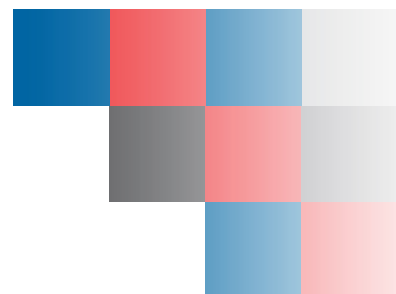


# Elite Bonusing Suite

## 23.3

## User Release Notes



### Intended Audience

Sales and Marketing Team  
Casino Management Team  
Slot Management Team



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NOV 02, 2018

Date	Author	Approved By	Description
NOV 02, 2018	Chitra Suresh Hemalatha Mummundlu	Ram Biradar Shivajirao Sharon Skariah Shantha Kumar K M	New document.

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This document describes the new features and issues resolved as part of the Elite Bonusing Suite™ (EBS) 23.3 release.

## Snapshot

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- New Features
  - On Demand Tournament Type in DM Tournaments
  - Skill Game Support in U-Spin Bonusing
- Modification
  - Random Number Generation Logic Change
- Resolved Issues
  - EBS UI Login Failure
  - Progressives Reconciliation Report Issues
  - Failure of Add or Remove EGM Link Update Notification to SDS
  - LMB Winner List Report Issue

## New Features

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### On Demand Tournament Type in DM Tournaments

Version Affected	23.3
Defect ID	EBS2300-423
Application Affected	DM Tournaments
Functional Area	Tournament Type

A new tournament type, **On Demand**, has been added in the **DM Tournaments** application. This tournament type is similar to the Bonus tournament. When a tournament runs, the eligible player can choose to play a tournament game from an eligible slot machine. Once the tournament mode is selected, the main game is disabled and the tournament game is displayed in full screen mode.

The **On Demand** tournament type has been added as an option in the **Create Tournament** wizard and as a separate section in the **Tournament Status** screen of the DM Tournaments application.

Create Tournament Wizard with On Demand Tournament

The screenshot shows the 'Create Tournament' wizard with the 'Settings' tab selected. The 'Tournament Type' dropdown is open, showing 'On Demand' as a new option. The 'Tournament Game' dropdown is also open, showing 'On Demand' as a new option. The 'Spin Button' is set to 'Use Spin button on Tournament Game Only.' The 'Tournament Game Behaviour When Player Removes Card' is set to 'End with Current Score'. The 'Number of Spins Per Tournament Game' is set to 5. The 'Display Leader board During The Game' and 'Display Leader board After Game Ends' are both checked.

New Features

Tournament Status Screen with On Demand Tournament Tab

Elite Bonusing Suite 23.3.0.0

Platform

Apps

DM TOURNAMENTS™

Dashboard

Manage Tournaments

Create Tournament

Tools

Reports

Roped-Off

Bonus Tournament

On Demand

Tournament Status

- Running (0)
- Scheduled (0)
- Suspended (0)
- Processing (0)
- Completed (10)

Tournament Name	Instance #	Start Date/Time	End Date/Time	Entries	Total Prize Value (CashPoints+PowerRewards)	Game
QuickHit (Copy 2) (Copy)	1	10/10/2018 5:20:32 AM	10/10/2018 5:25:38 AM	1	\$10.00 : 0 Pts : \$0	Quick Hit 5-Reel
hotshot (Copy)	1	10/10/2018 5:17:41 AM	10/10/2018 5:22:46 AM	1	\$100.00 : 0 Pts : \$0	Hot Shot
QuickHit (Copy 2)	1	10/10/2018 12:20:24 AM	10/10/2018 12:25:32 AM	1	\$10.00 : 0 Pts : \$0	Quick Hit 5-Reel
hotshot	1	10/10/2018 12:18:44 AM	10/10/2018 12:23:52 AM	1	\$100.00 : 0 Pts : \$0	Hot Shot
On Demand1	1	10/9/2018 10:32:46 PM	10/9/2018 10:37:52 PM	1	\$10.00 : 0 Pts : \$0	Hot Shot
On DE (Copy)	1	10/9/2018 10:08:41 PM	10/9/2018 10:13:50 PM	0	\$0.00 : 0 Pts : \$0	Hot Shot
QuickHit (Copy)	1	10/9/2018 10:06:59 PM	10/9/2018 10:12:07 PM	1	\$10.00 : 0 Pts : \$0	Quick Hit 5-Reel
QuickHit	1	10/9/2018 10:00:26 PM	10/9/2018 10:06:02 PM	0	\$0.00 : 0 Pts : \$0	Quick Hit 5-Reel
On Demand	1	10/9/2018 9:55:03 PM	10/9/2018 10:05:09 PM	0	\$0.00 : 0 Pts : \$0	Hot Shot
On DE	1	10/9/2018 9:57:48 PM	10/9/2018 10:02:54 PM	0	\$0.00 : 0 Pts : \$0	Hot Shot

