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Rules for the S-Network Global Gaming IndexSM Amended to Expand Buffers

New York, NY, July 22, 2010 -- After careful review of index turnover over the course of the recent market downturn and recovery, the S-Network Global Gaming IndexSM (TICKER: WAGR) Committee has decided to amend the index rules by increasing the buffers used for average daily turnover from 25% to 40%. This process will reduce index turnover in stressful market conditions. This rule change will go into effect with the next rebalancing, which occurs on September 17, 2010.

A stock must have a minimum average daily turnover of \$1 million to be included in the index. Currently, the stock's turnover must fall below \$750,000 per day to be deleted. Under the rule change, turnover would have to fall below \$600,000 per day for the stock to be deleted.

The S-Network Global Gaming IndexSM is a capitalization-weighted, float-adjusted index of the most prominent gaming stocks in the world. To be included in the WAGR index, stocks must pass multiple screens, including for capitalization, float, exchange listing, share price and turnover.

Detailed information, including constituent data, rules and price information, on the S-Network Global Gaming IndexSM is available at www.snetgamingindex.com. Data is also available through most vendors of financial data.

Index: S-Network Global Gaming IndexSM (USD) TICKER: WAGR

Index: S-Network Global Gaming IndexSM (EUR) TICKER: WAGRE