

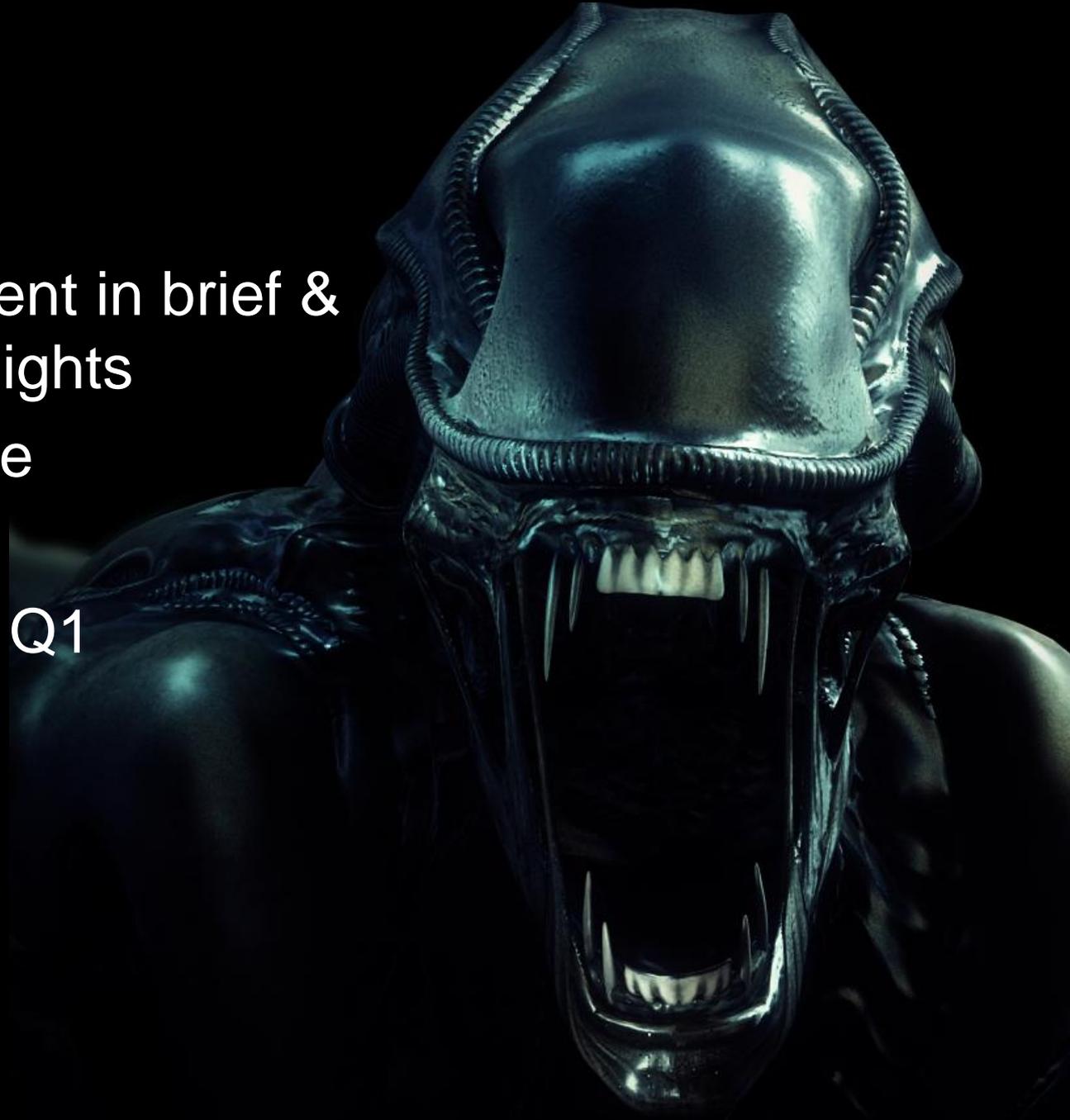
NET|ENT

Q1 2014

Net Entertainment

Agenda

- Net Entertainment in brief & key report highlights
- Financial update
- Product update
- Highlights after Q1
- Outlook
- Q&A



