Interim report Q1 2016

April 19, 2016

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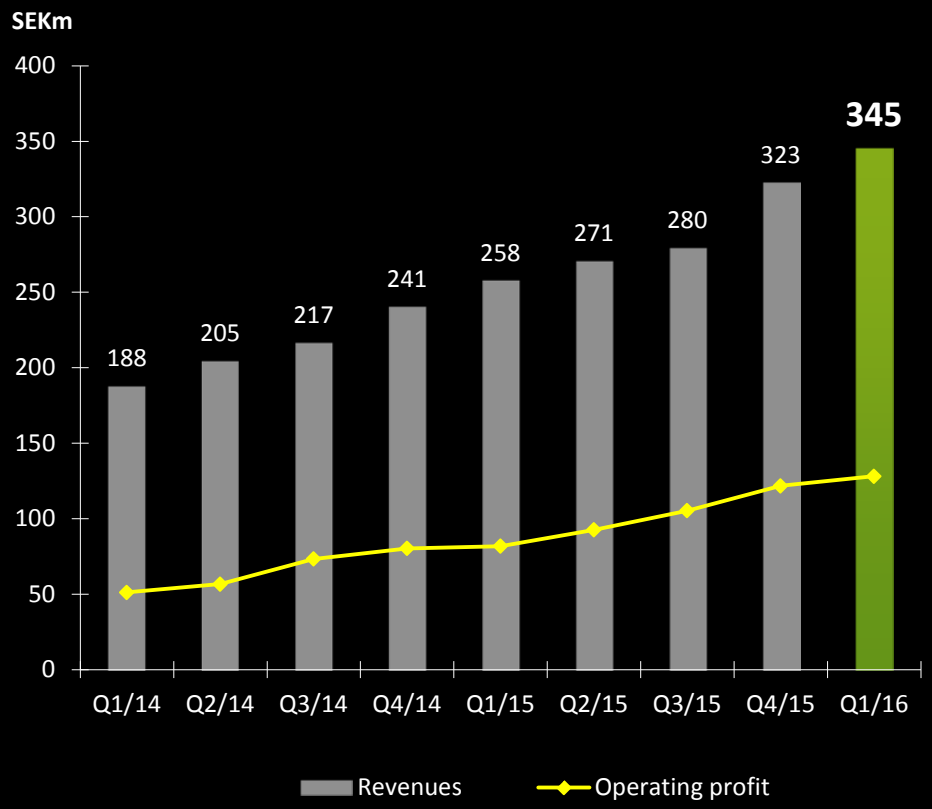
Agenda

Report Highlights Q1 2016

- Strong start to the year, successful release of Guns N Roses game
- Revenues +33.7%, operating profit +56.6%, compared to last year
- 9 new customers signed and 8 new customers launched
- Live with PokerStars in New Jersey
- Administrative Court of Appeal ruled in NetEnt's favor in tax dispute
- Associated member of WLA

