

# Interim Report Q3 2015

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October 22, 2015



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# Agenda



Q3 highlights  
Financial update  
Product update  
Outlook  
Q&A

# Report

## Highlights

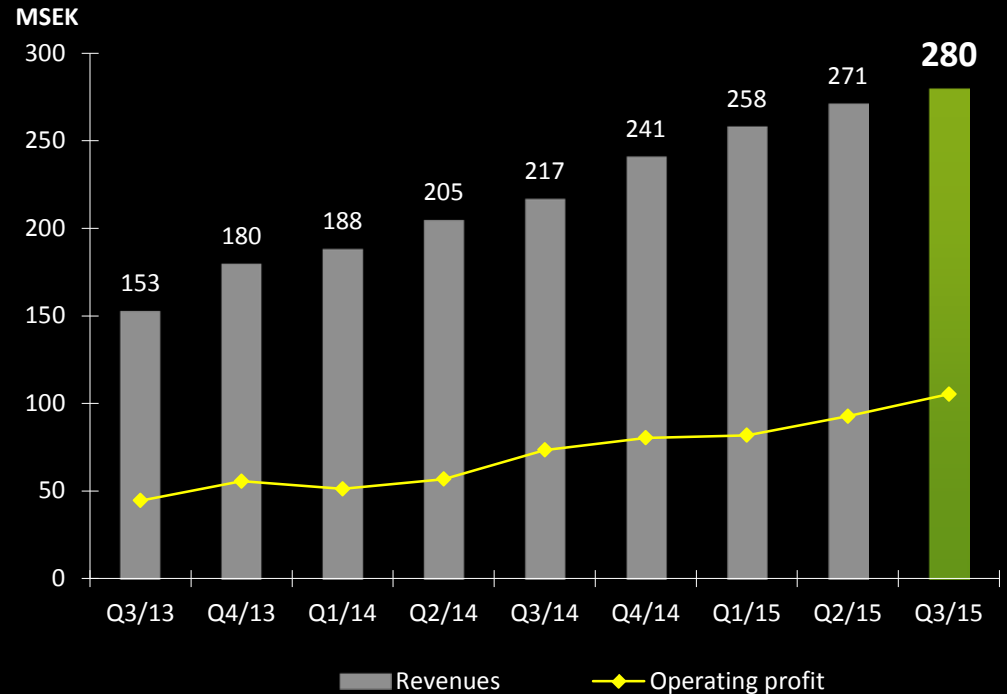
### Q3 2015



- 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

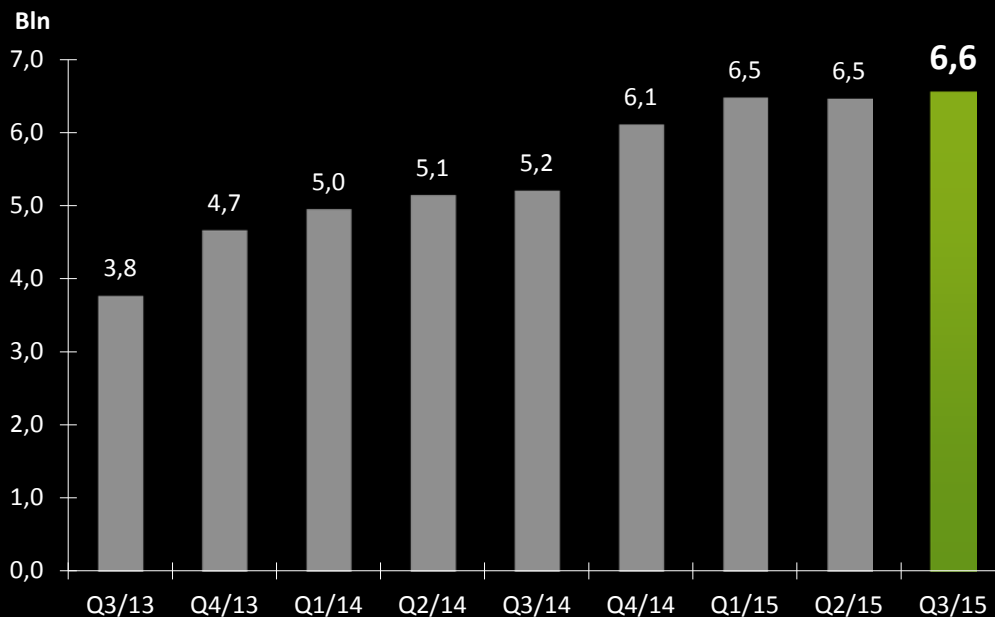
# Revenues & Operating Profit by Quarter

