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### **Risks**



#### Risks Related to the Company

We are a development stage company with little or no revenues to date. There can be no assurance that we will be able to develop our business and obtain projected revenues and profits.

The COVID-19 pandemic and ensuing governmental responses have negatively impacted, and could further materially adversely affect the operations of our business, financial condition, results of operations and cash flows.

Many of our proposed casino customers are experiencing operational difficulties as a result of COVID-19, which in turn may have an adverse effect on our ability to sell or lease our products and technologies to them.

Casino growth and expansion in the legal gaming market is typically slow and can be stagnant, which would limit our existing and potential customer base.

The gaming industry is highly competitive and we face significant competition, including from illegal operators.

Economic conditions could adversely affect our business.

We face high levels of competition in the supply of products and services for newly legalized gaming jurisdictions.

Our competitors including IGT have substantially greater capital resources then we do, and may be able to design products and systems that complete with our technologies and there can be no assurance that our patents and intellectual property will afford adequate protection.

Our success is dependent upon a number of factors, including:

- our ability to adapt to and offer products to casinos and game players that keep pace with evolving technology related to our business;
- our ability to respond to dynamic customer and player demand by producing new and innovative products and services;
- the protection of our intellectual property; and
- preventing fraudulent manipulation of our electronic gaming machines and systems

We source our equipment and products from a limited number of suppliers and may experience delays in delivery as well as manufacturing, operational or design problems.

We will likely need additional capital to fund the expansion of our operations, we may not be able to consummate our contemplated initial public offering or otherwise obtain sufficient capital on terms favorable to us; as a result of which and may be forced to limit the expansion of our operations.

Our business depends substantially on the continuing efforts of John Acres and our other executive officers and our business may be severely disrupted if we lose their services.

We have invested, and may continue to invest, significant resources in research and development efforts.

Litigation may adversely affect our business, financial condition and results of operations.

If we are unable to effectively obtain casino customers, our reputation and operating results may be harmed.

There can be no assurance that governmental regulators will approve a transfer of ownership of Acres 4 to the Company; failing which there could be conflicts of interest resulting from related party transactions.

There can be no assurance we will be able to maintain our compliance with applicable gaming laws.

We will derive some of our revenue from Native American Tribal customers and our agreements with Native American Tribes are subject to review by regulatory authorities

Our reliance on a limited base of suppliers may result in disruptions to our supply chain and business and adversely affect our financial results.

Our operations may be impaired if our information technology systems fail to perform adequately or if we are the subject of a data breach or cyber-attack.

Our success may be limited by the performance and pricing of our partners who provide services under the "Cloud- based" or "Software as a Service" (SaaS) models.

Risks Related to Our Shares and Common Stock

The offering price of the Shares is arbitrary.

Investors in this Offering will be obtaining a long-term investment in the Company with no immediate liquidity, as the Shares will be subject to transferability restrictions.

We may never complete our proposed IPO, as a result of which the Shares will be illiquid investments and a market for the Shares may never develop.

Even if we do complete our IPO, there are risks, including stock market volatility, inherent in owning our common stock.

The holders of shares of our Common Stock may experience immediate and substantial dilution.

The executive officers of the Company own \_\_% of the outstanding Common Stock of the Company and may have the power to control the Company for an indefinite period of time.

We will be an emerging growth company and a smaller reporting company within the meaning of the Securities Act, and if we take advantage of certain exemptions from disclosure requirements available to "emerging growth companies" or "smaller reporting companies," this could make our securities less attractive to investors and may make it more difficult to compare our performance with other public companies.

We will be relying on certain exemptions from registration requirements under the Securities Act, which if unavailable could have a material adverse effect on our business.

## **Our Story**



## We know casinos... and casinos know us!

Founded in 2008, Acres Technology (AT) is a Nevada-based C Corporation that focuses on developing casino technologies to enable more efficient operations, including cashless wagering, and more exciting and personalized player incentives.

