



Association of Gaming Equipment Manufacturers

FOR IMMEDIATE RELEASE – Sept. 27, 2021 – SPECIAL G2E UPDATE

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) HIGHLIGHTS TOP 12 SUCCESS STORIES OVER THE PAST 12 MONTHS

No. 1: Gaming suppliers overcome impact of global pandemic

The AGEM fiscal year annually begins April 1, which coincided in 2019 with the realization that the impact of the COVID-19 virus would be far-reaching and impact every business and industry around the world for many months to come. AGEM normally would be sending out dues invoices to its members at the beginning of April, but difficult times call for both bold action and compassion, and so AGEM announced it would be suspending dues for all of its members for fiscal year 2019-20, resulting in a roughly \$375,000 hit to the organization, but something that spared member companies from having to worry about yet another monetary aspect during a global pandemic. In addition, AGEM has been coordinating with a wide range of government bodies and other organizations to provide information and guidance to gaming suppliers around the world over the past 18 months. Gaming suppliers have shown remarkable resiliency throughout the pandemic and their impressive technology innovations created behind the scenes will be on full display at G2E.

No. 2: AGEM announces new world headquarters at Black Fire Innovation in Las Vegas

In June 2021 AGEM announced its new world headquarters would be located at the Black Fire Innovation building in Las Vegas as part of the overall Harry Reid Research and Technology Park being developed under UNLV's guidance and designed to accelerate the introduction of new concepts into the gaming and hospitality market by bringing down barriers to entry. The construction of the office is imminent and AGEM is on target to move in at the beginning of 2022, joining what is already a very energetic and gaming-centric campus plan.

No. 3: AGEM / American Gaming Association (AGA) put spotlight on unregulated gaming machines

AGEM and the AGA formally launched a campaign in February 2020 and today continue to highlight and combat the rapid spread of unregulated gaming machine activity in states throughout the U.S. The centerpiece of the campaign launch is the new "[Unregulated Gaming Machine Fact Sheet](#)" released that confirms the clear distinction between the regulated casino, lottery and distributed gaming markets and the unregulated segment that has been spreading at an alarming rate. The fact sheet also highlights both the negative consequences of this spread, including the increase in criminal activity and the lack of player protections, and potential solutions to combat the problem, including the establishment of small state and local government task forces with law enforcement representation. More than 20 supporting organizations signed on as "opposed to the spread of unregulated gaming."

No. 4: Suppliers applaud expansion opportunities

AGEM continued to cultivate contacts and relationships on the ground in the future market of Japan, but most of the expansion opportunities over the past 12 months emerged in the U.S. as the gaming and hospitality industries battled back from the impact of the pandemic. States eager for economic activity have embraced sports betting in particular, but new business has also emerged with the approval or expansion of casinos, online gaming, lotteries, historical horse racing machines, cashless gaming and other technologies, all of which has been met by enthusiasm from gaming suppliers that have been very active on the research and development front during the pandemic.

No. 5: AGEM, Gaming Laboratories International (GLI®) continues committed to giving

AGEM and GLI originally announced in 2019 the creation of their new “Lasting Impact Philanthropic Initiative,” a multi-year effort aimed at identifying worthy causes that will utilize direct contributions to flourish over the long term and provide a variety of assistance to multiple beneficiaries. The first gift from the newly formed Initiative was a \$500,000 contribution to the Howard R. Hughes College of Engineering building fund at the University of Nevada, Las Vegas (UNLV), which is developing a 51,000-square foot, three-floor building on campus. The Initiative’s \$500,000 gift is a direct investment in the importance of education in Nevada, the city of Las Vegas, university students and faculty and the future pipeline of skilled engineers for gaming and many other industries. The second gift so far was a \$200,000 commitment to the Dr. Robert Hunter International Problem Gambling Center in Las Vegas. The third gift in late 2020 was \$120,000 to the National Museum of the American Indian’s new National Native American Veterans Memorial in Washington, D.C.

No. 6: AGEM signs new contract with Reed Exhibitions and the American Gaming Association (AGA)

AGEM, Reed Exhibitions and the American Gaming Association agreed on a new G2E contract that extends the longstanding partnership for the next 6 years. AGEM receives a majority of its annual funding from a percentage of G2E revenue, and members receive a variety of booth-space pricing discounts, hitting a high of 20 percent, in what is truly a win-win-win arrangement for all. The new contract also mandates the formation of the G2E Steering Committee, with two representatives from each organization, that guides the overall direction of the show.

No. 7: Work continues on regulatory reform

AGEM continues to work with regulatory bodies around the world to advance the overall interests of its members. AGEM was especially active in Nevada over the past 12 months as first Sandra Morgan and then J. Brin Gibson served as Chairs of the Nevada Gaming Control Board (GCB), and the AGEM Compliance Committee identified areas of improvement to increase the flow of technology through the GCB test lab. AGEM and the GCB have initiated discussions about new regulations that would allow for gaming technology to operate “in the cloud,” something the current regulations forbid. AGEM also had specific interaction providing direct input to regulators in a variety of other global markets, including Mexico, where the AGEM Mexico Committee has been particularly active with regulatory agency SEGOB.

