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## NanoTech Delivers State-of-the-Art Technology to the Gaming Industry at G2E 2014

*NanoTech Gaming Labs Division Exhibiting at Booth #2712 in Las Vegas*

**LAS VEGAS, NV – September 29, 2014** – [NanoTech Entertainment](#) (OTC Pink: NTEK), a pioneer in developing state-of-the-art gaming technology, will debut its line of new patent pending technologies to the gaming industry at G2E 2014 booth #2712 at the Sands Expo & Convention Center in Las Vegas from September 30 to October 2. NanoTech will be showcasing its *Vegas 2047*, Advantage Play High Limit Pinball game that combines all of the new technology offerings from NanoTech Gaming Labs into a single high limit gaming machine. This game features the most realistic video pinball simulation ever created, using the most fluid and immersive visuals combined with a unique advantage betting system. Visitors to the G2E booth will be able to register for a NanoTech player's card, and compete to win a brand new Apple iPad each day of the show.

Aaron Hightower, NanoTech's Vice President of Gaming stated, "We are very excited to be showing the gaming industry its first glimpse of the future of Advantage Play technology with our patent pending *NanoTech Advantage* system." By allowing game strategy to impact the expected value per bet, while retaining the operator's ability to adjust machines to meet their desired hold percentage, while operating within all local betting regulations, interactive game creators will be able to develop a new line of casino games that appeal to the recurring players. Mark Nicely of Nicely Done Gaming, an industry veteran and mathematics specialist stated "I've seen lots folk in the industry try to marry gambling and video game play -- myself included. NanoTech looks to be the first team to have finally succeeded. What the NanoTech team has done is truly compelling. Bravo." NanoTech worked with Nicely and Gaming Labs International to assure that the system meets all of the criteria needed to be used by the industry.

In conjunction with the *NanoTech Advantage*, NanoTech is highlighting its specific implementation called the NanoTech *Bet Cube*. *Bet Cube* is a System that incorporates the Players bets and allows them to configure their bet within the entire domain of possible gambling parameters. By giving Players control over their bet amount, chance to win, bet frequency, pay multiple, and payout histogram, and divulging as much information as possible (such as the average expected house edge) the NanoTech *Bet Cube* provides more transparency than any system in any gaming machine, and lets the Player determine exactly how they want to gamble.

In addition to the new betting technology, NanoTech will also be showing off its new patent pending display technology, NanoTech *Game Flow* which revolutionizes the clarity and motion of video gaming machine displays. Hightower continued, "By combining several video technologies as well as techniques that our

team has been developing for over a decade, we are able to provide a clarity and smoothness to video displays that has never been seen before in this industry.” NanoTech’s demonstration will include a demonstration of *Game Flow* technology, showing side by side comparisons on 39” 4K Ultra HD displays, one stock and one using *Game Flow*, from a single video source. “By combining our patent pending modifications to the display, and having the ability to run at 120Hz, GameFlow provides the most fluid visuals ever seen in the gaming industry,” added Hightower.

Finally, NanoTech will be highlighting its new patent pending input technology, NanoTech *HVS* which allows for greater precision player interaction than ever seen before. Stephen Riesenberger, Creative Director for NanoTech Gaming Labs noted “by increasing the timing resolution of player inputs by an exponential factor, we have been able to eliminate any ‘lag’ in real time game feedback. It’s amazing how much better and more responsive games feel using this technology.” Machines using *HVS* can precisely measure a Player’s skill in a game, whether in Casino or in Arcade Tournament settings, where real cash prizes and jackpots are at stake. The *HVS* system eliminates mechanical failures, input latency, and physics simulation latency in order to remove barriers between the videogame and the skill of the Player.

### **About NanoTech Entertainment**

Headquartered in San Jose, CA NanoTech Entertainment is a technology company that focuses on all aspects of the entertainment industry. With six technology business units, focusing on 3D, Gaming, Media & IPTV, Mobile Apps, and Manufacturing, the company has a unique business model. The company has a diverse portfolio of products and technology. NanoTech Gaming Labs operates as a virtual manufacturer, developing its technology and games, and licensing them to third parties for manufacturing and distribution in order to keep its overhead extremely low and operations efficient in the new global manufacturing economy. NanoTech Media develops proprietary technology which it licenses to publishers for use in their products as well as creating and publishing unique content. NanoTech Media Technology includes the world's first 4K Ultra HD streaming solution. NanoTech Communications develops and sells proprietary apps and technology in the Mobile and Consumer space. Clear Memories is the global leader in 3D ice carving and manufacturing technology. 4K Studios creates digital 4K Ultra HD content using both licensed materials as well as original productions. NanoTech is redefining the role of developers and manufacturers in the global market. More information about NanoTech Entertainment and its products can be found on the web at [www.NTEK.com](http://www.NTEK.com).



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