



Association of Gaming Equipment Manufacturers

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES FIVE 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 five new companies, bringing the trade group comprised of the world’s leading gaming suppliers to a total of 138 members, an all-time high.

The new AGEM members are:

- A-Game Marketing, based in Las Vegas, provides casinos and manufacturers with high-impact, strategic marketing promotions that increase gaming revenue.
- Fantini Research, based in Dover, Del., is a publisher of information, research and consulting services to institutional investors and corporate-level executives in the gaming industry.
- Grand Vision Gaming, based in Billings, Mont., is a designer and manufacturer of Class III video gaming machines with multiple U.S. licenses and has provided game content to licensees in Nevada.
- McGladrey LLP, based in Chicago with offices in 75 U.S. cities, is a leading provider of assurance, tax and consulting services focused on the middle market.
- Win Systems, based in New York City, is a global technology company that provides the gaming and entertainment industries with software, networks, systems, gaming devices and services.

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, 138 companies strong based in 20 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, International Game Technology (IGT), Intralot S.A., Konami Gaming, Global Cash Access (GCA), 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, Grand Vision Gaming, Incredible Technologies, Inspired Gaming, Interblock USA, ISMS, Iverson Gaming Systems, Jumbo Technology, Matsui Gaming Machine Co., Modern Gaming, NYX Gaming Group, Patriot Gaming & Electronics, Quixant Ltd., Reel Games, Table Trac and Win Systems. **AGEM Associate Members:** 3M Touch Systems, Advantech-Innocore, A-Game Marketing, 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, Fantini Research, 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, 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, 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).

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