



Association of Gaming Equipment Manufacturers

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Media contacts: Tom Jingoli
AGEM President
(702) 616-1400
jingoli0616@konamigaming.com

Marcus Prater
AGEM Executive Director
(702) 812-6932
AGEM.org@cox.net

ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES MEMORIAL AWARDS HONORING JENS HALLE AND PETER MEAD

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) announced today the creation of the Jens Halle Memorial Award Honoring Excellence in Commercial Gaming Professionalism and the Peter Mead Memorial Award Honoring Excellence in Gaming Media & Communications to acknowledge their lasting impacts on the gaming industry following their unexpected deaths earlier this year.

Halle, a longtime Bally and Novomatic executive in Europe who was most recently CEO of Gauselmann Group's Merkur Gaming based in Florida, died suddenly on May 20, 2015 at the age of 57.

Mead, the founder and publisher of *Casino Enterprise Management* magazine, died suddenly in Las Vegas on June 24, 2015 at the age of 54.

The first Jens Halle Memorial Award will be presented to Halle's widow, Marietta, and son, Jordi, prior to this year's Global Gaming Expo (G2E). In subsequent years, AGEM will create a nominating panel to recognize one individual annually who best represents the personal values and professional commitment that Halle was well-known for in gaming jurisdictions around world.

The first Peter Mead Memorial Award will be presented to Mead's mother, Solveig Berg, prior to G2E, and in subsequent years to a deserving individual who will come from a qualified pool of gaming journalists or company communications professionals.

"It's tragic to have lost two bright lights so suddenly in such a short amount of time, and AGEM is honored to play a role in recognizing Jens and Peter annually during G2E time when they both enjoyed the global gathering of the gaming industry," said Marcus Prater, Executive Director of AGEM. "They can never be replaced, but we look forward to honoring worthy award winners in future years to pay tribute to the tremendous impact they made during their time with us."

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, 143 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, Austrian Gaming Industries, Everi, International Game Technology (IGT), Intralot S.A., Konami Gaming, Sega Sammy Creation and Scientific Games. **AGEM Silver Members:** Action Gaming, AGS, Aruze Gaming America, Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), JCM Global, Merkur Gaming, Ortiz Gaming, Suzo-Happ Group, TCSJohnHuxley and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Alfastreet, Amatic Industries, Astro Corp., BetConstruct, Bingotimes Digital Technology, Boss Gaming, Cammegh Limited, CG Technology (CGT), Cole Kepro International, DEQ Systems, Euro Games Technology (EGT), FBM, Galaxy Gaming, Gamblit Gaming, Gaming Support, Glory Global Solutions, Gold Club, Grand Vision Gaming, Incredible Technologies, Inspired Gaming, Interblock USA, Intervision Gaming, ISMS, Iverson Gaming Systems, Jumbo Technology, Matsui Gaming Machine Co., Metronia, NanoTech Gaming, NYX Gaming Group, Patriot Gaming & Electronics, Quixant Ltd., Reel Games, Table Trac, U1 Gaming, Wells-Gardner Technologies and Win Systems. **AGEM Associate Members:** 3M Touch Systems, Abbott Law Chartered, Advanced Gaming Associates, Adlink Technology, Advantech-Innocore, AMD, Arrow International, Asimex Global, Atrient, Axiomtek, British Group Interactive (BGI), Brown & Brown Insurance of Nevada, Camryn Industries, CardConnect, 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, G2 Game Design, GAN, Gaming Capital Group, Ganlot, Gary Platt Manufacturing, Gasser Chair Company, Genesis Interactive Technologies, GeoComply USA, Gill's Printing & Color Graphics, Global Experience Specialists (GES), Global Gaming Group (G3), Greenberg Traurig, House Advantage, Howard & Howard, Impact Display Solutions, Intel, IPS, James Industries, James Industry Research Group, JCS Technologies, Joingo, Jones Walker, KEY-BAK, Kontron, Lazcano Sámano, Leap Forward Gaming, Legacy Electronics, Lewis Roca Rothgerber, Lightstone Solutions, McGladrey LLP, Metalcraft, NanoLumens, Olsen Gaming / Spectronix, Outpost Creative, Portilla Ruy-Díaz y Aguilar, Proforma GPS, Quantum Gaming Concepts, Randstad Staffing, Regulatory Management Counselors (RMC), Sanmina, SCA Gaming, Sightline Payments, Southwest Manufacturing Services, Spin Games, StylGame USA, Talent Associates, The Bright Group, Touch Dynamic, Tournament One, TOVIS, TransAct Technologies, Vantiv Gaming Solutions, Veridocs, Wells Fargo, Young Electric Sign Company (YESCO) and Zebra Technologies.

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