



Association of Gaming Equipment Manufacturers

## **FOR IMMEDIATE RELEASE – May 15, 2015**

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# **ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) HAILS PASSAGE OF SENATE BILL 9 IN NEVADA THAT USHERS IN NEW ERA OF GAMING ENTERTAINMENT**

CARSON CITY, Nev. – The Association of Gaming Equipment Manufacturers (AGEM) announced today the passage by the Nevada Legislature of Senate Bill 9 that allows for variable-payback percentages in slot machines to enhance the player experience by bringing true skill-based gaming, arcade-game elements, hybrid games and other unique features and technologies to the casino floor for the first time.

Widely expected to be signed by Gov. Brian Sandoval, SB9 is supported by the Nevada Gaming Control Board and the Nevada Resort Association and represents the first time AGEM has specifically initiated legislation in its 15-year history. To start the process, AGEM members, anchored by all of the world's largest slot machine technology companies, were polled in early 2014 and asked to submit ideas on how to boost innovation that would require a change in Nevada law. The variable-payback concept was the overwhelming choice to be forwarded to the Nevada Committee To Conduct An Interim Study Concerning The Impact Of Technology Upon Gaming that met throughout 2014 and ultimately recommended that the AGEM concept advance to the Legislative level.

When the Legislature convened in February, SB9 was initially assigned to the Senate Judiciary Committee, which moved it to the full Senate that passed it by a 20-0 vote. Full Senate approval moved it to the Assembly Judiciary Committee before full Assembly approval yesterday, May 14. Gov. Sandoval, a proponent of convening the Nevada Committee in 2014 as part of his platform to keep Nevada as the world's gaming technology hub, is expected to sign the bill into law within the next two weeks.

The Nevada Gaming Control Board and the Nevada Gaming Commission will now lead the process of writing and promulgating the rules and regulations that will guide this innovative new direction that AGEM believes will inject new life into the slot machine segment of the gaming industry and attract younger players that are accustomed to the arcade experience and different forms of non-gambling games in their daily lives.

"AGEM is especially proud to be the initiator and one of the driving forces behind the milestone event," said Thomas Jingoli, AGEM President and Chief Compliance Officer of Konami Gaming. "We'd like to thank the Gaming Control Board and Chairman A.G. Burnett for supporting this initiative over the past year and we are excited that Nevada will be the first in the world to offer the full extent of this innovative new form of gaming."

Variable-payback percentages would, for example, give all players a base game with an 88 percent payback, but if you're particularly skilled at shooting down enemy planes in the bonus round or outracing your friends in a road rally, you could boost your payback to 98 percent, with the blended overall payback selected by operators falling somewhere in the middle. For the first time, players will know they can have a material financial impact on the outcome of the game.

"I believe we will look back on the passage of SB9 as a monumental moment for the gaming industry and its overall evolution," said Marcus Prater, AGEM Executive Director. "The slot floor will not transform overnight, but this will allow our industry to capitalize on radical new gaming concepts and technologies and give AGEM members the ability to unleash a new level of creativity for their casino customers."

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](http://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, Global Cash Access (GCA), International Game Technology (IGT), Intralot S.A., Konami Gaming 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., Bingotimes Digital Technology, Boss Gaming, Cadillac Jack, 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, UI 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, 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, House Advantage, 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), Robert Half Technology, Sanmina, SCA Gaming, Sightline Payments, Southwest Manufacturing Services, Spin Games, Strategy9, 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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