

MULTIPLAYERS

Multiplayer machinery...

You can call them what you like – multiplayer gaming machines, multiterminal gaming machines, or ‘slots on steroids’ – they’re on the up. **Graeme Kidd** reports.

ICIT's Apollo and Saturn – futuristic roulette...



The benefits of multiplayer gaming are manifold – players can play a real game with outcomes generated in the real, physical world by tumbling dice or a ball settling on a spinning wheel, so can feel more confident of getting a fair deal than they might with a virtual machine, which, players suspect, can always be ‘tweaked’ to deliver results that are in the house’s favour.

And from the player point of view, the embarrassment of joining a live game with a live dealer or croupier, when you don’t know how to play the game, can be avoided – make mistakes on a touchscreen or keypad, and you make them privately, make them on the baize in front of everyone else, and you’re open to being ridiculed. “New players who are intimidated by live tables can learn at their own pace,” as Interblock’s Global Product Manager, Olivier de Boel says. “Some move to live tables, but some stay on multiplayer machines.”

Novomatic’s TouchBet system, which links players of roulette, sic bo, and baccarat to a live game, also occupy this ‘hybrid’ space between slots and live games, according to TCSJOHNHUXLEY’s Tracy Cohen who explains how novices and high rollers can both be attracted to multiplayer gaming: “the intimidation factor is taken away from the novice player, and there’s a help screen to hand, with no-one looking over your shoulder. But they also prove popular with high rollers, because there’s an element of privacy on the bets that they place.”

From the operator’s point of view, multiplayer gaming can lead to increased profits – every game cycle is faster, not least because players play simultaneously, usually with a ‘time remaining’ display on their terminal to focus them on betting promptly. In most cases, physical chips are not

involved, and in all cases chip calculations are done almost instantly by the machine, which reduces time between plays. “The recipe for more money is more games per day” as de Boel summarises. And most multiplayer games don’t require a dealer or croupier, so the staff overhead is reduced – some system can be run with a live dealer at certain times of the day, and then switched over to automatic mode, perhaps for quieter periods.

That said, care is needed to ensure that an improved player experience is offered. “You don’t just want to speed up the game and burn out the player, so he or she plays three hours in one hour,” says IGT’s Director of Table Games Project

“Our aim is to invite a younger generation into gaming, by providing virtual games and a richer experience. *Apollo and Saturn* provide a smooth passage in this direction from classical roulette...” ICIT

Management, Tim Richards. The key, he says, is to provide players with more fun through community-play gaming.

And given that the operator can be saving on the overhead costs of a live dealer, a pit boss, a controller and security – because all these functions can be automated, then it’s possible to deliver more value to players without harming profits, according to Playtrix’s George Samaha. “Our wireless blackjack game allows you to give players a progressive that is included in the price – this is a little extra, that they don’t have to pay to enjoy.” And, of course, wireless technology means ‘play anywhere’ becomes possible...in a bar, in a restaurant, or in a room or cabin.

Avionics-standard PC kit is commonly at the heart of multiplayer games, which means the



hardware is reliable, and that detailed management information can be accessed, online and remotely if necessary. Bet disputes can be handled effortlessly, and operator adjustments to game speed and other variables made simply. Just how robust and reliable the equipment can be is illustrated by Interblock's Global Product Manager, Olivier de Boel: "A long-running machine of ours in Asia is installed in just about the worst conditions imaginable, but has never failed. When we opened it up, after four years use, it was full of dust and feathers – we thought birds had been nesting in there!"

Most multiplayer machines allow the operator to add on additional player stations, either in banks or islands, or via stand-alone units – which can be in new areas, off the main gaming floor. Wireless or wired networking means that players can, theoretically at least, play a live wheel from almost anywhere. Because the amount of data that has to be moved between player terminal and the multiplayer's core is relatively small, it's common for a single wheel or dice tumbler to be capable of serving 250 terminals – or, in the case of Interblock kit, an impressive 1024.