No. 8: Focus on responsible gaming remains strong

The AGEM Board unanimously approved the contract renewal of AGEM Director of Responsible Gaming Connie Jones and she had a very active year as AGEM continued to financially support a wide variety of organizations dedicated to responsible gaming initiatives, including the National Center for Responsible Gaming (NCRG), the National Council on Problem Gambling, the Nevada Council on Problem Gambling, the Dr. Robert Hunter International Problem Gambling Center in Las Vegas and GamCare in the United Kingdom.

No. 9: AGEM Memorial Awards honor well-deserved duo

At the 2020 Virtual G2E in Las Vegas, AGEM revealed the fifth winner of the Jens Halle Memorial Award Honoring Excellence in Commercial Gaming Professionalism – the late Robert “Bob” McMonigle, who died on March 15, 2020 at 75 after a legendary career in gaming that included positions of Executive Vice President of Corporate Relations and North American Sales at International Gaming Technology (IGT) and serving as AGEM’s first President. The Peter Mead Memorial Award Honoring Excellence in Gaming Media & Communications went to David Orrick, Director of Industry Relations for AGEM Gold Member Merkur Gaming.

No. 10: AGEM seeks new Executive Director

Executive Director Marcus Prater in February 2021 received a 1-year contract extension ending February 28, 2022, and a new Executive Director will take over on March 1, 2022. Prater initially began with the organization in March 2008 and membership under his leadership has grown from 32 companies to a high of 190 from 22 countries as gaming suppliers boosted their collective prominence and cooperation to help drive the overall direction of the global gaming industry. A search committee has been actively engaged in identifying his replacement.

No. 11: AGEM membership hits all-time high

Total AGEM membership at the Gold, Silver, Bronze and Associate levels hit 190 companies in March 2021 — 21 years after AGEM was formed by the “big four” slot companies of Aristocrat, Bally, IGT and WMS.

No. 12: AGEM Officers form strong team

January 2021 brought an updated Officer team as the AGEM Board of Directors approved the slate presented of President David Lucchese, Everi; Vice President Tom Jingoli, Konami; Vice President Elaine Hodgson, Incredible Technologies; Vice President Luke Orchard, IGT; Vice President Robert Parente, Scientific Games; Secretary Eric Fisher, Crane Payment Innovations (CPI); Treasurer Hector Fernandez, Aristocrat; and General Counsel Daron Dorsey, Ainsworth.

About the Association of Gaming Equipment Manufacturers (AGEM)

AGEM is a non-profit international technology trade association representing manufacturers and suppliers of electronic gaming devices, lotteries, systems, iGaming / online, game content, table games, 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, 167 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, NOVOMATIC Group, Scientific Games and Sega Sammy Creation. **AGEM Silver Members:** Aruze Gaming America, Betson Enterprises, Crane Payment Innovations (CPI), Gaming Partners International (GPI), Global Payments Gaming Services, Inspired Entertainment, JCM Global, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, TransAct Technologies and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Acres, Action Gaming, Alfastreet, APEX gaming, Atlas Gaming, BetConstruct, Bluberi, Cammegh Limited, Century Gaming Technologies, Cole Kepro International, Competition Interactive, DR Gaming Technology (DRGT), Eclipse Gaming, Empire Technological Group (ETG), Euro Games Technology (EGT), Exacta Systems, FBM, Galaxy Gaming, Gamblit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, High 5 Games, House Advantage, Incredible Technologies, Interblock USA, Jumbo Technology, Matsui Gaming Machine Co., Next Gaming, Patriot Gaming & Electronics, PDS Gaming, Play'n GO, Prometeo IT Solutions, Spintec, Table Trac, Weike Gaming Technology, Wells-Gardner Technologies and Win Systems. **AGEM Associate Members:** Adlink Technology, Advantech-Innocore, Agilysys, AI in Motion, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Automated Cashless Systems (ACS), Axiomtek, BDO, Butler Snow, CAMS, Carmanah Signs, Catapult Global, CDC Gaming Reports, CMC Trading Engineering (International) Ltd, Cooper Levenson, CS-1 Transportation, Deloitte LLP, Digital Instinct, DiTronics Financial Services, Duane Morris LLP, eConnect, EFCO Technology Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantalooks, Fantini Research, Fennemore Craig, Fireplay Games, Fox Rothschild, Gambling Compliance, Gamesman, Gaming Capital Group, Gaming Publishing / G3 Magazine, GAN, Ganlot, Gary Platt Manufacturing, Gasser Chair Company, General Touch, Genesis Gaming Solutions, Global Gambling Guidance Group (G4), Global Gaming Business (GGB) Magazine, Global Market Advisors, Greenberg Traurig, GSL Gaming Group, Howard & Howard, Impact Components, Innovum Technologies, Intel, iPro, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, KPMG, Lazzano Sámano, Lightstone Solutions, Marker Trax, MdME Lawyers, Nanoptix, Nutanix, Olsen Gaming / Spectronix, Omron, Outpost Creative, Patir Casino Seating, Plus Studios, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Reed Exhibitions, Regulatory Management Counselors (RMC), Rising Digital, RSM US LLP, SAGSE, SCA Gaming, Sightline Payments, southfi, Sparks, Spin Games, Sports Betting Community (SBC), StylGame USA, Taft Stettinius & Hollister, Talent Associates, Techzam, The Bright Group, The Innovation Group, The United States Playing Card Company, Theatro, Touch Dynamic, Tournament One, TOVIS, UL, Unity Technologies, USI Insurance Services, Veridocs, Wells Fargo, Yogonet and Young Electric Sign Company (YESCO).

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