

**GAMING LABORATORIES INTERNATIONAL FORMS**  
**GLI INTERACTIVE TESTING GROUP;**  
**ACQUIRES TECHNICAL SYSTEMS TESTING (TST) ASSETS**

HILLEGOM, The Netherlands; LONDON, England; MACAU SAR, China; VANCOUVER, Canada (4 May, 2010) – Gaming Laboratories International Group is proud to announce the company has created a new Interactive Gaming division, GLI Interactive B.V. and has acquired the assets, intellectual property and trade names of Technical Systems Testing (TST), the undisputed leader in interactive gaming testing, systems testing, and wagering system certification for regulators around the world.

GLI Europe Managing Director Phillip Barow, who was one of the key architects of the acquisition, will become the new managing director of GLI Interactive B.V., responsible for leading the interactive testing effort worldwide for GLI. The new division will allow GLI to combine its services with TST's deep technical knowledge in the iGaming and interactive gaming niche. For several years, iGaming has been the fastest growing segment of the global gaming market, and GLI is very proud to be able to integrate the knowledge base of TST with GLI's unending dedication to customer and regulator service.

GLI is very pleased to announce that TST CEO Salim L. Adatia; CTO Noah Turner; the current management team; and all employees will remain with the company. TST will continue to operate normally under its current brand and will continue to operate from its labs in London, Macau, Manila and Vancouver. Since it was established in 1993, TST has become globally recognized as a leader in testing and consulting, particularly in new media and interactive gaming technologies.

In commenting on the strategic nature of the acquisition, Barow said, "For several months we had been working to develop a cogent iGaming strategy, as we are very keen to bring our knowledge to the iGaming space. We could not have found a better, more respected partner in TST, capably led by Salim and Noah, to allow us to enter this fast growing market segment. With the growing trend in Europe to regulate iGaming on a country-by-country basis, regulators need a company they can rely on to provide the best testing services possible, and we believe bringing GLI and TST together will help give regulators the confidence they need to move forward in interactive gaming."

TST CEO Salim L. Adatia said, "We are thrilled with this new development. We have been working very hard for nearly two decades, helping regulators around the globe test, certify and regulate the intricate technologies that drive iGaming. Now, with GLI's global resources and leading reputation, we can bring our services to a new level, helping regulators manage the incredibly rapid pace and growth that surround gaming in the alternative and new media space."

iGaming Development in Europe will be headed by Filippo Ferri. He will work closely with current TST management to provide leadership in Europe iGaming jurisdictions. Ferri commented, "TST has a strong international reputation for testing new technologies for regulators in the iGaming arena. When you combine TST's technical reputation with GLI's, you create a company that is uniquely positioned to provide regulators and suppliers around the

world with unparalleled service and capabilities, in both land-based, iGaming and new media testing and consulting. I have no doubt that best-of-breed platform and game suppliers in the online gaming industry will see the certification of their offerings as a great opportunity to enter increasingly more regulated and highly desirable markets around the world.”

TST, GLI Europe and GLI Italy will work in close concert under the management of Barow and Martin Britton, Director of Operations of GLI Europe and GLI Italy, to extend the vast testing resources of the three companies to iGaming regulators and software developers everywhere.

For more than 20 years, Gaming Laboratories International has been the world leader in independent testing for the gaming industry. With 13 testing laboratories spread across Africa, Asia, Australia, Europe, South America and the United States, GLI is the only global organization of its kind to hold both U.S. and International accreditations for compliance with ISO 17025 and 17020 standards for technical competence in testing and inspection services. For more information, visit [www.gaminglabs.com](http://www.gaminglabs.com).

Technical Systems Testing (TST) is an internationally recognized testing facility offering a full range of testing and consulting services to the iGaming and land-based markets. Established in 1993, TST is one of the world’s most experienced gaming test labs. Its facilities are globally positioned in Vancouver, London, Manila, and Macau to best meet regulator and supplier needs. Each lab works closely with industry operators, software suppliers/ manufacturers and jurisdictional regulators to verify compliance with stringent regulatory requirements, supplier technical specifications, and world best practice industry standards. TST’s superior customer service, proprietary methodologies and ISO/IEC 17025 accredited quality systems assure its clients a premium, value added service.

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