Getting legislative approval remains a major task for the multiplayer manufacturer. As Gold Club's Sales Manager, Jure Stopar says "...it's getting more complicated. Some markets are very strict regarding the legislative conditions, and it is difficult to comply with all the conditions when you make a multiplayer machine. Some markets are more on the side of the single machine! For instance, some governments want a restriction on how much a single player can lose – it's very difficult to make sure of this on a multiplayer."

The complexities can be daunting; in Spain, regulators require a special keyboard to be used on roulette games, according to Interblock's Global Product Manager, Olivier de Boel: "where we can use a touch screen, we will" but it's clear that a 'one solution fits all' approach to multiplayer gaming machines won't open up the global marketplace. And some cunning workarounds to local regulations have been devised – such as roulette games played on top of bingo or dice engines, rather than a wheel.

Whether it's an eye-catching feature, like Gold Club's Pepo, Casino Technology's grand-piano-based PlayMe, or ICIT's Apollo and Saturn, a more restrained, 'classic' machine from one of a host of makers, or even a futuristic device from Interblock's new G4 Organic range, multiplayer gaming machines are playing an increasing role on the casino floor and, with remote terminals, are set to take gaming into new places...as well as to new audiences.

And the innovation is set to continue – ICE 2008 will see the debut of several new multiplayer technologies, including a robot blackjack dealer and more wireless terminals than you can shake a network card at.

Gold Club

Gold Club offers no less than seven multiplayer roulette games, the most striking of which is *Pepo*, a futuristic, bright red seven-seater that provides players with individual, bucket seats grouped around an automated wheel, and a 'look and feel' that owes a visual debt to fairground rides. As Sales Manager Jure Stopar explains "it's a feature machine...a machine that is totally different."

Apart from *Pepo*, which uses a PC in each player module and a PC to run the central wheel, all Gold Club's multiplayer games run on a single PC, running an adapted configuration of Windows Embedded. The five-player *Pearl* and the eight-player *Omega*, like the standalone, single-station roulette terminal, *Neon*, use touch-screen LCD displays as the player interface. *Star*, *SX*, *UFO* and *Galaxy*, 5, 6, 8 and 10-player machines respectively, all use a membrane keyboard panel. "We're focused on touch screens," Stopar says. "But keypad machines are still half of what we sell – some markets are enthusiastic about touch screens, which suit more modern designs; the keypad fits better with more classic designs, with lots of wood."

Gold Club's main focus for the last ten years has been on multiplayer roulette, but it moved into slot machines a couple of years ago – and is about to launch new multiplayer games. Baccarat, blackjack and a poker game are all likely to be on show at ICE, according to Stopar.

Interblock

Interblock, part of the elektroncek group, has two ranges of multiplayer products, the well-established G3 and the recently-launched G4 Organic range, which is about to receive GLI approval. The new range is 'organic' in the sense of design and some of the ways that technology is harnessed to interact with players. An infra-red sensor system, for instance, allows an *Organic* multiplayer station to recognise when a player approaches and when a player is standing ready to play, so the machine can provide a different kind of interaction. Light, too, is used to good effect in the Interblock *Organic* range, and fingerprint recognition is an option for identifying players, from their organic configuration, rather than from an anonymous smart card.

The G3 range includes the *Megastar* 5, 6, 8 and 10-player roulette machines, as well as the more compact *Mini* 5 and *Mini* 8, the *Queen* 8, 10, and *Queen Theatre* 24-player machines, and two versions of *Supernova*, the II and Mini II, both of which are configured more like a traditional roulette table.

By simply changing the centre unit and software, *Megastar* 5, 6, 8 and 10-player machines can become *Dicestar* machines, on which Fish-Shrimp-Crab, Craps and Sic Bo can be played.

Slomaster

Slomaster started life some six years ago, according to Managing Director Silvo Povse, and he says it's still the only multiplayer machine maker to use the Linux operating system: "Linux is more stable than certain



Gold Club's *Pepo* – a 'feature' style multiplayer, rather than 'classical'!



Above: Interblock's *Megastar8* from the G3 range. Below: the new G4 Organic range's 8-player machine.



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Real roulette from the Lucky Line Colos series of machines...



The Zephyr multiplayer roulette machine entertains at G2E.



