

NET|ENT

Q3 2014

Agenda

- NetEnt in brief & key report highlights
- Financial update
- Product update
- Market update
- Outlook
- Q&A



NetEnt in brief



**Global B2B
Development Company**



Online Casino Software



**Great growth
possibilities**



Innovation & technology



Workforce of 560



**Listed on
Nasdaq Stockholm
Market Cap > €650m**



Q3 2014 – Key report highlights

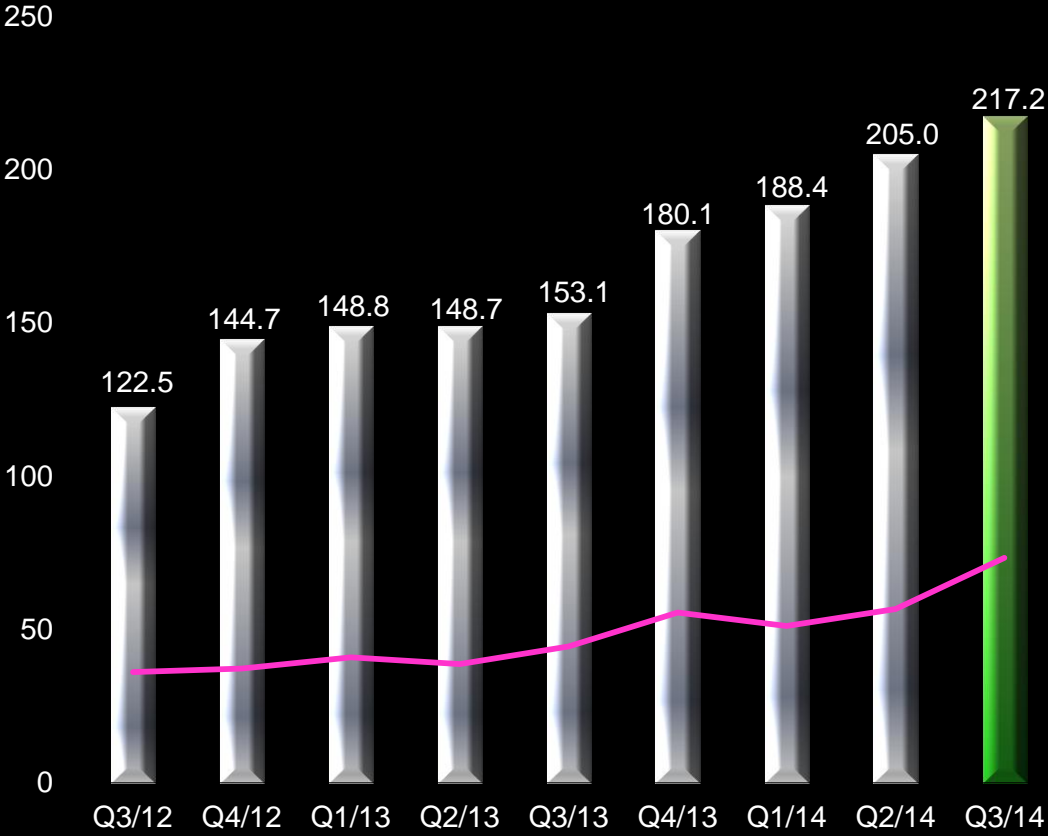
- Strongest quarter yet with record revenues and operating profit
- Game transactions reached 5.2 billion
- Seven new customers signed, of which two Tier 1



- Seven customers launched
- North America licensing process started
- Mobile games now represents 16.5% of gamewin in Q3
- Award for Digital Innovator of the Year from Global Gaming Awards



