



Interim report Q1 2017

April 20, 2017

NETENT
BETTER GAMING™

Agenda

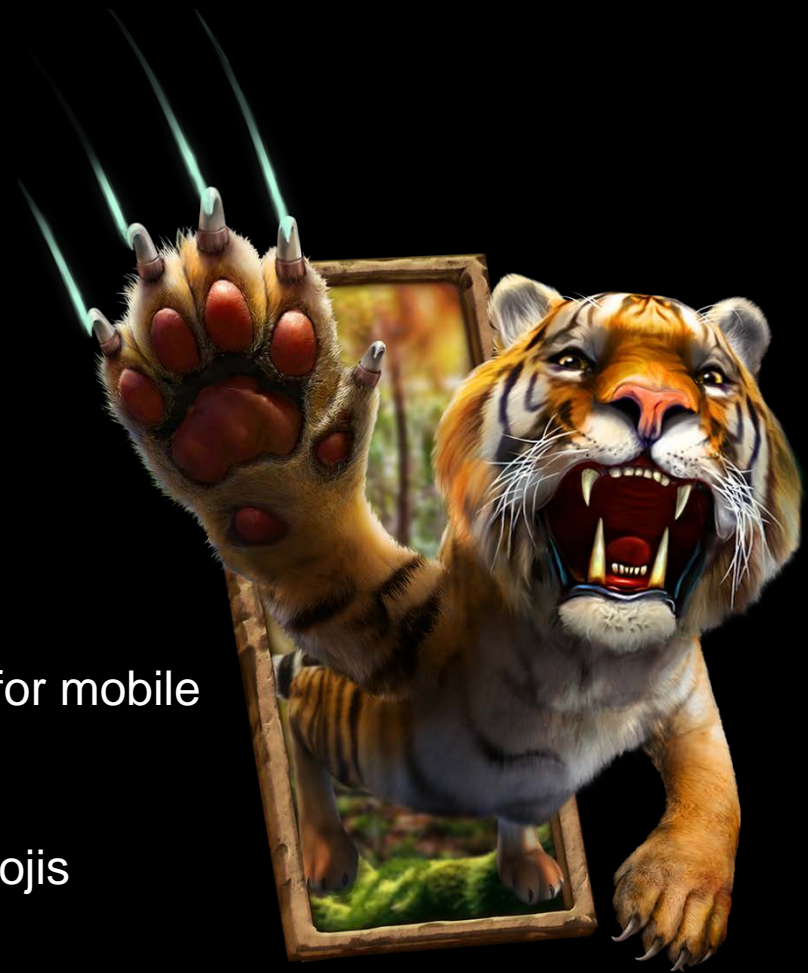
A character with a large, dark brown beard and a blue cap is holding a large, bright green rectangular sign. The character's face is partially visible at the top of the sign. The background is black.

