Outline

- GiG overview
- Financials
- GiG driving forward
- Sustainability
- Market dynamics
- Appendix
We are GiG

We connect suppliers, operators and end users in a flexible and scalable iGaming ecosystem

B2B Solutions and B2C Operators
- GiG is a technology company operating in the global iGaming industry, offering B2B cloud-based services and performance marketing plus its own B2C brands

Full Service
- Through its operational experience, GiG is positioned as a full service and turnkey provider offering platform, gaming and marketing services to a network of operators

Leverage
- GiG is accelerating the network with its own operators and marketing services in order to leverage on the advantage of scale at a competitive cost base

Experience
- Experienced management team and board, strong diverse and dedicated workforce overseeing a targeted and managed growth
GiG in brief

- **650+** Employees
- **€50m** Approx. Market cap
- **Offices** in Malta, Denmark, Gibraltar, Norway, Spain, USA
- **Licences** in Malta, UK, New Jersey, Sweden, Germany S-H, Spain, and Romania
- **Dual-listed** on Oslo Børs and at Nasdaq Stockholm
- **4 own brands and 35 customers** on the platform

Revenue by Segment (Group)
- 61% Gaming Operators
- 22% Platform Services
- 16% Sports Betting
- 11% Media Services

Revenue by Type of Market (B2C)
- 55% Regulated
- 45% Unregulated

Revenue by Geography (B2C)
- 55% Nordics
- 31% Western Europe
- 8% Central Europe
- 8% Non-Core Markets
Head figures development

12 months rolling revenues
EUR million

Q3-17: 102
Q4-17: 120
Q1-18: 135
Q2-18: 145
Q3-18: 151
Q4-18: 151
Q1-19: 146
Q2-19: 140
Q3-19: 133

12 months rolling EBITDA
EUR million

Q3-17: 8.4
Q4-17: 12.5
Q1-18: 17.2
Q2-18: 16.9
Q3-18: 18.9
Q4-18: 15.8
Q1-19: 15.6
Q2-19: 16.4
Q3-19: 14.4

Revenues LTM (MEUR)
EBITDA LTM (MEUR)
GiG has *everything* needed to *create, run and market* an entire online gambling operation.
iGaming solutions based on innovative technology

Products and services throughout the entire iGaming value chain
It might seem *simple*...
...but reality is far more complex
So what does this actually mean?
GiG supports operators in every step

From digital intent to digital transformation
A global partner

For brands entering into or developing its iGaming business, providing:

Modern tech stack

Dedicated team

Scalable platform to increase margins, cost efficiency

New features to drive revenue
One account, multiple opportunities

The full omnichannel solution from GiG offers a seamless integration between offline and online.

We empower our partners to build their brands by creating the tools to be unique. Whether they need an integrated service portfolio, Managed Services or products, with GiG there is only one contact the customer needs to have.
Financials
Gaming operators (B2C)

Repositioning from multi-brand strategy in 2018 yielding positive results

- EBITDA reached an all-time-high of €2.4m despite the continued market challenges in Sweden affecting revenues

- Rizk was the main growth driver and represented 75% of B2C revenues with a YoY growth of 2% and an EBITDA margin of 17.3%

- Marketing costs reduced by 10.5% YoY, represented 24% (29%) of the B2C revenue

Healthy margins and earnings quality to be achieved through

- Expansion in less mature and high-potential markets such as Spain, Croatia and other emerging markets

- Key focus on a sustainability model for regulated markets by focusing on player safety and UX

EUR million
GiG Gaming - Revenue & EBITDA (MEUR)
Media services (B2B)

- Revenues temporarily impacted by declining player values mainly in Sweden and Norway and lower Google rankings in mature markets, this is expected to revert to previous high rankings and growth in new markets

- Underlying growth in new markets - a revenue decline of 23% YoY from Sweden offset by growth in new markets

- FTDs from new markets/projects increased by 49% QoQ to appr. 15% of total FTDs

- US: GiG has launched in New Jersey and Pennsylvania with its affiliate sports betting site wsn.com and is positioning itself to enter other states as they regulate with further investment

![Graph showing Media Services & EBITDA (MEUR)]

- EUR million
  Media Services & EBITDA (MEUR)
Platform services (B2B) Transition to SaaS from White Label model

- Revenues declined mainly due to the termination of a major customer in 2018 impacting YoY revenues by €2.7m together with the impact from the Swedish market affecting white label customers.

