

Circuit Zolder & iOpener Press Release

Circuit Zolder first circuit where real and virtual drivers compete

Zolder, 20 October 2009

Today Circuit Zolder and iOpener announced to formalize their cooperation. After more than a year of facilitating as test ground for iOpener's innovative product, Zolder as of today holds the title *'first official iOpener Enabled test track'*.

Zolder Marketing Manager, Walter Goossens, mentions: "We have a focus on innovation at and around the track. The patented iOpener product is a good example of how to improve the experience, and attract the youngsters to the motorsport." iOpener CEO, Andy Lüring adds: "With our product 'iOpener Enabled' we realize the dream of many people to compete from behind their console or PC at home in real-time live against the real drivers who are driving at the real track at that very same moment. With this product we also can identify race talent, and optimize track safety."

Circuit Zolder is integrated in the first iOpener Enabled game RTR, which is currently in its Beta period. RTR (www.real-timeracing.com) is developed by SimBin, developer of successful race games as the GTR and the RACE series.

On 24 and 25 October during the FIA GT weekend race and game enthusiast can get a first taste of the iOpener Enabled product at the Zolder premises. This race weekend is one of the most important meetings of the year in Belgium, because of the decisive character. All champions' titles still have to be decided in the series and championships competing this weekend. SRO Ltd. has always shown great interest in innovation of the FIA GT Championship, and is therefore happy to have the Beta test of RTR in FIA GT.

Parties look forward to future cooperation enhancing the motorsport.