Dashboard with On Demand Tournament Type

Elite Bonusing Suite 23.3.0.0

Platform

Apps

DM TOURNAMENTS™

Dashboard

Manage Tournaments

Create Tournament

Tools

Reports

Tournament Type: Roped-Off

Running Tournaments

Tournament Name	#	Start Date/Time	Entries	Prize Value	More Info
Quickhit3	1	9/19/2018 10:23:35 PM	0	\$1,100.00 : 0 Pts : \$0	

Award History



## Skill Game Support in U-Spin Bonusing

Version Affected	23.3
Defect ID	EBS2300-403
Application Affected	U-Spin Bonusing
Functional Area	Skill Game, Skill Game Theme, and Skill Game Theme Paytable in Create Promotion

A new game type, **Skill Game**, has been introduced in the U-Spin Bonusing application for players to skilfully play and complete the game and earn points. This enables a player to get involved in the game when the player becomes eligible for U-Spin games. Based on the points scored by the player, the prize amount defined for a relatively similar score is awarded to the player.

To support this feature, the **Skill Game** option, has been added to the **Winners** section of the **Create Promotion** wizard in the U-Spin Bonusing application. The themes that are supported in the skill game type are, *ShootingGallery* and *Concentration*.

Based on the skill game theme selected, the related wheel strips are available. When you select a wheel strip name, the pay table is displayed for the selected U-Spin game theme in the **Winners** section.

Create Promotion

Promotion

Casinos

Schedule

Eligibility

Winners

Signage

Notification

Review

Approval

Select Game Type: Skill Game

Select Theme Type: Select

Select Wheel Strip: Select

Maximum Multiplier: ShootingGallery

Import

Position	Score	Prize Type	Prize Value	Description	Pay Method	Notify Signage	Notify Social	Celebration Level
1	2000	Cash	\$50.00	\$50.00	Account			Low
2	1500	Points	4000	4,000 Pts	Account			Low
3	1000	Points	3000	3,000 Pts	Account			Low
4	750	Cash	20.00	\$20.00	Account			Low
5	500	Points	500	500 Pts	Account			Low
6	0	Cash	1.00	\$1.00	Account			Low

Total Probability: 100.0000 %

Create Promotion

Promotion

Casinos

Schedule

Eligibility

Winners

Signage

Notification

Review

Approval

Select Game Type: Skill Game

Select Theme Type: ShootingGallery

Select Wheel Strip: HighNoonShootout(6 Win Position)

Maximum Multiplier: 1 (1-10)

Import

Position	Score	Prize Type	Prize Value	Description	Pay Method	Notify Signage	Notify Social	Celebration Level
1	2000	Cash	\$50.00	\$50.00	Account			Low
2	1500	Points	4000	4,000 Pts	Account			Low
3	1000	Points	3000	3,000 Pts	Account			Low
4	750	Cash	20.00	\$20.00	Account			Low
5	500	Points	500	500 Pts	Account			Low
6	0	Cash	1.00	\$1.00	Account			Low

Total Probability: 40.0698 %

Average Payout (Cash:Points:PowerRewards) : \$2.50 : 962 Pts : \$0

Cancel

Previous

Next

## Modification

### Random Number Generation Logic Change

Version Affected	23.3
Defect ID	EBS2300-535
Application Affected	PW, LMB, DRB, VPB, VR, FRB, DWP, PPS, PPP, CL, and MPR
Functional Area	Winner Selection

The following modifications have been made to the random number generation logic:

- The PPE has been modified to use the common **KissRNG** logic available in the **BallyTech.PlayVIEW.Infrastructure.dll** file instead of its own. Earlier, the random number generation logic was available in multiple locations.
- The **CyclingInterval** value in the **KissRNG** logic has been modified to *10* milliseconds.
- The **Reseeding Interval** value in the **KissRNG** configuration is now configurable and increased to 60000 milliseconds. This reduces the chances of repetition of the random number.

## Resolved Issues

### EBS UI Login Failure

Version Affected	23.0
Defect ID	EBS2300-545
Application Affected	All Applications
Functional Area	EBS Login

#### Issue

EBS user was unable to login to the EBS application as there was a password decryption failure. Ideally, when using a URL in Web API calls, the password is created with a particular combination of alphabets, numerals, and special characters.

When a password with a particular alphanumeric combination was encrypted, special characters were included in the encrypted text. When this encrypted text was transferred between servers in an URL during a Web API call, the special characters were replaced by a <space>. Hence, the decryption failed and the user was unable to login to the EBS application and the configuration utilities.

#### Solution

The **Uri.EscapeDataString** method has been added to EBS to encrypt the password correctly before sending it over the web API calls. As a result, the decryption of the password is successful.

