Agenda

- Q2 highlights
- Financial update
- Product update
- Outlook
- Q&A
Report Highlights
Q2 2017

- New customers: 6 signed and 8 launched
- A supplier license was obtained in British Columbia, Canada
- Games were launched on the regulated market in Serbia
- Table games introduced to customers in Spain
- Cash distribution of SEK 540 million to shareholders
Revenues & Operating Profit by Quarter

- Revenues +15.5% y-o-y in SEK
- Revenues +10.5% y-o-y in EUR
- EBIT +18.5% y-o-y
- EBIT margin of 35.7% (34.8%)
Revenues & Operating Profit
Last 12 Months Rolling

- Revenues +20.1% y-o-y
- EBIT +18.6% y-o-y
- EBIT margin of 36.3% (36.7%)
Game Transactions by Quarter

- A record of 10.1 billion transactions
- +14.4% y-o-y
Costs & Investments by Quarter

- Total costs +13.9% y-o-y
- Personnel costs +12.2% y-o-y
- Other costs +14.9% y-o-y
- Total investments -17.4% y-o-y
Gamewin Breakdown
by Product

Note: Gamewin split as per Q2, 2017. Previous quarter in parenthesis.
Free Cash Flow
Last 12 Months Rolling

- Free cash flow of 424 SEKm in last rolling twelve months
- Net cash position of 169 SEKm at 30/06/2017
Future Outlook

- Growth drivers
  - UK + other regulated markets, mobile, North America
  - Long term: Asia, Live Casino, Retail, Latin America
- 36 new customers yet to launch
- Increased pace of new releases for rest of 2017
  - 3 branded games in H2 2017