

GAME's New Logo and Website!

Since 1986 GAME Engineering Ltd has been working in the materials processing and handling industry, in which time, the GAME logo and brand has become synonymous with our hard working and experienced engineers who complete projects on time and within budget.

With a strong, reliable reputation that is trusted by our clients, colleagues and suppliers, GAME felt that now was the right time to move the corporate image into the 21st Century by reinvigorating the logo and re-launching our website.

The NEW GAME logo is block red with a bold and strong font to stand out and represent the strength and power of the GAME brand.

We will be rolling out the re-brand into all aspects of our company over the coming months.

The GAME website is a key communication tool and first point of contact for new clients. This is the reason why we have re-designed our website to reflect our key products and industry sectors, as well as being easy to navigate and of interest for the visitor.

Visit our new site to see for yourselves at www. game-engineering.com.

Our website has been improved in the following ways:

- New imagery to make your experience visual and content rich
- Easy navigation through drop-down boxes and pages of interest
- · Easy registration to the 'GAME Newsletter'
- Related Products/News/Case Studies on every page
- New and updated Case Studies
- New pages including 'Our Team' & 'Our Clients'
- Featured Products
- One click option to the 'GAME Custodial Website'

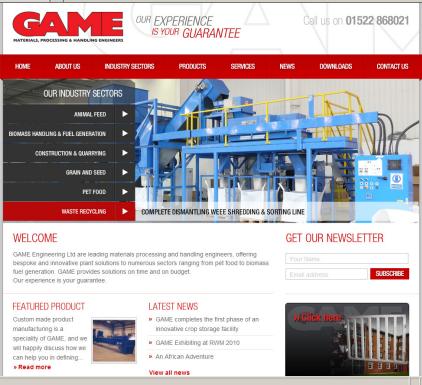
On with the show at RWM 2010

Once again, GAME Engineering will be exhibiting at RWM 2010 from the 14th – 16th September on



stand 1330. This event enables visitors to meet with the major players in the Recycling and Waste Management industries.

Last year GAME had an eye-catching attraction on their stand in the shape of the GAME Engineerin sponsored Biofuelled Ducati motorbike. This year, GAME will be attracting more visitors with an operational Italtech Briquetting machine, which will give a clear understanding of these machines capabilities and effectiveness. **Contd on page 4.**



THe NEW GAME Website homepage.

We hope that you like our new website, and if you have any comments or would like to discuss a project with one of our engineers please call 01522 868021. Alternatively email sales@game-engineering.com.

www.game-engineering.com



GAME completes the first phase of an innovative crop storage facility

On Wednesday 30th June 2010, GAME Engineering Ltd celebrated the completion of the first phase of an integrated combined crop storage facility based at Hemswell, Lincolnshire.

GAME Engineering Ltd was awarded the phase one contract to design, supply and install all the handling and processing systems for Clugston Construction Ltd in respect of the Valiant project at WoldGrain Storage Ltd.

The project involved increasing the existing storage capacity to accommodate an additional 18,000 tonnes of combinable crops - including wheat, oilseed rape and malting barley. The upgrade involved increasing the intake capacity to 500 t.p.h, installing new handling and processing equipment rated at 100 t.p.h, and adding a new grain drier and blending system to maximize productivity.



Arial view of the storiage bins and intake system.

GAME Engineering was also responsible for all electrical and processing systems.

Tony Kirk, Business Development Director at GAME commented "GAME worked extremely hard to secure this contract. It reflects the specialist knowledge and understanding we have within the grain handling industry. This project has secured jobs within the company and also the wider community and suppliers to GAME - all good news in these difficult economic times."

GAME were able to provide the clients with experience and a broad knowledge of the sector, demonstrate extensive project management, and more importantly understand the combination/cross-over systems involved in this crop storage facility. This provided the client with innovative new technology which controls the drying, cleaning, sorting and grading of the crops.

John Burnett, Managing Director at WoldGrain Storage Ltd commented "GAME were absolutely invaluable,



Grain dryer and intake system,

proving their operational integrity to ensure that the facility was not affected at any point during the project. It was evident that the personal involvement from senior members kept them 'on-top of the game', with clear communication and contingency plans ready for every eventuality."

The not-for-profit farming cooperative, based in Hemswell Cliff near Gainsborough, received a £1.5m grant award in May 2009 from the Rural Development Programme for England (RDPE). This is managed in the region by East Midlands Development Agency (emda).