- 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%)



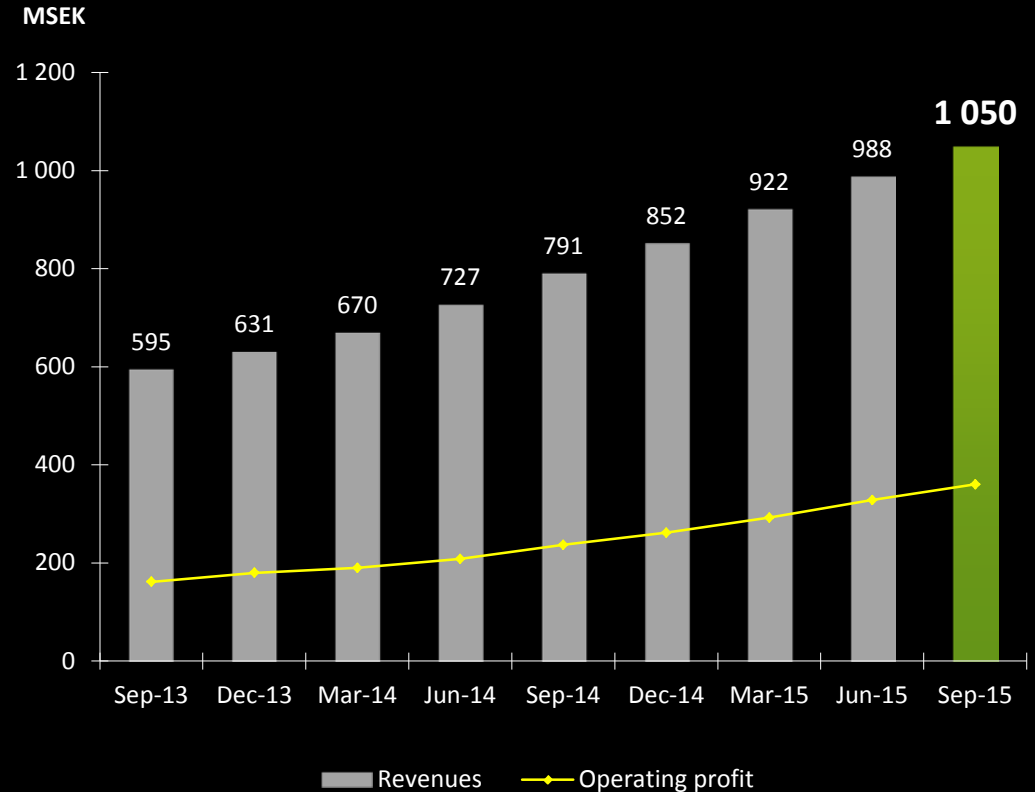
# Game Transactions by Quarter

- 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%

