is that players and casino staff must be protected from the **COVID-19** and future viruses. Otherwise, the casino industry could be challenged for years or decades to come.

The gaming world is at a higher risk than most industries as players and staff are subjected to repeated viral exposure at all levels. Likely contamination suspects include gaming machines, playing cards, dice, chips, cash, and the like due to the excessive repeated contact with very large numbers of players and staff. These are the areas of principle research for Gaming Arts.

Attacking the COVID-19 crisis head-on

Gaming Arts is in the process of developing an array of new innovations directed to the use of UV lighting to decontaminate, disinfect and sanitize gaming machines and gaming equipment. The science behind UV lighting to disinfect, sterilize and decontaminate is well known in the medical field but has never before been applied to gaming equipment. The UV lighting is supplied either through UV lamps or UV LEDs. However, UV lighting is a very complex science when efficacy and human safety are fully understood. Gaming Arts has engaged several well known world class UVC experts around the globe for this unique undertaking, some domestic based with others based in Europe. UVC is the specific wavelength range of UV light that kills viruses.

The list of gaming machines and gaming equipment addressed in these efforts include but are not limited to UV disinfecting and sanitization of gaming machines, card shufflers, bill acceptors, card readers, printers, chip trays, playing card shoes, table games cash drop boxes, dice holding devices, ATMs, player kiosks and more. The goal is to disinfect and satirize virtually any piece of equipment or object that poses a risk to the gaming public. Gaming Arts plans to make its UV decontamination technologies available to operators and manufacturers alike for the benefit of the entire gaming industry.

On the following pages, we have illustrated an entire range of innovative gaming products we are currently working on.

EGMs

Our logical starting point to utilize these new technologies was Gaming Arts line of EGMs, as shown below. However, we immediately realized the far-reaching implications of this new technology as it relates not only to EGMs but is applicable to a multitude of other gaming devices. Of course, applicable to mechanical reels too.

For all examples, please note the “Areas of UV Decontamination” to better understand the scope.



GA PlayerGuard™
UV Decontamination System
Mounted to GA S104 Cabinet
Display Undermount



GA PlayerGuard™
UV Decontamination Station
Mounted to GA U104 Upright
UV LED Cabinet Trim

New Innovations Never Before Seen on the Casino Floor for Decontamination of CHIPS, DICE and PLAYING CARDS

Recognizing the unique nature of various items used in casino environments, we immediately understood and appreciated that items such as Chips, Dice and Playing Cards circulate among an incredible number of players and staff during a shift.

For all examples, please note the "Areas of UV Decontamination" to better understand the scope.



GA PlayerGuard™

UV Decontamination Chip Tray
Replace any existing Chip Tray
Operates with or without cover



GA PlayerGuard™

UV Deck Decontamination Unit
Operates with all manually dealt games
or in conjunction with shufflers



GA PlayerGuard™

UV Decontamination Dice Station
Operates with any number of Dice

Existing Devices

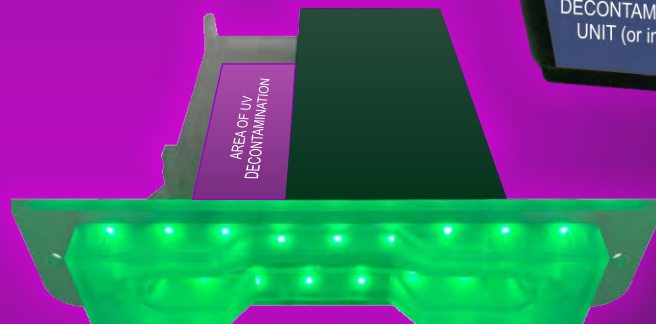
Uniquely, the Gaming Arts PlayerGuard™ systems are adaptable to almost any device used in the gaming industry. From shufflers to magnetic card readers to printers to chippers and more, Gaming Arts has you covered.

For all examples, please note the “Areas of UV Decontamination” to better understand the scope.



GA PlayerGuard™
UV Note Validator
Decontamination Station

GA PlayerGuard™
UV Shuffler
Decontamination Station



GA PlayerGuard™
UV Magnetic Card Reader
Decontamination Station



GA PlayerGuard™
UV Printer Decontamination Station

ATMs, Redemption Machines and Promo Kiosks

Many transactional machines such as ATMs, redemption machines and promotional kiosks, interact with an endless number of players throughout the day. As such, they too may be contaminated by numerous players, credit cards or player cards. PlayerGuard™ is uniquely suited for such applications.

Shufflers and ATMs, which uniquely may have stacked items, such as playing cards or cash, may utilize our proprietary *stack separator mechanisms* to insure that the front and back face of playing card or bill is properly treated.



GA PlayerGuard™
UV Kiosk Decontamination Unit



GA PlayerGuard™
UV ATM Decontamination units

THANK YOU

We appreciate your time in reviewing the various PlayerGuard™ systems and devices being developed by Gaming Arts. Please feel free to disseminate to your staff and all interested parties. ***Any feedback will be greatly appreciated as PlayerGuard™ systems are still a work in progress. Your input is always of great importance to Gaming Arts.***

As we all know, and underscored by the AGA market research, many players may be hesitant to return to casinos or curtail travel greatly and many may encounter long term PTSD in the years ahead. Of course, a very high percentage of these players are 50 years of age or older or those with preexisting conditions which are most often your most valuable, highest spend and loyal demographic.

We will keep you updated on our progress and the progress of other manufacturers who would like to work with us reinventing the casino floor of the future for the betterment of the gaming industry as a whole. In many cases, we will rely on other manufacturers to implement changes to their equipment to include PlayerGuard™ and similar technologies.

Together, we can solve the **COVID-19** crisis along with any future pandemics which may occur. This is not the first pandemic that the world has faced and unfortunately, will not be the last. One fact is certain, the public will respond very differently to any future pandemic and the gaming industry must be prepared.



For further information, contact your Gaming Arts Sales Representative today!