Q1 highlights
Financial update
Product update
Outlook
Q&A

Report Highlights

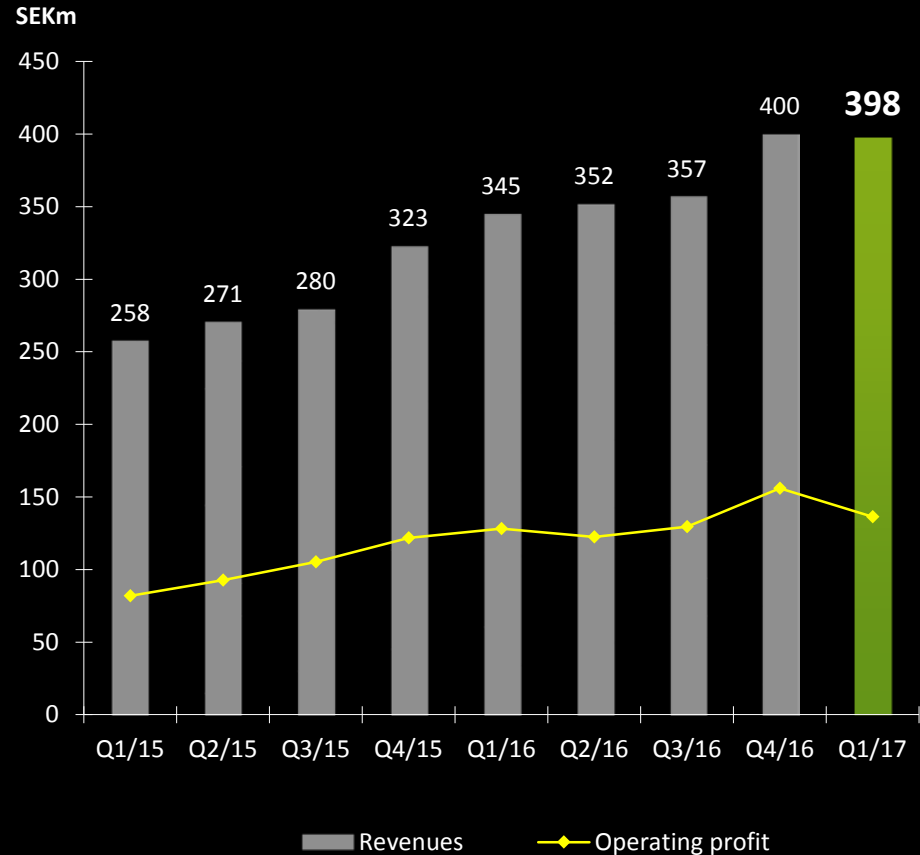
Q1 2017

- 15 new customers signed – a new record
- 6 new customers launched
- Games launched with Codere in Mexico
- Exciting product news
 - NetEnt to develop its first VR game
 - Live Casino Common Draw Black Jack for mobile
 - Live Rewards
 - Branded games: Planet of the Apes, emojis



Revenues & Operating Profit by Quarter

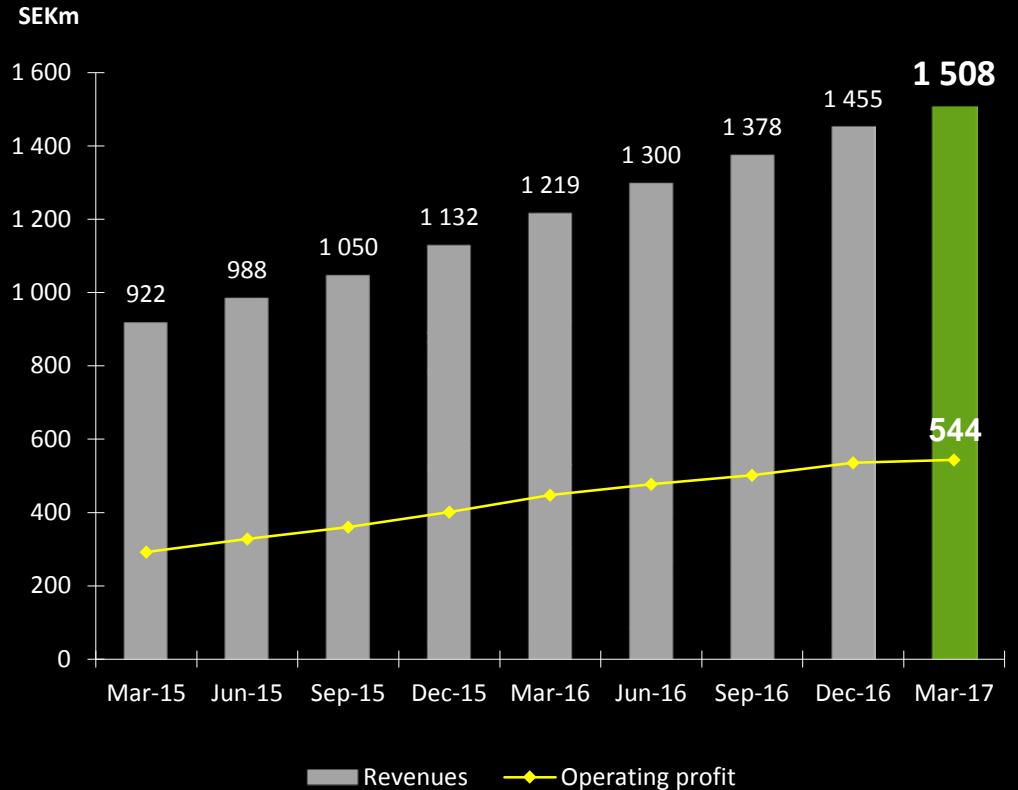
- Revenues +15.2% y-o-y in SEK
- Revenues +13.0% y-o-y in EUR
- EBIT +6.3% y-o-y
- EBIT margin of 34.2% (37.1%)



