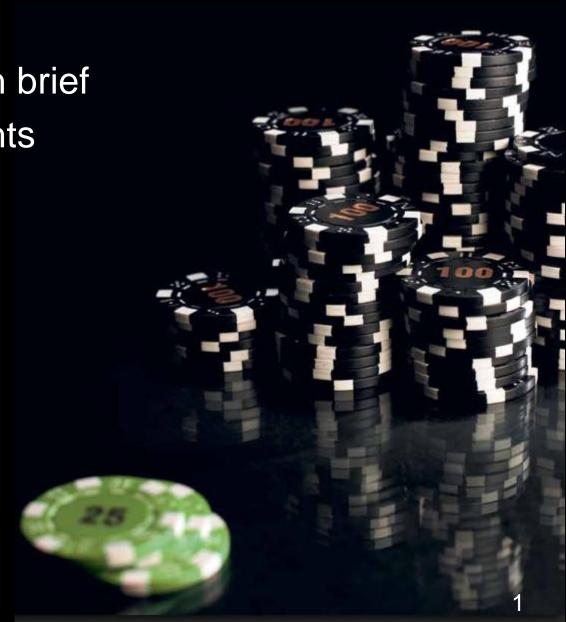


Interim report January - March 2013

Agenda



- Net Entertainment in brief
- First quarter highlights
- Financial update
- Product update
- Market update
- Outlook
- Q&A



Net Entertainment in brief



Global B2B Development Company



Online Casino Software



Great growth possibilities



Innovation & technology



Workforce of >400



Listed on Nasdaq OMX Stockholm Market Cap > €350m



BETTER GAMES

Game portfolio



Slots



Roulette



Blackjack



Video Poker

Mobile

Mini games

Live casino







Highlights and Key Data Q1/13 vs Q1/12

+4



Revenues (MSEK) 148.8

Revenues (M€) 17.5

EBIT (MSEK) 41.0

Transactions (Bn) 3.9

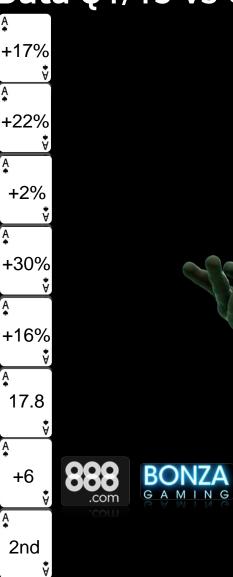
FTE 421

Mega Fortune (M€)