With a combined 48 years of casino experience, the Acres team has learned to think like our customers and their customers. There are just under 1,000 casinos in the United States and we've visited most. To us though, casinos are people, not places. We've known many casino executives since they started in the business, and they know us.

Our team has invented some of the most important technologies casinos use today and have sold them as products through previous companies, and as a result, we have provided investors in those previous companies with successful exits.

We sell consultatively, not institutionally. We talk to players, identify problems, create solutions and, importantly, patent them. We test and refine products in smaller casinos so we can control the development process. Only when we believe the product is proven do we reach out to larger casinos. The process isn't easy or quick and each business takes many years to perfect—even before large-scale sales begin.

## **Our Story - Continued**



# Acres Gaming, A Case History

We founded Electronic Data Technology in 1983 and we invented a way to electronically measure player behaviors. We sold that company in the late 1980s and watched as the buyer, IGT, used that product to increase their market share.

Seeing opportunity, in 1990 we invented a new way to measure—and automatically reward—players. We started a new company called Acres Gaming.

We initially worked with tiny casinos, talking to their customers, refining our products and filing patents. When our products started to be noticed in 1993, we took the company public, even though the prior year's sales were under \$250,000.

We grew quickly and helped revolutionize the industry. Our patents protected us when other companies tried to imitate our products. Largely on the strength of our 22 patents, we sold Acres Gaming to IGT in 2003 for \$143 million.<sup>1</sup>

L. House of Cards, by Adam Tanner. February 2014.

## Our Story - History Repeats



# **Acres Technology**

In 2007 we noticed how Amazon achieved success by using big data to efficiently deliver personalized experiences and knew casinos needed the same as casinos are data driven. Data is collected and analyzed through computerized systems. Decisions on what games to keep, and which players to reach, are made through these systems. Many of these systems are 20+ years old as IGT still sells the same product Acres Gaming designed in 1992. Their competitors offer much the same.

Using profits from the sale of Acres Gaming and along with an investment from a farsighted casino partner, we built the Acres Technology patent portfolio and tested our systems. Nothing came easy, but today, after \$32m of investment, \$22m of which came from our founders, we're ready to help revolutionize the casino industry, again.

We believe the market to be ripe for evolution and we have 136 issued patents and other systems to help. We believe our inventions benefit casinos, both on-line and in person, as well as the sports betting businesses too. COVID-19 has accelerated the need for some of our technology and has caused gaming regulators to look for cashless transmission solutions from bank accounts / credit cards directly to slot machines (also referred to as units) to reduce the potential spread of COVID-19. Cashless wagering can greatly improve player convenience and increases overall wagering. It may also dramatically lower casino operating costs and potential COVID-19 liabilities.

#### What Casinos Want

 Cashless: Cash is costly to handle, and a COVID-19 superspreader worry. Players are reluctant to handle cash. Cashless may also reduce costs and crime. Acres aims to provide a virtual electronic system for transferring money directly from a player's account to a slot machine.



- Understanding of player actions in real time. Existing technology only informs
  of yesterday's play. That's too late. Acres aims to provide real-time data of
  player actions and makes the player experience visible. Acres measures every
  wager and button press. We know when players are losing, when bet size
  drops and when pace of play slows.
- Personalized incentives: Loyalty incentives today are one size fits all. Acres
  aims to deliver personalized incentives. To economize, systems recorded player
  behaviors in "session" summaries that showed only the total of what a player
  wagered and won. That's how systems still work today.

### What Casinos Want - Continued



**Personalized Incentives:** Systems today record player behaviors in "session" summaries that show only the total of what a player wagered and won. Incentives are most effective when players are losing. Winners barely notice incentives at all. Acres provides player behavior data to casinos in real-time to help define player behavior. Acres measures every wager and button press. We know when players are losing, when bet size drops and when pace of play slows.

Using Foundation, casinos can automatically pay incentives to discouraged players. This action alone may —encouraging losers with incentives — drive new play and may substantially lower casino loyalty costs.