Revenues & Operating Profit

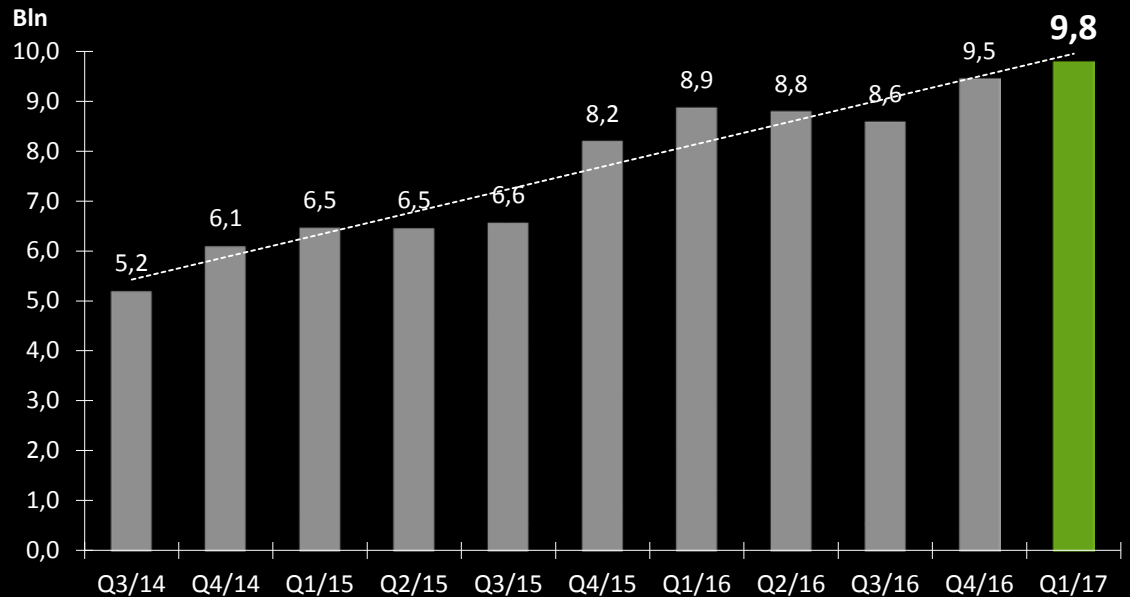
Last 12 Months Rolling

- Revenues +23.6% y-o-y
- EBIT +21.5% y-o-y
- EBIT margin of 36.1% (36.7%)



