

FOR IMMEDIATE RELEASE – March 10, 2021

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ASSOCIATION OF GAMING EQUIPMENT **MANUFACTURERS (AGEM) ANNOUNCES** SIX 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 six new companies, bringing the trade group comprised of the world's leading gaming suppliers to a total of 190 members, an all-time high.

The new AGEM members are:

- Al in Motion, based in London, offers software, information technology, administration, marketing, advertising and other supporting services to the global betting industry.
- Fulwood Media, based in Leatherhead, Surrey, United Kingdom, delivers in-depth insight to gaming and other industries by connecting people with the right information and facilitating networking opportunities.
- House Advantage, based in Las Vegas, provides innovative loyalty marketing solutions through a broad • range of software products and services for resort, leisure and entertainment properties.
- The Innovation Group, based in Littleton, Colorado, with other offices around the country, is a leading consulting and management services company for the gaming, hospitality, leisure and entertainment industries.
- Unity Technologies, based in San Francisco, delivers a leading platform for creating and operating real-time 3-dimensional (RT3D) content for creators ranging from game developers to artists, architects, automotive designers, filmmakers and others.
- USI Insurance Services, with an office in Las Vegas and in every state in the country, is one of the largest insurance brokerage and consulting firms in the world, with a local focus on casinos and gaming suppliers.

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, 190 companies strong based in 22 countries, is a who's who of the technology 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, AGEM Gold Members: AGS, Ainsworth Game Technology, Aristocrat Technologies, Evert, 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, Alfastreet, Amatic Industries, APEX gaming, Astro Corp., Atlas Gaming, BetConstruct, Bingotimes Digital Technology, Bluberi, Cammegh Limited, Century Gaming Technologies, CG Technology (CGT), Cole Kepro International, Competition Interactive, DR Gaming Technology (DRGT), Eclipse Gaming, Empire Technological Group (ETG), Euro Games Technology (EGT), Exacta Systems, FBM, Galaxy Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, House Advantage, Incredible Technologies, Interblock USA, Jackpot Digital, Jumbo Technology, Matsui Gaming Machine Co., Metronia, Next Gaming, Patriot Gaming, ACEM Ascapcita, Menter, and Acute Reine, Patriot Gaming, Acute Medicare, and Weilk Gerning, Acute Medicare, Caming, Caming, Caming, Acute Medicare, Caming, Technology, Matsiu Gaming Machine Co., Metronia, Next Gaming, Patriot Gaming, Flows Patvalladge, Incredible Feelinologies, Interfetiotek CosA, Jackport Digital, Julindo Technology, Mells-Gardner Technologies, Win Systems and Worldpay Gaming. AGEM Associate Members: 3M Touch Systems, Acuris Risk Intelligence, Adlink Technology, Advantech-Innocore, Agilysys, Al in Motion, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Astound, Automated Cashless Systems (ACS), Automated Systems America, Inc. (ASAI), Axiomtek, Butler Snow, CAMS, 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, Duane Morris LLP, eConnect, Enterprise Holdings, EFCO Technology Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantini Research, Fennemore Craig, Finnegan, Henderson, Farabow, Fulwood Media, 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, General Touch, Genesis Gaming Solutions, GET IN Global Gambling Guidance Group (G4), Global Gaming Business (GGB) Magazine, Global Market Advisors, Greenberg Traurig, GSL Gaming Group, Howard & Howard, Impact Display Solutions, Majestic Realty, Marker Trax, MdME Lawyers, Nanoptix, NRT Technology Corp., Nutanix, Olsen Gaming CP, RAD Game Tools, Reed Exhibitions, Regulatory Management Counselors (RMC), RES, Rising Digital, RSM US LLP, SAP, SCA Gaming, Shenzhen TMD Technology, Sightline Payments, southfi, Sparks, Spin Games, Sports Betting Community (SBC), StylGame USA, TACK Electronics, Taft Stettinius & Hollister, Talent Associates, The Bright Group, The Innovation Group, The United States Playing Card Company, Trax, Next Electronics, Taft Stettinius & Hollister, Talent Associates, The Bright Group, The Innovation Group