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**GAMING STANDARDS ASSOCIATION TO PROVIDE FREE PROTOCOL TOOLKITS TO REGULATORS**

LAS VEGAS (November 14, 2007) – In order to facilitate standardized testing of the new G2S standard as implemented by all manufacturers, the Gaming Standards Association will provide toolkits developed by Radical Blue Gaming (RadBlue), free of charge to qualified government agencies worldwide. In March of 2006, RadBlue became the first independent developer of toolkits for GSA protocols, and their toolkits are now widely used by EGM and System development teams around the world.

GSA Technical Director Marc McDermott said, “Regulators are certainly not obliged to use this toolkit; however, we wanted to provide them with easy access to the toolkit that is most commonly used by developers. It will benefit regulators to have a common testing tool they can use for testing products from multiple manufacturers. It is in the industry’s interest to validate a standard’s implementation using a common toolkit. This will significantly contribute to consistent implementation and ensures interoperability.”

Russ Ristine, VP of Radical Blue Gaming, said “As independent technology providers to the gaming industry, our goal is to ensure that the amazing new protocols developed by GSA are implemented correctly. This most generous effort by GSA helps to ensure that all games and systems are speaking a common language, thereby moving the gaming world one step closer to achieving plug and play using the G2S standard.”

GSA will be supplying RadBlue’s G2S Scope (RGS) and the Scriptable Tester (RST) tools to government agencies that have a staff capable of testing communication protocols and are currently engaged in testing. In order to qualify for this program, testing agencies must be the final approval authority and must have an immediate need for G2S protocol testing.

Interested parties should call GSA directly at, +1-510-492-4060 for more information.

**About the Gaming Standards Association (GSA):** The Gaming Standards Association (GSA) is an international trade association that creates benefits for 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.

GSA’s new Game-to-System (G2S) Protocol has been named “Best Productivity-Enhancement Technology” by Global Gaming Business Magazine, one of the “Top Three International Gaming Products” by IGWB Magazine; one of Casino Journal magazine’s “Top 3 Most Innovative Products”; and one of Casino Enterprise Management’s “Top 10 Slot Floor Technologies.”

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.; MEI; MGM MIRAGE (MGM); Progressive Gaming International Corporation (PGIC); Seminole Tribe of Florida; and WMS Gaming Inc. (WMS). Other members include: 3M Touch Systems (MMM); Ainsworth Game Technology, Ltd.; AGMMA – Australasian Gaming Machine Manufacturers Association; Alliance Gaming Services; American Gaming Systems; Ameristar Casinos, Inc.; Aruze Gaming America, Inc.; Austrian Gaming Industries GmbH; Belatra Co., Ltd.; BMM North America; Bounty Limited; British Columbia Lottery Corporation; CashCode Company Inc.; Casino Technology; Cyberview Technology; DigiDeal Corp.; Digital Dynamics Software, Inc.; DigiTech Systems Co., Ltd.;



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Elixir Group, Ltd.; Foxwoods Resort Casino; GameLogic, Inc.; GameTech International; Gaming Consultants International; Gaming Laboratories International, Inc; Giesecke & Devrient; GGS-US LTD; Global Cash Access, Inc.; Global Payment Technologies Inc. (GPTX); GTECH Corporation (LTO); Hotel Technology Next Generation; Incredible Technologies, Inc.; Inspired Gaming Group plc (INGG); Intralot S.A. (INLr.AT); Jofemar, S.A.; Las Vegas Gaming, Inc.; Macao Polytechnic Institute; Money Controls; MotorCity Casino; Multi-State Lottery Association (MUSL); Multimedia Games, Inc. (MGAM); Nick Farley & Associates; Nidec Sankyo Corporation; NRT Technology Corporation; Ontario Lottery & Gaming Corporation; Penn National Gaming, Inc.; PokerTek, Inc.; R. Franco USA; Rocket Gaming Systems; Scientific Games (SGMS); Shuffle Master, Inc.(SHFL); Station Casinos, Inc.; Tabcorp Holdings Limited; Transact Technologies (TACT); Unidesa Gaming & Systems; UNLV International Gaming Institute; Video Gaming Technologies, Inc; Viejas Casino and Western Money Systems. For more information, visit [www.gamingstandards.com](http://www.gamingstandards.com).

**About Radical Blue:** Radical Blue Gaming, established in 2004, is an independent technology provider to the gaming industry, and has created a suite of test tools for GSA's G2S and S2S protocols. Further information is available from Russ Ristine ([Russ@RadBlue.com](mailto:Russ@RadBlue.com) or +1-775-329-0990).

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