



Association of Gaming Equipment Manufacturers

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES 11 NEW MEMBERS JOIN ORGANIZATION AND 101 OVERALL AS TRADE GROUP CELEBRATES 10 YEARS OF MAKING A DIFFERENCE FOR GLOBAL GAMING SUPPLIERS

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) announced today that its Board of Directors has approved the membership applications of 11 new companies, bringing the trade group comprised of the world's leading gaming suppliers to a total of 101 members.

The new AGEM members are:

- Acres 4.0, based in Las Vegas, delivers player-based gaming systems built upon low-cost, high-performance consumer electronics, in which game experiences are customized by the individual player.
- American Gaming Systems (AGS), based in San Francisco with multiple offices around the U.S. and Canada, is a leading designer, manufacturer and operator of gaming machines.
- Bingotimes Technology, based in Taichung City, Taiwan, manufactures machines and other smart devices for the gaming industry.
- Borden Technology Corporation, based in Kaohsiung City, Taiwan, was established in 1991 and specializes in the design of video slots and multi-player machines.
- Bullivant Houser Bailey, a full-service law firm based in Las Vegas.
- Codespace Gaming, based in San Clemente, Calif., offers a GLI-certified gaming platform and other advanced technology for the gaming industry.
- Entropy Precision System, based in Taipei City, Taiwan, designs and manufactures gaming cabinets and machines.
- Lincoln Industries, based in Lincoln, Neb., is a leading supplier for companies requiring highly decorative components and assemblies, specializing in the gaming, vehicle and agriculture industries.
- Matsui Gaming Machine Co., based in Tokyo with offices around the world, is a manufacturer and supplier of a wide range of products for the gaming industry.
- Rye Park Gaming, based in Phoenix, manufactures gaming tables, synthetic table game layouts and food and beverage service carts.
- StyleGame USA, based in Henderson, Nev., with its headquarters in Spilimbergo, Italy, manufactures seating products for the gaming industry.

AGEM was formed in 2000 and since its inception has:

- Contributed more than \$700,000 to a wide variety of organizations dedicated to the research, education and treatment of problem gambling issues.
- Contributed more than \$325,000 to educational initiatives, including the funding the College of Southern Nevada's slot technology curriculum.

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- Helped influence the opening of new markets such as Maryland, Illinois and Kansas while boosting expansion opportunities in a variety of other markets.
- Addressed a wide variety of worldwide regulatory and legislative issues affecting all suppliers.
- Published the 2009 economic impact study showing the supplier sector of the industry produced US\$12.1 billion in economic output while employing 30,000 people with an average annual wage of \$68,600.
- Introduced the monthly AGEM Index of gaming technology equity valuation for AGEM's 17 publicly traded companies.
- Grown from 32 to 101 members over the past 28 months, including the addition of more than 20 companies with headquarters based outside of the U.S.
- Negotiated an array of trade show, advertising and vendor discounts for its members.

“On behalf of our Officers representing Aristocrat, Bally, IGT, Konami and WMS, our global membership base and Executive Director Marcus Prater, I would like recognize the contribution the Association of Gaming Equipment Manufacturers has made to the gaming industry over the past 10 years,” said AGEM President Thomas Jingoli, Senior Director of Compliance and Legal Administration at Konami. “Our members set aside their competitive energy for the good of the industry as a whole and I’m honored to be part of such a strong and vibrant organization.”

About Association of Gaming Equipment Manufacturers (AGEM)

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, 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 commissions 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, 101 strong, is a who's who of the supplier segment of the global gaming industry: **AGEM Gold Members:** Aristocrat Technologies, Aruze Gaming America, Austrian Gaming Industries, Bally Technologies, GTECH/Atronic/Spielo, International Game Technology (IGT), Intralot S.A., Konami Gaming and WMS Gaming. **AGEM Silver Members:** Action Gaming, American Gaming Systems (AGS), Casino Technology, JCM Global, MEI, Multimedia Games, Shuffle Master, Suzo-Happ Group, TCSJohnHuxley and Wells-Gardner Electronics. **AGEM Bronze Members:** AC Coin & Slot, Acres 4.0, Ainsworth Game Technology, Astro Corp., Bingotimes Technology, Borden Technology, Cadillac Jack, Cammegh Limited, CashCode / Crane Payment Solutions, Diamond Game, Digital Display Group, Entropy Precision System, Euro Games Technology (EGT), GameTech International, Gaming Partners International, Gaming Support, Incredible Technologies, Interblock USA, Jumbo Technology, KGM Gaming, Lightning Gaming, Matsui Gaming Machine Co., MCA Processing, Modern Gaming, Rocket Gaming Systems, Summit Gaming, THT and Winning Asia Technology. **AGEM Associate Members:** AxesNetwork Solutions, Bullivant Houser Bailey, Casino Enterprise Management, CMYK Creative, Codespace Gaming, Cole Kepro International, Cybertec Gaming Systems, Diamond Casino Products, DynaGraphic Printing, Elite Casino Products, Esterline Advanced Input Systems, FutureLogic, Gaming Capital Group, Gary Platt Manufacturing, Global Cash Access, Global Gaming Group (G3), Grand Products, Heber Ltd., Howard & Howard, IDX, Intel, IPS, James Industries, KEY-BAK, Kreller Group, KSK, Lewis & Roca, Lincoln Industries, Masterpiece Advertising, MC², Money Controls, Nanoptix, Outpost Creative, Phelps Dunbar, Proforma GPS, Quixant Ltd., Regulatory Management Counselors, Rye Park Gaming, Sanmina-SCI, SCA Gaming, Strategy9, StylGame USA, Talent Associates, The Bright Group, 3M Touch Systems, Tournament One, TMX, Trade Show Fabrications, TransAct Technologies, Veridocs, Wrex Products and Young Electric Sign Company (YESCO).

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