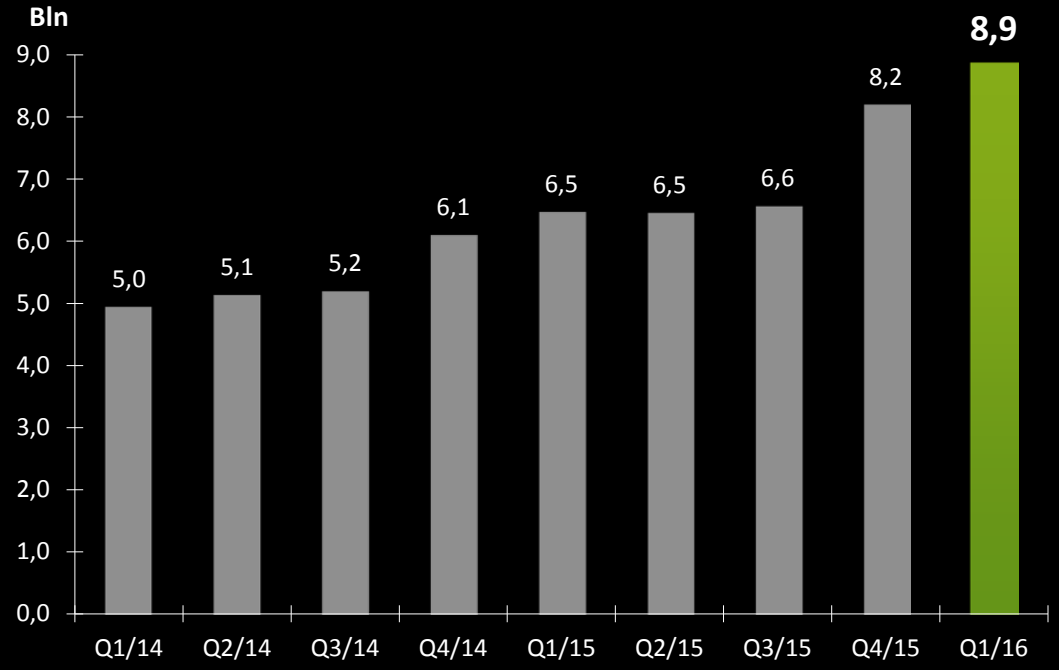
Revenues & Operating Profit by Quarter

- Revenues +33.7% y-o-y to 345 SEKm
- Revenues +34.5% y-o-y in EUR
- EBIT +56.6% y-o-y to 128 SEKm
- EBIT margin of 37.1% (31.7%)



