



Association of Gaming Equipment Manufacturers

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Media contacts:

Tom Jingoli
AGEM President
(702) 616-1400
jingoli0616@konamigaming.com

Marcus Prater
AGEM Executive Director
(702) 812-6932
AGEM.org@cox.net

ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES SEVEN 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 seven new companies, bringing the trade group comprised of the world's leading gaming suppliers to a total of 131 members from 19 countries.

The new AGEM members are:

- Atrient, based in Birmingham, Mich., offers software solutions and a suite of applications developed exclusively to improve revenue for gaming operators.
- *Eilers Research, based in Anaheim Hills, Calif., is a boutique research firm focused on servicing the gaming equipment, technology and interactive gaming sectors within the global casino gaming industry.*
- Gasser Chair Company, based in Youngstown, Ohio, has been designing, building and perfecting the art of commercial seating for more than 67 years.
- GETT / DigiTech Systems, based in Las Vegas and Paju-si, Gyeonggi-do, South Korea, provides high-quality touch systems in both single-touch and multi-touch applications.
- Jones Walker, based in Tallahassee, Fla., is among the 150 largest law firms in the U.S., serving a full range of local, regional, national and international business interests.
- Sightline Payments, based in Las Vegas, provides turnkey and licensed payment solutions tailored to enable casinos, banks and other third-party providers to capitalize on payment growth opportunities.
- Vantiv Gaming Solutions, based in Cincinnati, offers comprehensive, scalable and customizable solutions built to enhance a customer's overall gaming experience.

AGEM is a non-profit 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, Lottomatica / GTECH / Spielo International, Multimedia Games, Scientific Games / WMS, SHFL entertainment and Video Gaming Technologies (VGT). **AGEM Silver Members:** Action Gaming, American Gaming Systems (AGS), Casino Technology, Gaming Partners International (GPI), JCM Global, MEL, Merkur Gaming, Ortiz Gaming, Suzo-Happ Group, TCS/JohnHuxley, Wells-Gardner Electronics and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Alfastreet, Astro Corp., Bingotimes Digital Technology, Cadillac Jack, Cammegh Limited, Cantor Gaming, CastNET, 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, DiTronics Financial Services, DynaGraphic Printing, Eastsign International Limited, Eiler Research, Elite Gaming Technology, Esterline Interface Technologies, Eurocoin, Flextronics, Fox Rothschild, FutureLogic, Gaming Capital Group, Gary Platt Manufacturing, Gasser Chair Company, Gemaco, Inc., Genesis Interactive Technologies, GeoComply USA, GETT / DigiTech Systems, 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, Jones Walker, KEY-BAK, Kontron, Leap Forward Gaming, Lewis Brisbois Bisgaard & Smith, Lewis Roca Rothberger, 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).

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