## Progressives Reconciliation Report Issues

Version Affected	23.0
Defect ID	EBS2300-546
Application Affected	PPS
Functional Area	Progressive Reports

### Issue

In a PPS progressive with multiple instances, the first instance runs correctly. During the second instance, the **Start Value** was set as the **Instance Reset Value** instead of the **Level Min Reset Value**. Also, while saving the transaction in the progressive database, the previous instance ID was being inserted in the transaction table instead of the next instance ID.

### Solution

- The stored procedures, **P\_ContributebyLevel** and **p\_ProcessProgressiveHit**, have been modified to update the **Level Min Reset Value** instead of the **Instance Reset Value** during the second instance.
- The stored procedure, **p\_CreateCIMInstanceLevelValue**, has been modified to use the next instance ID in the transaction table.

## Failure of Add or Remove EGM Link Update Notification to SDS

Version Affected	23.0
Defect ID	EBS2300-548
Application Affected	PPP
Functional Area	Progressives UI

### Issue

Whenever an EGM was added or removed from the **Add/Remove Machines** screen in the *Running* section of the **Progressive Status** window of PPP, the update notification was not sent to the SDS (12.4 version). This issue occurred as the EBS UI notification sending code logic was missing.

### Solution

The method, **UpdateProgressiveMachines**, used to send EGM add or remove update notifications to SDS has been replaced with the **ProgressiveModified** method. This method sends the EGM add or remove update notifications to SDS successfully.

## LMB Winner List Report Issue

Version Affected	23.0
Defect ID	EBS2300-451
Application Affected	LMB
Functional Area	LMB Winner List Report

### Issue

The **LMB Winners List** report was not generated properly for some player IDs. This issue occurred as the player ID grouping was done in the Report Definition Language Client-side (RDLC)

### Solution

The account number grouping has been performed instead of the player ID grouping in the RDLC to generate the **LMB Winners List** report correctly.

## Installation Process

Platform can be installed independently and each EBS application can be installed separately. However, EBS is dependent on Platform and its services for bonusing operations.

It is recommended to install the Platform and EBS components in the following sequence:

- 1 Platform Database 23.3
- 2 Platform Server 23.3



For more information on the Platform components installation, refer to the *EBS Platform 23.3 Installation Guide*.

- 3 Elite Bonusing Suite Database 23.3
- 4 Elite Bonusing Suite App Server 23.3
- 5 EBS Bonusing Extension Installer 23.3
- 6 Elite Bonusing Suite User Interface 23.3



For more information on the EBS components installation, refer to the *EBS 23.3 Installation Guide*.

## Signature Verification

This section lists the programs and the components that are updated for EBS 23.3. By default, the EBS program files are installed in the following path: *C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3*.



You can install the files in a different folder during installation by clicking **Browse** in the **Installation Folder** window.

## Modified Control Files

The **Verify+ by Kobetron** tool has been used to generate the signature values (CDCK and SHA1).

Folder Name and Location	CDCK	SHA1
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\CL]	4435	70E442FA15F59C54018C86D554CC6F39F283550C
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\DMT]	9EC7	CC79A6482951CCC7D6A981AA9F305DA1B0F06035
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\DRB]	8DE9	B05A08E7E68A38BF9E4EDC97E6CF59DA819C0603
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\DWP]	3989	758B39A2243E0BCF57D2F5C6026EB84DE71CDE99
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\FRB]	4178	9E684D6F1F0F7E7493FF67AD17D312289955B05F
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\IM]	53AC	2CD356043BFD57B8E3AC223DEA8F219719D42DD9
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\LMB]	176D	F5175A50437556F975A046A2743A545C016D8ABF
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\MPR]	C7D8	A622C8AEA662D6464448E6106DFE60F796E1329A
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\OfferEngine]	9BE4	78FB6864CADB41E54DB4433FAEAFD6C1437D01BB
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\OfferEngineGateway]	6DBF	4DB676FD479B50E48BD5901BD3B0D3E96982031E
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\Progressives]	4B10	4D2E46C3B0D760E5CF4D4E1FCAC2911259ADD452



Folder Name and Location	CDCK	SHA1
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\PW]	6C2A	F42322E2637225F796A0B7439823B5892035F6DA
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\UIService]	5AC8	4FB7B325175DF98C745B143237EE067DEA1CBA86
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\VPB]	66B8	F49F345C8F65062A16A342F7B3C918CC79A9E0C0
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\VR]	E0EA	D2861AADD8263E7610366553CFAD8D2A9CD85CCA
[C:\Program Files (x86)\Scientific Games\Elite Bonusing Suite App Server 23.3\Bonusing Application Services\WB]	1027	F56831D93D269CDFECEB6E79B3D3D49C8B7915C1

## Documentation Feedback Form

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