

Corporate Summary

Legal iGaming, Inc., a Nevada Corporation, was co-founded by Michael Saunders, a 27-year veteran of the Gaming industry, and Dr. Rolf Carlson, a Mathematical Sciences expert specializing in high consequence systems. Legal iGaming, Inc. provides slot gaming and cashier technology for the casino industry.

As of January 1, 2005, the Company acquired two complementary corporations, Coin Machine Services, Inc. and Automated Cashier Systems, LLC. for 2.9 million dollars. These successful operations have developed a reputation as a competent, reliable maintenance and equipment providers who supplies prompt, quality service to the casino industry.

The Company owns 10 patents (6 issued and 4 pending) covering remote access of a Class 3 Gaming Device (generally referred to as a "Slot Machine"), shared random numbers across a network and cryptography in a gaming device. Legal iGaming has three primary product lines, Multi-Player Slot Machines, Remote Access Gaming and Cash Handling Products & Services.

Multi-Player Slot Machines: California Native American gaming groups operate under the jurisdiction of a compact with the state and federal governments lasting until the year 2020. This compact provides for each tribe to operate a maximum of 2000 Class 3 Gaming Devices, as defined by the Final Rule. In early 2003, major California Tribal casinos had reached the 2000 Class 3 Gaming Device limit. It is now evident that 2000 Class 3 Gaming Devices are not enough to meet player demand, resulting in lost patronage. Inspired by the concepts that Legal iGaming was developing as a legal alternative to illegal internet gaming solutions, one Native American Tribal Gaming group approached Legal iGaming to assist.



The patented networking processes used by Legal iGaming to achieve such options as "In-Room" and "In-Home" real-time Class 3 Gaming Device play via highly encrypted closed loop networks were equally applicable on the casino floor for any group that may wish to provide concurrent multi-player operation of a single Class 3 Gaming Device. This unique product concept would make it possible for Tribal Casinos to place 2000 Class 3 Gaming Devices on the casino floor, each having multiple player positions, thus, reducing the operating cost per player position while resolving player demand issues without violating the terms and conditions of the state compact.

An additional benefit of the Multi-Player Slot Machine is that it uses technology which reduces the manufacturing and licensing costs associated with traditional Class 3 Gaming Devices. This increases the marketable application beyond California into other gaming jurisdictions.

Cash Handling Products & Services: The casino service group provides money handling equipment and maintenance programs to the gaming industry. Over the last decade the reputation and quality of service has attracted the attention of leading corporations such as Caesar's Entertainment, Harrah's, The Tropicana and several independent properties. This confidence is best displayed by their relations with Mandalay Resort Group, who have maintained maintenance agreements for more than eleven years.

Gaming corporations are moving forward to streamline their cashier services and have adopted the theory "less coin and more voucher exchange." LiG currently manufactures and distributes two models of self-service kiosks. The Cashier ACM, a third-generation coin handling, voucher redemption and bill breaking terminal and the recently introduced, The Cashier VRT, a voucher redemption and bill breaking terminal for coin-less environments. Governmental approvals have been obtained and these products are currently being sold throughout the US and Canada.

Remote Access Gaming: Remote Access Gaming permits high rollers, celebrities, handicapped, non-smokers and others to operate gaming devices from hotel rooms or other locations. The gaming devices are located on the licensed casino floor and are remotely operated by the player via a closed loop cable television network or other high bandwidth medium.

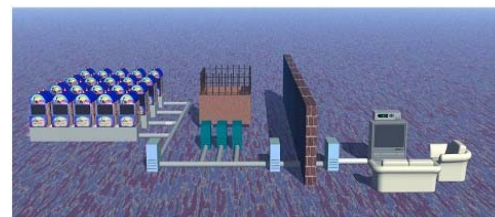
The desire for internet based gaming as a revenue enhancer and the ongoing desire to optimize the gaming operations within a casino makes necessary a new approach to gaming network systems. Internet gaming has faced continuous obstacles in its attempt to gain acceptance by regulators and political leaders since inception of the worldwide web. Law and regulation makers have shown little interest in embarking upon the seemingly insurmountable challenge of controlled internet gambling.



