



Association of Gaming Equipment Manufacturers

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**ASSOCIATION OF GAMING EQUIPMENT
MANUFACTURERS (AGEM) ANNOUNCES
3-YEAR CONTRACT EXTENSION
FOR EXECUTIVE DIRECTOR MARCUS PRATER
AS MEMBERSHIP TOTAL HITS 150 COMPANIES**

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) announced today that respected gaming industry veteran Marcus Prater has signed a new 3-year contract extension that will keep him as the organization’s Executive Director into 2018.

Prater has been AGEM’s Executive Director since 2008 and his current 3-year term was set to expire at the end of this month.

Separately, AGEM also announced that its Board of Directors has approved the membership applications of five new companies, bringing the trade group comprised of the world’s leading gaming suppliers to a total of 150 members, an all-time high.

The new AGEM members are:

- Advanced Gaming Associates, based in Hammonton, N.J., is a diverse sales and service organization focused on providing turnkey technical services for gaming floors and slot manufacturers.
- CardConnect, based in King of Prussia, Pa., is a rapidly growing payments technology company founded in 2006.
- G2 Game Design, based in Las Vegas, offers unique game designs, development, mathematics, trademarks, patents, licensing and brands.
- Ganlot, based in New Taipei City, Taiwan, is a new Portwell company that provides integrated casino, lottery and amusement solutions combined with comprehensive support and service.
- Zebra Technologies, based in Lincolnshire, Ill., provides a broad range of innovative technology solutions to identify, track, manage and optimize the deployment of critical assets for improved business efficiency.

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, 150 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 / Bally / SHFL / 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 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, 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, 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, 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, FutureLogic, G2 Game Design, GameAccount Network, Gaming Capital Group, Ganlot, 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, Young Electric Sign Company (YESCO) and Zebra Technologies.