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**Gaming Standards Association Creates Landmark TPI (Third-Party Interface) Standard,
Streamlining iGaming Platform Interfaces**

LAS VEGAS (March 5, 2018) – The Gaming Standards Association (GSA) has created a new, landmark specification, the TPI (Third-Party Interface) Standard, streamlining Remote Gaming Servers to iGaming platform interfaces, and breaking down barriers to entry for more game content suppliers.

From a highly technical perspective, GSA's TPI Standard is based on JSON, HTTP/REST, and WebSocket technology. It describes a standardized interface between iGaming Platforms, Remote Game Servers, and Progressive Jackpot Controllers for launching games, recording monetary transactions, posting progressive contributions, awarding progressive jackpots, reconciling interrupted games, etc.

From a layperson's perspective, GSA's TPI Standard greatly enables operators access to new content to retain current players and attract new players keeping them from defecting to other online casinos. TPI accomplishes this by providing greater operator access to content through faster integrations, eliminating barriers to entry for content providers, and reducing ongoing multiple proprietary API support costs.

Additionally, the specification fully supports online gaming operations that service multiple jurisdictions, allowing the activity associated with each jurisdiction to be easily isolated and reported.

"This is a major step forward for the gaming industry generally and for the online gaming sector specifically. Further fulfilling GSA's 20-year mission of enabling interoperability, innovation, and unleashing creativity, our TPI Standard streamlines the very essence of the iGaming platform, and kicks the door open for more game content suppliers," said GSA President Peter DeRaedt.

"This is a win for operators who want to better service their customers with a continuing stream of new content; it's a win for platform providers who can cut integration time and support costs; and it's a win for content suppliers who can now more easily reach the marketplace. I am extremely proud of the hard work and dedication of our volunteer team on GSA's Online Gaming Committee," said GSA Europe Managing Director Mark Pace.

GSA's new TPI Standard is available for license by members and non-members. Members can obtain this standard by submitting a newly executed opt-in form that outlines the new licensing requirements. If your organization is a member of GSA, send a request to sec@gamingstandards.com and ask for a copy of the standard. If you have not yet opted into the committee, you will be asked to do so, prior to being sent a copy.

Non-GSA organizations can obtain this standard by signing the licensing agreement and paying the nominal fee. They can also choose the option of a "Committee Only" membership or one of the membership levels that allow access to all committees. More information is available at gamingstandards.com; choose "[Membership](#)."

Is your organization interested in working with GSA on the creation of future standards? [Please join us](#) – or follow GSA on [LinkedIn](#), [Twitter](#), and [Facebook](#).

GSA Platinum members include: Aristocrat Technologies Inc.; International Game Technology (IGT); Konami Gaming Inc.; Microgaming Software Systems, LTD.; NOVOMATIC Gaming Industries GmbH; Playtech, (PTEC.L) & Scientific Games International (SGMS).

Other members include: Ainsworth Game Technology Inc.; Amatic Industries GmbH; AmTote International; APEX pro gaming; Appolonia; Ares Way; Aruze Gaming America, Inc.; Atlantic Lottery Corporation; AxesNetwork Solutions Inc.; BHGLS Pty. Ltd.; BMM Testlabs; Canadian Bank Note Company, Limited; Casinos Austria; ComTrade Gaming; Combination AB; Crane Payment Innovations (CPI); DRGT Europe; eBet Gaming Systems Pty., Ltd.; European Casino Association; Everi; Fortunet; Foxwoods Resort Casino; Gamblit Gaming, LLC; Gaming Laboratories International, LLC. (GLI); Gaming Consultants International; Gaming Technologies Association; Gauselman GmbH; Ganlot; Grand Vision Gaming; House Advantage; Intralot S.A. (INLr.AT); Inspired Gaming Group Ltd.; Interblock USA; JCM Global; Loto-Québec; Macao Polytechnic Institute; Macau Gaming Equipment Manufacturers Association; Manitoba Liquor & Lotteries Corporation; Maxgaming; Mobile Gaming Monitoring On GmbH; Multi-State Lottery Association; Nidec Sankyo Corporation; Oregon Lottery; Paltronics Australasia Pty. Ltd.; Radical Blue Gaming; Random Consulting; Sega Sammy Creation, Inc.; Seminole Tribe of Florida; Seoul National University of Science & Technology; Smernax Holdings Ltd.; Sightline Payments; Spintec d.o.o.; Synergy Blue; techno-consult GmbH; U1 Gaming; TNR, Inc.; Universal de Desarrollos Electronicos, S.A.; UNLV International Gaming Institute; VEIKKAUS; Western Canada Lottery Corporation; Wojskowe Zaklady Lacznosci Nr 1 S.A.

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