Turn Empty Slots...



...Into Occupied Machines...



Legal iGaming, Inc.'s Remote Access System:

"Real Machines, Real Casinos, Real Play, From A Remote Location"

Legal iGaming, Inc. has developed enabling technology solely for the purpose of providing the benefit of such remote access gaming without the legal, political and social ramifications associated with its deployment. Legal iGaming, Inc. patented highly secure gaming networks with remote gaming device access capability is a unique and singularly achievable approach to remote Class 3 Game play. The technology benefits the gambling industry by preserving the current regulatory and licensed gaming environments. Legal iGaming, Inc. will provide Remote Access Gaming by connecting a Class 3 Gaming Device via "in-room" cable television network or other high bandwidth network, facilitating play of Class 3 Gaming Devices remotely using the television and associated remote control as the player interface.

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Multi-Player Slot Machines are designed to meet all the legal requirements for the California Native American Gaming market. Legal iGaming, Inc. has been working closely with leaders of California Native American gaming specifically for the purpose of delivering this unprecedented product to market in 2004. Legal iGaming, Inc. will license the Class III Multi-Player Gaming Device, which will generate monthly recurring revenue. Using only the current increase demand in California estimated at 56000 Class 3 Gaming Devices, it is foreseeable that Legal iGaming, Inc. would realize such available revenues in excess of \$250,000 per day. Considering the patent protection held by Legal iGaming, Inc. over such technology it is reasonable to project that revenues derived from enabling network technology in California Tribal Casinos could reach as high as double the current estimated increase demand. Using traditional gaming as a benchmark we would add a further 15 percent to the annual demand as annual product replacement.



Cash Handling Products are designed with field service needs in mind, equaling easier maintenance, less down-time and superior product life. The combination of these design advantages, comprehensive maintenance programs and competitive pricing creates a value proposition that will keep us positioned as the front runner for cash handling systems.

Design requirements are identified by customer interaction on maintenance calls and feedback on competitor's equipment. While the overall design is proprietary in nature, the kiosk terminals use the most dependable off-the-shelf components that

meet specific performance criteria and reliability. These components are readily available and simple to replace. The cabinets are designed to produce high levels of security and ease of service for casino floor personnel. Software protocols are interchangeable and cabinets may be customized to meet the customer's application. Off the shelf components and "ease of repair" designs contribute to a lower cost of assembly and very competitive pricing. For these reasons, Legal iGaming, Inc. products have substantially higher profit margins than the competition.

Remote Access Gaming technology is implemented in a progressive manner based upon regulator acceptance. Legal iGaming, Inc. will first install Remote Access Gaming in casino hotel rooms. Future applications of Remote Access Gaming include:

- Cross Property Gaming – Remote Access Gaming from a casino hotel room in which the player plays a slot machine located in another casino.
- Hotel Only Gaming – Remote Access Gaming in hotels that do not have a casino but connects remotely to an off property casino.
- Route Gaming – Remote Access Gaming in bars and other non-casino environments connecting through licensed casinos.
- Home Gaming – Remote Access Gaming available to a home player with in a designated jurisdiction connecting through licensed casinos.
- Cross Jurisdiction – When two or more States or Countries have legal gaming and allows players to play slot machine in a different jurisdiction.

Legal iGaming, Inc.'s remote access system could provide a means for individuals to buy lottery tickets, keno and play bingo type games. The Remote Access network could also provided a variety of other non-gaming related value add services.