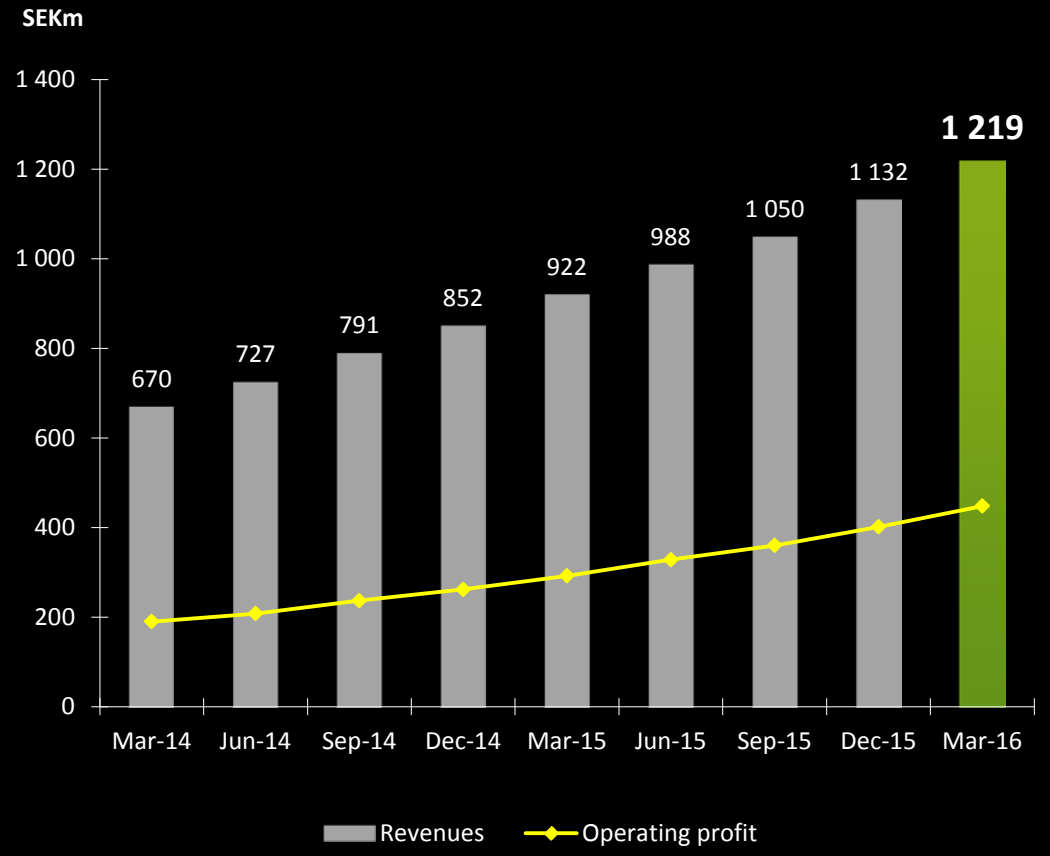
Game Transactions
by Quarter

- 8.9 Bln transactions
- +37.0% y-o-y



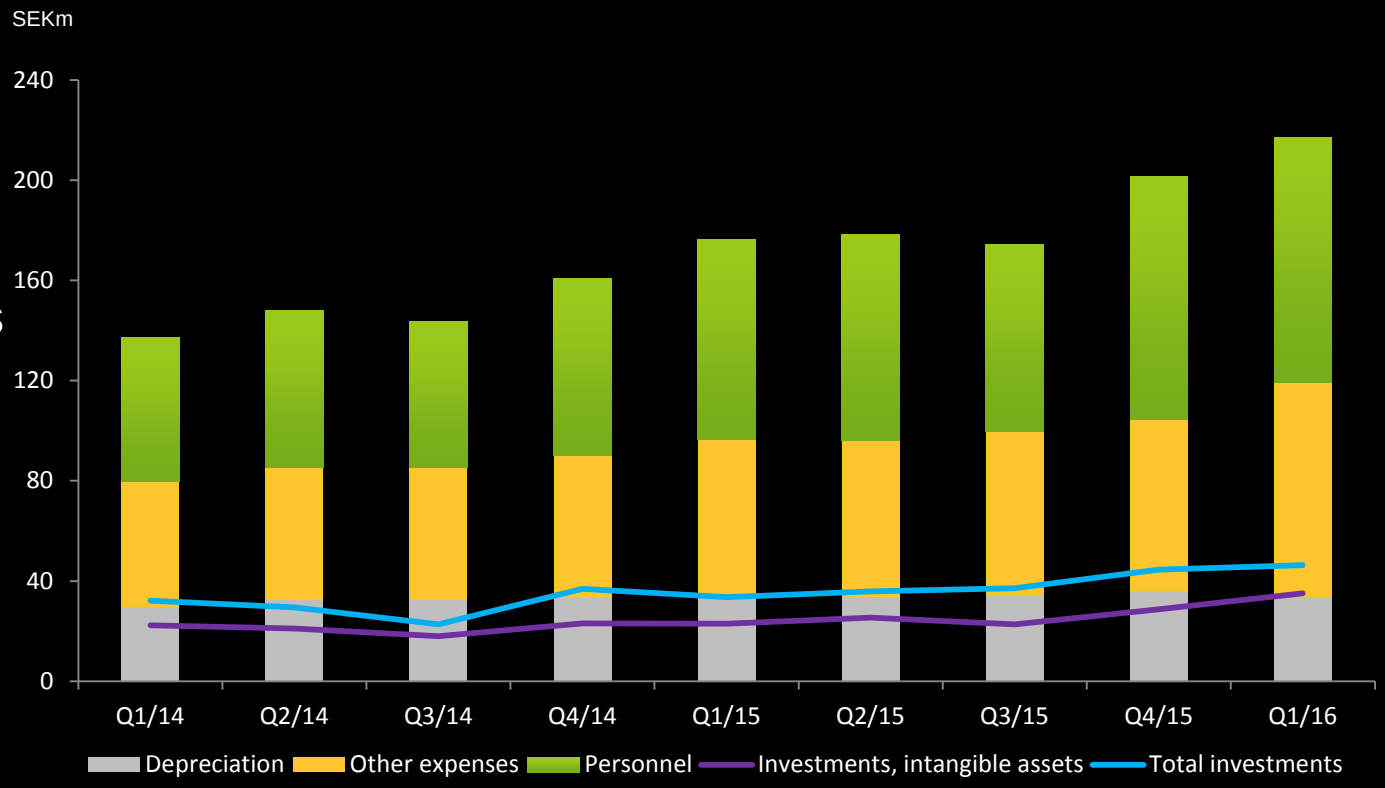
Revenues & Operating Profit Rolling L12M