New customers in Q1

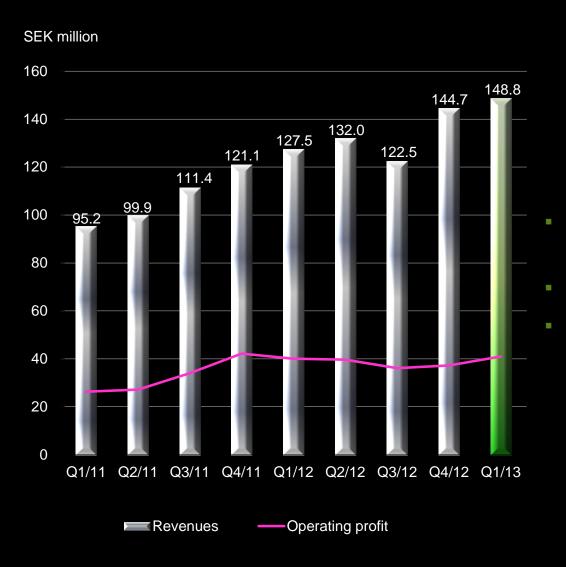
Italy market position

Live Casino launches Q1





Revenues & operating profit by quarter



Revenues up 16.7% to 148.8 (127.5) MSEK

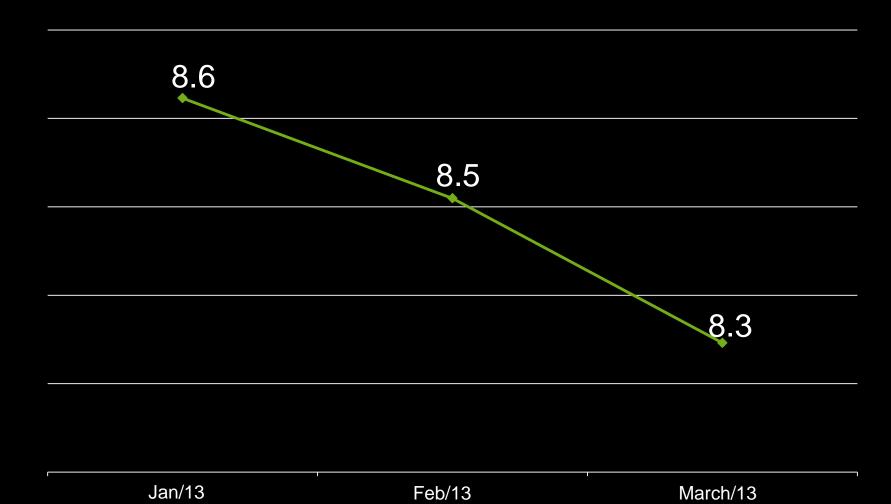
22.2% in euro

EBIT amounted to 41.0 (40.1) MSEK

Operating margin of 27.5% (31.4%)

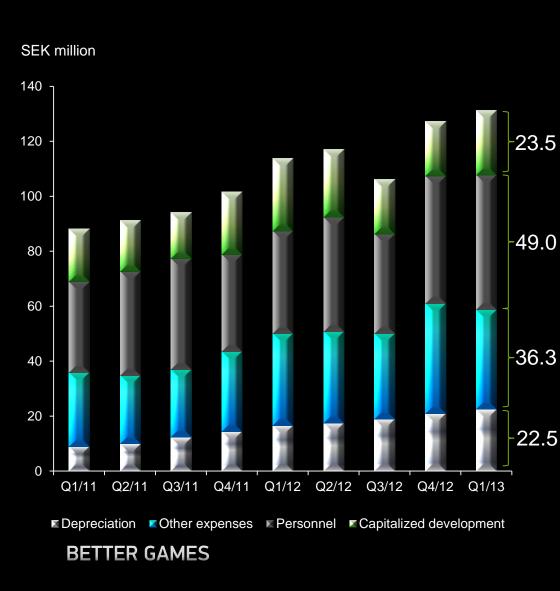
Currency development SEK vs EURO





Cost Base By Quarter





Q1/13 vs Q4/12

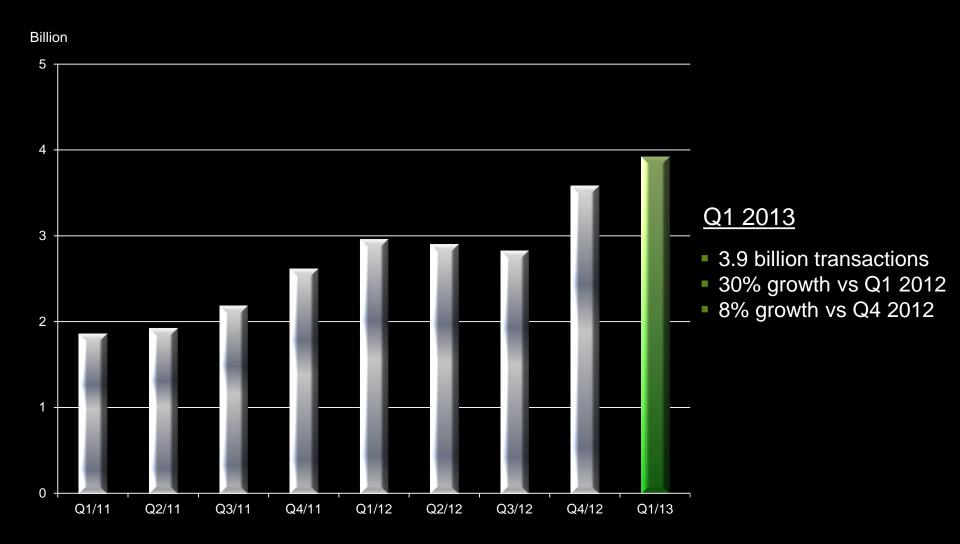
- Capitalized development increased:
 - More projects being capitalized
- Personnel cost increased:
 - > Increased no. of resources
- Other expenses decreased
 - Higher capitalization
 - Overall lower cost across company
- Depreciation & Amortization
 - Live Casino amortization start in mid Feb
 - Other game releases, standard & mobile