Net Entertainment in brief

Global B2B Development Company



Online Casino Software



Great growth possibilities



Innovation & technology



Workforce of 500



Listed on Nasdaq OMX Stockholm
Market Cap > €550m

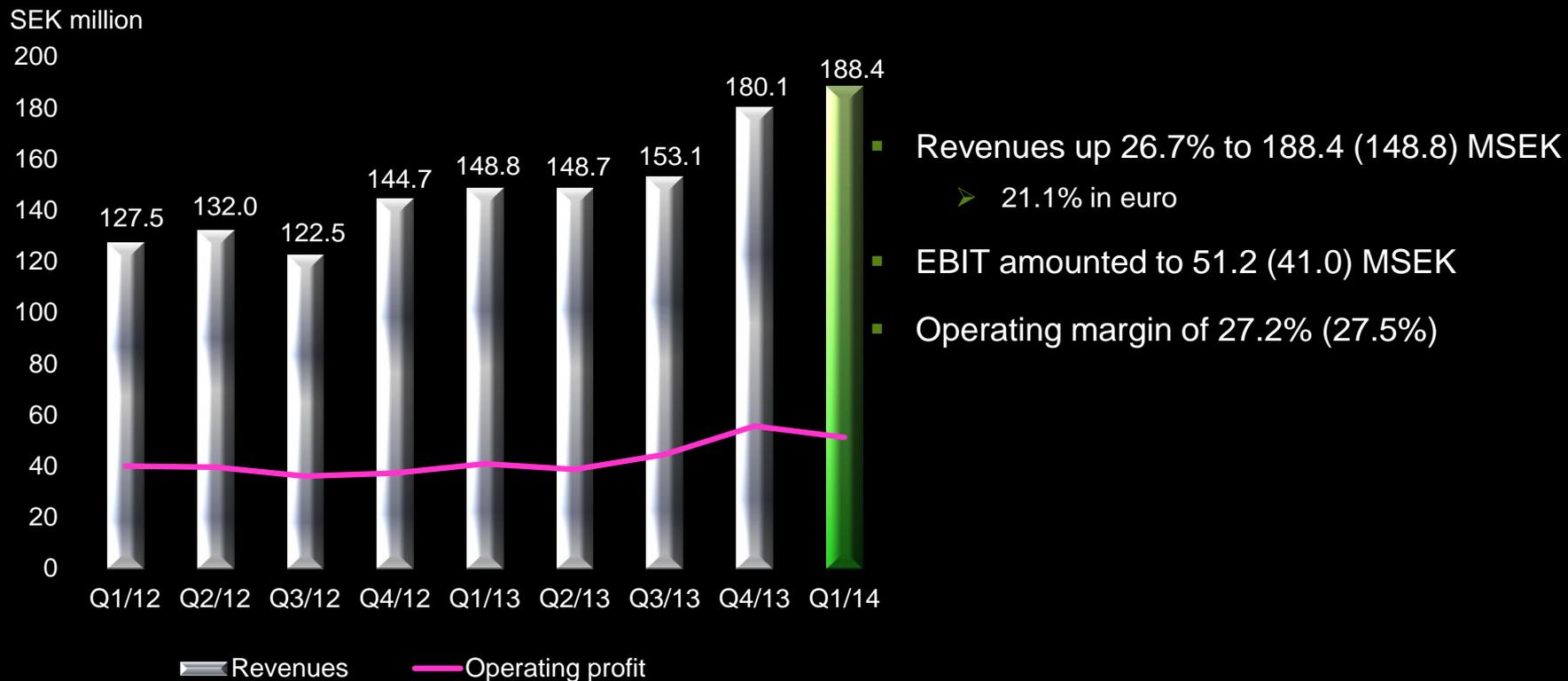


Q1 2014 – Key report highlights

- Record revenues
- Four new customers signed
- One partnership agreement signed
- Two customers launched
- Game transactions up 26% to 5 billion
- Mobile games now represents >11% of gamewin