With Acres, casinos can (1) deliver incentives during periods of loss and/or when bet size drops, (2) personalize incentives based on wager size as for some players a \$5 award is exciting but for others it can be an insult, and (3) develop incentives to stimulate play when player play slows.



### What Casinos Want - Continued



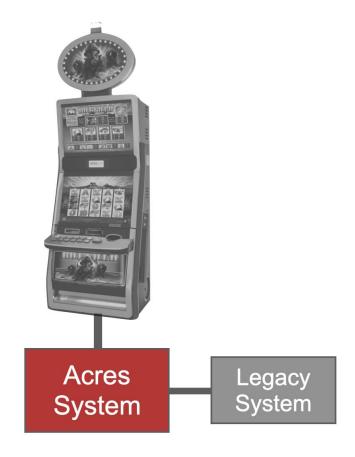
Coexistence Technology: Casinos rely on systems for dozens of daily reports about revenue, game malfunctions and player behaviors.

Employees use these reports to serve players and keep games running.

Games are designed to support just one system at a time. Switching to a new system is difficult because the old system's services instantly disappear. Employees and players have no time to adapt.

Acres technology allows legacy systems—and their reports—to coexist with ours.

Casinos can transition from their legacy system to an Acres system at their own pace, avoiding costly trauma and disruption.



### **Our Solution**



## **Foundation**

Today's casino market uses old technology – how do we know? We sold it to them in the 1990's and early 2000's. Casinos are facing another very real threat in COVID-19 and are looking for cashless wagering solutions and to continue to reduce costs. We believe this is a major opportunity, and we believe our solution, Foundation, via its virtual electronic system, is one of the most advanced and one of the most effective cashless solution in the casino industry – and it works with legacy gaming systems.

The virtual electronic system cashless application we have developed for the Foundation solution is just the beginning, as we, and others, can develop new applications to improve player loyalty and further decrease operating costs. These applications can also be extended to sports betting as well as on-line gambling.

Casinos measure players by session—how long the spend at a single machine and how much they spend, and win, while there. A typical session last two hours and 500 game plays. Traditional sessions record session start and end times and total wagers, total win and total game plays during that time. Foundation records every game play from start time to end time, total wager and total win for that game. Foundation also records every button press, every cashless insertions, every currency insertion and every pause between games, all in real-time. That is powerful data for a casino.



## **Foundation**

Existing casino data systems delay reporting player data by up to an hour. By that time, many players have given up and gone home. We have found that bonuses are most effective when delivered to losing players. Winning players barely notice a bonus and it is therefore wasted. By measuring button presses and each game's wager size, Acres technology can help determine when players are growing discouraged which allows for further targeted bonus size and delivery.

An example of this is our Foundation installation at the Golden Gate Casino (GGC) in Las Vegas as they were looking for a solution to better control and timely deliver drink comps. Foundation was installed and used to collect real-time data from every gaming machine at the bar and that data was used to determine when a minimum play threshold has been reached. Working with Transact, one of our partners, a drink coupon was then instantly printed. Based on game play data in real-time, a player's first and second drinks could be quickly earned, but for a third drink coupon a minimum time period must have passed. Foundation delivered the real-time data to enable this service for players at the GGC, and as a result, Foundation dramatically reduced the number of free drinks dispensed without reducing the play on machines at the GGC.



Existing systems are proprietary, preventing casinos from sharing most system data with 3<sup>rd</sup> party providers. Acres provides open access to data.

### **Foundation Partners**

Already, three product partners use our system to provide their services.

**Global Payments**, a leading payment provider with over 500 installed locations, leverages Foundation to deliver cashless payments and electronic credits from player accounts to slot machines and tables.

**Transact Technologies**, a leading provider of ticket printers in gaming machines, uses Foundation to enable incentive-based printed promotions.

MTS, an emerging leader in card-less player identification, uses Foundation to communicate identity information to casino back offices and payment providers.









