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RADICAL BLUE GAMING OFFERS STUDENT VERSION OF TOOLS FOR THE GAMING STANDARDS ASSOCIATION'S G2S PROTOCOL

LAS VEGAS (October 27, 2009) – Radical Blue Gaming, a developer of software applications for the Gaming Standards Association's protocols, is offering free copies of their tools to casinos and other interested parties that want to better understand the potential of the Game to System (G2S) protocol.

This offer includes student versions of RadBlue's G2S host simulator (RGS), EGM simulator (RST), and Protocol Analyzer (RPA) – perfect for learning about G2S before it arrives in the casino. Developed for the G2S Certified Engineer courses offered by GSA University, the student versions are functionally identical to the production versions except the tools communicate only with each other.

For information on obtaining complimentary student licenses, go to the RadBlue website (www.radblue.com) or contact Russ Ristine (russ@radblue.com). Product demonstrations for RPA and RST can be found at www.radblue.com/demos/demos.htm. GSA will have information available on the free student tools in its booth at the upcoming Global Gaming Expo. GSA will be in booth #2192.

GSA President Peter DeRaedt said, "We are very excited that RadBlue is offering free student versions of these toolkits. Our members have been working very hard for the past three years to develop and perfect the G2S protocol, and the result is nothing less than astounding. Now, with these student versions of the toolkits, developers and other users can become more familiar with G2S and the incredible potential it holds."

"With nearly 2,000 copies of our products in use by developers, casinos, and test labs, RadBlue's tools have become *the* reference implementation for GSA's protocols. We've worked closely with GSA on the development and deployment of G2S, and believe that now is the perfect time to make our products available to casinos and others, so they can experience the amazing capabilities of G2S first hand," said RadBlue Vice President, Russ Ristine.

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 Expert Services; DigiTech Systems Co., Ltd.; FutureLogic, Inc; GameLogic, Inc.; GameTech International; Gaming Laboratories International, LLC; Gaming Technologies Association; Giesecke & Devrient; GGS-US LTD; Global Gaming Research Center; Grand Vision Gaming, LLC; Hydako Co., Ltd.; Intel Corporation (INTC); International Games System Co., Ltd; Intralot S.A. (INLr.AT); Las Vegas Gaming, Inc.; Loto-Quebec; Macao Polytechnic Institute; Manitoba Lotteries Corp.; MGM MIRAGE (MGM); Money Controls; MotorCity Casino; Multimedia Games, Inc. (MGAM); Multi-State Lottery Association (MUSL); Nanoptix, Inc.; New Wave Automation; Nick Farley & Associates; NRT Technology Corporation; Ontario Lottery & Gaming Corporation; Oracle; Oregon Lottery; Penn National Gaming, Inc.; Scientific Games (SGMS); Shuffle Master, Inc.(SHFL); SIQ; Tabcorp Holdings Limited; Tech Results; Technical Systems Testing; Transact Technologies (TACT); UNLV International Gaming Institute; Video Gaming Technologies, Inc.; WCLC Sask VLT Division; Western Money Systems and Zest Gaming SpA. For more information, visit www.gamingstandards.com.

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