

AGEMINDEX AUG '26

Current AGEM Index Value

1,929.25

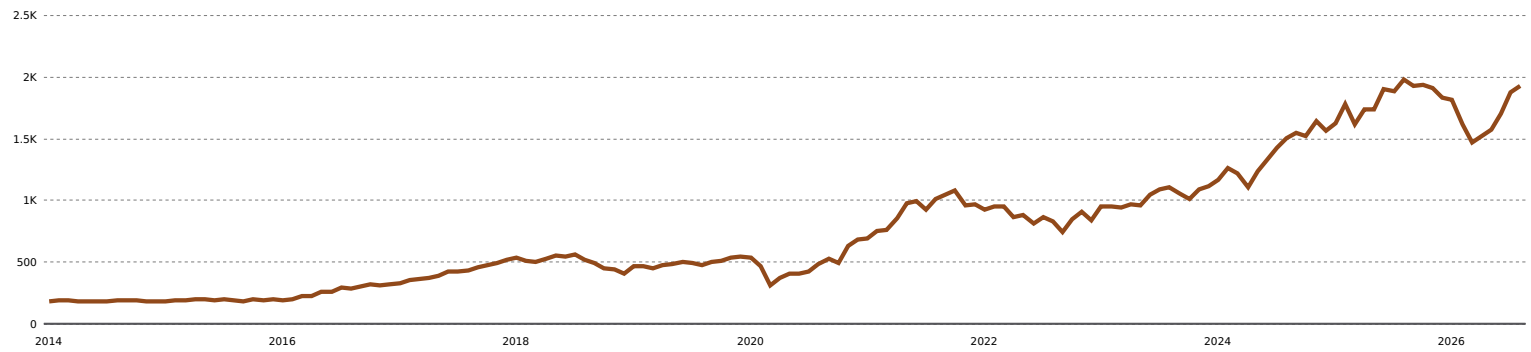
Aug '26

VS. PRIOR MONTH

2.9% ▲

VS. PRIOR YEAR

-2.7% ▼



AGEM Index Companies

AGEM Index Companies	Stock Price			Percent Change		Index Contribution
	Aug '26	Jul '26	Aug '25	vs. Prior Month	vs. Prior Year	
Agilysys Nasdaq: AGYS (US\$)	116.41	105.16	109.12	10.7 ▲	6.7 ▲	11.26
Ainsworth Game Technology ASX: AGI (AU\$)	1.11	1.20	1.02	-7.9 ▼	8.9 ▲	-0.51
Aristocrat Leisure Limited ASX: ALL (AU\$)	60.92	64.09	72.71	-4.9 ▼	-16.2 ▼	-24.61
Crane NXT, Co. NYSE: CXT (US\$)	48.90	51.95	59.73	-5.9 ▼	-18.1 ▼	-5.30
Galaxy Gaming Inc. OTCMKTS: GLXZ (US\$)	1.66	1.62	2.89	2.2 ▲	-42.6 ▼	0.03
Inspired Entertainment, Inc. Nasdaq: INSE (US\$)	5.83	6.88	9.30	-15.3 ▼	-37.3 ▼	-0.75
Konami Corp. TYO: 9766 (¥)	22,105	20,640	22,405	7.1 ▲	-1.3 ▼	33.85
Light & Wonder Inc. ASX: LNW (AU\$)	131.94	114.28	141.21	15.5 ▲	-6.6 ▼	40.57
Transact Technologies Nasdaq: TACT (US\$)	4.97	5.18	4.34	-4.1 ▼	14.5 ▲	-0.07

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August 2026

The AGEM Index rose by 54.48 points to 1,929.25 in August 2026, a 2.9 percent increase from the prior month. Compared to one year ago, the index declined by 2.7 percent, or 54.48 points. During the latest month, four of the nine AGEM Index companies reported stock price increases, which resulted in four positive contributions and five negative contributions to the index.

The largest positive contributor to the monthly index was Light & Wonder Inc. (ASX: LNW), whose 15.5 percent increase in stock price led to a 40.57-point gain to the index. Meanwhile, Konami Corp. (TYO: 9766) saw its stock price increase by 7.1 percent, leading to a 33.85-point increase for the index. The largest negative contributor to the index was Aristocrat Leisure Limited (ASX: ALL), whose 4.9 percent decrease in stock price resulted in a 24.61-point loss to the AGEM Index.

In August, all three of the major U.S. stock indices increased from the prior month. The NASDAQ rose by 3.9 percent, while the S&P 500 experienced a 2.6 percent gain. Meanwhile, the Dow Jones Industrial Average improved by 1.3 percent.

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The AGEM Index

The Association of Gaming Equipment Manufacturers (AGEM) produces the monthly AGEM Index that comprises nine global gaming suppliers throughout the world. A total of five suppliers are based in the United States and are listed on the NYSE, Nasdaq or OTC market, while three trade on the Australian exchange and one on the Tokyo 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. Company stock prices and the 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 [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.