Server based gaming is the next generation of slot machine technology and shares common technological characteristics with Remote Access Gaming. Patented networking processes and securities that are part of Legal iGaming, Inc.'s Remote Access Technology are critical for the success of Server Based Gaming. As of 2008, server based gaming has been approved for installation in Nevada and other gaming jurisdictions. Current and future applications of Server Based Gaming include:

- Wireless Gaming – Wireless gaming would allow players to utilize devices such as PDAs to play casino in designated areas throughout the casino including cafes and pool areas.
- Downloadable Gaming – Downloadable Gaming allows gaming operators to change the playable games on slot machines across the casino floor from the back room. New games are transferred to game machines via a network connected to a game server off the casino floor.
- On-demand Gaming – On-demand Gaming would allow players to play any game available on the casino floor on any machine or wireless device. Slot machines would no longer need to be updated like downloadable games as on-demand games would be served real-time across the gaming network to the game machine.
- Internet Gaming – Internet Gaming represents Server Based Gaming on a global scale. Home computers are equivalent to slot machines in downloadable gaming and would receive game information from a server located anywhere in the world.

Management Profiles

Michael Saunders (President): Michael Saunders is a 26-year veteran of the gaming industry. Primarily focusing on development of information and transaction handling systems, Mr. Saunders' experience includes product development and deployment spanning markets such as Australia, Europe and the United States. After spending 10 years with Ainsworth Consolidated Industries in Sydney Australia, Mr. Saunders established Onlook Engineering P/L to pursue research and development projects for various gaming companies. In June of 1995 Mikohn Gaming Corporation, a United States based gaming company, appointed Mr. Saunders to the position of Managing Director of its wholly owned Australian subsidiaries.

In September of 1995, at the request of Mikohn Corporate management, Mr. Saunders moved to Las Vegas as Executive Director of Engineering. During his time with Mikohn Gaming Corporation, the company sales revenue grew from almost US \$50 Million to over US \$100 Million. Mikohn sold and installed casino management systems and gaming equipment all over the world including Russia, Canada, Australia, USA, Budapest, Holland, Greece, Finland, Turkey and amassed over 40 thousand connected devices in the process.

Mr. Saunders is the author of the Cashless Gaming patents held by Mikohn Corporation, Inc and joint author of Cashless Gaming patents held by Coinless Systems, Inc. Mr. Saunders joined Coinless Systems, Inc. in 2001, achieving success by negotiating licensing agreements between Coinless Systems, Inc. and International Gaming Technology, Inc., securing the validity of the patents. In conjunction with Dr. Rolf Carlson, Mr. Saunders developed an industry standard for legal extended gaming practices, code of conduct, and security.

Management Profiles cont.

Dr. Rolf Carlson (Co-Founder): Dr. Carlson is a Senior Member of Technical Staff at Sandia National Laboratories, a Department of Energy contracted research and development facility in Albuquerque, New Mexico. Dr. Carlson joined Sandia National Laboratories in 1997 and is the program manager for the Supervisory Control and Data Acquisition program. Dr. Carlson is the U.S. technical advisory group lead to the International Electrotechnical Commission, Technical Committee 57, Working Group 15, which is responsible for the development of worldwide communication standards for utility information systems, including Supervisory Control and Data Acquisition and Energy Management Systems. Current projects include the development of a specification for High Security, Key management, research into a methodology for assessing the state of health of information systems, and vulnerability analyses of information systems. Dr. Carlson's other interests include formalizing process methodologies, visual modeling, and understanding the tradeoffs between security, performance, and cost. Dr. Carlson received the BA, with departmental distinction, in Mathematics from St. Olaf College, Northfield, MN. Dr. Carlson received the Ph.D. degree in Mathematics from Clemson University, Clemson SC. Dr. Carlson holds 6 patents and patents pending in interactive gaming.

Lon Shepard (Vice President): Lon Shepard has nearly 25 years experience in many facets of the gaming industry. Mr. Shepard began his gaming career with the State of Nevada Gaming Control Board. As a financial agent for the Investigation Division, Mr. Shepard was involved in many complex and note worthy investigations. After leaving the Gaming Control Board, Mr. Shepard went to work for Wayne Newton, overseeing the compliance side of his gaming interest, as well as acting as financial controller for all his businesses.



