Agenda

- Q3 highlights
- Financial update
- Product update
- Outlook
- Q&A
Report Highlights
Q3 2015

- Record levels for revenues and operating profit
- 9 new customers signed, including Golden Nugget in NJ and Gala Coral in the UK
- 6 new customers launched
- First launch of games in New Jersey
- Awarded prize for “Digital Industry Supplier of the Year” at the Global Gaming Awards in Las Vegas
Revenues & Operating Profit by Quarter

- Revenues +28.8% y-o-y to 279.8 MSEK
- EBIT +43.5% y-o-y to 105.3 MSEK
- EBIT margin of 37.6% (33.8%)
Game Transactions by Quarter

- 6.6 billion transactions
- +26% y-o-y
Revenues & Operating Profit
Rolling L12M

- Revenues of 1,050 MSEK
- EBIT of 360 MSEK
- EBIT margin of 34.3%
• Total costs -2.3% q-o-q
• Personnel costs -9.2% q-o-q
• Investments +3.4% q-o-q
Free Cash Flow
Rolling L12M

- Cash flow after investments was 84.8 (66.6) MSEK in Q3
- Net cash position of 316.8 MSEK at 30/9/2015
Mobile Growth

Mobile share of NetEnt gamewin

<table>
<thead>
<tr>
<th>Quarter</th>
<th>Q4-13</th>
<th>Q1-14</th>
<th>Q2-14</th>
<th>Q3-14</th>
<th>Q4-14</th>
<th>Q1-15</th>
<th>Q2-15</th>
<th>Q3-15</th>
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<tbody>
<tr>
<td>Growth</td>
<td>0%</td>
<td>5%</td>
<td>10%</td>
<td>15%</td>
<td>20%</td>
<td>25%</td>
<td>30%</td>
<td>28%</td>
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Gamewin Breakdown by Product

SLOTS 87% (86%)
ROULETTE 6% (7%)
BLACKJACK 4% (5%)
VIDEO POKER 1% (1%)
OTHER GAMES 2% (1%)

Note: Gamewin split as per Q3, 2015. Previous quarter in parenthesis.
Synced releases on desktop and mobile.

Available on iOS, Android and Windows Phone.
Events

After the Quarter

• Launched games with bwin.party in New Jersey
• Signed customer agreement with Resorts Casino in New Jersey
• Launched games with Gala Coral
Future Outlook

• 26 new customers yet to launch as per end of Q3

• Good conditions for continued strong growth and profitability

• Growth drivers
  • UK, Spain, Denmark, mobile and Live Casino
  • Long term: North America, Asia, Retail
Certain statements in this presentation are forward looking and the actual outcomes may be materially different. In addition to the factors discussed, other factors could have an impact on actual outcomes. Such factors include developments for customers, competitors, the impact of economic and market conditions, national and international legislation and regulations, fiscal regulations, the effectiveness of copyright for computer systems, technological developments, fluctuations in exchange rates and interest rates, and political risks.