

NanoTech Gaming Welcomes Richard A. Baker to Board of Directors



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Lead Engineer from "Call of Duty: Modern Warfare 2" will offer guidance in growth and skill-based gaming.

Las Vegas, Nevada, September 28, 2015 (Newswire) - [NanoTech Gaming](#) (OTCPINK: NTGL), creators of compelling gaming experiences using the latest technology for land-based casino, consumer and arcade markets, announced today that Richard A. Baker, Technical Director of Titanfall, will be joining NanoTech's board of directors.

Baker has worked in console and PC game development since 1996, and he has been a lead engineer on a wide range of products from Beetle Adventure Racing on the Nintendo 64 to EverQuest II, Modern Warfare, and Modern Warfare 2. The critically-acclaimed "Call of Duty: Modern Warfare 2" was the first videogame in history to reach over \$1 billion in sales.

"Richard understands what it takes to create a compelling skill-based videogame," said Aaron Hightower, President of NanoTech Gaming, "Richard also understands the challenges and pitfalls in building and maintaining a development team through explosive growth and success. We look forward to his guidance as we navigate the casino industry with NanoTech Gaming."

"When Aaron recommended his college roommate for a position on the board of directors, I have to admit I was a little bit skeptical." CEO Alan D. Stone of NanoTech Gaming. "But the more I learned about Richard, the more I realized that his experience and his track record for keeping successful teams together and creating significant impacts on the industry with those teams is exactly what we need to help us grow at a steady pace adding the most talented and qualified individuals at each step of the process."

With Nevada's passage of Senate Bill 9 in May, 2015, state legislators and gaming machine manufacturers acknowledge the need for the casino industry to evolve along with shifting player demographics and mainstream technology. NanoTech Gaming leads the casino industry by being outspoken on the issue of skill-based gaming, transparency, and equity between casino operators and players alike.

Stephen Riesenberger, NanoTech Gaming's Creative Director remarked, *"We are at an inflection point in the casino industry where we face either a slow decline into irrelevance, or a gambling renaissance that brings interactive games of skill and chance together in an exciting new social environment. Mr. Baker understands that you can't simply "gamblify" Call of Duty and expect the same financial success in the casino market; his experience with the Activision franchise, and subsequently with Respawn Entertainment is the kind of nuts-and-bolts technical detail we need to revolutionize this industry."*

Richard understands what it takes to create a compelling skill-based videogame

AARON HIGHTOWER, PRESIDENT

About NanoTech Gaming

Headquartered in Las Vegas Nevada, the global center of the gaming industry, NanoTech Gaming is a revolutionary company that focuses on all aspects of the development of gaming products. NanoTech Gaming creates the world's most compelling gaming experiences by using patent-pending math models and non-traditional designs. NanoTech Gaming builds products for both traditional players as well as a new class of gambler that is intelligent and informed offering the ability to realize life changing winnings while continuing to offer operators exactly the House Edge they need to operate their business. Based on extensive research of modern social and competitive games, NanoTech Gaming's machines allow players to choose exactly how they want to balance their skill and intelligence against the risk / reward model of the game. Players enjoy compelling video experiences that are entertaining independent of the gambling component. More information about NanoTech Gaming and its products can be found on the web at www.NanoTechGaming.com.

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