### **Foundation Technology**

Foundation is sophisticated software installed in Acres hardware that's about the size of a credit card.

Just 1/6<sup>th</sup> the size of competing circuits, Foundation costs considerably less to manufacture and install.

Yet Foundation's microcontroller is over 100x more powerful (clock speed) than many other systems.

Foundation may allow for the instant collection of play data which can be used by casinos to instantly deliver rewards and to tie rewards to player behavior.

Foundation is attracting the interest of casinos because of the low cost and the benefits.



ACRES

Foundation works with Mobile Phones and is compatible with payment processors

We believe Foundation is the first technology to efficiently work through players phones, allowing players to:

- Transfer cash to a slot machine or other game
- Collect bonuses
- Place wagers
- Find winning machines



## A Modular Design



To efficiently manage initial design and simplify future development, the Acres system is designed in modules.

**Foundation** connects to games, collects data and communicates credits to and from games.

**Level 1** provides communication to players and implements advanced accounting and player loyalty services for casinos.

**Level 2** learns player desires by watching their behavior and instantly delivers incentives that match player personality.

Future modules are planned.

Module Release Schedule		
Q1 2021	Foundation data & payments	
Q3 2021	Level 1 communication & loyalty	
Q2 2022	Level 2 learning & incentives	

## Level 1 Technology



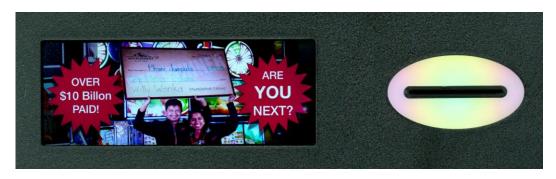
#### **Communication and Loyalty**

Level 1 provides video communication through onmachine displays, kiosks, employee phones and player phones.

Level 1 creates unprecedented connectivity between players, employees and games.

Level 1 makes incentive delivery more-timely and exciting for players.

#### Level 1 on machine display module pictured below





## Level 2 Technology



## **Learning and Incentives**

Level 2 is intelligent software that learns player behaviors, calculates player needs and uses AI to predict their future behavior.

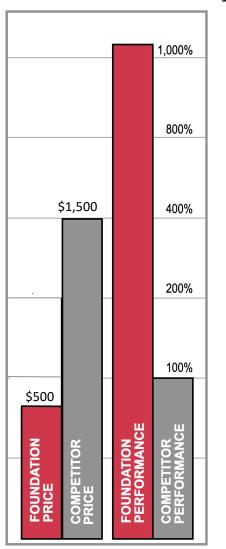
Level 2 selects and issues rewards to player phone and games.

Our patents focus on Level 2 capabilities, making it difficult for competitors to deliver comparable capability.



1

- At \$500 per unit, Foundation is priced generally 33% of the competition.
- Low price predicts quick sales and discourages competition.
- Thanks to modern design, Foundation COGS are only \$140 per unit.
- Per unit profit margin is estimated at \$360, or 72%.
- Total Addressable Market is estimated by Acres at 900,000 units in the US and 400,000 more around the world.

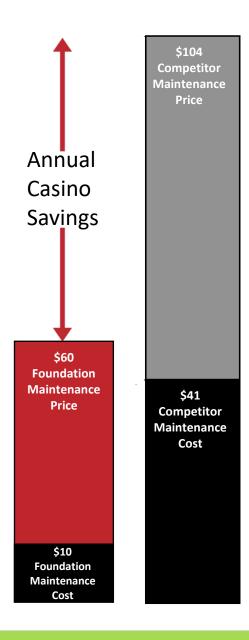


1. Company Estimate. December 2020

## Low Maintenance Pricing

A C R E S

- Casinos traditionally pay annual maintenance fees of 20% of purchase price.
- We estimate casinos pay \$104 unit in annual maintenance.
- Foundation annual maintenance is priced at \$60, which is about 37.5% cheaper than our competition.
- We estimate competitors spend \$41 to provide this annual maintenance.
- Our cost to maintain Foundation is just \$10 per year or 16.67% of total price.



