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**GAMING STANDARDS ASSOCIATION TO UTILIZE THIRD-PARTY DEVELOPERS
FOR FUTURE TOOL KITS**

LAS VEGAS (March 29, 2006) – In a move designed to increase speed to market and the implementation of its open standards, the Gaming Standards Association (GSA) will now encourage 3rd party companies to develop protocol tool kits based on GSA standards. The association's goal is to allow 3rd party developers the advantage of swift implementation of GSA standards. Radical Blue Gaming, located in Reno, NV will be the first company to take up the challenge.

Russ Ristine, VP of Radical Blue Gaming said, "For manufacturers, it would be great if their game designers can have a host simulator and verify feedback right away, enabling them to go to the next step comfortably. System developers need a scriptable tool that lets them run scenarios over and over again to test their developing products. That's what these tool kits will accomplish."

Jim Morrow, VP of Advanced Development, Bally Technologies Inc. (NYSE: BYI), and Chair of GSA's G2S Committee said, "Now that the world has accepted GSA's standards, we need help in actually bringing the standards into real life implementation, and that's the role of development tool kits."

Tool kits are development suites that accompany standards and allow game manufacturers to implement and test the standard on their equipment. As well, casino operators can use the tools to improve their operational efficiency. Instead of continuing to develop its own tools, GSA will focus time and funds on developing standards, while remaining neutral in how those standards are implemented by individual manufacturers. GSA will provide the guidelines that 3rd party tool developers must meet, in creating tools for GSA standards. Existing Source Code of current GSA toolkits will be opened to GSA members free of charge, showing yet another benefit of association membership. For details to join GSA, go to www.gamingstandards.com

About the Gaming Standards Association (GSA): The Gaming Standards Association (GSA) is an international trade association representing gaming manufacturers, suppliers, operators and regulators. We facilitate the identification, definition, development, promotion, and implementation of open standards to enable innovation, education, and communication for the benefit of the entire industry. Since its incorporation on May 6, 1998, GSA has members representing a wide cross section of the global gaming industry. Platinum members include Aristocrat Technologies Inc.; Atronic Americas LLC; Bally Technologies, Inc. (BYI); E-Genting Holdings Sdn Bhd; FutureLogic, Inc; Harrah's Entertainment (HET); International Game Technology (IGT); Konami Gaming Inc.; Mars Electronics International; Multimedia Games, Inc. (MGAM); Progressive Gaming International Corporation (PGIC); Rocket Gaming Systems; Seminole Tribe of Florida; and WMS Gaming Inc. (WMS). Other members include: 3M Touch Systems (MMM); AGMMA – Australasian Gaming Machine Manufacturers Association; Alliance Gaming Services; American Gaming Systems; Aruze Gaming America, Inc.; Atronic Systems; Belatra Co., Ltd.; BMM North America; Cadillac Jack; CashCode Company Inc.; Casino Technology; Cummins-Allison Corporation; Dakota Nation Gaming Enterprise; Detroit Entertainment, LLC; Euro Games Technology; Flint & K, Inc.; Foxwoods Resort Casino; GameLogic, Inc.; Gaming Consultants International; Gaming Laboratories International, Inc; Giesecke & Devrient; GGS-US LTD; Global Payment Technologies Inc. (GPTX); GTECH Corporation (GTK); Himecs Co, Ltd.; Holland Casino; Hotel Technology Next Generation; Hyatt

Gaming Services, LLC; Intralot S.A. (INLr.AT); JCM American Corporation; Money Controls; Multi-State Lottery Association (MUSL); Nick Farley & Associates; NRT Technology Corporation; Ontario Lottery & Gaming Corporation; Penn National Gaming, Inc.; R. Franco USA; Sankyo Seiki Mfg. Co., Ltd.; Scientific Games (SGMS); Shuffle Master, Inc.(SHFL); Summit Amusement & Distributing, Ltd.; Transact Technologies (TACT); Unidesa Gaming & Systems; UNLV International Gaming Institute; Video Gaming Technologies, Inc; and Viejas Casino. For more information, visit www.gamingstandards.com.

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