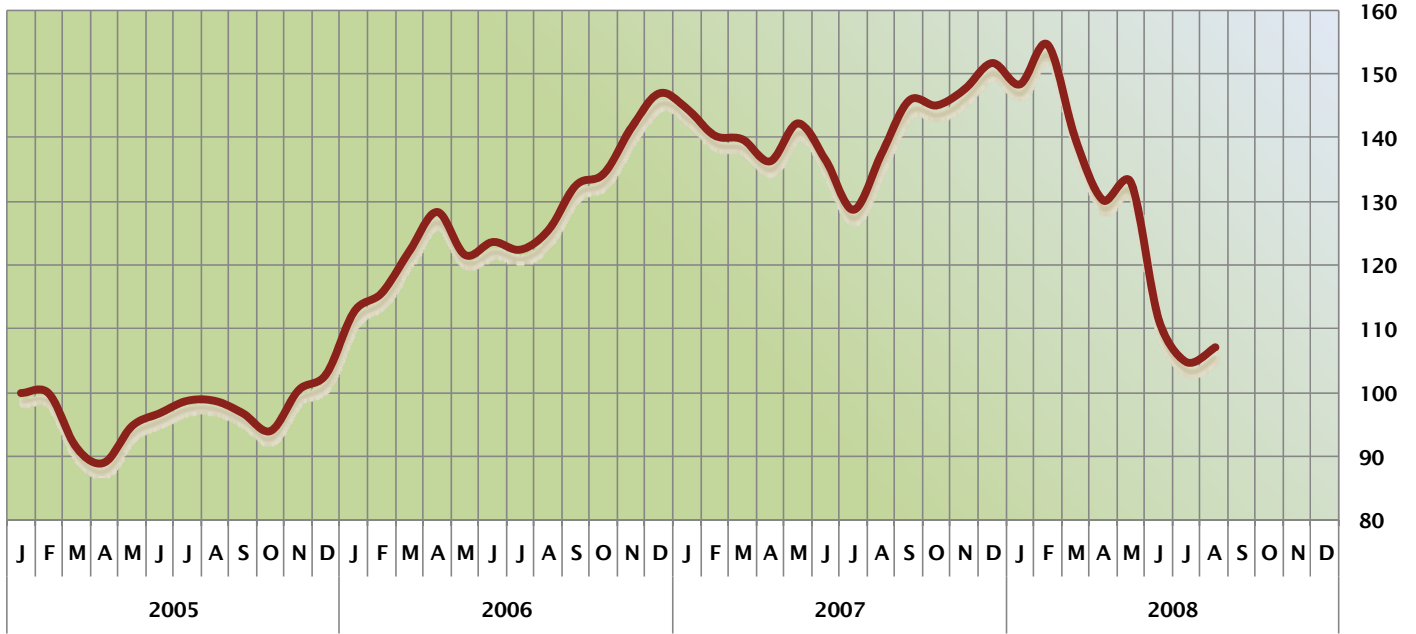


# Association of Gaming Equipment Manufacturers (AGEM) Index



As of August 2008, the AGEM Index posted a 2.26-point increase from the 104.86 value reported at the close of July 2008, bringing the index value to 107.12. Contributions to the overall index were mixed during the month as seven of the global gaming suppliers posted a rise in their stock price, while the other eight reported a negative performance. Key contributors to the positive performance included a 19.2-percent jump in stock price for WMS Industries (WMS), with its price reaching \$33.60 per share. Aristocrat Technologies (ALL) also positively impacted the index with a 1.23-point contribution driven by a 21.7-percent increase in its stock valuation.

International Game Technology (IGT), the largest component of the index based on its market capitalization, posted a month-to-month decline in value of 1.3 percent, resulting in a 0.41-point negative contribution to the overall index value. Elixir Gaming Technologies (EGT) posted the largest monthly decline of 64.1 percent, while contributing 0.15 points negatively to the index. Compared to the same period of the prior year, the majority of manufacturers posted declines, barring improvements by: (1) WMS Industries (WMS) that reported a 14.1-percent increase; (2) Transact Technologies (TACT) that nearly doubled; (3) Konami (KNM) that moved up 11.8 percent; and (4) Bally Technologies (BYI) that edged up 3.2 percent.

