

# GMS

## GAMING MANAGEMENT SYSTEM FROM BOSS MEDIA

**Gaming Management System (GMS) from Boss Media gives you full control over all areas of your online gaming operation. GMS integrates diverse game applications and systems, granting each player the convenience of using a single wagering account to enjoy all the games and betting opportunities you have to offer. GMS records and stores all data related to customers, games and finances and serves as the single central system you need to manage your operation. GMS, at the core of an integrated gaming solution, sets a new standard in interoperability.**

The foundation of the GMS concept is our adaptive architecture which enables a general interface and uses that as a base for specific adapters for defining integration with different systems. This type of architecture provides possibility for business expansion without changing tools. The concept of good architecture includes modularization which is the basis of easy maintainability and enduring software. Due to the adaptive architecture new features can easily be developed and implemented as a part of GMS.

### THE GMS HAS A SET OF GENERIC CAPABILITIES THAT APPLIES TO ALL GAMING SYSTEMS

- One account solution for players
- One tool for operators
- 360 view for operators
- Dynamic Game Domains used to monitor different game categories such as Poker, Bingo, Skill games etc.
- Multi player and gaming currency with use of Exchange Rate Server
- Bonus Money Management (payout, consumption, conversion, etc)

### GMS CLIENT & INTERFACE



- Easy-handled interface
- Permission-controlled interface
- Desktop client

The intuitive, user-friendly GMS web interface allows you to easily navigate the system and conveniently manage your online operation right from your desktop. To ensure system security, access to GMS can be restricted on multiple levels. Access to perform various GMS functions can be precisely defined for each user or user group. The system records all

activity performed by each user for a complete audit trail. Through the GMS interface, you can, for example, observe real-time gaming activity, configure games, generate custom statistical reports and design and evaluate marketing and player reward initiatives.

### SYSTEM OVERVIEW

GMS can be seen as the "spider in the web", since it combines the surrounding systems into one system which makes operating the business so much easier. Surrounding systems can be any system for gaming, managing affiliates, tracking, payments or currency conversion. All of these systems can be integrated with GMS, which makes it unique. (See the System Overview on the next page.)

### FUNCTIONALITY MODULES

#### USER ADMINISTRATION AND SECURITY

- Manage user access
- Ability to group users by level of authorisation
- Complete audit trail per user and function

#### PLAYER MANAGEMENT

- Player details and profile
- Personal information
- Player notes stored with player
- Player accounts - real money and reward accounts
- Detailed player event and game round history
- Complete gaming information per game and gaming domain



- Individualised bonus bags - each received bonus will be individually handled
- Configure by gaming domain where bonus money may be used

#### REPORTING

- Comes with a set of static reports
- Report Wizard - create customised reports and optionally publish to other users
- Schedule reports to be delivered by e-mail
- Export reports to Excel and CSV
- Archive reports and for future use and optionally share with other users
- Advanced Report Interface supports sorting, grouping, filtering, etc

#### GAME SYSTEM CONFIGURATION

GMS requires a single operator login to the following Boss Media systems:

- Casino Download System
- Bingo Manager

#### PAYMENT INTEGRATION

- Boss Media's WebDollar

#### GAME SYSTEM INTEGRATIONS

- Boss Media Instant Bingo
- Boss Media Instant Games
- Boss Media Download Casino
- Boss Media Download Poker
- Boss Media Instant Poker

#### AFFILIATE INTEGRATION

- Boss Media Affiliate Edge

#### EXTERNAL BACK OFFICE

GMS supports integration with external account and payment systems.

#### PLAYER MESSAGING

- Trigger-based e-mail messaging (registration, forgotten password, etc.)
- Instant e-mail messaging
- Scheduled e-mail messaging
- Send e-mail to set of player by configuring recipient group filters
- Multilingual support
- Possible to include dynamic player information
- WYSIWYG e-mail editor
- HTML support

#### TRACKING

- Create tracking campaigns and publish on sites
- Track number of clicks on banners & online ads
- Track number of registered players
- View reports grouped per tracking campaign

#### REWARDS

- Promotion payout triggers - receive reward at registration or deposit
- Configurable to award instant and pending bonuses
- Loyalty points program - earn points by playing, configurable per game
- Refer-a-friend program - receive reward for referring friends

## GMS SCOPE

- ✓ PLAYER ACCOUNTS
- ✓ EXCHANGE RATE HANDLING
- ✓ BONUS MANAGEMENT
- ✓ SECURITY AND SYSTEM ACCESS
- ✓ SUPPORT TOOL - PLAYER MANAGEMENT
- ✓ RESPONSIBLE GAMING
- ✓ PLAYER MESSAGING
- ✓ REWARDS
- ✓ REPORTING
- ✓ INTEGRATION CAPABILITY:
  - BOSS MEDIA GAMES SYSTEMS
  - 3RD PARTY VENDOR GAMES SYSTEMS
  - PORTAL SOLUTIONS
  - AFFILIATE SYSTEMS
  - TRACKING SYSTEMS
  - PAYMENTS AND ACCOUNT SYSTEMS
  - BUSINESS APPLICATIONS SYSTEMS

## GMS TECHNOLOGY

GMS IS BASED ON MODERN PROVEN, ENTERPRISE CLASS HARDWARE AND SOFTWARE.

- ✓ JAVA AND J2EE TECHNOLOGY
- ✓ CUSTOMISED JBOSS APPLICATION SERVER
- ✓ ORACLE™ COMPATIBLE DATABASES
- ✓ LINUX OPERATING SYSTEM