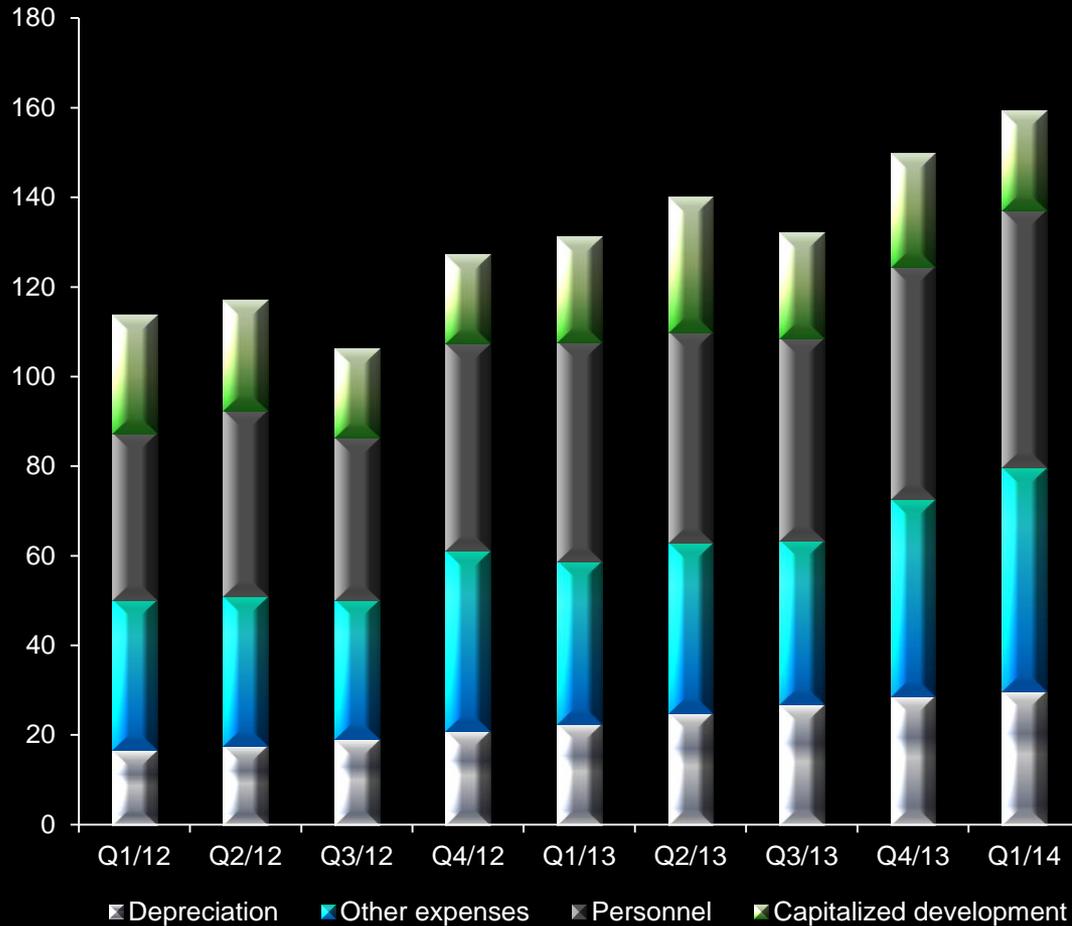


Revenues & operating profit by quarter



Cost Base By Quarter

SEK million

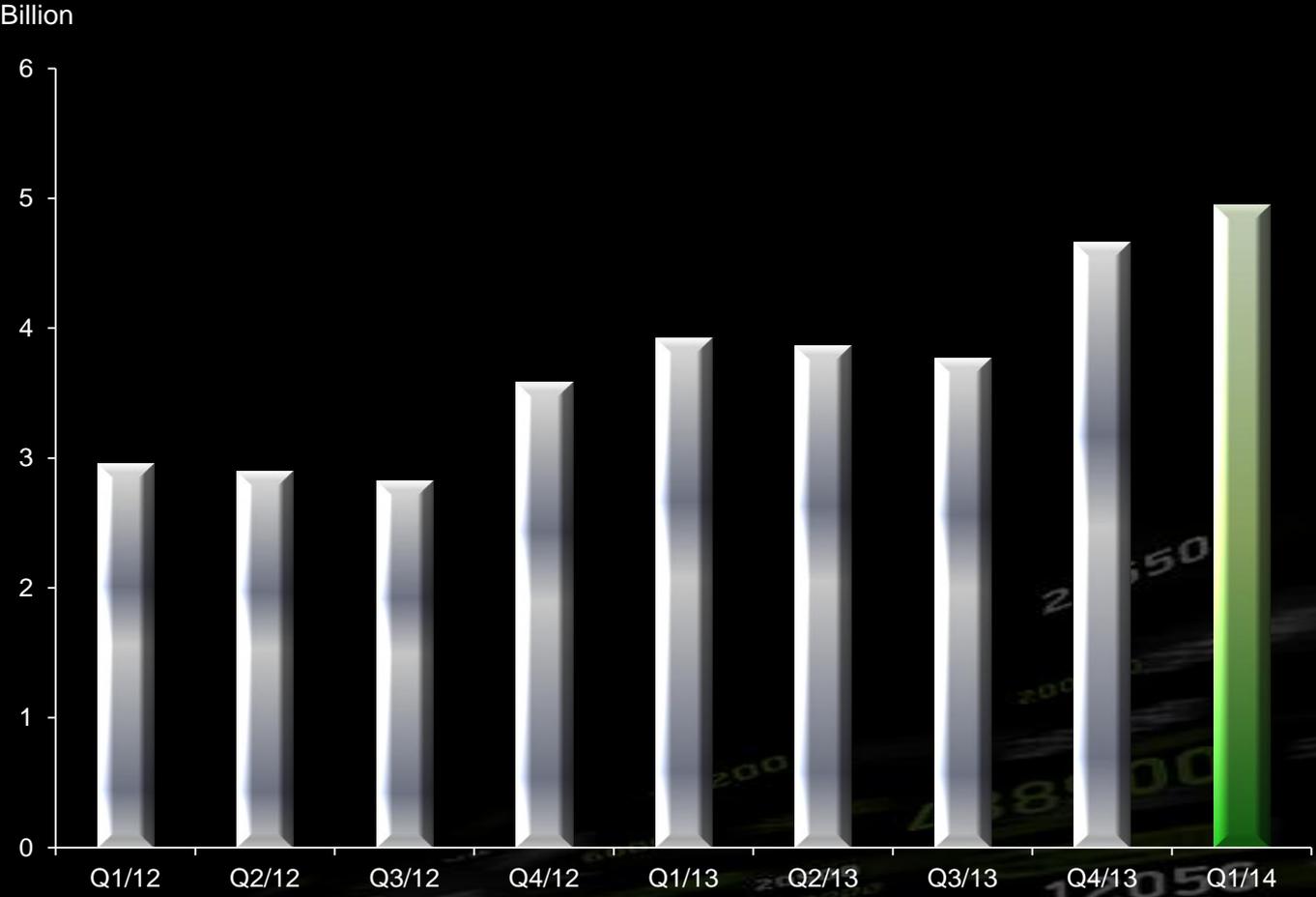


Q1/14 vs Q4/13

- Capitalized development decreased
 - Customer integrations
 - Platform maintenance
- Personnel cost & other expenses increased
 - Additional staff and consultants primarily due to higher activity but also due to lower capitalization of development projects
 - Gaming exhibition ICE
- Depreciation and amortization
 - Primarily due to additional games being launched

