



Association of Gaming Equipment Manufacturers

FOR IMMEDIATE RELEASE – Feb. 3, 2014 – SPECIAL ICE UPDATE

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) HIGHLIGHTS TOP 12 SUCCESS STORIES OVER THE PAST 12 MONTHS

- AGEM supplier economic impact study shows sector produces \$13 billion in direct revenue annually and employs 31,200 with an average annual salary of US\$73,300
- AGEM partners with the European Casino Association (ECA) to identify common pursuits
- AGEM builds on positive relationship with the Nevada Gaming Control Board and its new Chairman and succeeds in updating Nevada shipping regulations
- AGEM appoints Connie Jones as Director of Responsible Gaming and continues generous giving to responsible gaming interests around the world
- AGEM membership reaches new high of 134 companies, now based in 19 different countries
- AGEM lobbies for positive changes related to the iGaming technology in place in New Jersey and assists in other jurisdictional iGaming discussions
- AGEM joins the National Indian Gaming Association (NIGA) as an Associate Member
- AGEM continues its emphasis on educational issues through new scholarships at UNLV and Drexel and contributions to a variety of other initiatives
- AGEM participates in the process as Florida embarks on a top-to-bottom review of gaming in the state
- AGEM works with trade show organizers from around the world and AGEM members spark best G2E since before the recession
- AGEM builds momentum for a vast and ongoing regulatory reform effort involving a wide variety of industry sectors
- AGEM helps shape the discussion in Massachusetts as a new U.S. market emerges

AGEM is an international trade association representing manufacturers and suppliers of electronic gaming devices, systems, table games, 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, 131 companies strong based in 19 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), International Game Technology (IGT), Intralot S.A., Konami Gaming, GTECH, Multimedia Games, Scientific Games / WMS and Video Gaming Technologies (VGT). **AGEM Silver Members:** Action Gaming, American Gaming Systems (AGS), Casino Technology, Gaming Partners International (GPI), JCM Global, MEI, Merkur Gaming, Ortiz Gaming, Suzo-Happ Group, TCSJohnHuxley, Wells-Gardner Electronics and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Alfastreet, Astro Corp., Bingotimes Digital Technology, Cadillac Jack, Cammegh Limited, CastNET, CG Technology (CGT), Cole Kepro International, Crane Payment Solutions / CashCode / Money Controls, Euro Games Technology (EGT), Galaxy Gaming, Gaming Support, Glory Global Solutions, Incredible Technologies, Inspired Gaming, Interblock USA, ISMS, Iverson Gaming Systems, Jumbo Technology, Matsui Gaming Machine Co., Modern Gaming, Patriot Gaming & Electronics, Quixant Ltd., Reel Games and Table Trac. **AGEM Associate Members:** 3M Touch Systems, Advanced Micro Devices (AMD), Advantech-Innocore, Arrow International, Atrient, British Group Interactive (BGI), Brown & Brown Insurance of Nevada, Camryn Industries, Carmanah Signs, Casino Enterprise Management, Cooper Levenson, Cybertec Gaming Systems, Daktronics, Digital Instinct, DigiTech Systems, DiTronics Financial Services, DynaGraphic Printing, Eastsign International Limited, Eilers Research, Elite Gaming Technology, Esterline Interface Technologies, Eurocoin, Flextronics, 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), Grand Products Nevada, Greenberg Traurig, Hanco Technologies, Howard & Howard, Impact Display Solutions, Intel, International Network in Advance Gaming (INAG), IPS, James Industries, JCS Technologies, Joingo, Jones Walker, KEY-BAK, Kontron, Leap Forward Gaming, Lewis Brisbois Bisgaard & Smith, Lewis Roca Rothgerber, Lightstone Solutions, Litemax Technology, Metalcraft, Outpost Creative, 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, Union Gaming Group, Vantiv Gaming Solutions, Veridocs, Wrex Products and Young Electric Sign Company (YESCO).