- Investment initiated into sales capacity to target a growing addressable and more complex land-based to online market.

- EBITDA further impacted by development costs for build up for managed services offering.

- To reduce burn rate and increase focus on core offering GiG Games was closed down during Q3.

- 34 brands are operating on the platform with 3 in the integration pipeline.
Sports betting services (B2B)

- New leadership group in sportsbook with definite target to breakeven (incl. contribution from B2C NGR) in H1 2020 driven by the Guts brand
- Focused market approach, initially on smaller markets where GiG has specific expertise such as in Norway and Finland
- Quarterly increase in B2C actives and turnover by 25% and 22% respectively
- Key priority of development is to build a standout pricing model
- Launch of sportsbook in second US state with HardRock (Iowa)
- 4 external customers live with GiG’s Sports Betting Services and 2 internal brands

Euro million
Sports Betting Services - Revenue & EBITDA (MEUR)
Gaming Innovation Group Plc. issued a new SEK400 million senior secured bond with a SEK1,000 million borrowing limit on 28 June 2019. The bond matures in June 2022 and will be listed on Nasdaq Stockholm in H2 2019.

SEK350 million of the new bond issued in June, was used to refinance part of the existing GIGLTD01 bond, reducing the amount to SEK300 million. The balance was used to pay down the parent company’s working capital facility and short term loans. This bond will be listed at Nasdaq Stockholm during November 2019.

ABG Sundal Collier and Pareto Securities appointed to facilitate the remaining SEK300m to refinance the 2017 bond.

As at 30 September 2019, net interest bearing debt was EUR 53.8 million.
Driving Forward
A sustainable strategy

*The* global partner for strong brands in iGaming

Unique, complete and scalable offering enables a virtuous circle of growth

By owning the value chain we improve margins and decrease price points for all
2019 Highlights & developments

- Launched omnichannel sportsbook with partner Hard Rock International in New Jersey and Iowa, USA
- Signed and launched with SKYCITY Entertainment Group in New Zealand for a fully managed casino solution
- Granted affiliate vendor registration in New Jersey, US and in Romania
- Granted two online gambling licences in Spain
- GiG Comply sold to a number of T1 operators globally
- B2C brand Highroller divested to Ellmount Gaming Ltd.
- Strengthened cash flow by closing down games studio
- Changes in leadership, Richard Brown CEO as from 6 November
Cost savings & initiatives

Actions taken over the last year have lead to a YTD reduction in reported other operating expenses of €5.2m

Initiatives:

- Strengthened cash flow by appr. €250K per month from November by halting investments in GiG Games
- A new tech infrastructure model initiated - will generate yearly cost savings of approximately €3.5m from 2021, with positive effect from 2020
- Lower levels of capex and decommissioning of legacy software
- Further optimisation and change of channel marketing mix
- Further increased efficiency across the organisation to lead to additional cost savings
What’s next?

- Enable **cost** and **scale** advantages for the industry by connecting operators, suppliers and end users through the GiG platform.

- Develop the **technology** and product to enable **full business** potential.

- *Scale the network* through growing our own **operators** and the high-margin **media business** in strategically aligned markets.