BETTER GAMES

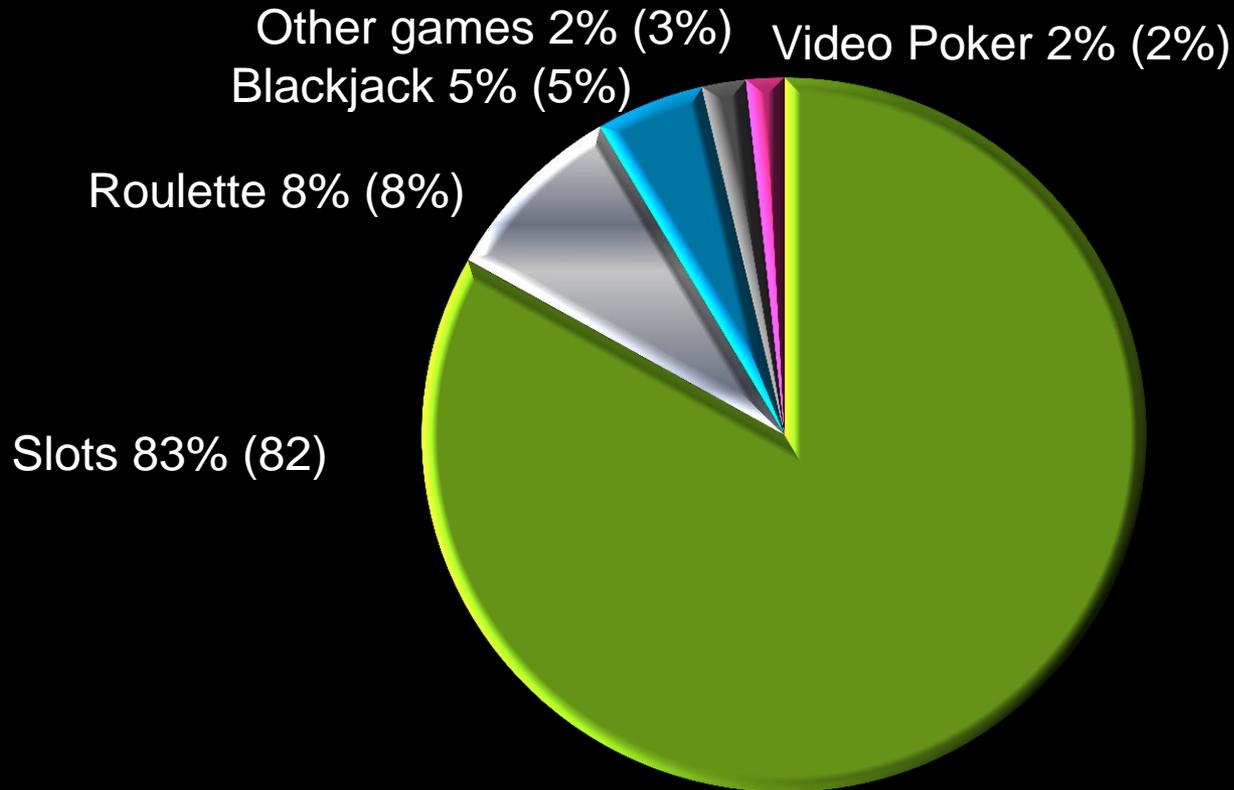
Game transactions by quarter



Q1 2014

- 5.0 billion transactions
- 26% up vs Q1 2013
- 6% up vs Q4 2013

Gamewin split Q1 2014



Game releases Q1 2014

NETENT



BETTER GAMES

bet365

Launched!

SKY
VEGAS

Future Outlook

- 15 new customers yet to launch
- Net Entertainment applying for UK license and preparing for entry in Holland, Spain and North America
- Increased collaboration with Italian gaming authority AAMS to reduce unlicensed operators in Italy
- Future growth triggers: UK, Live Casino, Mobile, New Games
- Good prerequisites for continued strong growth and profitability
 - Ambition in 2014 to achieve strong sales growth with an operating margin around 2013 level
- Good start of 2014 and remaining quarters look eventful in terms of new markets, new products and new customer deals

Q&A



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