



Association of Gaming Equipment Manufacturers

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES 10 NEW MEMBERS JOIN ORGANIZATION

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) announced today that its Board of Directors has approved the membership applications of 10 new companies, bringing the trade group comprised of the world's leading gaming suppliers to a total of 147.

The new AGEM members are:

- Axiomtek, based in New Taipei City, Taiwan, specializes in standard off-the-shelf embedded and all-in-one gaming boards for a variety of gaming, systems and machine applications.
- BetConstruct, based in London with an office in Sherman Oaks, Calif., is a developer of online and land-based betting and gaming services.
- Gill's Printing & Color Graphics, based in Las Vegas, offers advanced digital and offset printing and a wide variety of marketing solutions.
- House Advantage, based in Las Vegas, features business-to-business loyalty software applications for gaming and other industries with patron and employee solutions that drive high customer return on investment.
- James Industry Research Group, based in Portland, Ore., is a market research provider to a variety of gaming entities and organizations.
- NanoTech Gaming, based in Las Vegas, creates compelling gaming experiences by using the latest innovative technology for land-based casino, consumer and arcade gaming markets.
- Quantum Gaming Concepts, based in Las Vegas, is focused on creating original intellectual property for video slot machines targeting the gaming audience between 21 and 35 years old.
- Randstad Staffing, with offices in Las Vegas and around the world, is a subsidiary of Randstad Holding nv, a \$22 billion provider of HR services.
- Sanmina, based in San Jose, Calif., provides end-to-end design, manufacturing and logistics services to a variety of industries, including gaming.
- Sega Sammy Creation, based in Tokyo, develops, manufactures and sells casino game machines, pachinko and pachislot game machines, amusement machines and other game machines and devices.

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, 147 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, 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,

GameAccount Network, 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, Hanco Technologies, House Advantage, Howard & Howard, Impact Display Solutions, Intel, IPS, Ipsos, James Industries, James Industry Research Group, 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, NanoLumens, Olsen Gaming / Spectronix, Outpost Creative, Portilla Ruy-Díaz y Aguilar, Proforma GPS, Quantum Gaming Concepts, Randstad Staffing, Regulatory Management Counselors (RMC), Robert Half Technology, 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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