

# Year-end report 2017

February 15, 2018



Agenda Q4 highlights Financial update Product update Outlook Q&A

### Key events Q4 2017

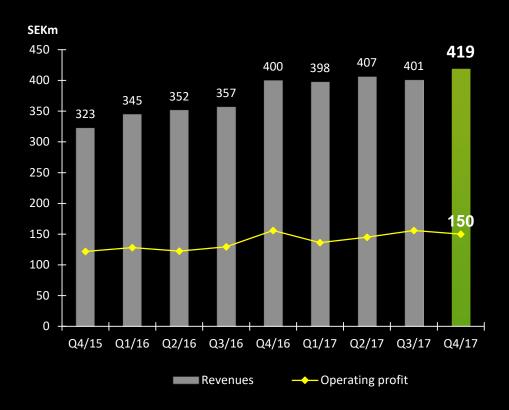


- New customers: 8 signed and 11 launched
- Customer agreement signed with Caliente in Mexico
- New digital marketing service launched together with Ve Global
- Mobile Black Jack for Live Casino was launched

## Revenues & Operating Profit by Quarter

- Revenues +4.7% y-o-y in SEK
- Revenues +4.2% y-o-y in EUR
- EBIT -3.9% y-o-y
- EBIT margin of 35.8% (39.0%)

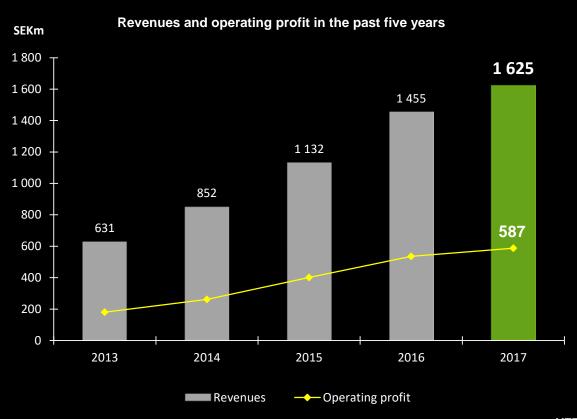




### Revenues & Operating Profit FY 2017

- Revenues +11.7% y-o-y
- EBIT +9.5% y-o-y
- EBIT margin of 36.1% (36.8%)



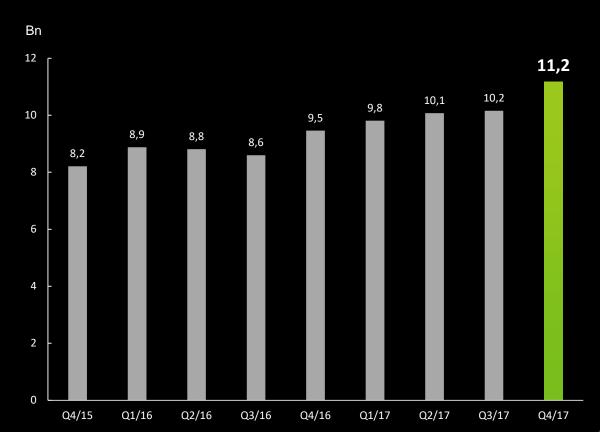


# Game Transactions by Quarter

A record of 11.2 billion transactions

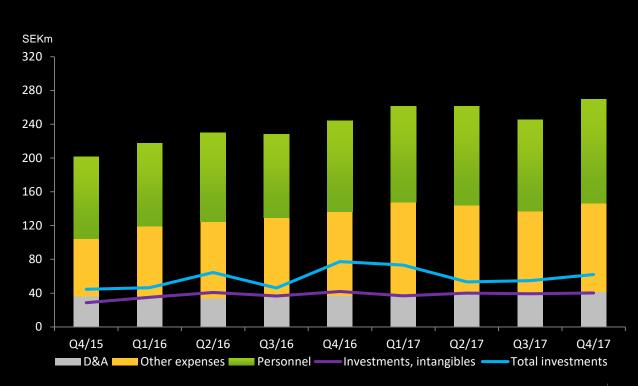
+18.1% y-o-y



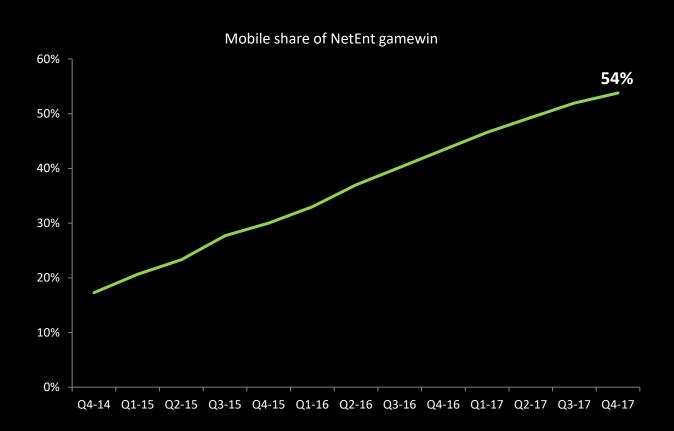


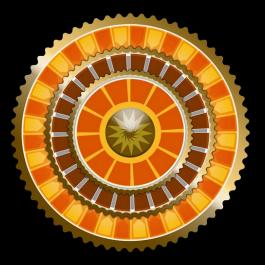
### Costs & Investments by Quarter

- Total costs +10.2% y-o-y
- Personnel costs +14.3% y-o-y
- Other costs +4.6% y-o-y
- Total investments -19.8% y-o-y

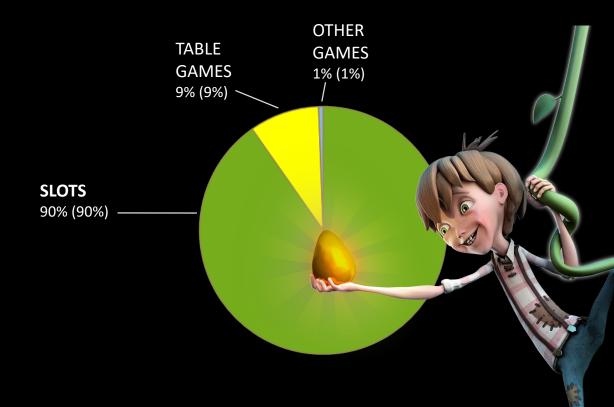


# Mobile Growth





# Gamewin Breakdown by Product



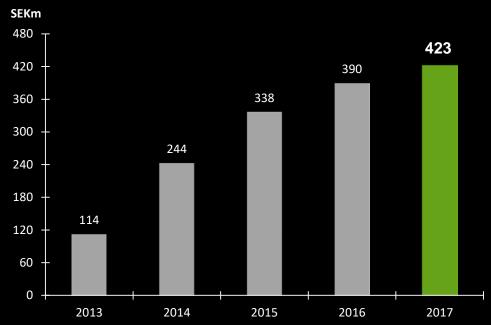
Note: Gamewin split as per Q4, 2017. Previous quarter in parenthesis.

### Free Cash Flow Last Five Years

- Free cash flow grew by 8.4% in 2017 to 423 SEKm for FY 2017
- Net cash position of 387 (495)SEKm at year-end 2017
- Proposed cash distribution to shareholders of 540 SEKm (2.25/share)



#### Cash flow after investments, last five years



#### Game Releases Q4 2017



#### News from ICE Branded Games



News from ICE First VR Game



### News from ICE Live Beyond Live