1. Company Estimate. December 2020

## Subscription / Flexible Pricing



Casinos can subscribe to Foundations cashless capability for just \$0.91 per day (\$332 per year) per unit—a very affordable price for cashless capability.

Subscriptions include all Foundation hardware & software, installation support, and maintenance agreement.

Subscriptions also provide a free, brand new hardware system every five years.

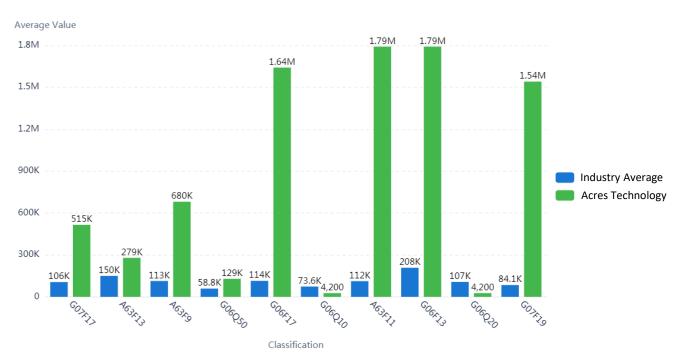
Acres generates almost 2.6 times more revenue with subscriptions.

With Foundation, casinos avoid capital expense and always have a up to date system.

We upsell to Level 1 and 2 capability—which are also available by additional subscription.



### Acres Technology IP Value Significantly Ahead of Industry<sup>1</sup>



# **Technology Area Benchmark**

Compare the company's average estimated patent value within its top IPC classes against the industry's average patent value for each IPC class.

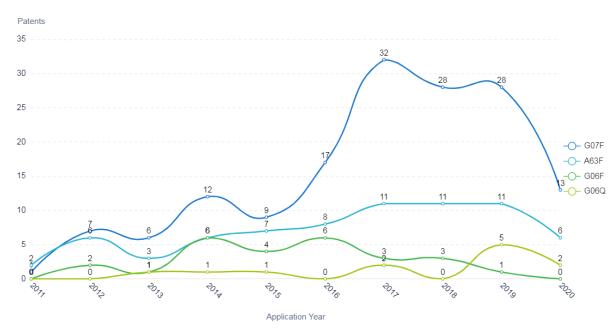
The chart is displaying one representative per simple family.

1. www.patsnap.com Retrieved Nov. 2020

## **Intellectual Property**



### Acres Technology is At the Forefront of Emerging Technologies<sup>1</sup>



Understand the new technology areas the company has invested research and development in the last 5 years. This can help highlight new areas of research and development beyond their previous technology focus.

Emerging technologies are defined here as: 1) IPCs where applications only exist in the last 5 years; 2) IPCs with a high rate of applications in the last 5 years (point 2 is not considered if there are more than 10 IPCs identified in point 1).

1. www.patsnap.com Retrieved Nov. 2020

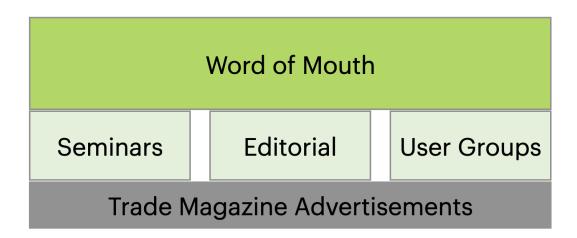
#### How We Market



Word of mouth is our best marketing tool, because when players like a new casino floor product, competing casinos take immediate notice.

Product exposure through seminars and trade magazine articles is costeffective. We actively participate in both.

Trade advertising enhances brand recognition, encourages magazine publishers to cover our products in their stories.



#### How We Sell



The casino industry is divided by ownership: Tribal and commercial.

We sell to commercial casinos through in-house salespeople.