- Revenues of 1,219 SEKm
- EBIT of 448 SEKm
- EBIT margin of 36.7%



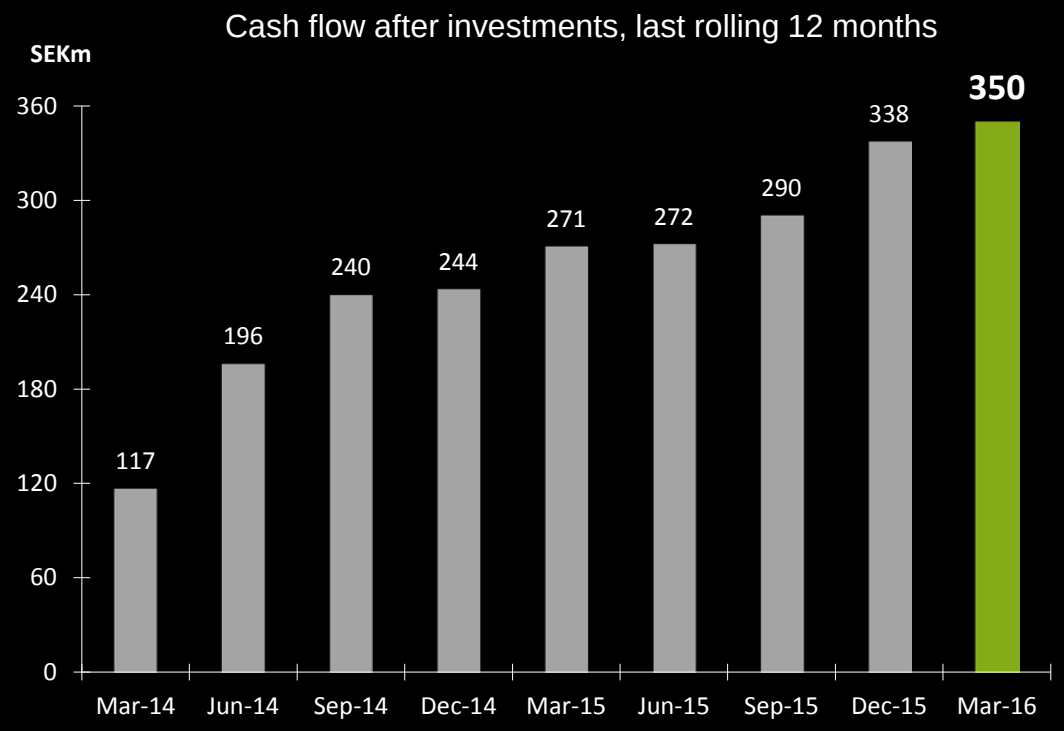
Costs & Investments by Quarter

- Total costs +7.9% q-o-q
- Personnel costs +1.2%
- Other costs +24.9%
- Investments +4.0%