EMDA invested in the project because research showed that existing farm storage units were becoming increasingly outdated, making it harder for arable farmers to meet the increasingly strict product quality controls set by purchasers for their crops.

www.game-engineering.com



PRODUCT FEATURE

Materials Recycling Facility

A Materials Recycling Facility (MRF) is where components of a mixed waste stream are extracted by the use of either hand or mechanical separation techniques. The term MRF is a very broad one and can mean anything from a single picking belt up to a fully automated separation system, sorting 100 tonnes of waste per hour. MRF's may be high and low technology facilities, depending on the sophistication of plant and equipment employed and the numbers of staff working in the operation of the process.

MRF's are becoming increasingly important to our communities as they form part of the long term, integrated waste management strategies of Local Authorities and Waste Management companies. MRF's enable them to meet legislation, avoid rising landfill charges and deliver environmentally friendly, sustainable service.



Infeed Conveyor onto Picking Belt.

MRF Variants

Clean MRF's - are plants which process only dry recyclables that are separated at source by the householder. This
source separated waste is usually a mix of fibres - card, papers, newspapers, magazines and textiles - and
commingled containers - plastics and cans - and is put out for separate collection.



Baler Feed Conveyor.

• Mixed Bag MRF's - receive both source-separated waste and mixed waste (MSW) simultaneously and divert as much of both as possible from landfill.

- Dirty MRF's divide residual municipal waste into a recyclable material stream and a non-recyclable residual waste stream disposed to landfill. More advanced plant may be used to produce a third stream either a primarily biodegradable waste stream which can be sent for Anaero bic Digestion or In-vessel composting or a relatively high calorific value stream for conversion to Refuse Derived Fuel.
- Fully-Automated MRF's automated systems offer higher throughputs and reduced operating and sorting costs and consistently higher recovery levels.

Benefits

- New UK Government Legislation to reduce household waste to landfill by recycling/ composting by 45% by 2015 means the GAME Waste Handling Systems are vital in helping companies and local authorities meet these targets.
- Designed for the toughest environments to give years of reliable service.
- Super strong structures.
- Automated systems available for higher throughputs.
- Variety of modular systems available, designed by GAME to suit specific client requirements.



Industry Focus

Biomass Handling & Fuel Generation

GAME Engineering Ltd is regarded as one of the leading materials processing and handling engineers specialising in the Biomass Handling and Fuel Generation sector. Working with some of the key players in the power industry, GAME design, manufacture and install solutions in Biomass, Renewable and Alternative Fuels sector.

With a team of highly professional engineers who understand the changes in the ever stringent legislation, GAME can implement these into their client's production facilities.

The expertise that GAME hold in turnkey solutions and CAD Design, means that they have fast become leaders in innovative Biomass Handling solutions offering services to design, construct, upgrade, refurbish, extend or improve processing facilities.

Past Projects:

- Bio-Fuels Storage Area and Feed System (link to case study)
- Biomass Production Plant
- Wood Chip Intake System
- Wood Pellet (Biomass) Fuel Production
- Biomass Platform Design & Detail
- Straw Pelleting Plant
- Biomass Intake & Storage
- Repairs of Fire Damaged Equipment
- Woof Pelleting & Briquetting Facility



Biomass Bulk Outloading System

Cont...On with the show at RWM 2010

GAME Engineering has been a leading force in the Biomass energy scene in the UK for many years and is at the forefront of Biomass plant design and installation. GAME has completed a number of high profile contracts including a recent Biomass project at Grangemouth and Andover for Verdo Renewables Ltd.

Engineers from GAME Engineering will be on hand to discuss any materials handling or Biomass project ideas. David Burkitt, Projects Director at GAME Engineering said: "In the last year GAME has successfully completed a number of major Biomass contracts including Biomass production facilities at Grangemouth and Andover. Our experienced Team on the stand at the RWM will be able to answer any questions you may have."



Wood Dryer at Biomass Plant

"Game Engineering provided a wood chip handling system and storage chamber. Game took on board the design of all facets of this wood chip intake and transfer distribution system, manufacturing all required equipment, controls and access walkways and installed all the plant and equipment. They proved themselves up to the job and able to respond to a fast track programme to ensure the plant was operational on time"

CMB Engineering Ltd - Alan Thomson, Contracts Engineer

www.game-engineering.com