

AGEM Index

Association of Gaming Equipment Manufacturers

September 2015

In September 2015, the AGEM Index fell to 183.34, which represents a decline of 7.10 points (-3.7 percent) compared to August 2015. The latest period represents the second consecutive month-to-month decline in value and the fifth monthly decline since the beginning of the year. Compared to a year ago, the AGEM Index fell 4.16 points (-2.2 percent), representing the fourth year-over-year decline this year.

During September, seven of the 13 global gaming equipment manufacturers reported month-to-month declines in stock price, with four down by more than five percent. Of the five manufacturers that reported monthly gains in stock price, three were up by more than 10 percent, with two reporting increases of more than 20 percent. The remaining manufacturer, Galaxy Gaming Inc. (GLXZ), reported no change in stock price from August 2015 to September 2015.

The broader stock markets reported similar directional trends to the AGEM Index in September 2015. The Dow Jones Industrial Average ended the month at 16,284.70, which represents a decline of 1.5 percent compared to August 2015. The S&P 500 reported a 2.6-percent decline, falling to 1,920.03. Meanwhile, NASDAQ reported the largest decline of the three major indices, falling 3.3 percent from 4,776.51 to 4,620.16.

Selected positive contributors to the September 2015 AGEM Index included the following:

- Aristocrat Technologies (ALL) reported a stock price of AU\$8.61 (+2.0 percent) and contributed 1.59 points to the index.
- Due to an 11.8-percent increase in stock price to €1.70, INTRALOT S.A. (INLOT) contributed 0.42 points.
- Astro Corp. (3064) contributed 0.25 points, due to a 40.1-percent increase in stock price to NT\$23.60.

Selected negative contributors included the following:

- Crane Co. (CR) contributed negative 3.75 points, due to an 11.3-percent decline in stock price to \$46.61.
- International Game Technology PLC (IGT) reported a stock price of \$15.33 (-9.7 percent) and contributed negative 3.63 points.
- Due to a 3.0-percent decline in stock price to ¥2,583, Konami Corp (9766) contributed negative 1.15 points.

AGEM	Exchange: Symbol (Currency)	Stock Price At Month End			Percent Change		Index Contribution
		Sep-15	Aug-15	Sep-14	Prior Period	Prior Year	
Ainsworth Game Technology	ASX: AGI (AU\$)	2.80	3.01	3.03	(6.98)	(7.59)	(0.46)
Aristocrat Technologies	ASX: ALL (AU\$)	8.61	8.44	5.84	2.01	47.43	1.59
Astro Corp.	Taiwan: 3064 (NT\$)	23.60	16.85	36.60	40.06	(35.52)	0.25
Crane Co.	NYSE: CR (US\$)	46.61	52.54	63.21	(11.29)	(26.26)	(3.75)
Daktronics, Inc.	Nasdaq: DAKT (US\$)	8.67	8.69	12.29	(0.23)	(29.45)	(0.01)
Everi Holdings Inc.	NYSE: EVRI (US\$)	5.13	5.17	6.75	(0.77)	(24.00)	(0.03)
Galaxy Gaming Inc.	OTCMKTS: GLXZ (US\$)	0.24	0.24	0.39	-	(38.46)	0.00
Gaming Partners International	Nasdaq: GPIC (US\$)	10.00	9.51	8.43	5.15	18.62	0.05
International Game Technology PLC	NYSE: IGT (US\$)	15.33	16.98	16.87	(9.72)	(9.13)	(3.63)
INTRALOT S.A.	ATHEX: INLOT (€)	1.70	1.52	1.60	11.84	6.25	0.42
Konami Corp	TYO: 9766 (¥)	2,583.00	2,664.00	2,286.00	(3.04)	12.99	(1.15)
Scientific Games Corporation	Nasdaq: SGMS (US\$)	10.45	11.02	10.77	(5.17)	(2.97)	(0.57)
Transact Technologies	Nasdaq: TACT (US\$)	9.06	7.51	6.74	20.64	34.42	0.18
Change in Index Value							(7.10)
AGEM Index Value: August 2015							190.45
AGEM Index Value: September 2015							183.34

www.AGEM.org

AGEM Index

Association of Gaming Equipment Manufacturers

September 2015



The 15th annual Global Gaming Expo (G2E®) was held at the Sands Expo & Convention Center in Las Vegas, Nevada from September 29 to October 1, 2015. Thousands of gaming-industry professionals attended the event where gaming suppliers debuted innovative technologies and new game brands and products.

International Game Technology PLC (IGT) unveiled its *Orange is the New Black Slots*, which were created in partnership with Lionsgate (LGF). The new slots were launched on IGT's social gaming website, DoubleDown Casino, as well as at land-based casinos. Based on the popular Netflix series, the *Orange is the New Black Slots* will feature clips, music, characters and sound bites from the show.

IGT was also the winner of two categories in the 2015 Global Gaming Awards. The company's S3000™ cabinet, which was launched in 2014, was named "Casino Product of the Year." In addition, the "Land-Based Gaming Innovation of the Year" title was awarded to IGT's Powerbucks™ game. Powerbucks™ is the gaming industry's first inter-state commercial Wide Area Progressive, connecting players in Nevada, New Jersey and South Dakota to a single jackpot pool.

TransAct Technologies (TACT) highlighted its successful Epicentral® software suite at G2E® this year. This software allows casinos to analyze player data and deliver personalized coupons and rewards directly to their customers while they are sitting at the slot machine or electronic table game. These personalized promotions help increase marketing effectiveness and allow casinos

to reward and retain their most loyal players. The company also announced an agreement with Aristocrat Technologies (ALL) to integrate its Epicentral® software with Aristocrat's award-winning Oasis 360™ casino management system.