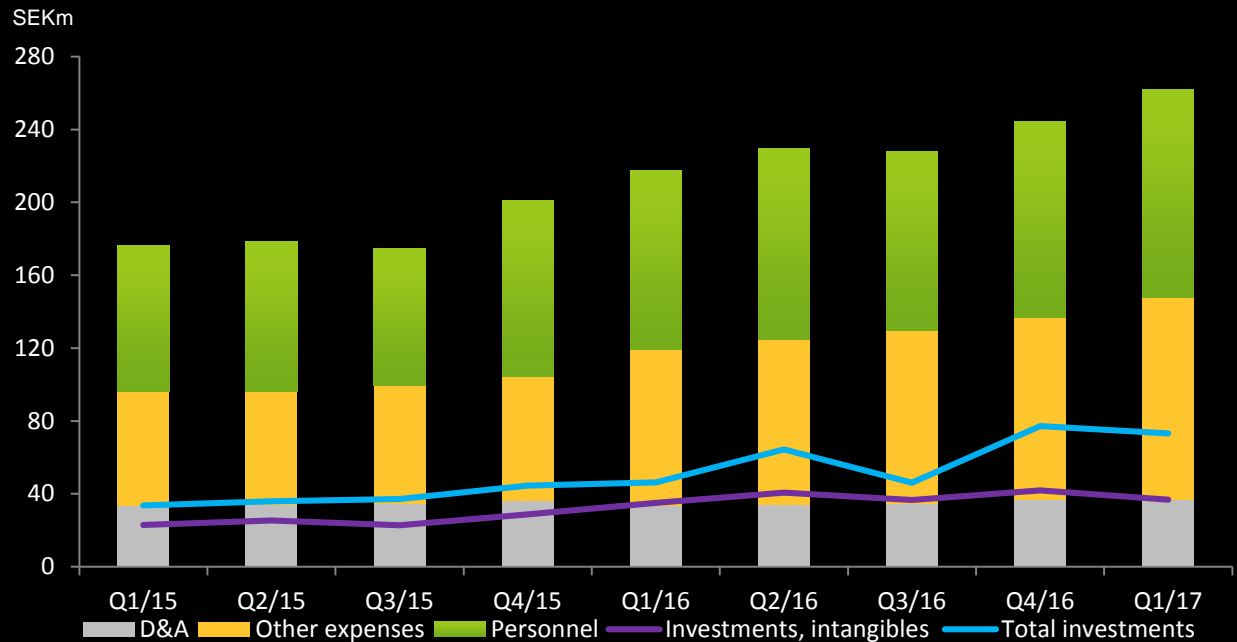
Game Transactions by Quarter

- 9.8 billion transactions, highest ever
- +10.5% y-o-y



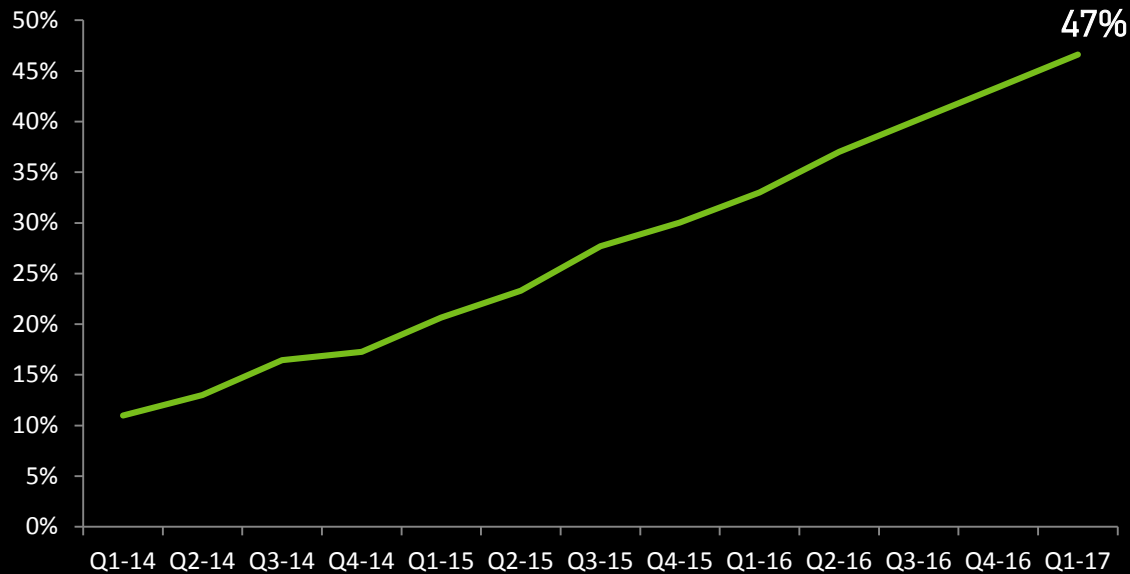
Costs & Investments by Quarter

- Total costs
+7.1% q-o-q
- Personnel costs
+5.7% q-o-q
- Other costs
+10.9% q-o-q
- Investments
-5.3% q-o-q