Product partners, like Global Payments and Transact Technologies, recommend, and sometimes require, that their casino customers buy Foundation.

Product partners, like Global Payments and Transact Technologies, sometimes subsidize casino purchases of Foundation in order to sell their own products.

We sell to Tribal casinos through distributors.

Distributors

Acres
Sales Team

Tribal Casinos

Commercial Casinos

Product Partner Sales Team

## Support & Maintenance



Great support and maintenance are essential to our reputation and our recurring revenue (i.e., service contracts).

We designed our systems with reliability and support in mind. Our systems are programmed with Automated Health Check (AHC) that constantly measures hardware temperatures, voltages and power consumption. We aim to see what's failing before it fails and we often diagnose problems before customers even notice one.

Software and configuration issues are fixed remotely. Our hardware components are modular and are designed for rapid replacement. Casino technicians repair and replace failed components in just a few minutes, using a spares inventory we set up for them.

We currently support over three dozen casinos, operating 24/7, with a single full-time support manager. We believe our cost of support is one of the lowest in the industry and our quality of support is one of the highest.

## Market and Industry



- The American Gaming Association's (AGA) State of the States report shows U.S. commercial casino gaming industry revenue topped \$43.6 billion in 2019, up 3.7 percent from 2018 and the fifth-straight year of revenue growth.<sup>1</sup>
- 21 of 25 commercial gaming states experienced year-over-year revenue increases, with 14 states reporting annual records.<sup>1</sup>
- According to the most recently available data from the National Indian Gaming Commission, the tribal gaming sector's revenue reached \$33.7 billion in 2018.<sup>1</sup>
- Total Addressable Market is estimated by Acres at 900,000 units in the US and 400,000 more around the world.

#### TOP FIVE YEAR-OVER-YEAR GAMING REVENUE INCREASES<sup>1</sup>

#### State 2018 2019 %Change Massachusetts \$273,072,584 \$718,534,899 161.13% \$2,903,447,507 \$3,468,633,795 **New Jersey** 19.46% 3 \$370,678,165 \$462,491,562 **Arkansas** 15.06% \$2,587,743,241 \$2,730,982,540 **New York** 5.54% \$432,512,143 \$450,806,046 Delaware 4.23%

#### TOP FIVE GAMING MARKETS<sup>1</sup>

	Market	States	2019 Revenue	Last Ranking
1	Las Vegas Strip	NV	\$6.59B	1
2	Atlantic City	NJ	\$2.70B	2
3	Chicagoland	IL/IN	\$1.94B	3
4	Baltimore- Washington DC	MD/DC	\$1.88B	4
5	New York City	NY	\$1.49B	5

1. State of the States 2020, American Gaming Association, June 2020. https://www.americangaming.org/resources/state-of-the-states-2020/

## Market and Industry



#### CASINO GAMING EQUIPMENT MARKET REPORT SCOPE<sup>1</sup>

REPORT ATTRIBUTE	DETAILS
Market Size (Projected Revenue)	\$9 Billion (2024)
Market Size (Projected Unit Shipments)	233,000 (2024)
CAGR	6% (2018-2024)
Base Year	2018
Forecast Year	2019-2024
Market Segments	Demand Type (New/expansionary and Replacement), Products (Slot machine, Gaming tables, VLTs, Video Poker Machines, Gaming Chips and Others), Class Type (Class II machines, Class III, and Others), Lottery Machines (Installed inside casinos and Installed outside casinos)
Geographic Analysis	APAC, Europe, Latin America, MEA, and North America
Countries Covered	Mainland China, China SAR Macau, China SAR Hong Kong, Singapore, Japan, Italy, UK, Germany, France, Nordic Region, Argentina, Mexico, Brazil, South Africa, US, and Canada