Following his tenure with Mr. Newton, Mr. Shepard became involved with the financing side of gaming, first with Valley Bank and then Bank of America. When Mikohn Gaming Corporation became a public company Mr. Shepard became the first Director of Gaming Compliance and was instrumental in obtaining gaming licenses throughout the United States,

Australia, Canada and South Africa. The compliance department under the direction of Mr. Shepard obtained hundreds of approvals for gaming and gaming related devices throughout these jurisdictions. Mr. Shepard was then hired by First Security Bank to develop a gaming equipment financing program. Following the successful implementation of this program Mr. Shepard was hired by PDS Gaming Corporation to run the Las Vegas operation as well as heading up gaming compliance. Mr. Shepard was instrumental in PDS obtaining gaming licenses throughout the United States.

Steve Hollands (Vice President, CMS): Mr. Hollands is one of the co-founders of CMS, and is responsible for its day-to-day operations. His primary responsibilities include money handling equipment repair and maintenance for the gaming industry. He oversees the coin room

operations for coin counting services provided to pay phone operators and laundry mats. He also works with The Make-A-Wish Foundation, the Muscular Dystrophy Association and the Nevada Fireman's Annual Boot Drive supplying refurbished equipment for sale, coin and currency sorting/counting and annual maintenance contracts with these organizations.

Mr. Hollands is a second generation specialist; his father started in the business as Director of Slots for the Riviera Hotel & Casino. He started his career as the Head Mechanic for Cummins-Allison Corporation in 1977. He became a 26-year veteran in casino services, before leaving to start CMS in 1993. His specialty is the repair and maintenance of scales, bill handling equipment and aging coin sorting, counting and wrapping equipment. Mr. Hollands is the "go to guy" whenever there was a mechanical problem that could not be solved. His extensive experience, mechanical ability and service track record is a testament to his reputation and success with each company he has represented.

Chester I. Wright III (Director of Corporate Finance): Chester Wright has served as a Vice President of Finance, CFO, and General Partner for a number of corporations, including SimpleSearch.com, Southern Ventures, Mideast Credit Corporation and American Brokers. Mr. Wright has extensive experience in public offerings, accounting, strategic planning, operational management, financial analysis and negotiations. Mr. Wright has written strategic business plans, conducted financial audits, managed multi-million dollar accounts and taken corporations public.

As CFO of Southern Ventures, Mr. Wright wrote the company's offering prospectus, supporting documents and managed the company's SEC communications resulting in Southern Ventures' successful public registration. In 1999, Mr. Wright joined SimpleSearch.com as its Vice President of Finance where he reduced company operating overhead by more than half, rewrote the company's business plan and restructured its revenue models. Further, during his time with Simplesearch.com Mr. Wright successfully raised capital and negotiated a merger agreement. Mr. Wright has been an invited speaker at regional conventions and has been published in the fields of negotiation, finance and accounting.

Robert Graziano (Sales Manager): Mr. Graziano joined the Company in 2003, to organize distribution networks and new product introductions. Bob has proven that he is a highly motivated individual that produces bottom line results. He has developed and implemented sales and marketing plans for several multi-million dollar gaming suppliers in domestic and international markets.

His extensive management skills were developed from "hands-on" experience in budget and sales analysis, new product development, Casino Cage, Count Rooms, Redemption Floor Layouts, and Design Casino & State regulations. Mr. Graziano has held several upper management positions in cash control and slot floor operations for Bally's and Harrah's. While employed by Harrah's, Mr. Graziano was awarded the prestigious Chairman's Award in 1992, for his work in opening new properties in both domestic and international markets. His responsibilities with LiG include distributor network development/support, in-house sales programs and customer relations. He has over 10 years experience marketing and selling gaming products to the casino industry.