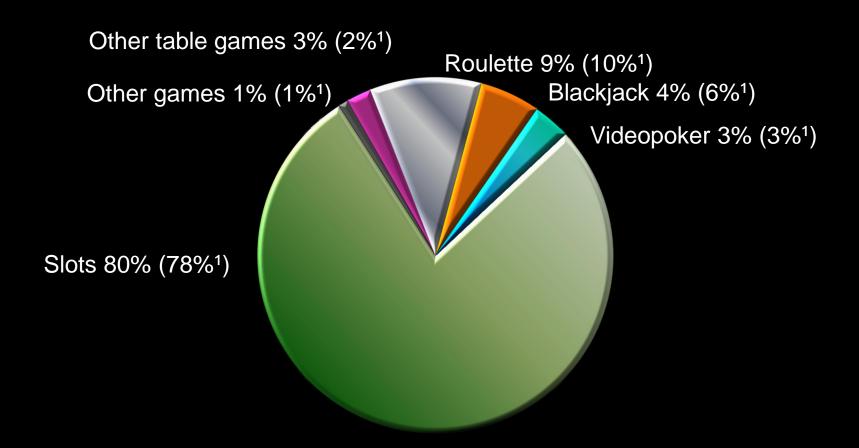
Game transactions by quarter





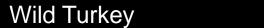
GGY game split Q1 2013





Game releases in Q1







Muse







Fruit Shop Touch





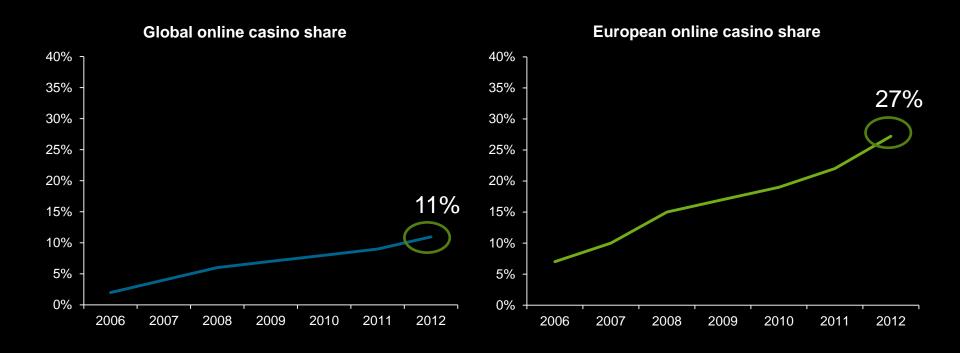
Market Update

Mainer opaar



Market share development





Note: Market share is based on the gross gaming yield of Net Entertainment's customers in relation to H2GCs market estimates per December 2012

Regulation – Selection of countries





Regulated – Net Entertainment present with positive performance



Regulated – Net Entertainment present and now performing well



Expected to present new gaming legislation during 2013



Regulated – Legislation on a federal level. Slots allowed eventually



Partly regulated – Land based operators with license can offer games online



Regulated in Schleswig-Holstein – Federal legislation more restrictive



Three states have regulated online gaming



Future Outlook

Future Outlook



- Margin in upper range of the company's expectations due to higher set-up fees in Q1 and fewer resources recruited
- Expected increased revenues from Live Casino and UK operators in fourth quarter
- Eleven new customers yet to launch, including





- Continued recruitment of resources and increased depreciation coming quarters
- Continued regulation in Europe Net Entertainment will eventually enter additional markets
- Strong overall sales pipeline
- Well positioned for continued growth



Q&A





NETENT