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**GAMING STANDARDS ASSOCIATION'S NEW
"PROTOCOL CERTIFICATION PROGRAM" GOES LIVE**

***Manufacturers Can Now Seek Certification;
Operators Gain Access to Lists of GSA-certified Devices***

LAS VEGAS (June 17, 2008) – The Gaming Standards Association has launched a new program where manufacturers can ensure consistent GSA protocol implementation, and operators can easily search for products that have been tested and certified to meet GSA protocol standards. Under GSA's new "Protocol Certification Program," manufacturers can submit their products for testing certification. A list of all certified products will then be posted to a new page on GSA's website, www.gamingstandards.com, where operators can quickly browse the list in search for products they are considering adding to their casino floors.

GSA's certification program was designed to provide the industry a level of assurance that gaming products correctly implement GSA standards. The primary focus of the program is to ensure consistent implementation of standards to ensure improved interoperability by striving towards "plug and play." The website will list gaming products that have been successfully tested for conformance to GSA standards by qualified testing laboratories.

GSA Technical Director Marc McDermott said, "GSA's certification program was designed with the end-user, the operator, in mind. Through the program, operators can be confident that the products they see listed on the new web page will interoperate with the other certified equipment on the gaming floor. Now with the site, operators can easily verify that the products they are considering putting on their floors are certified to work as intended."

Testing and certification will be conducted by the industry's leading independent test labs. The labs would be individually accredited by an International Standards Organization (ISO) recognized Accrediting Body to the ISO 17025 standard with a GSA scope. Games, systems, peripherals and other devices will be independently tested and certified by these Labs to ensure they operate in accordance with the protocols. The certifications exclusively relate to protocol communications, and are not certifications as required by regulatory testing guidelines.

As products are added, the new certification page will serve as an information clearinghouse where operators can quickly see a list of all gaming devices and systems certified to work on GSA's new Game-to-System (G2S) protocol and on the System-to-System (S2S) protocol.

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; American Gaming Systems; Ameristar Casinos, Inc.; Aruze Gaming America, Inc.; Austrian Gaming Industries GmbH; Belatra Co., Ltd.; BMM North America; British Columbia Lottery Corporation; CashCode Company Inc.; Casino Technology; Codere, S.A.; DigiDeal Corp.; DigiTech Systems Co., Ltd.; Elixir Group, Ltd.; Euro Games Technology; F2 Systems, Inc.; Foxwoods Resort Casino; GameLogic, Inc.; GameTech International; Gaming Consultants International; Gaming Laboratories International, Inc; Giesecke & Devrient; GGS-US LTD; GTECH Corporation (LTO); Incredible Technologies, Inc.; International Currency Technologies Corporation; 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); Nanoptix, Inc.; New Wave Automation; Nick Farley & Associates; Nidec Sankyo Corporation; NRT Technology Corporation; Ontario Lottery & Gaming Corporation; Oregon Lottery; Penn National Gaming, Inc.; PokerTek, Inc.; Rocket Gaming Systems; Scientific Games (SGMS); Shuffle Master, Inc.(SHFL); SIQ; Station Casinos, Inc.; Tabcorp Holdings Limited; Transact Technologies (TACT); Unidesa Gaming & Systems; UNLV International Gaming Institute; Video Gaming Technologies, Inc. and Western Money Systems. For more information, visit www.gamingstandards.com.

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