TransAct also debuted its new Epic 3000® printer, which will be the fastest transaction printer for the lottery industry. Key features of the Epic 3000® include an anti-jam front paper exit, the ability to print and stack 100 lottery tickets without shuffling and a 7.5-inch diameter paper roll. In addition, the printer is the only one in the lottery industry to include a full tool steel rotary cutter.

Scientific Games Corporation (SGMS) announced exciting new games and partnerships at this year's G2E®. The company is partnering with Twentieth Century Fox Consumer Products and Gracie Films to create a slot machine based on *The Simpsons* television series. The game will be housed on Scientific Games' new *Gamescape* cabinet. The gaming equipment manufacturer also announced a partnership with *Cirque du Soleil* to develop a game based on the show *KOOZA*.

In addition, through its existing partnership with Playboy™, Scientific Games premiered two new products. *Playboy Don't Stop the Party!* is a video slot that will feature *Playboy Playmates*™ and music by Pitbull. Additionally, *Tablemaster Fusion-Playboy Bonus Blackjack* will be the first licensed brand electronic table game solutions product in the industry.



www.AGEM.org

The AGEM Index

The Association of Gaming Equipment Manufacturers (AGEM) produces the monthly AGEM Index that comprises 13 global gaming suppliers throughout the world. A total of 8 suppliers are based in the United States and are listed on the NYSE, Nasdaq or OTC market, while two trade on the Australian exchange, one supplier trades on the Athens exchange, one on the Tokyo exchange, and another trades on the Taiwan OTC exchange. The index is computed based on the month-end stock price (adjusted for dividends and splits) 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.

AGEM Index

The AGEM index and overview is prepared by Applied Analysis (AA). AA is a Nevada-based advisory services firm providing consultation services for public and private entities. The company utilizes extensive experience in economics, information technology and finance to provide a wide range of services, including urban economic consulting, financial advisory services, market analysis, public policy analysis, hospitality industry and gaming consulting, and information system and technology consulting.



For More Information, Contact:

Marcus Prater, Executive Director

P.O. Box 50049, Henderson, NV 89016-0049

702.812.6932 | AGEM.org@cox.net

AGEM Membership Roster

AGEM Gold Members:

- Ainsworth Game Technology
- Aristocrat Technologies
- Austrian Gaming Industries
- Everi Holdings Inc.
- International Game Technology PLC (IGT)
- Intralot S.A.
- Konami Gaming
- Sega Sammy Creation
- Scientific Games

AGEM Silver Members: Action Gaming, AGS, Aruze Gaming America, Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), JCM Global, Merkur Gaming, Ortiz Gaming, Suzo-Happ Group, TCSJohnHuxley and Zitro.

AGEM Bronze Members: Abbiati Casino Equipment, Alfastreet, Amatic Industries, Astro Corp., BetConstruct, Bingotimes Digital Technology, Boss Gaming, Cammegh Limited, CG Technology (CGT), Cole Kepro International, DEQ Systems, Euro Games Technology (EGT), FBM, Galaxy Gaming, Gambit Gaming, Gaming Support, Glory Global Solutions, Gold Club, Grand Vision Gaming, Incredible Technologies, Inspired Gaming, Interblock USA, Intervision Gaming, ISMS, Iverson Gaming Systems, Jumbo Technology, Matsui Gaming Machine Co., Metronia, NanoTech Gaming, NYX Gaming Group, Patriot Gaming & Electronics, Quixant Ltd., Reel Games, Table Trac, U1 Gaming, Wells-Gardner Technologies and Win Systems.

AGEM Associate Members: 3M Touch Systems, Abbott Law Chartered, Advanced Gaming Associates, Adlink Technology, Advantech-Innocore, AMD, Arrow International, Asimex Global, Atrient, Axiontek, British Group Interactive (BGI), Brown & Brown Insurance of Nevada, Camryn Industries, CardConnect, Carmanah Signs, Casino Enterprise Management, Catapult Global, Coloredge, Cooper Levenson, Cybertec Gaming Systems, Daktronics, Digital Instinct, DiTronics Financial Services, DynaGraphic Printing, Eilers Research, Elite Gaming Technology, Esterline Interface Technologies, Fantini Research, Fox Rothschild, G2 Game Design, GameAccount Network, Gaming Capital Group, Ganlot, Gary Platt Manufacturing, Gasser Chair Company, Genesis Interactive Technologies, GeoComply USA, Gill's Printing & Color Graphics, Global Experience Specialists (GES), Global Gaming Group (G3), Greenberg Traurig, House Advantage, Howard & Howard, Impact Display Solutions, Intel, IPS, James Industries, James Industry Research Group, JCS Technologies, Joingo, Jones Walker, KEY-BAK, Kontron, Lazcano Sámano, Leap Forward Gaming, Legacy Electronics, Lewis Roca Rothgerber, Lightstone Solutions, McGladrey LLP, Metalcraft, NanoLumens, Olsen Gaming/Spectronix, Outpost Creative, Portilla Ruy-Díaz y Aguilar, Proforma GPS, Quantum Gaming Concepts, Randstad Staffing, Regulatory Management Counselors (RMC), Sanmina, SCA Gaming, Sightline Payments, Southwest Manufacturing Services, Spin Games, StylGame USA, Talent Associates, The Bright Group, Touch Dynamic, Tournament One, TOVIS, TransAct Technologies, Vantiv Gaming Solutions, Veridocs, Wells Fargo, Young Electric Sign Company (YESCO) and Zebra Technologies.