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GAMING STANDARDS ASSOCIATION RELEASES CLARIFICATIONS TO G2S PROTOCOL

Release Puts Industry Even Further Down Path Toward Interoperability

LAS VEGAS (April 29, 2009) – The Gaming Standards Association and its committees have been working toward the goal of total interoperability between devices and systems. Now GSA has released important clarifications to its groundbreaking G2S protocol standard that takes the gaming industry even further down the path of interoperability.

GSA's G2S Committee has released the "G2S Message Protocol v2.0.1." The package includes the protocol, errata, schema files and an important clarification document that fine tunes many points of the G2S protocol. The document is available for free and can be immediately downloaded from the GSA's website, www.gamingstandards.com.

GSA Technical Director Marc McDermott said, "The G2S protocol was a huge leap forward for the industry. Like with any new technology, as you start to use it, you come across details and minor issues that need clarification. This document helps to answer questions about the protocol and provides manufacturers even more information, so that we as an industry can enhance the interoperability of our products making operators' dreams of plug-and-play a reality."

The document, like the protocol itself, was developed by GSA's G2S Committee. The committee is comprised of a wide range of representatives from the global gaming industry.

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 AMX; Aristocrat Technologies Inc.; Bally Technologies, Inc. (BYI); GTECH Corporation (LTO); Harrah's Entertainment; International Game Technology (IGT); Konami Gaming Inc.; MEI; NCR Corporation (NCR); Seminole Tribe of Florida; Techlink Entertainment International Ltd. and WMS Gaming Inc. (WMS). Other members include: 3M Touch Systems (MMM); Ainsworth Game Technology, Ltd.; Alberta Gaming and Liquor Commission; American Gaming Systems; Ameristar Casinos, Inc.; Aruze Gaming America, Inc.; Atlantic Lottery Corporation; Atronic Americas LLC; Austrian Gaming Industries GmbH; BMM Compliance; BCLC; CashCode Company Inc.; Codere, S.A.; De Vocht

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