



Association of Gaming Equipment Manufacturers

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**ASSOCIATION OF GAMING EQUIPMENT  
MANUFACTURERS (AGEM) ANNOUNCES CREATION  
OF AGEM MEXICO COMMITTEE BASED IN MEXICO CITY**

MEXICO CITY – The Association of Gaming Equipment Manufacturers (AGEM) announced today that its Board of Directors has approved the creation of the new AGEM Mexico Committee based in Mexico City that will focus on issues specific to the Mexican market that affect a wide range of gaming suppliers.

Current AGEM member companies with a presence in Mexico include Ainsworth Game Technology, Amatic Industries, Aristocrat Technologies, Austrian Gaming Industries (Novomatic), Bally Technologies, Boss Gaming, Cadillac Jack, Gold Club, International Game Technology (IGT), Intervision Gaming, Konami Gaming, GTECH, Merkur, Metronia, Ortiz Gaming, Scientific Games / WMS, TCSJohnHuxley, Video Gaming Technologies (VGT), Win Systems and Zitro. These machine, systems and technology providers will be represented by the new AGEM Mexico Committee.

Carlos Carrion, Director, Sales and Operations, for Aristocrat, will chair the AGEM Mexico Committee, which will also initially include Ramiro Salazar of Bally, Agustin Nieto of GTECH, Helio Bueno of Ortiz Gaming and Adolfo de los Rios of Metronia. The individual and company composition of the AGEM Mexico Committee will be reviewed periodically.

As part of this new initiative, AGEM has also retained two Mexico City-based law firms as legal advisors - Lazcano Sámano and Portilla, Ruy-Díaz y Aguilar.

“AGEM and myself personally have been very active in the Mexico market specifically for the last six years and this AGEM Mexico Committee is a natural extension of our efforts to ensure suppliers are well represented,” said AGEM Executive Director Marcus Prater. “AGEM continues to push for a solid regulatory framework and a business environment where our members can be confident in the market’s future. In our recent discussions with various influential people in Mexico, we are confident the market is now headed in a positive direction and that there is a strong need for AGEM suppliers to have their own voice in the process going forward. AGEM will also continue to work closely with the other two trade organizations in the market – APPJSAC and AIEJA.”

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, 141 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 Electronics 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, Euro Games Technology (EGT), Galaxy 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, UI Gaming and Win Systems. **AGEM Associate Members:** 3M Touch Systems, Adlink Technology, Advantech-Innocore, A-Game Marketing, AMD, Arrow International, Atrient, British Group Interactive (BGI), Brown & Brown Insurance of Nevada, Camryn Industries, Carmanah Signs, Casino Enterprise Management, Cooper Levenson, Cybertek Gaming Systems, Daktronics, Digital Instinct, DiTronics Financial Services, DynaGraphic Printing, Eastsign International Limited, Eilers Research, Elite Gaming Technology, Esterline Interface Technologies, Eurococo, Fantini Research, Fox Rothschild, FutureLogic, GameAccount Network, Gaming Capital Group, Gary Platt Manufacturing, Gasser Chair Company, Gemaco, Inc., 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, Lewis Brisbois Bisgaard & Smith, Lewis Roca Rothgerber, Lightstone Solutions, Litemax Technology, McGladrey LLP, Metalcraft, Outpost Creative, Portilla, Ruy-Díaz y Aguilar, Portwell, Proforma GPS, Rainmaker, Regulatory Management Counselors (RMC), Renewable Creative, Rye Park Gaming, SCA Gaming, Sightline Payments, Southwest Manufacturing Solutions, Spin Games, Strategy9, StylGame USA, Talent Associates, The Bright Group, Tournament One, TOVIS, TransAct Technologies, Vantiv Gaming Solutions, Veridocs, Wells Fargo, Wrex Products and Young Electric Sign Company (YESCO).