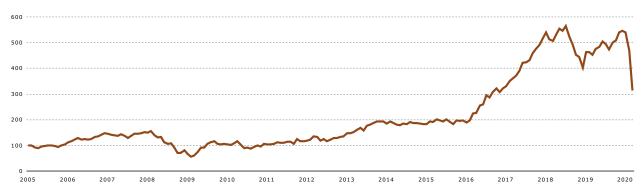
AGEMINDEX MAR '20

Current AGEM Index Value 312.52 Mar '20 vs. prior month **-33.4%** ▼

VS. PRIOR YEAR **-30.9%** ▼



		Stock Price			Percent Change	
AGEM Index Companies	Mar '20	Feb '20	Mar '19	vs. Prior Month	vs. Prior Year	Index Contribution
Agilysys Nasdaq: AGYS (US\$)	16.70	32.13	21.17	-48.0 ▼	-21.1 ▼	-4.79
Ainsworth Game Technology ASX: AGI (AU\$)	0.38	0.70	0.85	-45.3 ~	-55.0 🔻	-0.96
Aristocrat Leisure Limited ASX: ALL (AU\$)	21.35	33.11	24.51	-35.5 ▼	-12.9 ▼	-83.03
Astro Corp. Taiwan: 3064 (NT\$)	14.50	12.55	26.10	15.5 📤	-44.4 ▼	0.16
Crane Co. NYSE: CR (US\$)	49.18	67.95	84.62	-27.6 ▼	-41.9 ▼	-20.32
Everi Holdings Inc. NYSE: EVRI (US\$)	3.30	10.40	10.52	-68.3 ▼	-68.6 ▼	-4.81
Galaxy Gaming Inc. OTCMKTS: GLXZ (US\$)	0.85	1.80	1.60	-52.8 ▼	-46.9 ▼	-0.20
Inspired Entertainment, Inc. Nas dag: INSE (US\$)	3.38	5.20	6.66	-35.0 ▼	-49.2 ▼	-0.66
International Game Technology PLC NYSE: IGT (US\$)	5.95	10.64	12.99	-44.1 ▼	-54.2 ▼	-13.55
Konami Corp. <i>TYO</i> : 9766 (¥)	3,315	3,895	4,805	-14.9 ▼	-31.0 ▼	-15.39
PlayAGS Inc. NYSE: AGS (US\$)	2.65	9.69	23.93	-72.7 ▼	-88.9 ▼	-1.73
Scientific Games Corporation Nasdaq: SGMS (US\$)	9.70	18.24	20.42	-46.8 ▼	-52.5 ▼	-10.70
Transact Technologies Nas daq: TACT (US\$)	3.11	9.98	9.14	-68.8 ▼	-66.0 ▼	-0.40

Powered by Applied Analysis and May my Researcher.com

March 2020

The AGEM Index decreased by 156.39 points in March 2020 to 312.52 points, a 33.4 percent decline from February 2020. Twelve of the 13 AGEM Index companies reported significant stock price declines as global markets reacted to gaming industry shutdowns, historic unemployment claims, and a widening economic freeze due to the COVID-19 pandemic. The stock price for Aristocrat Leisure Limited (ASX: ALL) dropped by 35.5 percent, accounting for an 83.03-point decrease in the AGEM Index, while Crane Co. (CR) experienced a 27.6 percent stock price drop that led to an index contribution of negative 20.32 points.

All three major U.S. stock indices decreased as the Dow Jones Industrial Average and the S&P 500 experienced monthly declines of 13.7 percent and 12.5 percent, respectively. The NASDAQ also experienced a drop of 10.1 percent.

AGEMINDEX MAR '20

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 monthend 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 beenconverted 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 <u>Applied Analysis</u> (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.