

Beta Testing Professionals

Advanced SALBot9 Artificial Intelligence Analysis

Console Security Analysis

Review of security used in cash gaming:

Physical isolation of the game and players is still the highest "standard" available for cash gaming. Casinos have tables dedicated to this physical isolation. The Dealer and the game implements (Cards and Chips) are in full view of players making cash wagers. (physical class 10 security)

From the invent of Online gaming that allowed players to connect thru a network (the Internet) there have been trust issues. Because physical isolation is not possible a less than standard security has been adapted. This relaxed security has led to a vast number of Bot (non-human) players playing in the online games. US Universities have successfully challenged and beat real Professional Poker players. (online class 7 security)

We find the core issue with trusting a digital Dealer and game Implements is the lack of physical isolation.

Social Gaming Consoles Claims:

Social Gaming Company has thru its base design, created a cash gaming platform in digital format with class 10 Physical isolation security. Using the Social Gaming Console is as fair and safe as any seated game.

Our Test: Does a Social Gaming Console have Class 10 security

A Social Gaming Console is a physical device (Black Box) that requires no Internet connection to operate. The Console is used by the Host to hold a cash wager game between their friends and family with Peer to Peer networking.

The device is located in the area with the players, all the players can see each other and the Social Console. No outside players can enter the game environment. The cash deposits are held in the same area as the players and Console.

Our conclusion the Social Gaming Console is a fully physically isolated game device and is equal to seated games in trust. It equals or exceeds the trust level a physically isolated game offers.

Our Test: Can a local player Hack the Console

The device has a standalone WiFi Hotspot with a range of 500 yards. This connection allows up to 224 players to connect to the console at the same time. The Home screen offers download and install of the APP needed to enter the game environment.

The Hotspot is a NightHawk design and our attempts to disrupt other connections failed. Our attempt to de-compile the APP program failed, it's locked. Our attempt to alter the Home screen structure failed, its locked.

The device has only one allowed service in its internal server and the Social Gaming Gameplay programs are operated exclusively. Our attempts to access the server programs were blocked by the Microsoft Server Security. Our attempts to connect to the game without the provided program or APP was not possible because of programed in firewalls with encrypted access.

Our conclusion even with state of the art hacking tools the Social Gaming Console by design can not be accessed.

Final Analysis:

The Social Gaming Console is a class 10 security device and has a build design that dis-allows hack attempts. The Social Console is a safe and secure environment for Social cash gaming.