



Association of Gaming Equipment Manufacturers

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) SELECTS *G3* PUBLISHER AS OFFICIAL EUROPEAN MEDIA PARTNER

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) announced today that its Board of Directors has approved the selection of Gaming Publishing Group, publishers of *G3* magazine, as AGEM’s “Official European Media Partner.”

As the official European publication of AGEM, *G3* magazine will support the trade association’s members in its marketing efforts and trade event participation, and play a vital role in publicizing AGEM’s activities focused on political action, regulatory influence, responsible gaming initiatives, trade show partnerships and educational alliances. Gaming Publishing Group will also continue to support AGEM via its various media platforms, including the *G3* Newswire web portal and mobile application.

“The AGEM Marketing Committee and its membership as a whole have very high regard for *G3* Editors Lewis Pek and Phil Martin and Gaming Publishing Director John Slattery,” AGEM Executive Director Marcus Prater said. “They have proven over the years to be exceptional chroniclers of the global gaming industry and AGEM is very pleased to partner with *G3* going forward. Our global membership base of 145 companies will benefit greatly from this alliance.”

Capping a year that has seen the continued expansion of the *G3* team, the confirmation of *G3* as World Partner to Clarion Gaming and the hugely successful launch of the *G3*Newswire dedicated App, Gaming Publishing is excited to announce becoming the “Official European Media Partner” of AGEM.

“It’s been an amazing year for Gaming Publishing and *G3*,” states Gaming Publishing Director John Slattery. “We have expanded our sales team with the appointment of an experienced gaming industry sales professional, Alison Dronfield; achieved a first for both ourselves and Clarion Gaming with the appointment of Gaming Publishing as a pivotal World Gaming Partner; invested once more in both content and technology with the launch of the *G3*Newswire App, which has been installed across 3,000-plus devices worldwide since July; and to crown all the hard work the team has invested in our range of digital and traditional media, *G3* has become the official European media partner to the gaming industry’s largest and most influential trade body, AGEM.”

AGEM is a non-profit international trade association representing manufacturers and suppliers of electronic gaming devices, systems, table games, online technology, key components and support products and services for the gaming industry. AGEM works to further the interests of gaming equipment suppliers throughout the world. Through political action, regulatory influence, trade show partnerships, educational alliances, information dissemination and good corporate citizenship, the members of AGEM work together to create benefits for every company within the organization. Together, AGEM has assisted regulatory agencies and participated in the legislative process to solve problems and create a business environment where AGEM members can prosper while providing a strong level of support to education and responsible gaming initiatives. For more information, visit www.AGEM.org.

The current AGEM membership roster, 145 companies strong based in 21 countries, is a who’s who of the supplier segment of the global gaming industry: **AGEM Gold Members:** Ainsworth Game Technology, Aristocrat Technologies, Aruze Gaming America, Austrian Gaming Industries, Bally Technologies, Global Cash Access (GCA), GTECH, International Game Technology (IGT), Intralot S.A., Konami Gaming, Multimedia Games, Scientific Games / WMS and Video Gaming Technologies (VGT). **AGEM Silver Members:** Action Gaming, American Gaming Systems (AGS), Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), JCM Global, Merkur Gaming, Ortiz Gaming, Suzo-Happ Group, TCSJohnHuxley, Wells-Gardner Technologies and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Alfastreet, Amatic Industries, Astro Corp., Bingotimes Digital Technology, Boss Gaming, Cadillac Jack, Cammegh Limited, CG Technology (CGT), Cole Kepro International, DEQ Systems, Euro Games Technology (EGT), FBM, Galaxy Gaming, Gambelit Gaming, Gaming Support, Glory Global Solutions, Gold Club, Grand Vision Gaming, HT Precision Technologies U.S., Incredible Technologies, Inspired Gaming, Interblock USA, Intervision Gaming, ISMS, Iverson Gaming Systems, Jumbo Technology, Matsui Gaming Machine Co., Metronia, Modern Gaming, NYX Gaming Group, Patriot Gaming & Electronics, Quixant Ltd., Reel Games, Table Trac, U1 Gaming and Win Systems. **AGEM Associate Members:** 3M Touch Systems, Abbott Law Chartered, Adlink Technology, Advantech-Innocore, AMD, Arrow International, Asimex Global, Atrient, British Group Interactive (BGI), Brown & Brown Insurance of Nevada, Camryn Industries, Carmanah Signs, Casino Enterprise Management, Catapult Global, Coloredge, Cooper Levenson, Cybertec Gaming Systems, Daktronics, Digital Instinct, DiTronics Financial Services, DynaGraphic Printing, Eilers Research, Elite Gaming Technology, Esterline Interface Technologies, Fantini Research, Fox Rothschild, FutureLogic, GameAccount Network, Gaming Capital Group, Gary Platt Manufacturing, Gasser Chair Company, Genesis Interactive Technologies, GeoComply USA, Global Experience Specialists (GES), Global Gaming Group (G3), Greenberg Traurig, Hanco Technologies, Howard & Howard, Impact Display Solutions, Intel, IPS, Ipsos, James Industries, JCS Technologies, Joingo, Jones Walker, KEY-BAK, Kontron, Lazcano Sámano, Leap Forward Gaming, Legacy Electronics, Lewis Brisbois Bisgaard & Smith, Lewis Roca Rothgerber, Lightstone Solutions, McGladrey LLP, Metalcraft, Olsen Gaming / Spectronix, Outpost Creative, Portilla Ruy-Díaz y Aguilar, Portwell, Proforma GPS, Rainmaker, Regulatory Management Counselors (RMC), Renewable Creative, Robert Half Technology, SCA Gaming, Sightline Payments, Southwest Manufacturing Services, Spin Games, Strategy9, StylGame USA, Talent Associates, The Bright Group, Touch Dynamic, Tournament One, TOVIS, TransAct Technologies, Twain Financial Partners, Vantiv Gaming Solutions, Veridocs, Wells Fargo and Young Electric Sign Company (YESCO).

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