KONAMI

SYNKRØS,

True-Time Tournaments



True-Time Tournaments[™] is a revolutionary SYNKROS[®] delivered tournament product that consists of a Tournament Director module to manage the operational functions of a tournament as well as a module that brings entertaining tournament games directly to the player. Depending on marketing strategy and goals, True-Time Tournaments offers two ways of delivering system-based tournaments to players: synchronized start time tournaments using SYNKstart[™] and player on-demand tournaments.

A GROWING LIBRARY OF GAMES PROVIDES OPERATORS THE ABILITY TO ROTATE THEMES AND KEEP PLAYERS EXCITED.









TECHNICAL SPECIFICATIONS

CONFIGURATION

- Tournament Type defines the tournament as On-Demand or SYNKstart synchronized. On-Demand Tournaments are player initiated, while SYNKstart Tournaments can only be initiated by an employee, via SYNKROS[®] Tournament Director.
- Games marked as active will only be available for play during specified start and end times, but leader boards will remain visible on all signs until inactivated.
- Game lengths can range from 1 to 30 minutes long. Longer games mean higher scores!
- Invitations can be stopped at a predetermined time before the end of the tournament, to ensure that patrons are not playing at the time the winners are announced.
- Tournaments entries can be awarded as incentive bonuses by selecting the Tournament option in the Incentive Maintenance form.

TOURNAMENT DIRECTOR

- ► From the True-Time Tournament[™] Director, users can see current patron scores and rankings as well as the number of entries yet to be played.
- The running tournament statistics are updated at configurable intervals or can be 'refreshed' manually to view near real-time results.
- Patrons currently playing are listed, while the built in search feature allows users to sort rankings and the player list.
- ► The Tournament Director also allows employees to control SYNKstart Tournaments with the ability to put machines in standby mode, start rounds, and advance rounds and heats.
- Additionally, employees can issue manual tournament invites to any patron with a player's club account.

Features	Benefits
Growing library of tournament slot themes available for patron selection	Retain patron interest by allowing them to select their tournament theme for an On-Demand Tournament. Current themes include: • Romancing the Reels • Midway Madness • Hero Collection • Fruit Funds
Automate tournament operations with SYNKstart True-Time Tournaments	Reduce labor by using the Tournament Director module to administer operations such as tournament sign-ups, scoring, and scheduling. Fully animated instructional video offers guests' optional information to play tournaments.
Tournament invitations easily delivered through the True-Time Bonusing Tool Kit	Invitations awarded via incentives or other bonusing options within SYNKROS on any machine. Award entries based on a variety of play criteria, such as wager, points earned, time on device, etc. Patron can elect to play the tournament at the time of invite issuance or play at a later time.
Eliminate the need to partition tournament games on your casino floor	True-Time Windowing [™] games can be placed anywhere on the floor and can go into tournament mode at the touch of a button. Windowing games can continue to earn revenue while in standby and before or after a tournament.
Leader boards with digital signage support	Built-in leader boards can be broadcasted to your digital signs anywhere on the casino floor.* Leader board backgrounds can be customized to suit your particular tournament theme.

*requires Synk Box[™] sign kit

REQUIREMENTS

True-Time Tournaments can only be played on machines equipped with True-Time Windowing. SAS 4.02, or higher, is required however Konami strongly recommends SAS 6.02 to take advantage of all SYNKROS features. Konami Gaming, Inc. 585 Konami Circle Las Vegas, NV 89119 866.KGI.INFO