#### Total number of slot gaming machines worldwide from 2018 to 2020, by property type<sup>2</sup>

PROPERTY TYPE	2018	2019	2020
Casinos	958,735	1,063,076	1,140,743
Racinos	53,399	97,886	98,354
Bingo Halls	-	71,429	71,429
Ships with casinos	24,788	25,168	25,468
Jai-Alai Frontons	1,940	2,742	2,742
OTB Facilities	-	1,939	1,939
Card Rooms	-	53	53
TOTAL	1,467,259	1,262,293	1,340,728

<sup>1.</sup> Casino Gaming Equipment Market – Global Outlook and Forecast 2019-2024, Arizton Advisory and Intelligence, July 2019. https://www.arizton.com/market-reports/casino-gaming-equipment-market

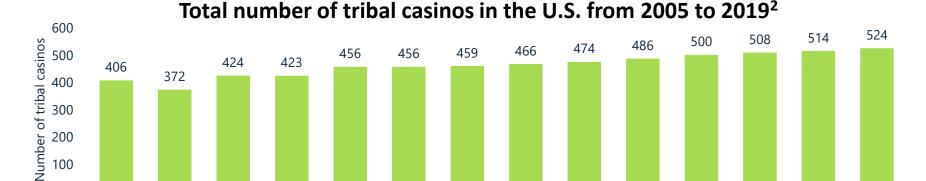
<sup>2. &</sup>lt;a href="https://www.statista.com/statistics/800368/number-of-slot-gaming-machines-by-property-type/">https://www.statista.com/statistics/800368/number-of-slot-gaming-machines-by-property-type/</a>\_July 2020

## Market and Industry



#### Total number of commercial casinos in the U.S. from 2005 to 2019 1





1. https://www.statista.com/statistics/187972/number-of-us-commercial-casinos-since-2005/ June 2020

<sup>2.</sup> https://www.statista.com/statistics/188004/number-of-us-tribal-casinos-since-2005/

## **Unaudited Financial Summary**



#### **INCOME STATEMENT**

	2018	2019	2020
Total Revenue	\$350,448	\$120	\$0
Total Expenses	\$695,715	\$610,702	\$1,410,443
Net Operating Income	\$(345,267)	\$(610,582)	\$(1,410,443)
Net Income	\$(2,041,492)	\$(2,074,279)	\$(1,352,557)

#### **BALANCE SHEET**

	Dec. 31, 2018	Dec. 31, 2019	Dec. 31, 2020
Assets	\$9,691,600	\$6,242,227	\$6,630,768
Liabilities	\$3,758,126	\$21,248	\$498,430
Equity	\$5,933,474	\$6,220,979	\$6,132,338

## **Use of Proceeds**



Use	Amount (in millions)
Offering commissions & costs	\$1.2
Manufacturing & Inventory	\$0.2
Subscription sale financing	\$1.4
Product Development	\$2.4
SG&A	\$0.8
Working Capital	\$4.0
TOTAL	\$10.0

#### The Team



**John Acres**: Co-founder. Chairman of the Board. Gaming Hall of Fame Inventor. 50 years gaming experience. Named on over 150 US patents. Founded and sold three casino technology companies; the last to International Game Technology for \$143 million in 2003. <sup>1</sup>

**Robert Luciano**: Co-founder and Emeritus board member. Over 35 years casino technology experience. Named inventor on over 200 US patents. Gaming Technology Hall of Fame. IGT Vice President of Advanced Engineering. Founded Sierra Design Group and sold the company to Scientific Games (Bally) for \$183 million in 2004.<sup>2</sup>

**Edward Stevenson**: President/Chief Executive Officer. Board member. 30+ years gaming industry executive. President of International Game Technology's Operations Division, 21-year President/CEO of the SMSC Gaming Enterprise, parent of Mystic Lake Casino, Minneapolis, MN, the largest gaming complex in the Mid-West. Chairman/CEO Innovative Gaming Corp. Attorney.

**James Meier**: Chief Financial Officer. CPA with 25 years in senior gaming financial roles. Experienced CFO of public gaming companies with knowledge of financing, strategic planning and financial analysis, investor relations, acquisitions, internal controls, and SEC reporting.