Jumbo Technology. Above: 'genuine' Sic Bo multiplayer; below the player screen with mini roulette wheel view.



Lightning's table-based slot tournament: Gecko.

other operating systems," he says. "We have our own distribution of Linux, and have nearly zero rate of software problems – a multiplayer machine is like a factory machine, it has to work 24hrs a day, which is why we chose Linux."

With 5, 8 and 10-player roulette machines in its range, Slomaster has yet to move into the USA market, but has shipped some 400 machines across the world most of them built to the exact specifications of customers – and some featuring jackpot progressives.

Kodiak

Joe Hight of Kodiak Gaming has a different spin on multiplayer roulette – literally. His company produces Class II and Class III roulette (and other) games which are based on a bingo engine, rather than on a real wheel. Players are, in reality, playing a bingo game for entertainment purposes so far as the regulatory authorities, in jurisdictions such as Mexico, Oklahoma, Texas and Florida, are concerned – the results are translated into roulette numbers on the screens of the machines they are playing.

Kodiak works with Serbian roulette machine manufacturer, Lucky Line, which provides a multiplayer machine for the bingo-based system. Lucky Line claims it was the first Serbian gaming equipment manufacturer, and also has its own range of 'real wheel' multiplayer roulette gaming machines – the *Vegas Junior*, 6 and 8-player, the *Colos 5* and 8-player, the *Charlie 6* and 8-player, and its latest product, the *Nostalgia*, which is a stand-alone automated roulette wheel to which up to 100 player terminals can be connected.

TableMAX

Roulette isn't currently on the cards for TableMAX – its multiplayer hardware is designed to run a library of five games and add secure progressive jackpots to poker and blackjack that can be played across multiple sites. *Progressive Blackjack* already has GLI approval and is currently on sale, while *Caribbean Stud Poker*, *Caribbean Draw Poker* and *Texas Hold 'Em* are due to receive GLI approval early in 2008, according to the company's CEO Stephen Crystal, with *Bonus Blackjack* to follow.

"We replicate the felt," Crystal says. "And players respond positively to that – typically, each player position delivers twice the return of a slot machine. Without the labour and other overhead costs, it can deal more hands per day than a traditional table game – and even though it can be seen as the equivalent of five slot machines, our unit takes up 20 percent less space than five slots."

TableMAX's hardware is based around a two video-screen module, which provides five player positions in an arc – four UniMAX machines can be grouped together to form a complete circle, or two placed together to form a semi-circle.

Zephyr

A new entrant to the market, Zephyr is still only a year old but is poised to have European SIQ

certification for its flagship roulette multiplayer, the *Octopus*, by the end of 2007. European and Asian markets are the company's first target, according to Milan Pesic, Zephyr's General Manager, but GLI certification is underway and should be achieved during 2008.

The *Octopus* is certainly a striking machine, with high-end look and feel, and leather finish. "When players look around the floor, what they see is what first attracts them," Pesic says. "Then what is important is an interface that makes it easy to play the game, and good ergonomics. It is very important that players feel comfortable when they drink and they play."

While Zephyr has patents pending on components of the wheel at the heart of *Octopus*, which can also be provided as a standalone machine, it also has intellectual property in a system that allows players to order food and drinks from their terminal, and for such services to be provided free as part of a bonus system by the operator.

The 8-player *Octopus* is firmly targeted at the casino market, but the core technology allows the main unit to connect up to 250 remote terminals, and will be promoted to arcade casinos.

Jumbo Technology

Taiwanese manufacturer Jumbo Technology has a thorough understanding of oriental gamers, according to Director of Business Development, Simon Liu, partly because it is an operator of bingo halls in Taiwan as well as an equipment manufacturer. "This allows us to stand in the player's conception when we design a machine," he says. And the company's motto is very much 'what you see is what you believe', hence its *Perception Gaming* brand, and the 4-inch LCD monitors at each player station that deliver live game results to players.

This approach can make a big difference, Liu reckons. Take sic bo. A table game dealer will shake the dice under a cover and then invite players to place their bets – the results are only shown once betting has finished, and this is because oriental players want to bet on the outcome of the shake, perhaps using their skill at guessing from the shaking sounds, rather than bet on what they think the outcome will be when the dice are shaken.

