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KEYNOTE EVENTS AT G2E 2008 EXPLORE WHAT'S NEXT FOR GLOBAL GAMING INDUSTRY

LAS VEGAS – What's next for the global gaming community? As the industry faces one of the most challenging economic times in recent history, the keynote events at Global Gaming Expo (G2E) 2008 will explore what may be in store for the gaming industry and how gaming companies can advance the health and success of their businesses by anticipating these trends. G2E 2008, the gaming industry's premier trade show and conference event, is scheduled for Nov. 18-20, at the Las Vegas Convention Center, with the G2E Training & Development Institute, the G2E Leadership Academy and Casino Design taking place Nov. 17.

"With this year's keynote events, G2E 2008 is providing gaming professionals a one-of-a-kind opportunity to understand how industry and thought leaders are viewing the future of gaming, given the current economic climate and other challenges and opportunities that are on the horizon," said Frank J. Fahrenkopf, Jr., president and CEO of the American Gaming Association (AGA). "With our industry's further integration into new sectors of the global economy, the unique insights offered by G2E 2008's keynote speakers and panels will provide important guidance on how gaming can use current challenges as a launching pad for the ideas, inspirations and business decisions that will strengthen the industry in the future."

CNBC contributor and award-winning journalist Ron Insana will kick off the keynote events on Tuesday, Nov. 18, as he shares his insights about the state of the economy, the results of the U.S. presidential election and more. Insana has more than two decades of experience as a journalist covering global economics, financial markets, public policy and the alternative investment industry. He is the former anchor of CNBC's *Street Signs*, has written monthly columns for *USA Today* and hosted a nationally syndicated radio program. Insana currently serves as a regular contributor on CNBC, giving color to major market and political events.

On Wednesday, Nov. 19, Fahrenkopf will moderate the popular *State of the Industry* keynote, which this year will focus on the theme *The Evolution of Global Gaming*. Fahrenkopf will lead a discussion among leading executives about the key issues currently affecting the gaming industry, including how the industry can use today's challenging economic climate as a springboard for future growth and innovation. Panelists for this keynote event will include Armin Karu, chairman of the management board for Olympic Entertainment Group; Terry Lanni, chairman and CEO of MGM MIRAGE; Gary Loveman, chairman, CEO and president of Harrah's Entertainment, Inc.; and Ernie Stevens, Jr., chairman of the National Indian Gaming Association.

The final keynote at G2E 2008, *Change and Challenges: The Tribal-Community Connection*, will focus on the Indian gaming sector and how it is fostering relationships with the communities surrounding tribal gaming operations. J.R. Mathews, vice chairman of the Quapaw Tribe of Oklahoma, will moderate this discussion about the variety of community issues facing tribal gaming properties across the country and the proactive measures these operations are taking to solidify their connection with surrounding communities. Panelists will include Robert Benavides, governor of Isleta Pueblo, New Mexico; John Guevremont, president and CEO of Native American Contracting Services, LLC; J. Kurt Luger, executive director of the Great Plains Indian Gaming Association; Anthony Miranda, chairman of the California Nations Indian Gaming Association; and Tracie Stevens, senior policy analyst for governmental affairs for the Tulalip Tribes. Ernie Stevens will offer opening remarks at the event.

G2E is the leading trade event for the international gaming entertainment community, attended by more than 30,000 industry professionals from around the world. For more information on G2E, and to register for early bird discounts, visit the Web site at www.globalgamingexpo.com.

Global Gaming Expo (G2E) is the international gaming trade show and conference “by the industry and for the industry.” Organized by the American Gaming Association (AGA) and Reed Exhibitions, G2E made its debut in fall 2001, defining itself as the pre-eminent show for the gaming-entertainment industry.

The AGA represents the commercial casino-entertainment industry by addressing federal legislative and regulatory issues. The association also serves as a clearinghouse for information, develops educational and advocacy programs, and provides leadership on industry-related issues of public concern.

Reed Exhibitions is the world's leader in organizing a wide range of events, including exhibitions, conferences, congresses and meetings. In 2006 Reed brought together more than 6 million industry professions from around the world, generating billions of dollars in business. Today Reed events are held in 34 countries throughout the Americas, Europe, the Middle East and Asia Pacific, and organized by 37 fully staffed offices. Reed’s portfolio of more than 460 events services 52 key industry sectors.

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