

# Harrah's Philadelphia Casino and Racetrack



**ADOWS** Meadows Racetrack and Casino



Presque Isle Downs and Casino



Mount Airy Casino Resort

Online Games Presentation

# Responsible Gaming in the Casino Industry

- The vast majority of adults experience no significant negative consequences related to gambling
- For the small percentage of adults who do suffer from problem gaming, it is an important social problem and moral issue
- Casinos want everyone who gambles to be there for the right reasonto have fun
- Casinos do not want people who don't gamble responsibly to play at any casino

### Discussion Items

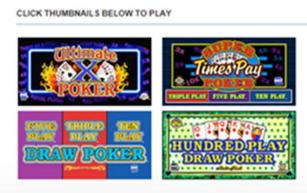
Our presentation will focus on 3 categories of online "free play" games:

- ☐ Play-for-Fun Games
- Social Casino-Style Games
- □ Player Loyalty Program Play-for-Fun Games

# Play for Fun Games

- Play for Fun Games are online versions of casino games.
- No opportunity for cash in or cash out.
- No connection from the games to the casino floor.
- Play for Fun Games have been online for 10+ years.





# Social and Mobile Gaming Eco-System



- Popularity of games spread through the virality of the social platforms ... I invite 2 friends to beat my high score and they invite 2 friends, etc.
- ➤ In 2012, Facebook hit 1 billion users throughout the world.

# Social Games Industry - Evolution

In 2007, the social games phenomenon was introduced to the world through Facebook.



There are currently over 750 million people worldwide playing social games. Experts expect that number to double by 2015.



### The Basics of Social Games

- Common characteristics of social games:
  - Played for entertainment;
  - Game play is typically very simple;
  - Played through social networks; and
  - Players may play at little to no cost (more on this in a minute).
- Many games are designed with social interaction and competition among players in mind.
- Popular games include Farmville, The Sims, and Words with Friends.

### Social Games – Business Models

Generally, there are **two business models** employed in the social games industry:

- Up-front cost for the game or application
  - Buy the application like Angry Birds
- Free game or application with in-game purchases available to enhance the entertainment experience
  - Farmville allows users to buy more land or tractors

### Social Casino-Style Games

- ▶ Over the past 2-3 years, there has been an emergence of casinostyle social games such as slots, poker, blackjack and roulette.
- ▶ Many companies have entered the social casino style games space in the last few years including Zynga, Electronic Arts, IGT, and Caesars.
- Like Play for Fun Games, there is no connection to the casino floor.





### How do social casino-style games differ from gambling games?

- Consistent with most states, Pennsylvania defines gambling as requiring 3 elements:
  - Consideration: The payment of something is <u>required</u> to play the game
  - ▶ Chance: That the outcome of the game is not based on a skill
  - ▶ **Prize:** Money, money's worth or something of real-world/tangible value is awarded based on game play
- ▶ The social casino-style games under consideration are not gambling because of the lack of 2 of the elements of gambling:
  - ▶ <u>Consideration</u>: There is no requirement to buy anything in order to play the games.
  - ▶ <u>Prize</u>: The games only award virtual currency which have no real world value.

#### A Brief History Of Innovation

- WMS developed a unique slot machine player experience, designed to help Operators drive patrons back to their casinos via their loyalty program.
- Patrons playing at a slot machine with their loyalty program card could save their game status and continue where they last left off the next time they return to the casino.
- Star Trek was the 1st game available with these features.









#### **Persistent State and Adaptive Gaming**

- WMS's slot machine platform allowed guests to save their progress through a game (*Persistent State*) and unlock other graphics based on their progress (*Adaptive Gaming*).
- Patrons playing without a loyalty program card did not have these options available.
- Important: no game math is affected ... only game visuals/content is impacted.

