

# AGEM Index

Association of Gaming Equipment Manufacturers

October 2015

**A**fter reporting two consecutive month-to-month declines, the AGEM Index rose in October 2015. The composite index ended the month at 197.21, which represents a substantial gain of 13.87 points (+7.6 percent) compared to September 2015. Compared to a year ago, the AGEM Index netted 10.22 points to the positive (+5.5 percent).

In October, eight of the 13 global gaming equipment manufacturers reported month-to-month gains in stock price, with three up by more than 10 percent. Of the four manufacturers reporting monthly declines in stock price during the month, two were down by more than ten percent. The remaining manufacturer, Galaxy Gaming Inc. (GLXZ), reported no change in stock price from September 2015 to October 2015.

The broader stock markets also reported improvements from September 2015 to October 2015. The S&P 500 increased from 1,920.03 to 2,079.36, which represented a gain of 8.3 percent. The Dow Jones Industrial Average ended the month at 17,663.54, rising 8.5 percent from the prior period. NASDAQ witnessed the largest increase of the three major indices, rising 9.4 percent from 4,620.16 to 5,053.75.

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

- Crane Co. (CR) reported a 12.9-percent increase in stock price to \$52.64 and contributed 4.35 points to the index.
- With a stock price of AU\$9.32 (+8.3 percent), Aristocrat Technologies (ALL) contributed 3.95 points.
- International Game Technology PLC (IGT) reported a stock price of \$16.22 (+5.8 percent) and contributed 2.06 points.

Selected negative contributors included the following:

- INTRALOT S.A. (INLOT) contributed negative 0.40 points, due to an 11.2-percent decline in stock price to €1.51.
- With a stock price of \$4.68 (-8.8 percent) Everi Holdings Inc. (EVRI) contributed negative 0.30 points.

AGEM	Exchange: Symbol (Currency)	Stock Price At Month End			Percent Change		Index Contribution
		Oct-15	Sep-15	Oct-14	Prior Period	Prior Year	
Ainsworth Game Technology	ASX: AGI (AU\$)	3.18	2.80	3.03	13.57	4.95	1.11
Aristocrat Technologies	ASX: ALL (AU\$)	9.32	8.61	6.41	8.25	45.40	3.95
Astro Corp.	Taiwan: 3064 (NT\$)	21.00	23.60	30.00	(11.02)	(30.00)	(0.05)
Crane Co.	NYSE: CR (US\$)	52.64	46.61	62.35	12.94	(15.57)	4.35
Daktronics, Inc.	Nasdaq: DAKT (US\$)	9.70	8.67	13.31	11.88	(27.12)	0.56
Everi Holdings Inc.	NYSE: EVRI (US\$)	4.68	5.13	7.29	(8.77)	(35.80)	(0.30)
Galaxy Gaming Inc.	OTCMKTS: GLXZ (US\$)	0.24	0.24	0.42	-	(42.86)	-
Gaming Partners International	Nasdaq: GPIC (US\$)	9.28	10.00	8.30	(7.20)	11.81	(0.06)
International Game Technology PLC	NYSE: IGT (US\$)	16.22	15.33	16.39	5.81	(1.04)	2.06
INTRALOT S.A.	ATHEX: INLOT (€)	1.51	1.70	1.13	(11.18)	33.63	(0.40)
Konami Corp	TYO: 9766 (¥)	2,758.00	2,583.00	2,202.00	6.78	25.25	1.96
Scientific Games Corporation	Nasdaq: SGMS (US\$)	11.09	10.45	11.77	6.12	(5.78)	0.64
Transact Technologies	Nasdaq: TACT (US\$)	9.57	9.06	5.73	5.63	67.02	0.05
Change in Index Value							13.87
AGEM Index Value: September 2015							183.34
<b>AGEM Index Value: October 2015</b>							<b>197.21</b>

# AGEM Index

Association of Gaming Equipment Manufacturers

October 2015



The tourism and gaming industry in the Philippines is evolving as development on Entertainment City, a gaming and entertainment complex located in the Manila Bay area, continues to move forward. When completed, the project is expected to include four integrated resorts offering various gaming, food and beverage, retail and other entertainment options. There are also plans to offer residential units. Two of the properties have already opened, while the remaining two remain under construction, with completion expected in 2018.

On March 18, 2013, Solaire Resort & Casino became the first integrated resort to open at Entertainment City. The property was developed by Bloomberry Resorts and Hotels and now offers more than 800 hotel rooms, luxury restaurants, a night club, a 1,760-seat theatre and a 1,000-seat grand ballroom. The casino includes 300 gaming tables and 1,200 slot machines. In August 2015, the resort also launched its poker venue, Poker King Club Manila.

Entertainment City's second resort was City of Dreams Manila, which officially opened February 2, 2015. The property is owned by Melco Crown Philippines, which is a joint venture between Belle Corporation and Melco Crown Entertainment. The resort includes six hotel towers with 900 rooms. There are also numerous entertainment options including a family entertainment center, luxury lounge and night clubs. The casino offers 380 gaming tables, 1,700 electronic table games and 1,700 slot machines. There is also a PokerStars poker room and a Signature Club that offers private gaming.

Manila Bay Resorts, which will be operated by Tiger Resorts Leisure and Entertainment and All Seasons Hotel and Resort Corporation, is currently under construction and will be the third resort to open at Entertainment City. The initial phase, which will be completed by the end of 2016, will offer two hotel towers totaling 1,000 rooms, nightclubs, restaurants, an artificial beach and a dancing water fountain. The casino is expected to include 500 gaming tables and 3,000 slot machines. Future phases of the project are programmed to include additional hotels, high-rise apartments, office towers and an opera house.

The fourth integrated resort at Entertainment City started construction in October 2014 and is expected to open in the fourth quarter of 2018. The project, Resorts World Bayshore, is being developed by Alliance Global Group, Inc. and Genting Hong Kong, Ltd. The resort will eventually offer 1,500 hotel rooms, a 3,000-seat Grand Opera House, condos, 10 cinemas and numerous dining and retail options. Casino details are not yet available.

Entertainment City is expected to boost tourism to the Philippines as the remaining resorts reach completion. From January to August 2015, the country welcomed 3.6 million international visitors, up 9.9 percent from the same period in 2014. Revenue from inbound visitors totaled \$3.4 billion in the same period. Philippines remains a key market opportunity for global gaming suppliers.



[www.AGEM.org](http://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, Agilysys, AMD, Arrow International, Asimex Global, Atrient, Axiomtek, 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, Four Corners, Fox Rothschild, G2 Game Design, GAN, 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, 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.