- 1. House of Cards, by Adam Tanner. February 2014
- 2. Alliance Gaming Acquires Sierra Design Group. March 2004
- 3. <u>Edward G. Stevenson | (woodburnandwedge.com)</u> Retrieved December 2020

#### The Team



**Noah Acres**: Board member. 18-year gaming industry experience. Has held key senior management roles in casino operations as well as gaming technology. Extensive knowledge across key facets of the casino industry, including slots, tables, sports betting and marketing/loyalty. Leads the company's sales and marketing efforts.

**Rick Schultz**: Board member. 28 years' experience in business development with a diverse portfolio of products in the stationery, consumer electronics, and casino gaming industries. Currently CEO of Shuffle Tech International LLC and Executive Chairman of Toolbox Genomics, Inc. Extensive experience with intellectual property protection and litigation, including as lead IP litigation funder. Private investor in several early-stage growth companies. B.A. in Economics from the University of Florida; MBA (with honors) from the University of Chicago.

**Joe Dean**: Board member. Tribal Chief Financial Officer – Shakopee Mdewakanton Sioux Community. This tribe operates the Mystic Lake Casino in Minneapolis, MN, the largest gaming complex in the Mid-West. Joe oversees all Tribal operating budgets and manages the tribe's extensive investment portfolio.

**Alan McCollom**: General Counsel. Patent Attorney. Over 30 years specialized experience in patents and intellectual property related to casino gambling. Alan's work is widely recognized in the gaming industry for its quality and consistent achievement of successful enforcements against courtroom challenges.

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## **Appendix**



# US Casinos To Go Cashless, Citing Pandemic Fears<sup>1</sup>

U.S. casinos are moving toward cashless gambling to protect customers and staff from the COVID-19 pandemic.

The American Gaming Association (AGA), the Washington, D.C.-based trade group for the \$261 billion sector, has issued "Payments Modernization Policy Principles" that they say will **guide the industry** into ePayments.

The three-page set of recommendations was the result of a collaborative industry effort to establish a framework for digital payments on the casino floor, the **AGA said.** 

"Advancing opportunities for digital payments has been one of our top priorities since my first day at the AGA," said William Miller, AGA's president and CEO, in a statement. "The COVID-19 pandemic made it all the more important to advance our efforts to provide customers with the payment choice they are more comfortable with and have increasingly come to expect in their daily lives."

The guidelines come as the AGA reports 621 casinos have opened in 29 states since June 12 while, others are making plans to do so.

AGA officials said a survey of casino visitors revealed 57 percent expressed a desire for digital or contactless payments on the casino floor as a way to be safe from the coronavirus. Another 59 percent said they are less likely to use cash because of the pandemic, while 54 percent told researchers they would be very likely to use a payment option when they gamble.

The group devised seven principles to educate regulators who are considering expanding payment choices, including: Equip customers with more tools to wager responsibly; Give customers payment choice and convenience; Ensure state laws enable a flexible regulatory approach, capable of keeping pace with evolving forms of digital payments; Address heightened customer public health concerns; Provide customers confidence in digital payment security; Create a uniform regulatory environment for casino operators, suppliers, and regulators; and empower law enforcement to better identify offenders through digital payment analysis.

"This not only improves responsible gaming efforts by equipping customers with digital tools to help them monitor their gaming and set limits, but also provides operators, regulators, and law enforcement increased transparency into matters of anti-money laundering and monitoring of financial transactions," the AGA said.

Associated Press reported only a small number of casinos use such payments including Apple Pay, Google Pay, and PayPal.

Health officials say while the virus can survive on paper currency, the risk is low compared to person-to-person spread, AP reported. The Centers for Disease Control and Prevention has said using touchless payments is a good idea where possible.

The Nevada Gaming Commission will hold a hearing next week on the recommendations.

1. US Casinos To Go Cashless, Citing Pandemic Fears. June 2020