Revenues & operating profit by quarter

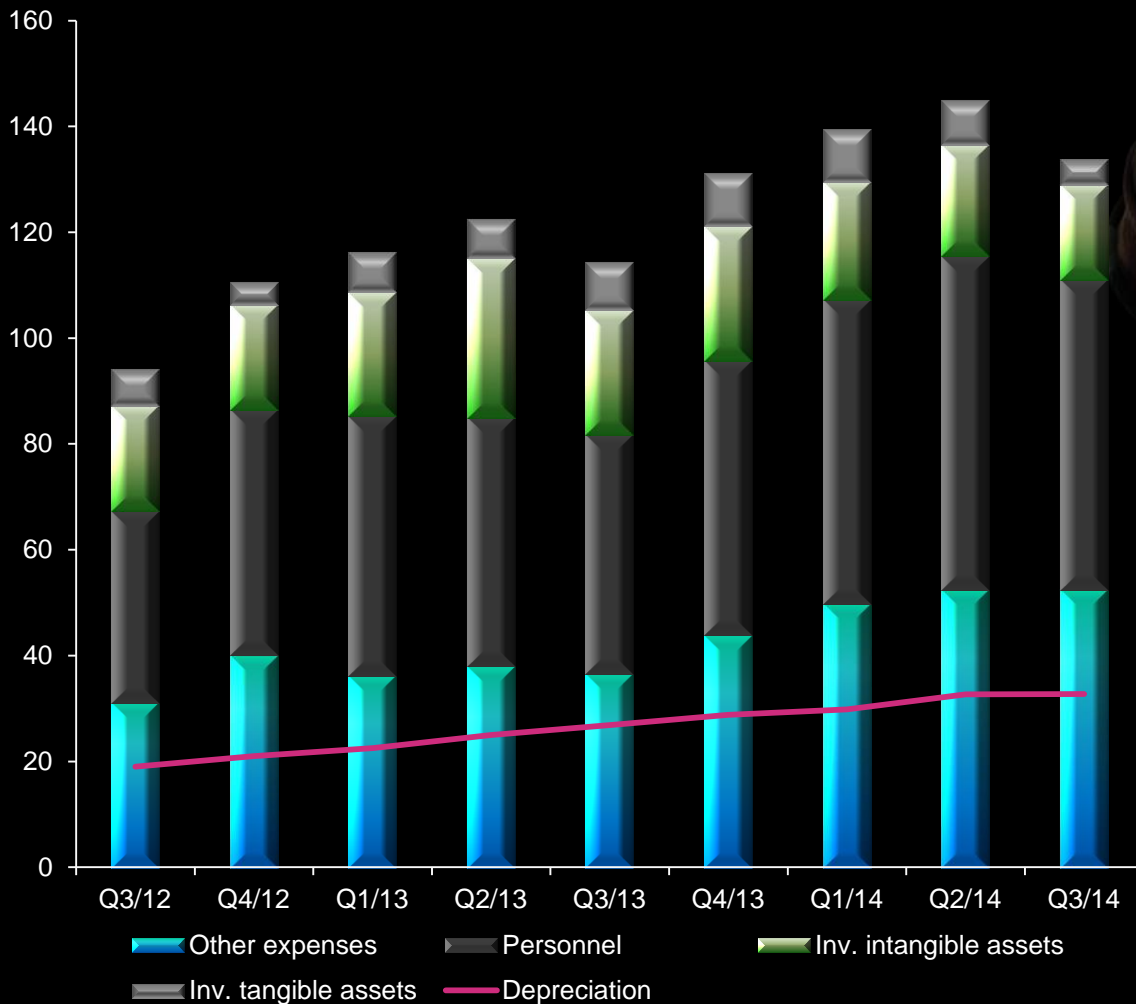


- Revenues up 41.8% to 217.2 (153.1) MSEK
 - 33.8% in euro
- EBIT up 64.9% to 73.4 (44.5) MSEK
- Operating margin of 33.8% (29.1%)

