

BEFORE THE NEVADA GAMING COMMISSION
AND THE STATE GAMING CONTROL BOARD

In the Matter of
INTERNATIONAL GAME TECHNOLOGY
(Public Offering)

PRELIMINARY ORDER

THIS MATTER came on regularly for hearing before the State Gaming Control Board on April 14, 1981, and before the Nevada Gaming Commission on April 23, 1981, at Las Vegas, Nevada, and

THE APPLICANT having presented evidence in support of its application, and

NO PERSON having appeared in opposition to the application, and

THE BOARD AND COMMISSION having considered the report of Investigations, Corporate Securities and evidence presented by the Applicant,

IT IS HEREBY ORDERED BY THE NEVADA GAMING COMMISSION UPON THE RECOMMENDATION OF THE STATE GAMING CONTROL BOARD:

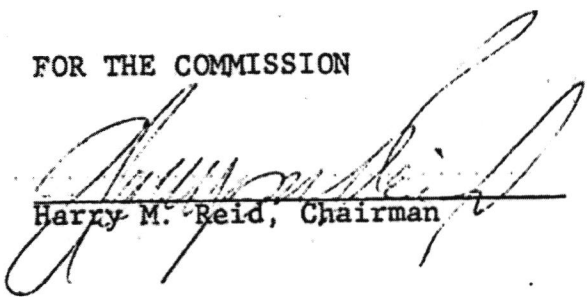
1. THAT the application of International Game Technology, for an extension of time within which to file a registration statement with the United States Securities and Exchange Commission, relating to the sale of approximately one million seven hundred thousand (1,700,000) shares of common stock, which includes shares of a selling stockholder, is hereby accepted as filed.

2. THAT International Game Technology, is hereby granted an extension of time, to July 24, 1981, within which to file a registration statement with the United States Securities and Exchange Commission for a public offering, as described in paragraph 1 above. If the registration statement is not filed with the United States Securities and Exchange Commission within said period, this approval is withdrawn.

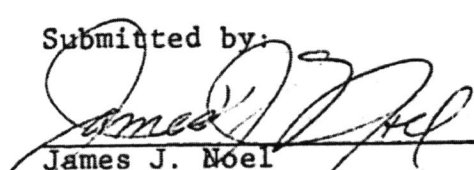
3. The approval granted herein does not authorize or constitute Commission approval for this filing to go effective; and the Commission specifically reserves its determination as to such final approval.

ENTERED at Las Vegas, Nevada this 23rd day of April, 1981.

FOR THE COMMISSION

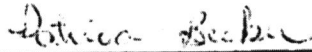

Harry M. Reid, Chairman

Submitted by:


James J. Noel
Deputy Chief, Investigations
Corporate Securities

APPROVED:

RICHARD BRYAN
Attorney General

By 
Patricia Becker
Deputy Attorney General
Chief, Gaming Division