Overall conditions in the gaming and tourism industry have been challenged by national economic pressures, impacting the performance of the majority of equipment makers during the past year. Changes in the regulatory environment in emerging markets should bode well for manufacturers over the longer-run.



# Association of Gaming Equipment Manufacturers (AGEM) Index

AGEM	Exchange: Symbol (Currency)	Stock Price At Month End			Percent Change		Index Contribution
		Aug-08	Jul-08	Aug-07	Prior Period	Prior Year	
Ainsworth Games Technology	ASX: AGI (AU\$)	0.12	0.12	0.41	(4.17) ↓	(71.95) ↓	(0.01)
Aristocrat Technologies	ASX: ALL (AU\$)	5.90	4.85	14.00	21.65 ↑	(57.86) ↓	1.23
Bally Technologies	NYSE: BYI (US\$)	34.23	31.79	33.17	7.68 ↑	3.20 ↑	0.67
Elixir Gaming Technologies	AMEX: EGT (US\$)	0.42	1.17	2.88	(64.10) ↓	(85.42) ↓	(0.15)
GameTech International	Nasdaq: GMTC (US\$)	3.89	4.26	6.39	(8.69) ↓	(39.12) ↓	(0.02)
Gaming Partners International	Nasdaq: GPIC (US\$)	5.29	3.44	10.22	53.78 ↑	(48.24) ↓	0.11
IGT	NYSE: IGT (US\$)	21.43	21.71	37.65	(1.29) ↓	(43.08) ↓	(0.41)
Konami	NYSE: KNM (US\$)	30.43	31.42	27.22	(3.15) ↓	11.79 ↑	(0.62)
Lottomatica (GTECH)	MILAN: LTO.MI (€)	21.06	20.09	26.38	4.83 ↑	(20.17) ↓	(0.17)
Multimedia Games	Nasdaq: MGAM (US\$)	5.06	5.16	9.70	(1.94) ↓	(47.84) ↓	(0.01)
Progressive Gaming International	Nasdaq: PGIC (US\$)	0.76	1.20	5.12	(36.67) ↓	(85.16) ↓	(0.08)
Shuffle Master	Nasdaq: SHFL (US\$)	5.02	4.83	14.83	3.93 ↑	(66.15) ↓	0.03
Transact Technologies	Nasdaq: TACT (US\$)	12.25	9.23	6.49	32.72 ↑	88.75 ↑	0.18
Wells-Gardner Electronics	AMEX: WGA (US\$)	1.32	1.48	2.39	(10.81) ↓	(44.77) ↓	(0.01)
WMS Industries	NYSE: WMS (US\$)	33.60	28.18	29.44	19.23 ↑	14.13 ↑	1.53
Change in Index Value							2.26
AGEM: July 2008							104.86
AGEM: August 2008							107.12

## The AGEM Index

The Association of Gaming Equipment Manufacturers (AGEM) produces the monthly AGEM Index that comprises 15 global gaming suppliers throughout the world. A total of 12 suppliers are based in the United States and are listed on the NYSE, Nasdaq, or AMEX, while two trade on the Australian exchange and one supplier trades on the Milan exchange. The index is computed based on the month-end stock price of each company and weighted based on approximation of market capitalization. Market capitalizations for manufacturers trading on foreign exchanges have been converted to US dollar-equivalents as of month-end for comparability purposes. The AGEM Index is based on a 100-point value as of January 2005.

## About AGEM

AGEM is an international trade association representing manufacturers of electronic gaming devices, systems, and components for the gaming industry. The Association works to further the interests of gaming equipment manufacturers throughout the world. Through political action, tradeshow partnerships, information dissemination and good corporate citizenship, the members of AGEM work together to create benefits for every company within the organization.

Together, AGEM and its member organizations have assisted regulatory commissions and participated in the legislative process to solve problems and create a positive business environment.

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