



Association of Gaming Equipment Manufacturers

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ANNOUNCES FOUR 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 four new companies, bringing the trade group comprised of the world's leading gaming suppliers to a total of 171 members.

The new AGEM members are:

- Clarion Gaming, based in London, provides its global audience exceptional outcomes and customer experiences at live events supported by print, digital and training brands.
- Competition Interactive, based in Las Vegas, brings the familiarity of playing video games at home and on the go to the exciting environment of the casino floor.
- Enterprise Holdings, with a large presence in Las Vegas, operates car and commercial truck rental locations throughout the world.
- MdME Lawyers, based in Macau, is a leading law firm with a strong reputation in Asia for providing high-quality and innovative legal insight to its clients.

AGEM is a non-profit international technology trade association representing manufacturers and suppliers of electronic gaming devices, lotteries, systems, game content, table games, online technology, sports betting, 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, 171 companies strong based in 22 countries, is a who's who of the supplier segment of the global gaming industry: **AGEM Gold Members:** AGS, Ainsworth Game Technology, Aristocrat Technologies, Everi, International Game Technology (IGT), Konami Gaming, Merkur Gaming, NOVOMATIC Group, Scientific Games and Sega Sammy Creation. **AGEM Silver Members:** Action Gaming, Aruze Gaming America, Betson Enterprises, Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), Inspired Gaming, JCM Global, Ortiz Gaming, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, TransAct Technologies and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Ace Systems Mx, AlfaStreet, Amatic Industries, APEX gaming, Astro Corp., Atlas Gaming, BetConstruct, Bingotimes Digital Technology, Cammegh Limited, Century Gaming Technologies, CG Technology (CGT), Cole Kepro International, Competition Interactive, DR Gaming Technology (DRGT), Eclipse Gaming, Euro Games Technology (EGT), Exacta Systems, FBM, Galaxy Gaming, Gambelit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, Incredible Technologies, Interblock USA, Jackpot Digital, Jumbo Technology, Matsui Gaming Machine Co., Metronia, Next Gaming, Patriot Gaming & Electronics, PDS Gaming, RCT Gaming, Spintec, Synergy Blue, Table Trac, WeiKe Gaming Technology, Wells-Gardner Technologies, Win Systems and Worldpay Gaming. **AGEM Associate Members:** 3M Touch Systems, Acuris Risk Intelligence, Adlink Technology, Advantech-Innocore, Agilysys, Aon, ArdentSky, Arrow International, Asimex Global, Automated Cashless Systems, Automated Systems America, Inc. (ASAI), Axiomtek, British Group Interactive (BGI), Butler Snow, Carmanah Signs, Catapult Global, CDC Gaming Reports, Clarion Gaming, CMC Trading Engineering (International) Ltd, Comer Holdings, Cooper Levenson, CS-1 Transportation, Deloitte LLP, Digital Instinct, DiTronics Financial Services, Dominode, Duane Morris LLP, E4 Gaming, Enterprise Holdings, EFCOTec Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantini Research, Fennemore Craig, Finnegan, Henderson, Farabow, Garrett & Dunner, Fox Rothschild, G2 Game Design, Gambling Compliance, Gamesman, Gaming Capital Group, Gaming Publishing / G3 Magazine, GAN, Ganlot, Gary Platt Manufacturing, Gasser Chair Company, Genesis Interactive Technologies, GET IN Global, Global Gambling Guidance Group (G4), Global Gaming Business (GGB) Magazine, Greenberg Traurig, GSL Gaming Group, Howard & Howard, Impact Display Solutions, Innovum Technologies, Intel, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, Lazcano Sámamo, Leadman Electronics USA, Lightstone Solutions, Majestic Realty, MdME Lawyers, Millennial Esports, NanoLumens, Nanoptix, NRT Technology Corp., Olsen Gaming / Spectronix, Outpost Creative, Panasonic Corporation, Patir Casino Seating, Plus Studios, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Proforma GPS, Regulatory Management Counselors (RMC), Rising Digital, RSM US LLP, SAP, SCA Gaming, Sightline Payments, southfi, Spin Games, StylGame USA, TACK Electronics, Taft Stettinius & Hollister, Talent Associates, The Bright Group, The United States Playing Card Company, Touch Dynamic, Tournament One, TOVIS, TraffGen USA, Veridocs, Wells Fargo, Yogonet, Young Electric Sign Company (YESCO) and Zebra Technologies.

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