Not surprisingly, Jumbo claims its GLI-approved 8-player *Sic Bo* multiplayer is the 'most genuine', in that it adheres to the original Chinese concept of shaking then betting. Like *Sic Bo*, the company's GLI-approved baccarat ball drawing system and 8-player *Roulette* machine (which is close to GLI approval) can be enhanced with extension terminals.

Lightning Gaming

Lightning's first product was a *Texas Hold 'Em* table game, which went to market in summer 2007 via an exclusive deal with ShuffleMaster – and already, there are almost 50 tables installed, according to Lightning's CTO, Ian Frisbie.

The company chose G2E Las Vegas for the first



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Amaya's Sic Bo machine, spinning the giant basket of dice...



Casino Technology's PlayMe – possibly the most original roulette?



IGT's M-P Series Roulette in action.



Above and below: Aruze Gaming's Roulette King with progressive...



public showing of what it claims to be the world's first fully-automated slot tournament table: *Gecko*.

Gecko is a 10-player, table based, slot tournament that offers several features aimed at encouraging players to interact and compete with one other. A large screen in the centre of the table shows how individual players are progressing, and encourages players to interact and focus on the centre, where skill items are played, that include catching moving bonus symbols. All game elements, including progressive jackpots, can be configured by the operator, and run either as on a buy-in or free basis, and if a player loses during a tournament he or she can stay seated and play the house until the next tournament game starts. In due course, mobile terminals will be added to the system, so that players can play wherever they are – perhaps at dinner, Frisbie says.

Amaya

The Amaya Gaming Group offers an 8-player multiplayer machine – it was configured to run *Sic Bo* on the G2E floor, and was certainly an eye-catcher with its tumbling dice basket as a centerpiece. "Like our *PokerMate* tables, which can run *Texas Hold 'Em* and *Blackjack*, the *Sic Bo* machine can be used to play *Craps* if you remove one of the dice, and the centre unit can be swapped out to do *Roulette*," says Jean-Paul Symeonidis, Amaya's Director of Sales.

PokerMate tables provide anonymous play for 6, 8 or 10 players – an important feature, Symeonidis believes, particularly with Amaya's *PokerStation* terminals. "Bricks-and-mortar casinos can now offer poker over a secure network with cash in and ticket out, that allows players to choose and play on up to three tables at once." Online poker means you have to identify yourself by paying to play with a credit card, he points out, and it can take a week or two to receive a cheque for your winnings. "We'll have GLI approval in January 2008 for *PokerStation*, and believe it should bring internet players out of their homes and into casinos – particularly in territories, such as the USA, where online gambling is no longer permitted..." he says.

IGT

The M-P Series multi-player suite of products is designed to appeal to both table and video slot players, hardware includes both fully automated and hosted electronic table games. IGT offers *Golden Baccarat* and *Roulette Revolution* alongside the *Triple Towers Horse Race* game on its M-P Series of Electronic Table Games, under *DigiDeal* branding. Players view a virtual dealer or wheel on a large, central LCD screen and place bets from individual terminals. Seven digital table games are also available for the *DigiDeal* Table System, and these include versions of poker and baccarat. The tables seat six players with a seventh position for the table host. DTS-C versions use virtual cards and real gaming chips, while DTS-V runs with virtual cards and virtual chips, but all play is achieved via LCD touchscreens.

As IGT's Director of Table Games Project Management, Tim Richards, explains "these are transition products between pits and slots, and are ideal for creating centre pieces on the gaming floor." And it's clear that he believes electronic table gaming is going to grow: "players will begin moving from live to electronic table games" he says. It's all down to increased player convenience, according to Richards, who points out that not only is every advancement in terms of bill validation, cash out and TITO available, but gameplay is improved. "We can provide more compelling games," he says.

Casino Technology

Casino Technology has just launched one of the most striking 'feature' automatic multiplayer roulette gaming machines – based on a grand-piano cabinet. *PlayMe* has a wheel and five player stations embedded in the piano casing, and has been designed as the ultimate social experience – a live pianist/singer can entertain players, and indeed the room, while roulette is played. It's all down to the vision of the company's CEO, a jazz pianist. Already, the first *PlayMe* has been sold to Cyprus.