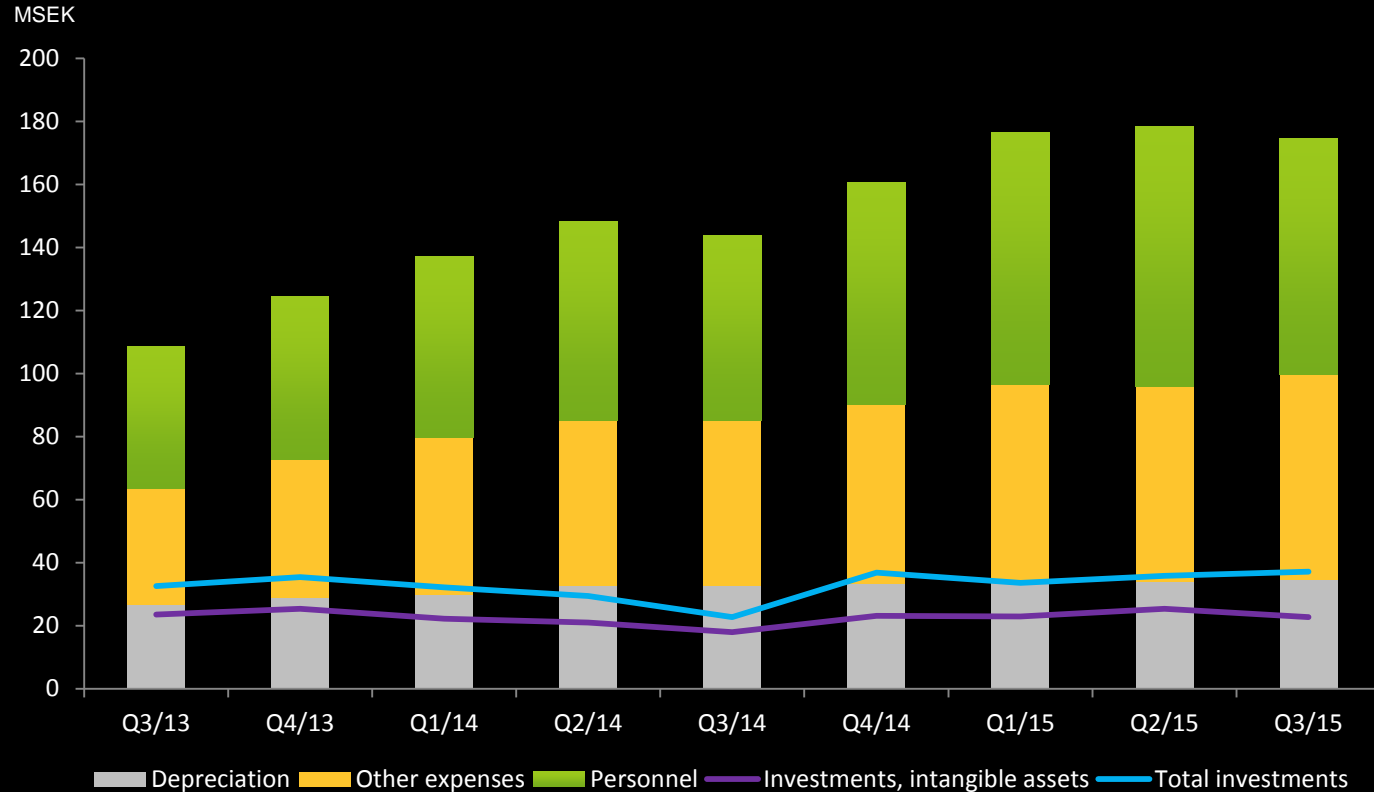


# Costs &

# Investments

## by Quarter

- Total costs  
-2.3% q-o-q
- Personnel costs  
-9.2% q-o-q
- Investments  
+3.4% q-o-q



