



### Review of Game Trust Issues:

Our testing will pertain to games that use cards

Professional regulated gaming has adapted several now considered standard procedures in order to raise game trust. Professionally trained dealers and standard industry approved game implements (cards and chips) are used in cash gaming. The players gather in the same physical location and use the dealer and implements to play a cash game.

We contracted professional dealers from a Las Vegas NV school to aid us in determining a weighted trust number (0-10) for games dealt by Humans. It was shown to us that even in the most controlled game environment the Human dealer could manipulate cards without being detected by the players in the game. Only outside video and review could expose the slight of hand that was used.

Human dealers can be Bribed, Extorted, Convinced ect... to manipulate cards to aid a player in a cash game. With this base knowledge we deduct 1 "trust point" because Human dealers can manipulate a game even under surveillance. To this date a class 9 trust is as good as can be achieved by the gaming industry.

### Our Trust Point Classes:

Social cash games with pro dealers are very susceptible to this type of manipulation (trust class 7).

Casino based cash games have the highest trust level due to the continuous video monitoring of the game (trust class 9).

Online cash gaming has Bots and Admin interference that manipulate the games outcomes (trust class 2).

We do recognize there are some clean online operators but they are the minority (trust class 8).

### Social Gaming Console Claims It's is the First Trust Class 10 Device

The Social Gaming Console is the first Trust Class 10 gaming device available. Our Console being in full view of all players assures the games dealers are not being tampered with. The Digital "Tru-Deal" programs are just that programs and they can not be accessed by the game host or anyone else. A non-Human dealer removes any chance of manipulation of the cards.

### Our Test : Can the cards be manipulated in a Social Gaming Console:

Social Gaming Consoles main gaming service is a five cycle process. In order they are Seating cycle / Vendor cycle / Game cycle / End cycle / Un-seat cycle. This is a one shot service that runs thru all cycles to complete one game.

This analysis pertains to the Game cycle.

We received access to all of the source code involved in the game cycle and did verify the sub routines and modules.

The game cycle starts after the players are seated and the vendor service has sent permission to the Tru-deal to shuffle and pass the deck to the tables dealer. The dealer receives the deck and then plays out the entire hand for the number of players in the game, in protected memory. It creates a win list with all the hands listed in winning order, best hand to worst.

The design of the social gaming system is unique, after the winner list is created the dealer starts to deal the cards to the players. The cards to a round are sent to all players in the game at the same instance. There is no manipulation to the visual cards that could effect the true game outcome. The Console system has a visual hand history all the players can review. The arrays that hold the winners list is deep inside a secured server in protected memory. The Console is a closed private network and can not be accessed from outside networks. In each round the dealer checks every players visual cards for purity.

The dealer selects the winner(s) by who is still in the game at the hands end. The act of dealing the cards has no effect on the selected winners. The dealer banks the game according to the list, table actions only accumulate the pot. Because of the way the game cycle is designed in a social gaming console neither card or banking manipulation is possible.

**Final Analysis :** The Social Gaming Console is a trust class 10 device, by design.