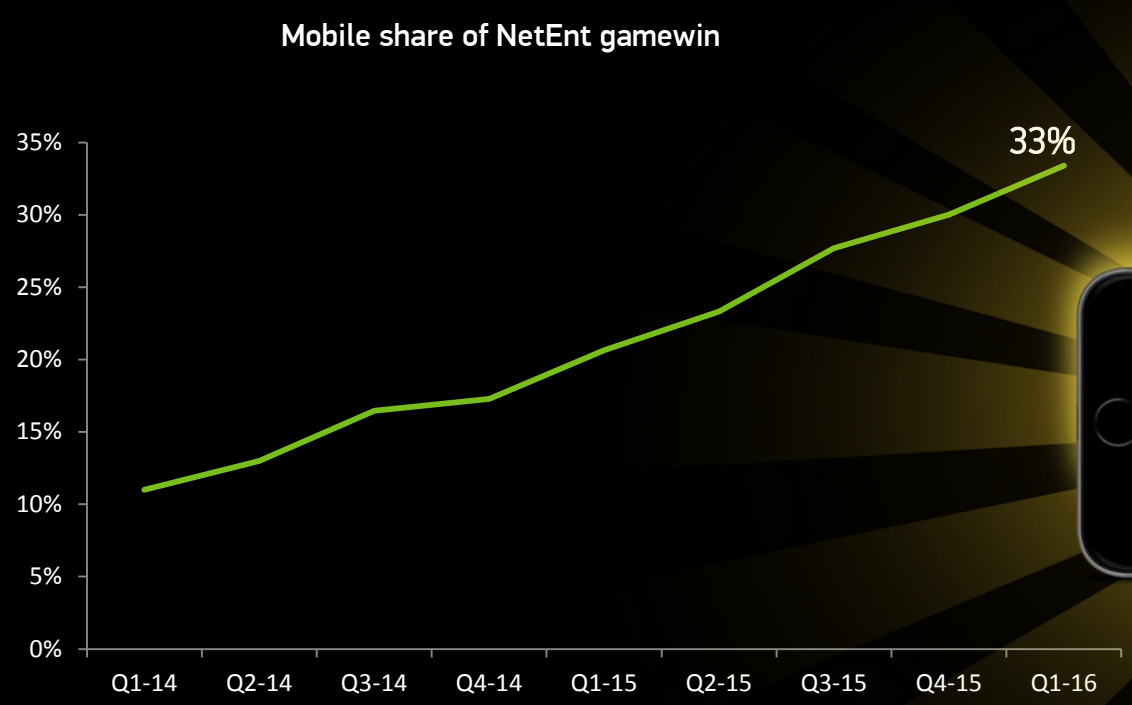


Free Cash Flow
Last 12 Months

- L12M free cash flow of 350 SEKm
- Net cash of 486 SEKm at 31/03/2016



Mobile Growth



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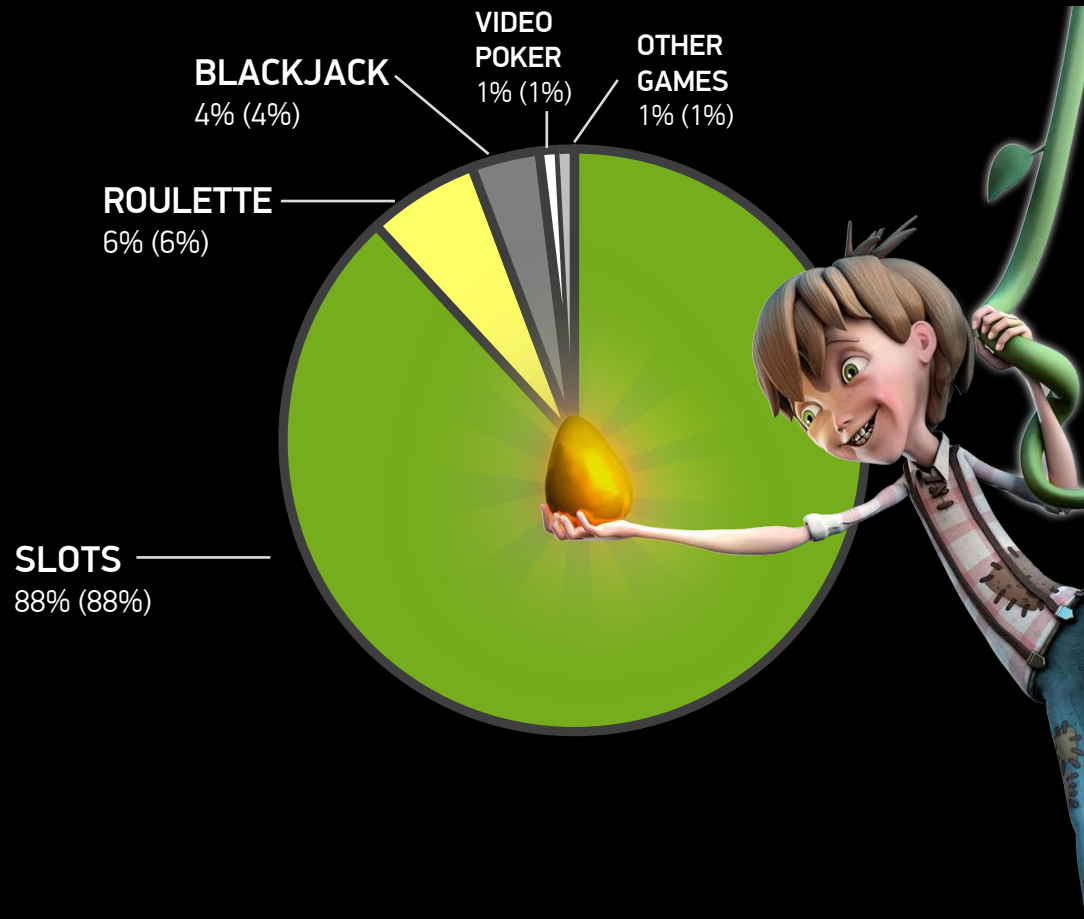
Gamewin Breakdown by Product



Note: Gamewin split as per Q1, 2016.
Previous quarter in paranthesis.

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Game Releases

Synced releases on desktop and mobile

Available on iOS, Android and Windows Phone

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Future Outlook

- 25 new customers yet to launch as per end of Q1
- Good conditions for continued strong growth and profitability
- Growth drivers
  - ✓ UK, mobile, Live Casino, North America
  - ✓ Long term: Asia, Retail

Q&A

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Legal disclaimer

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.

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