■ Revenues — Operating profit

Costs and investments by quarter

SEK million

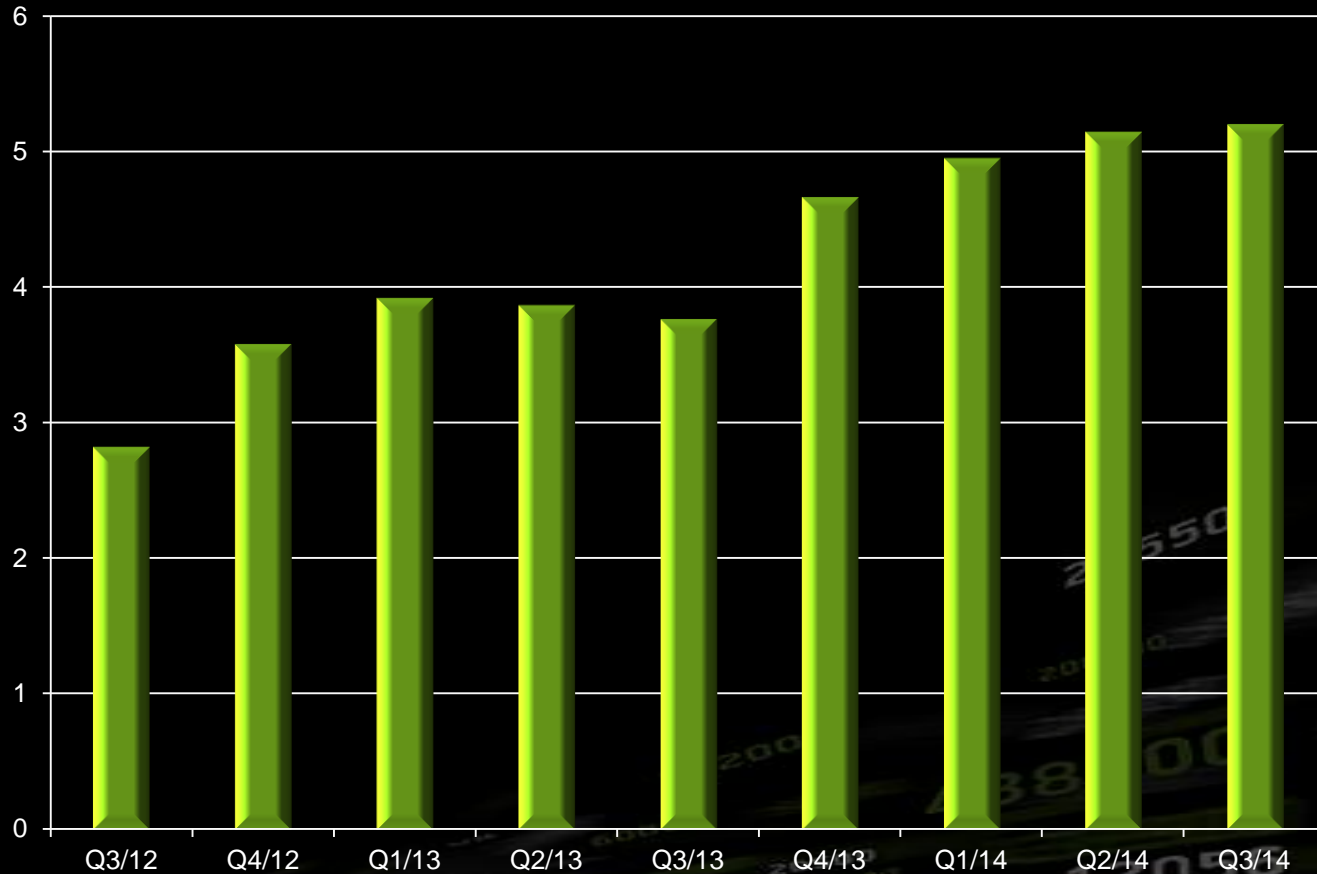


Q3/14 vs Q2/14

- Intangible assets decreased
 - Primarily due to vacation period
- Personnel cost & other expenses decreased
 - Vacation period
- Depreciation and amortization
 - Same as in Q2 as a result of no new larger projects going live

