



SYSTEM 7000 PRIME

Area – Module Description		
Area	Module	Description
Front Office	Cash Desk	Manages and tracks all money and money in kind transactions within the venue between the cashier and tables, slot machines, and with patrons (chip redemptions and fills via cash, or credit) on a daily basis.
	Credit Control	Manages the location and movement of secured and unsecured credit including cheques, credit cards, and patron credit accounts within the venue
	Membership Control	Provides the ability to manage and reward members and guests, to configurable level and reward settings. The module contains functionality to: <ul style="list-style-type: none"> • Register and issue a loyalty card • Rate members • Associate rewards with a member or guest from the reward program • Record and analyse member playing history • Bar or suspend a member or guest
	Player Tracking	<ul style="list-style-type: none"> • Integrates with the Membership Control and Table Management (including Table Proc) to provide monitoring of member, guests and junket gaming usage and expenses. • Bonus and complementary rewards can be automatically calculated and rewarded upon swiping of the member or guest card.

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Gaming Floor	EGM Management	<p>Provides comprehensive management of Electronic Gaming Machines. Managed operations include:</p> <ul style="list-style-type: none"> • Slot machine maintenance and monitoring • Jackpot interfaces and monitoring • Machine clearances • End of day operations • Extensive Player Loyalty Promotions Engine
	Table Management	<p>Provides centralised management of gaming tables (broken down by pits) Enables real time and end of day management of:</p> <ul style="list-style-type: none"> • manage gaming all tables or by selected table showing individual table performance to configurable values • manage gaming table staff • Player tracking
	Table Pro	<p>Is a progressive development on a Touch Screen, with Web browser technology incorporating additional functionality for Table Games staff and Management. Enables quick and easy use for gaming activities for a table. This includes:</p> <ul style="list-style-type: none"> • Open/Close table • Request/Confirm Fills • Player tracking <p>This allows for reduced supervision of the tables.</p>
	Prime Impact	<p>Touchscreen LCD display for</p> <ul style="list-style-type: none"> • Marketing Promotions • Venue information • Members details • Paltronics link meter display • Technicians/Staff aid
Back of House	Casino Security	<p>Manages surveillance activities including:</p> <ul style="list-style-type: none"> • Monitoring members/guests • Monitoring staff • Cash Desk Alerts • Monitor Barred Persons • Monitor system tampering
	System Administration	<ul style="list-style-type: none"> • Set and manage system settings and parameters • Set and manage access rights • System Housekeeping
	Marketing Analysis	<ul style="list-style-type: none"> • Manages player profiles and promotional material.
	Card Designer	<ul style="list-style-type: none"> • Create member and staff card templates <p>The Membership Control module and</p>

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		Casino Security module uses these card designs together with member and staff records to produce cards.
	Jackpot Controller	Integrated Jackpot controller <ul style="list-style-type: none"> • No additional cabling costs and straightforward setup • Run Floorwide or Banked Mystery Jackpots • IJPC can run 6 themes with nth jackpot levels (usually 4-6 levels) • An individual EGM can host up to 6 different themes and 16 jackpots. • Jackpot values are sent to Display servers
	Impact Studio	Manage Impact content <ul style="list-style-type: none"> • Build campaigns • Manage campaign schedules • Store content, campaigns and schedules