At the heart of *PlayMe*, is the technology that drives Casino Technology's more traditional automatic roulette system, the *Casino King* which is available in 4, 5, 6, 7, 8 and 10-player configurations as standard, and which can support up to 250 of the company's standalone betting terminals from the *Casino Prince* range. *Casino Prince* is a semi-automatic roulette system based around a classic roulette wheel that is operated by a dealer and feeds results to up to 250 *Prince 7900* standalone terminals. One or more wheels can be connected, depending on the desired configuration and needs of the operator.

Aruze Gaming

Aruze Gaming's *Roulette King* multiplayer roulette machine is coming up for its twentieth anniversary – and was the world's first to offer a mystery progressive jackpot, according to the company. Available in 8 or 12-player configurations, *Roulette King* offers players three betting options: standard roulette; neighbour betting; and strategy betting. Alongside the electromechanical *Roulette King*, Aruze has a 5-seat virtual card game that combines five player stations with a 50-inch DLP screen on which high-quality 3D virtual dealers host either *Blackjack* or *Baccarat*. A 15-seat version with a larger screen is also available.

According to Aruze Gaming's President, Mikio Tanji, the company is now seeking to sell in the Latin American, European, and American markets, having focused on the Asian and Australian markets, and GLI approval is in hand. "We have the technology, and are looking at other games, such as sic bo," he says.

ShuffleMaster

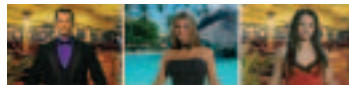
ShuffleMaster has a wide range of products that enhance traditional table gaming, but doesn't offer games with automated, real-world determination from a live wheel, dice or cards. *Table Master*, for instance,



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ShuffleMaster: above, Rapid Craps; below some virtual dealers...



TCSJOHNHUXLEY: (above) Novo Multi Roulette; (middle) TouchTable Sic Bo; (below) TouchTable MultiPLAY Roulette



Alfastreet: the revamped R8 is now part of the Alfa solution system.

provides a plasma screen 'tabletop' around which five player positions are grouped. Currently half a dozen games are supported, including variations on poker, blackjack and baccarat. According to ShuffleMaster, because *Table Master* offers more flexibility in wager amounts, it satisfies the betting preferences of more players than standard live tables can. The dealer and table host is virtual, too – appearing on a vertical plasma screen in front of players, and performing a strong function in 'attract mode' as well as hosting the gameplay. Similarly, the *Vegas Star* system offers video terminal gaming, and can be configured in a variety of ways to offer seven games, which currently include sic bo, baccarat, poker and roulette with a centrally-placed plasma screen providing high-resolution virtual dealer action.

As a hybrid between live-dealer table gaming and fully-electronic operation, the *Rapid Table* range combines a live dealer with an electronic betting interface. *Rapid Craps* offers 12, 18 or 20-player terminals around a traditional craps table, while *Rapid Baccarat* can support up to 100 players via stand-alone terminals.

And the latest addition to the ShuffleMaster table gaming range is *Lightning Poker*, a 10 seat, fully automated *Texas Hold 'Em* machine, that offers Limit, No Limit and Tournament play.

TCSJOHNHUXLEY

TouchTable MultiPLAY Roulette from TCSJOHNHUXLEY combines a traditional, live roulette wheel and table with the latest in touchscreen technology. Seven player positions are grouped around a 56-inch HD-LCD screen which replicates the traditional betting area of a roulette table. Players identify themselves by putting the finger of one hand on a touch screen area in their zone and then use a finger of their other hand to drag and place virtual chips on the betting area. The system is designed to provide the look and feel of a traditional game, but takes care of all the game resolution, thereby removing dealer errors, minimising the potential for disputes, and allowing the table host to concentrate on enhancing the players' experience.

Bar table implementations of the *TouchTable* concept allow up to four players to sit around a table and play *TouchTable Sic Bo*, and *TouchTable Real Roulette* – and in both cases, video links to a live table show players the action on which they are betting.