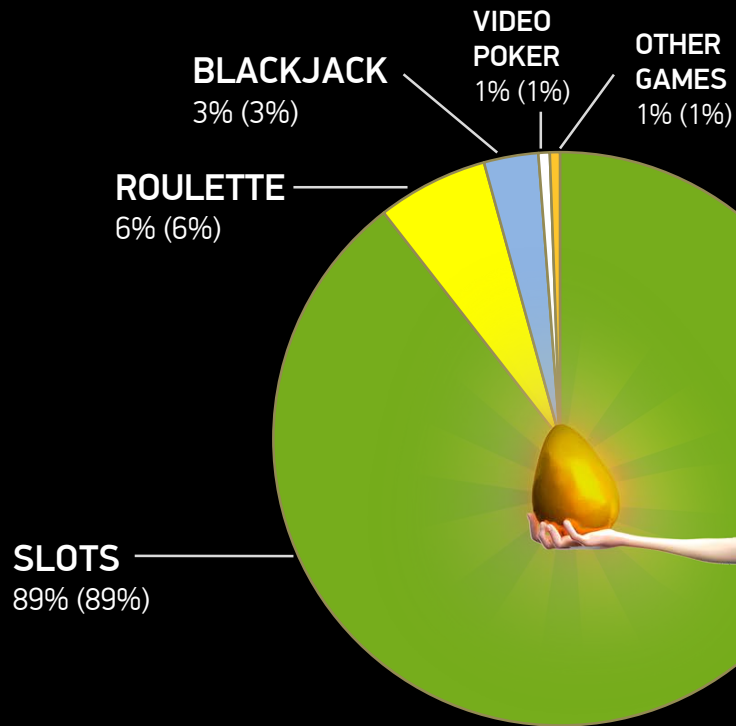


Mobile Growth

Mobile share of NetEnt gamewin



Gamewin Breakdown by Product



*Note: Gamewin split as per Q1, 2017.
Previous quarter in parenthesis.*

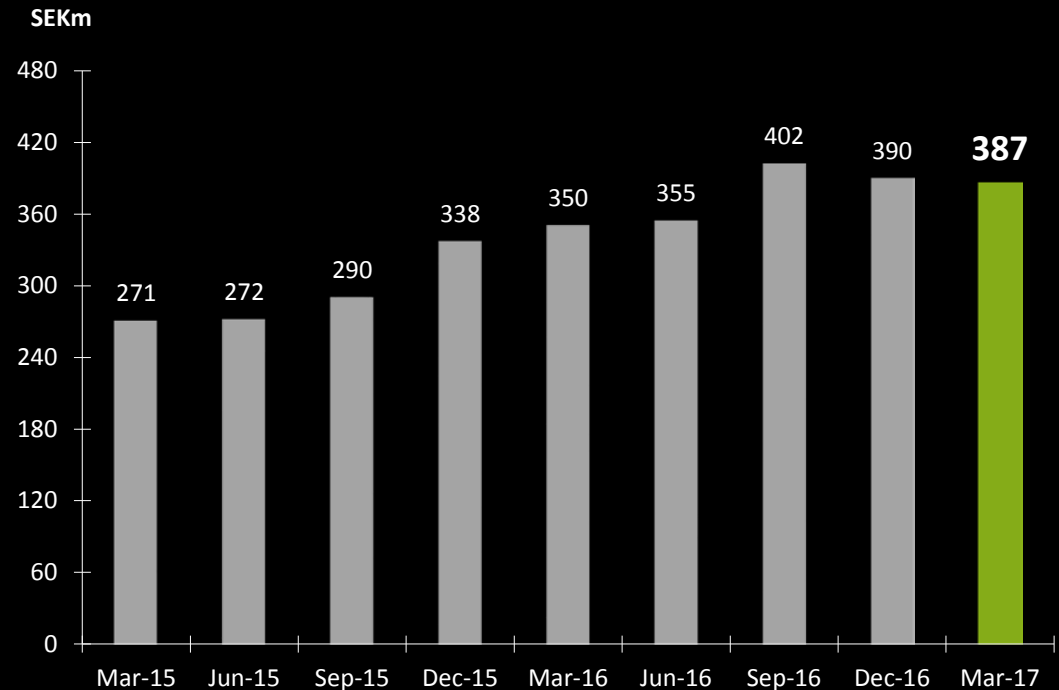
Free Cash Flow

Last 12 Months Rolling

- Free cash flow of 387 SEKm
- Net cash position of 573 SEKm at 31/03/2017



Cash flow after investments, last rolling 12 months



Game Releases Q1 2017



Future Outlook

- Growth drivers
 - ✓ UK, mobile, North America
 - ✓ Long term: Asia, Live Casino, Retail, Latin America
- 39 new customers yet to launch at end of Q1 2017 – all-time high
- Increased pace of new releases for rest of 2017
- Branded games in H2 2017





Q&A

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