Game transactions by quarter

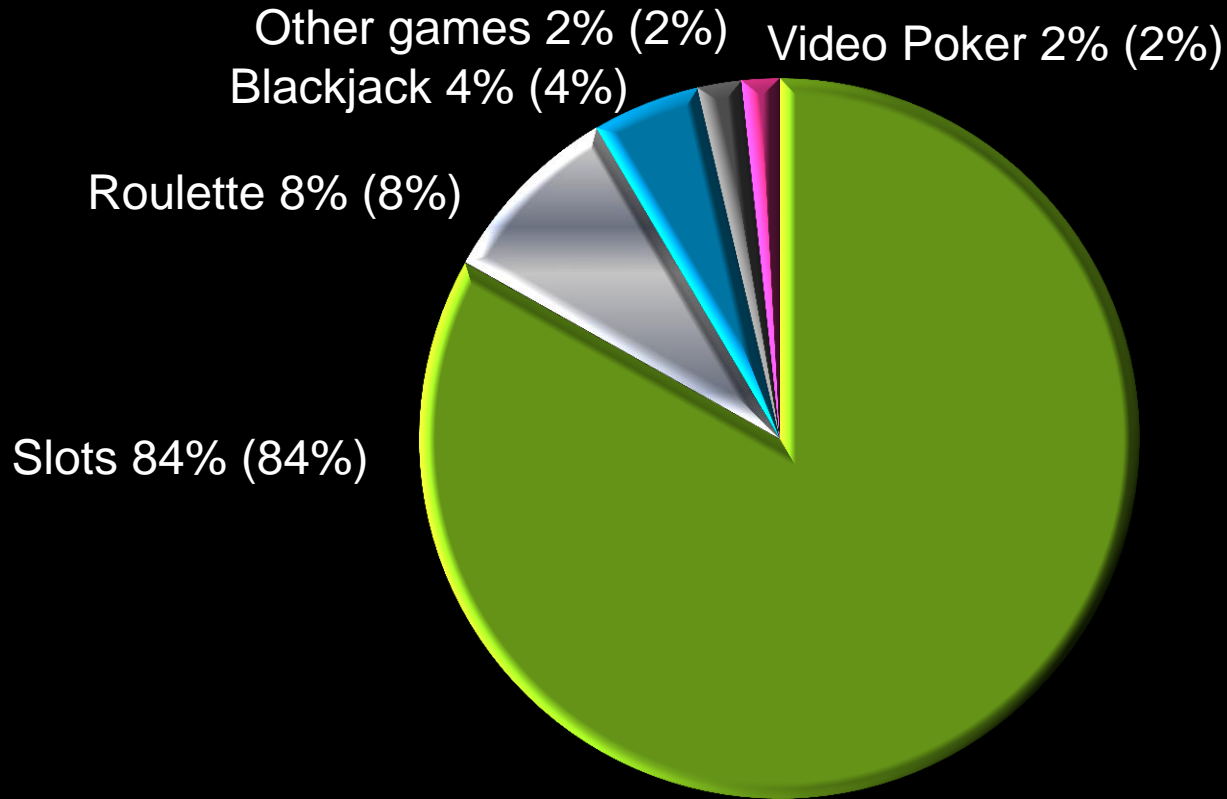
Billion



Q3 2014

- 5.2 billion transactions
- 37% up vs Q3 2013
- 2% up vs Q2 2014

Gamewin split Q3 2014



Selection of game releases Q3 2014



Lost Island



Attraction

- Mobile games and regulated markets key trends across the industry
- Increased demand for custom content among operators for differentiation purposes



- Multi vendor strategy among operators continues



Future Outlook

- 14 new customers yet to launch including:



- North America entry has begun, license process initiated in New Jersey
- Full year 2014 operating margin expected to improve compared to 2013
- Continued strong position going forward
 - Good underlying growth with existing customers
 - Strong sales pipeline
 - Licensing process in UK ongoing
 - Spain licensing process started
 - Evaluating opportunities in Asia

Q&A

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