Table games, such as blackjack, poker and baccarat can be automated with a live dealer/table host on the *AccuPLAY* system, currently available for blackjack. A traditional cloth table is combined with six touchscreen player positions and a live dealer. Players buy in and cash out with the live dealer, but place all bets using their screens, and games are all resolved automatically, with payouts going to players' on-screen credit meters.

And the *Novo TouchBet* system allows up to 250 touchscreen terminals to be added to a live wheel – or, indeed, to up to three live wheels. A wide range of models and configurations is available, including

Novo TouchBet Live Roulette; *Novo Multi Roulette*, which links a number of Novo terminals to a dedicated wheel in a multiplayer configuration; *Novo Flying Roulette*, which simulates a live roulette wheel and displays all players' bets on a plasma screen; and *Novo Multi Table Roulette*, which streams a live picture of three wheels to the player's terminal, allowing one, two or three tables to be played simultaneously.

Following on from these roulette systems, the *Novo TouchBet Live-Sic Bo* and *Novo TouchBet Live-Baccarat* complete the *Novo TouchBet* range.

Alfastreet

Alfastreet was among the first to supply an 8-player multiplayer roulette game, some ten years ago. Today, the company offers a system – based on a machine that groups 8, 10 or 12 players around a central, physical device, which can be a roulette wheel today, and will be configurable with devices to deliver live results for dice games or keno in due course.

As the company's Marketing Manger, Matjaz Petek, explains: "we have a new edition of our 8-player roulette, a new design. It is a classic shape and form, but is now more modern. The hardware has been improved – it already has high reliability, and is easy to maintain, but we now have bigger screens, and our interface provides the classic roulette layout, but also 'race bet' where the numbers on the wheel are set out, in order, in a racetrack loop."

Alfastreet also has three flavours of remote terminal – the *SL* and the *SG* as floorstanding units that can be combined in different configurations, and the *TT*, a tabletop terminal. All three can be connected to live roulette wheels, including Alfastreet's own automated *Alfastreet Live* wheel, or to a live table with live dealer. A standalone sic bo dice game is also currently available, along with 16, 20 and 24-player systems that can have twin wheels, or twin dice or keno gaming devices built into the centre of the machine.

Indeed, the company has gone a long way beyond providing a new design for its multiplayer gaming machine – with the *Alpha Solution*, it is aiming to provide a fully configurable, modular system that can be mixed and matched to suit any operator's needs. "We don't build for stock," Petek explains. "We can customise or adapt the product to requirements, so build for each customer. It's important that you really assist your client from the start – it's an expensive product, and our variations mean that customers can have the facilities they want, such as cash handling, bonus cards and so on. We aim to provide a tailor-made solution, rather than sell off-the-shelf products or manufacture for stock."

Playtrix

Wireless blackjack and baccarat are the two products currently offered by Playtrix, in a configuration that makes the system easy to move and convenient to play in places other than the main floor or pit. "You don't need a truck and a couple of technicians to install our equipment," says George Samaha, VP engineering for the company. "All it takes is five



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Playtrix: Nino and George Samaha and the new wireless Baccarat game.



ICIT: Mojca Deticek and Teodor Uranic with the Apollo and Saturn system. Middle: classic looks of the futura, with tilt and swivel screens. Below: the ICIT multiplayer roulette interface: 'popular with players'.



Elaut: Classic Roulette in 2-player configuration, with large monitor.

minutes to set up – and if you want to move it, everything apart from the screen and table packs away into a small briefcase.”

The five wireless terminals link to the master game unit, which is connected to a display screen – which can be part of a cloth-covered traditional table installation, or a screen on the wall of a bar, restaurant or lounge. The player terminals are robust devices, each about the weight and size of a small paperback book, and they connect to the master system over a wireless network.

According to Samaha, the next move for Playtrix involves poker, which will require a screen for each player on the terminal unit.

ICIT

ICIT offers a trio of 8-player roulette machines – two with a traditional look and feel, *primadonna* and *futura*, and one that it acquired with the purchase of Zuum, the futuristic *Apollo* and *Saturn* system.

