

AGEM Index

Association of Gaming Equipment Manufacturers

June 2017

The AGEM Index reached another record high in June, continuing the momentum from previous months. The composite index stood at 421.95 points at the close of June 2017, which represents an increase of 31.77 points, or 8.1 percent, when compared to May 2017. The AGEM Index reported a year-over-year increase for the 21st consecutive month, and has climbed 161.94 points, or 62.3 percent, since May 2016.

During the latest period, 10 of the 13 global gaming equipment manufacturers reported month-to-month increases in stock price, with five up by more than 10 percent. Three manufacturers reported decreases in stock price during the month, with one posting double-digit declines.

The broader stock markets produced mixed results in June. The S&P 500 reported a slight month-to-month increase, rising 0.3 percent to 2,419.7. Additionally, the Dow Jones Industrial Average increased 1.7 percent to 21,479.27, while the NASDAQ decreased 1.4 percent during the period to 6,144.35.

Selected positive contributors to the June 2017 AGEM Index included the following:

- Konami Corp. (TYO:9766) contributed 12.30 points due to a 14.71 percent increase in stock price to ¥6,240.
- Aristocrat Technologies (ALL) reported a 5.32 percent increase in stock price to AU\$22.96 and contributed 12.69 points.
- Scientific Games Corporation (SGMS) contributed 4.05 points due to a 13.79 percent increase in stock price to \$26.40.

Selected negative contributors included the following:

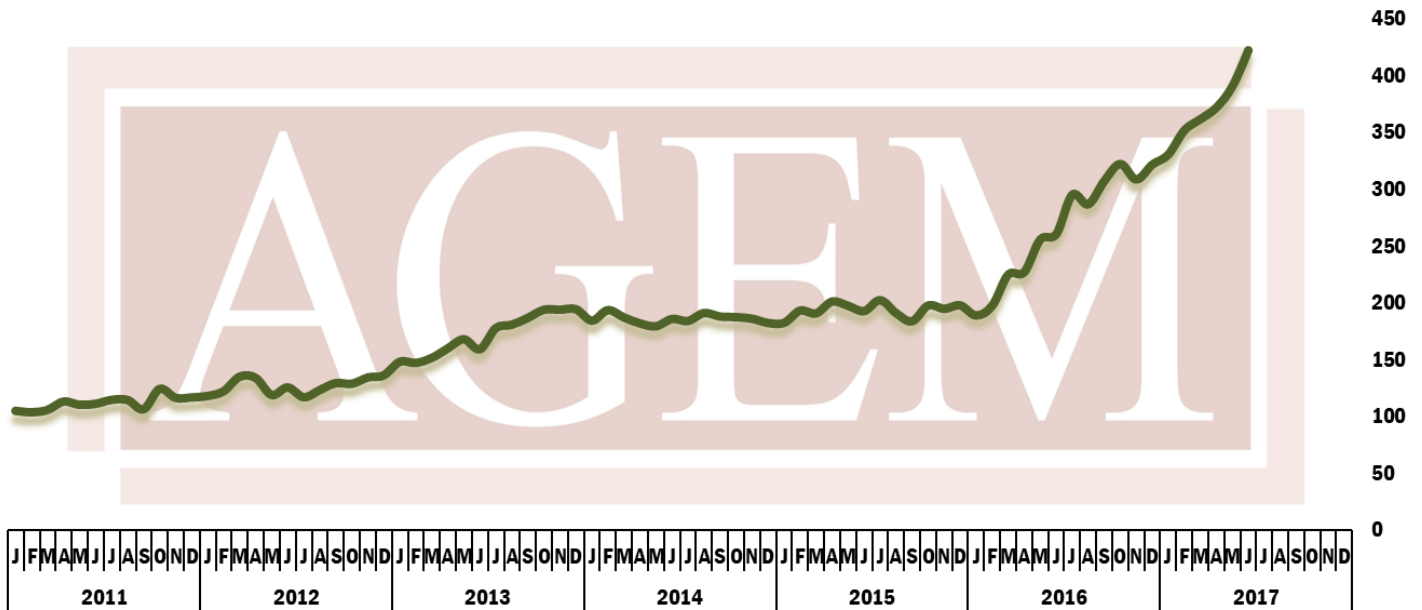
- With its stock price falling 10.16 percent to NT\$17.25, AstroCorp (TWO:3064) contributed negative 0.05 points.

AGEM	Exchange: Symbol (Currency)	Stock Price At Month End			Percent Change		Index Contribution
		Jun-17	May-17	Jun-16	Prior Period	Prior Year	
Agilysys	Nasdaq: AGYS (US\$)	9.97	9.91	10.47	0.61	(4.78)	0.02
Ainsworth Game Technology	ASX: AGI (AU\$)	2.16	2.21	2.16	(2.26)	-	0.08
Aristocrat Technologies	ASX: ALL (AU\$)	22.96	21.80	13.80	5.32	66.38	12.69
Astro Corp.	Taiwan: 3064 (NT\$)	17.25	19.20	37.30	(10.16)	(53.75)	(0.05)
Crane Co.	NYSE: CR (US\$)	78.57	77.58	56.72	1.28	38.52	0.75
Everi Holdings Inc.	NYSE: EVRI (US\$)	7.40	6.69	1.15	10.61	543.48	0.65
Galaxy Gaming Inc.	OTCMKTS: GLXZ (US\$)	0.78	0.73	0.31	6.85	151.61	0.03
Gaming Partners International	Nasdaq: GPIC (US\$)	12.50	10.35	9.30	20.77	34.41	0.26
International Game Technology PLC	NYSE: IGT (US\$)	18.01	17.75	18.74	1.46	(3.90)	0.67
INTRALOT S.A.	ATHEX: INLOT (€)	1.20	1.08	0.90	11.11	33.33	0.35
Konami Corp.	TYO: 9766 (¥)	6,240	5,440	3,895	14.71	60.21	12.30
Scientific Games Corporation	Nasdaq: SGMS (US\$)	26.40	23.20	9.19	13.79	187.27	4.05
Transact Technologies	Nasdaq: TACT (US\$)	8.45	8.55	8.02	(1.17)	5.36	(0.01)
Change in Index Value							31.77
AGEM Index Value: May 2017							390.18
AGEM Index Value: June 2017							421.95