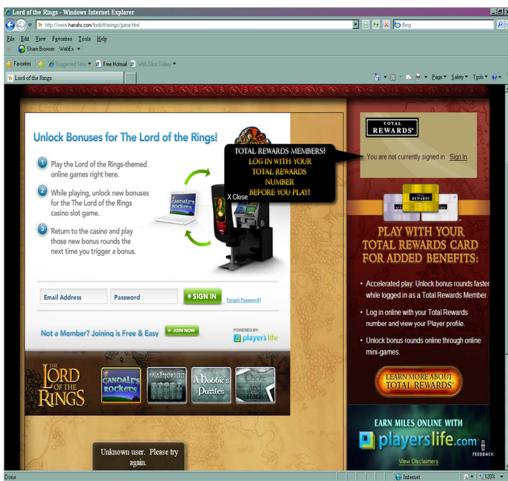
#### **Next Stage of Development**

- In 2010, WMS developed Player's Life™ Web Services.
- Player's Life™ Web Services allows patrons to play real game themes via the Internet for fun and to earn "points" that can be used to unlock bonus graphics in the casino.
- No game math is affected ... only game visuals/content is impacted.
- Lord of the Rings (LOTR) was the 1<sup>st</sup> game available with Player's Life™ features.



#### **Total Rewards Patron experience from the internet:**





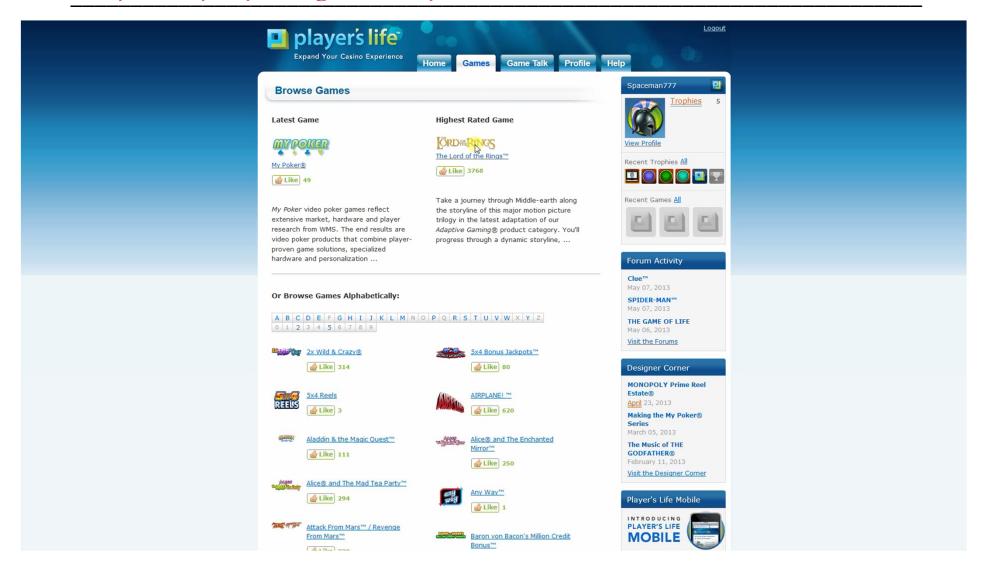
- No game math is affected by any of the features from the online games.
- Our website has a disclaimer that states this explicitly:
  - \*All bonus rounds that are unlocked by playing online do not affect odds of winning or amount won at any slot machine at any Caesars casino.



#### Why are these particular games important?

- Offer the Operator an opportunity to attract new non-traditional slot players:
  - Table Game Players
  - Gaming Console Players (XBOX, PlayStation, Wii, etc.)
  - Passionate Fans of Theme
- > This unique gaming experience has been received very well by patrons:
  - WMS games are in use in almost every neighboring jurisdiction with great success.
  - Deployed to over 30 properties in just the Caesars enterprise alone.





#### **Current Regulatory Status**

The PA Bureau of Gaming Laboratory Operations reviewed, tested and approved the following versions of WMS Persistent State / Adaptive Gaming platforms:

Game Title	Date Submitted (submission #)	Date Approved
Star Trek Episodic	10/16/2008 (M-WMS-2008-180)	1/9/2009
The Lord of the Rings	5/24/2010 (M-WMS-2010-123)	6/15/2010
Attack from Mars/Revenge from Mars	11/24/2010 (M-WMS-2010-240)	3/17/2011
Clue	2/21/2012 (M-WMS-2012-033)	3/16/2012
The Lord of the Rings The Two Towers	7/13/2011 (M-WMS-2011-181)	7/25/2011
My Poker	9/12/2012 (M-WMS-2012-192)	10/12/2012

<sup>\*\*\*\*\*</sup>All Persistent State, Adaptive Gaming and Player's Life features are currently disabled at the Harrah's Philadelphia property. \*\*\*\*\*