

AGEM INDEX FEB '20

Current
AGEM
Index Value

468.91
Feb '20

VS. PRIOR MONTH
-13.2% ▼

VS. PRIOR YEAR
1.1% ▲



| AGEM Index Companies | Stock Price | | | Percent Change | | Index Contribution |
|--|-------------|---------|---------|-----------------|----------------|--------------------|
| | Feb '20 | Jan '20 | Feb '19 | vs. Prior Month | vs. Prior Year | |
| Agilysys <i>Nasdaq: AGYS (US\$)</i> | 32.13 | 32.50 | 20.90 | -1.1 ▼ | 53.7 ▲ | -0.16 |
| Ainsworth Game Technology <i>ASX: AGI (AU\$)</i> | 0.70 | 0.74 | 0.84 | -5.4 ▼ | -17.3 ▼ | -0.23 |
| Aristocrat Leisure Limited <i>ASX: ALL (AU\$)</i> | 33.11 | 36.20 | 24.62 | -8.5 ▼ | 34.5 ▲ | -28.12 |
| Astro Corp. <i>Taiwan: 3064 (NT\$)</i> | 12.55 | 12.60 | 32.00 | -0.4 ▼ | -60.8 ▼ | -0.00 |
| Crane Co. <i>NYSE: CR (US\$)</i> | 67.95 | 85.46 | 84.57 | -20.5 ▼ | -19.7 ▼ | -15.56 |
| Everi Holdings Inc. <i>NYSE: EVRI (US\$)</i> | 10.40 | 12.50 | 7.69 | -16.8 ▼ | 35.2 ▲ | -2.75 |
| Galaxy Gaming Inc. <i>OTCMKTS: GLXZ (US\$)</i> | 1.80 | 1.89 | 2.00 | -4.8 ▼ | -10.0 ▼ | -0.03 |
| Inspired Entertainment, Inc. <i>Nasdaq: INSE (US\$)</i> | 5.20 | 5.86 | 6.82 | -11.3 ▼ | -23.8 ▼ | -0.25 |
| International Game Technology PLC <i>NYSE: IGT (US\$)</i> | 10.64 | 13.49 | 17.25 | -21.1 ▼ | -38.3 ▼ | -8.56 |
| Konami Corp. <i>TYO: 9766 (¥)</i> | 3,895 | 4,240 | 4,595 | -8.1 ▼ | -15.2 ▼ | -7.05 |
| PlayAGS Inc. <i>NYSE: AGS (US\$)</i> | 9.69 | 10.28 | 23.79 | -5.7 ▼ | -59.3 ▼ | -0.37 |
| Scientific Games Corporation <i>Nasdaq: SGMS (US\$)</i> | 18.24 | 24.84 | 29.06 | -26.6 ▼ | -37.2 ▼ | -8.42 |
| Transact Technologies <i>Nasdaq: TACT (US\$)</i> | 9.98 | 10.65 | 10.18 | -6.3 ▼ | -2.0 ▼ | -0.09 |

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February 2020

The AGEM Index decreased by 71.59 points in February 2020 to 468.91 points, a 13.2 percent decline from January 2020. The drop was driven by stock price declines for all 13 AGEM Index companies as markets around the globe reacted to the uncertainty surrounding the COVID-19 outbreak. The stock price for Aristocrat Leisure Limited (ASX: ALL) dropped by 8.5 percent, accounting for a 28.12-point decrease in the AGEM Index, while Crane Co. (CR) experienced a 20.5 percent stock price drop that led to an index contribution of negative 15.56 points.

All three major U.S. stock indices decreased as the Dow Jones Industrial Average and the S&P 500 experienced monthly declines of 10.1 percent and 8.4 percent, respectively. The NASDAQ also experienced a drop of 6.4 percent.

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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 nine 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 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.

About Applied Analysis

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.