Teodor Uranic, the company's sales and marketing director, explains that the ultramodern *Apollo* roulette machine, which pairs up with the overhead video display system, *Saturn*, was developed to attract the Star Trek generation: “our aim is to invite a younger generation into gaming, by providing virtual games and a richer experience, and *Apollo* and *Saturn* provide a smooth passage in this direction from classical roulette,” he says.

The striking hemispheric overhead display system, *Saturn*, can be used with any machine and is sold separately by ICIT. With *Apollo*, it is used to provide a display of the wheel and winning numbers, but flexibility is embedded. Once an animation has been created, it takes less than five minutes to change, according to Uranic. Flexibility of look and feel is at the heart of the *Apollo* machine's design – it takes less than an hour to change the coloured lights and body panels in order to provide a completely different look. “You can refresh the look totally without spending much money,” Uranic asserts.

Two-tone wood and soft leather underpin the classic looks of ICIT's more traditional multiplayer roulettes: *primadonna*; and *futura*. “The materials, wood and leather, are warmer and more comfortable,” explains Marketing Manager Mojca Deticek. “*primadonna* is a compact machine, very well suited for ships and for arcades or saloons where space is limited, while *futura* is a larger machine with a different shape. Each player can tilt and swivel the screen to the most comfortable position.”

According to Deticek, players like ICIT's roulette interface, and all three machines provide particularly good visibility of the wheel that is in play. Customers can specify payment systems, which include coins for the Italian market, bill acceptors, and TITO.

Royce&Bach

Royce&Bach is a new entrant to the multiplayer roulette market, and arrives with Archipelago, which it describes as the smallest 8-player roulette machine available. The design is certainly suited to luxurious

environments, and features a completely flat surround to the central wheel. It includes 17-inch touch screens for players, bill acceptor and TITO as required, and can be manufactured to a customized design or particular livery.

Royce&Bach's *Y series* standalone betting terminal can be configured for a variety of live or virtual gaming applications, including connection to the company's *Y Series* standalone roulette wheel, which comes in matching liveries and can feature a single or double zero wheel.

Royce and Bach claims to have reinvented the roulette interface, delivering features such as the 30 last drawn numbers to the player's terminal, the 5 most and least hit numbers, and statistical analysis of results, with indication of 'hot' and 'cold' numbers.

Evona

Evona Electronic has a fifteen-year pedigree of making gaming machines, and currently offers roulette multiplayer games in its *Octavia*, *Victoria* and *Talia* multiplayer games, which cluster players around a centrally-placed wheel, and the *Octavia independent*, which links banks of standalone player terminals to a standalone automated wheel.

Touch screens or more traditional keypads can be specified by the customer on the *Casino Roulette* versions of Evona's machines. *Octavia New* is an 8-player roulette, which can be supplied with an option marquee that displays jackpots for bonus games, while *Victoria Casino Roulette* is a 6-player machine, suitable for smaller spaces, and without a marquee.

Talia Casino Roulette is a 4-player system, geared for the most compact space, while *Octavia independent* is a standalone wheel that can be connected to up to 24 play stations that can be grouped in banks, or located as separate units.

Octavia electronic roulette and *Elegance electronic roulette*, both available in 4, 5, 6 and 8-player versions, complete the range.

Elaut

Elaut's *Classic Roulette* is a modular system that combines standalone terminals, as necessary, into a larger unit that has a live wheel in its centre, and that uses plasma screens to display the last 80 results, the win table, the wheel camera's output and animations. *Classic Roulette* can offer 8, 12, 16 or more player positions, each with a touch screen, and customer-specified devices such as hoppers, bill acceptors and so on. Standalone player terminals can be added, up to a maximum of 250 positions in total.

The company was successful in the Belgian market with a dice-based roulette game, which allows roulette to be played using four dice rather than a roulette wheel (which Belgian law did not allow) – like Kodiak's bingo-based solution, it circumvents local regulations to deliver roulette.

For the future, a traditional sic bo game is being remodelled by Elaut, and this new dice game will be on show at ICE in January 2008 according to Patrick Magendans, Elaut's International Sales Director.

