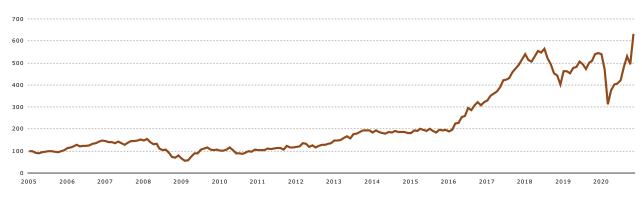
# **AGEMINDEX** NOV '20

Current AGEM Index Value 631.72

vs. prior month **27.5%** ▲

VS. PRIOR YEAR 16.8% •



	Stock Price			Percent Change		
AGEM Index Companies	Nov '20	Oct '20	Nov '19	vs. Prior Month	vs. Prior Year	Index Contribution
Agilysys Nasdaq: AGYS (US\$)	37.36	27.08	25.33	38.0 📤	47.5 📤	4.77
Ainsworth Game Technology ASX: AGI (AU\$)	0.32	0.29	0.69	10.5 📤	-54.3 🔻	0.17
Aristocrat Leisure Limited ASX: ALL (AU\$)	31.96	28.63	33.92	11.6 📥	-5.8 ▼	35.65
Astro Corp. Taiwan: 3064 (NT\$)	32.90	37.00	13.50	-11.1 <b>▼</b>	143.7 📥	-0.05
Crane Co. NYSE: CR (US\$)	69.53	50.75	83.07	37.0 📤	-16.3 🔻	21.30
Everi Holdings Inc. NYSE: EVRI (US\$)	10.64	8.61	13.47	23.6 📥	-21.0 ▼	3.07
Galaxy Gaming Inc. OTCMKTS: GLXZ (US\$)	1.43	0.99	1.90	44.4 📤	-24.5 🔻	0.20
Inspired Entertainment, Inc. Nasdaq: INSE (US\$)	6.65	4.00	6.99	66.3 📤	-4.9 <b>~</b>	1.45
International Game Technology PLC NYSE: IGT (US\$)	12.59	8.21	14.85	53.3 📤	-15.2 ▼	19.60
Konami Corp. TYO: 9766 (¥)	5,600	4,070	4,820	37.6 📤	16.2 📥	39.45
PlayAGS Inc. NYSE: AGS (US\$)	4.92	2.70	11.49	82.2	-57.2 ▼	2.06
Scientific Games Corporation Nas dag: SGMS (US\$)	37.28	31.88	27.36	16.9 📥	36.3 📥	8.56
Transact Technologies Nasdaq: TACT (US\$)	8.44	7.15	11.21	18.0 📤	-24.7 <b>▼</b>	0.19

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## November 2020

The AGEM Index increased 136.41 points in November 2020 to 631.72 points, a 27.5 percent gain from October 2020. Overall, the majority of AGEM Index companies reported rises in stock price during the month, with 12 trending positively and one moving negatively. The stock price of Konami Corp. (TYO.9766) grew 37.6 percent and contributed 39.45 points to the AGEM Index's November gain. Additionally, the stock price for Aristocrat Leisure Limited (ALL.AX) increased 11.6 percent, which led to an index contribution of 35.65 points.

The major stock indices advanced sharply in November, as well. The NASDAQ and the Dow Jones Industrial Average climbed by 12.2 percent and 11.3 percent, respectively, while the S&P 500 grew by 10.9 percent.

## **AGEMINDEX** NOV '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. Company stock prices and AGEM Index contributions may be revised as necessary due to stock splits, reverse stock splits, mergers, acquisitions and other business activities.

#### 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.