AGEM Index

Association of Gaming Equipment Manufacturers

June 2017



Scientific Games (SGMS) recently unveiled two new cabinets in its line of products. In early June, SGMS made its first entry into the skill-based game market with the release of *SPACE INVADERS*, a throwback to the 1978 classic arcade game of the same name.

The cabinet features a six-reel game that offers players a bonus that allows them to play a game that channels the original arcade game, tasking players with destroying oncoming waves of aliens with a cannon. Players are also given the option to jump straight into the arcade portion of the game by purchasing a pass, allowing the player to play for rewards without the reel mechanic of a standard slot machine. The *SPACE INVADERS* cabinet is currently deployed in New Jersey, and Scientific Games plans on unveiling the product in several other jurisdictions across North America.

Additionally, the company announced a new cabinet based on the popular adult cartoon show *The Simpsons*. The cabinet showcases SGMS's new Gamescape technology designed to envelop a player in the action of the game. With a curved screen built around the player, the game also offers a touch screen to provide an encapsulating player experience. The cabinet is not currently within the skill-based game genre and is being offered across North America.

Everi Holdings Inc. (EVRI) announced a new game in June. Everi partnered with Warner Bros. Consumer Products to create a Casablanca-themed cabinet. The game marks the first themed offering for the company's wide-area progressive link for Class II markets. With five reels and 30 lines, the cabinet is based on the classic 1942 film starring Humphrey Bogart and Ingrid Bergman. The game is built on a new cabinet system from Everi that allows for flexible arrangements and floor configurations, helping to save space on the casino floor. The cabinet is currently offered in Oklahoma, Connecticut, and Louisiana with more jurisdictions to come.

Also in recent news, International Game Technology (IGT) announced a cross-licensing agreement with Konami Gaming Inc. (TYO 9766), allowing the companies to share patented gaming technology between both portfolios. Additionally, the companies have agreed to license games in exchange for licensing fees, broadening the potential offerings of both firms in terms of their cabinet capabilities and product lines.



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, lotteries, 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:

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

AGEM Silver Members: Action Gaming, Aruze Gaming America, Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), JCM Global, NYX Gaming Group, Ortiz Gaming, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, William Hill US and Zitro.

AGEM Bronze Members: Abbiati Casino Equipment, Alfastreet, Amatic Industries, APEX gaming, Astro Corp., BetConstruct, Bingotimes Digital Technology, Boss Gaming, Cammegh Limited, Century Gaming Technologies, CG Technology (CGT), Cole Kepro International, Euro Games Technology (EGT), Exacta Systems, FBM, Galaxy Gaming, Gamblit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, Incredible Technologies, Inspired Gaming, Interblock USA, Intervision Gaming, ISMS, Iverson Gaming Systems, Jumbo Technology, Matsui Gaming Machine Co., Metronia, Patriot Gaming & Electronics, Spintec, Table Trac, Vantiv Entertainment Solutions, Wells-Gardner Technologies and Win Systems.

AGEM Associate Members: 3M Touch Systems, Adlink Technology, Advantech-Innocore, Agilysys, AMD, Arrow International, Asimex Global, Atrient, Automated Cashless Systems, AVUITY, Axiomtek, British Group Interactive (BGI), Camryn Industries, CardConnect, Carmanah Signs, Casino Connection International, Casino Screens, Catapult Global, CDC Gaming Reports, CMC Trading Engineering, Cooper Levenson, Digital Instinct, DiTronics Financial Services, Duane Morris LLP, EFCOtec Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Esterline Interface Technologies, Fantini Research, Finnegan, Henderson, Farabow, Garrett & Dunner, Fox Rothschild, G2 Game Design, Gambling Compliance, GAN, Gaming and Entertainment Touch Technology, Gaming Capital Group, Ganlot, Gary Platt Manufacturing, Genesis Interactive Technologies, GeoComply USA, Global Gaming Group (G3), Greenberg Traurig, Holley, Driggs, Walch, Fine, Wray, Puzey & Thompson, House Advantage, Howard & Howard, Impact Display Solutions, Intel, IPS, James Industries, James Industry Research Group, JCS Technologies, Jones Walker, KEY-BAK, Kontron, Lazzano Sámamo, Lewis Roca Rothgerber Christie, Lightstone Solutions, Majestic Realty, Media Resources, Metalcraft, NanoLumens, Olsen Gaming / Spectronix, Outpost Creative, Passport Technology, Patir Casino Seating, Portilla Ruy-Díaz y Aguilar, Proforma GPS, Regulatory Management Counselors (RMC), RMMC, RSM US LLP, SAP, SCA Gaming, Sightline Payments, Slot Constructor, Southwest Manufacturing Services, Spin Games, StylGame USA, Taft Stettinius & Hollister, Talent Associates, The Bright Group, Tohkoh Plastics America, Touch Dynamic, Touch Embedded Solutions, Tournament One, TOVIS, TraffGen USA, TransAct Technologies, Veridocs, Wells Fargo, Young Electric Sign Company (YESCO) and Zebra Technologies.