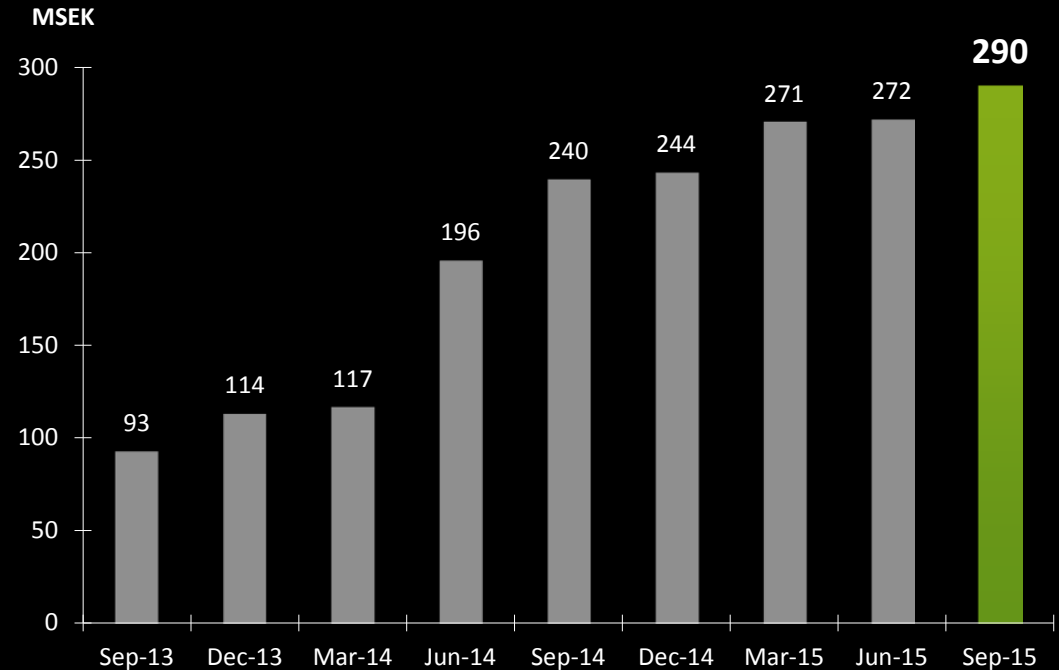
# Free Cash Flow

## 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



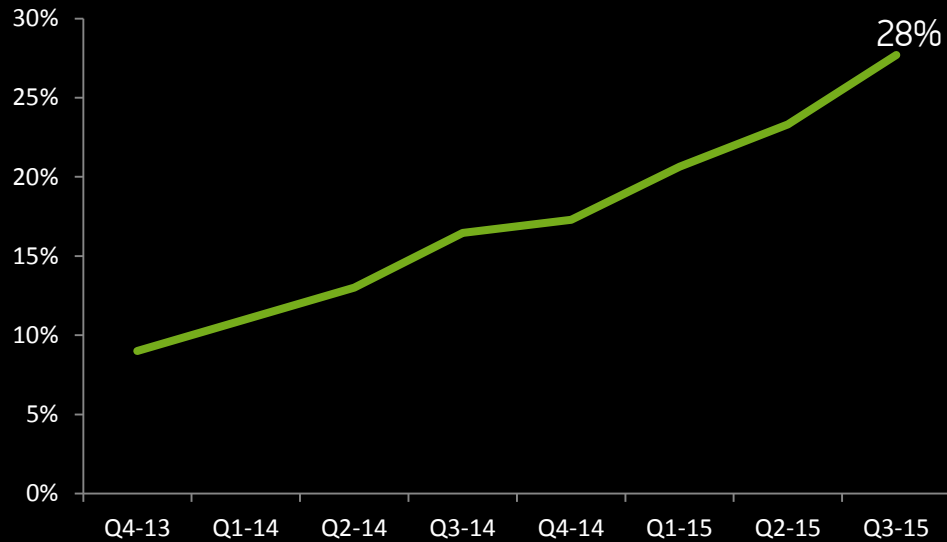
Cash flow after investments, last rolling 12 months



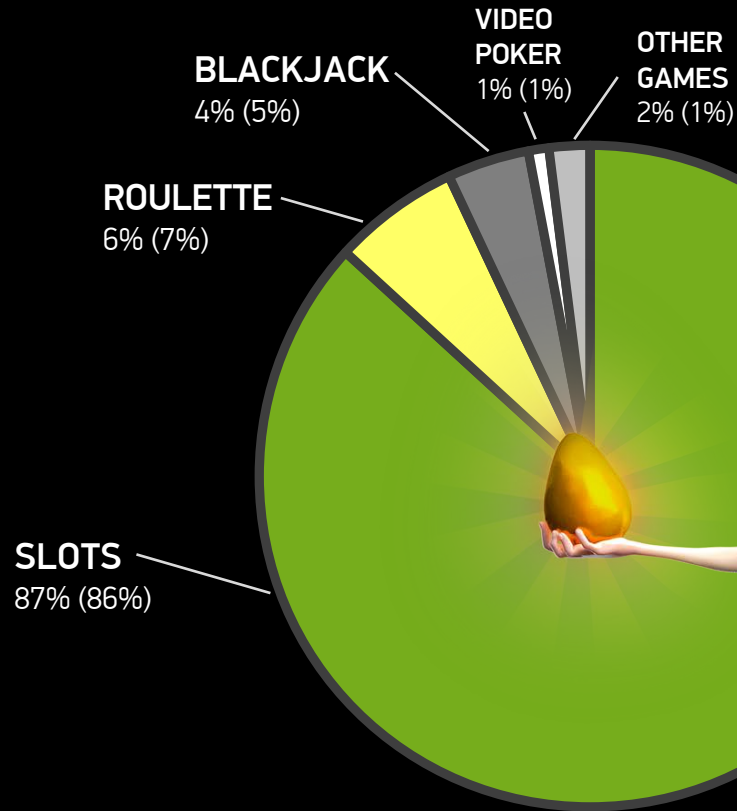


# Mobile Growth

Mobile share of NetEnt gamewin



# Gamewin Breakdown by Product



*Note: Gamewin split as per Q3, 2015.  
Previous quarter in paranthesis.*

# Game Releases

Synced releases on  
desktop and mobile.

Available on iOS,  
Android and  
Windows Phone.



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# 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





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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