- Attract and train the **best staff** to manage growth and execution.
Focus going forward

➢ Unleash underlying value in the business
➢ Adjust into a new reality with regulation
➢ Focus on ROI in our capital allocation
Operational focus points

B2C
- Focusing on building B2C with fewer and larger brands and more efficient marketing channels
- Expanding in less mature and high-potential market
- Key focus on a sustainability model for regulated markets by focusing on player safety and UX

B2B
- Accelerating B2B sales, both turnkey and modular sales
- Building the new sportsbook and selling to external operators
- Growing Paid media and Publishing in current and new markets
- Launching the new Data platform in 2020, leading to cost savings and a more efficient platform

Group
- Reducing non-marketing related OPEX through strong focus on execution and bottom line earnings
Sustainability
A sustainable business for customers, end users and employees

Three priority areas in GiG’s social responsibility with reporting built on regulation and international standards

- Fair and Safe iGaming
- Responsible Marketing and Advertising
- Encourage Employees to Thrive
A sustainable business for customers, end users and employees

Three priority areas in GiG’s social responsibility with reporting built on regulation and international standards

Fair & Safe iGaming

- Ensuring consumer protection, building trust in a fair and safe player environment

- Aims to uphold social responsibility, minimise the risk of end users becoming addicted to gambling and ensuring gambling is not used in connection with, or to support any criminal activity

- GiG’s operational practices include a dedicated team of player safety advisors who continuously monitor behaviour and customer chats and act upon alerts by interacting with those customers to ensure they receive support and advice
A sustainable business for customers, end users and employees

*Three priority areas in GiG’s social responsibility with reporting built on regulation and international standards*

**Responsible Marketing & Advertising**

- GiG conducts marketing and advertising in a responsible and transparent way in accordance with regulation and requirements on promotional and marketing communications
- Prevention of advertising with appeal to children and young persons
- Built a compliance tool called GiG Comply in response to operators’ need to improve compliance oversight and responsible gambling
A sustainable business for customers, end users and employees

Three priority areas in GiG’s social responsibility with reporting built on regulation and international standards

Encourage Employees to Thrive

- Invest in creating inspiring office environments where employees can collaborate as a team and grow as individuals

- GiG Academy, an online training portal providing a wealth of interactive online courses and learning modules, including the Responsible Gambling module, Anti-Money Laundering module and Information Security training
A sustainable business for customers, end users and employees

*Three priority areas in GiG’s social responsibility with reporting built on regulation and international standards*

**Other initiatives**

- GiG has formed a trade body in Norway in collaboration with the industry to coordinate efforts to reduce social impacts of the industry

- 75 of GiG’s employees have received extensive responsible gambling courses in the last year

- The proprietary marketing surveillance software GiG Comply has been sold to Tier 1 operators and others

- GiG terminated an agreement with a platform operator in Q4’18, who decided to continue operations in a market where such activities were unregulated
Market Dynamics & Trends
The strongest driver for growth is the transition from offline to online gambling.
Underlying **drivers:** internet connectivity, increased usage of **mobile devices** and availability of online payment methods

Source: H2GC, All Data Gross Win
The world is regulating. Then What?

20+ markets have been ‘online’ regulated in the past 5 years.

We believe all markets will be regulated within 15-20 years time.
Increased regulation is changing the dynamics

<table>
<thead>
<tr>
<th></th>
<th>Margin</th>
<th>Marketing</th>
<th>Taxation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unregulated</td>
<td>Uncertainty regarding future legislation</td>
<td>Advertising prohibited, however occurring through various channels</td>
<td>No tax for offshore operators</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Many jurisdictions allow advertising through offshore TV broadcasters</td>
<td></td>
</tr>
<tr>
<td>Regulated</td>
<td>More stable revenue as end users can be able to sustain activity over time</td>
<td>Licensed operators generally allowed to advertise through all channels, with some restrictions</td>
<td>Tax ranging from ~10 to 40% of Gross Gaming Revenue (GGR) depending on jurisdiction and type of gaming product</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Generally, officially illegal to operate and advertise without licence</td>
<td></td>
</tr>
</tbody>
</table>
Consolidation is happening

- Limited number of country licences leads to new co-operations
- Consolidation is happening across all verticals globally
- This is a result of increased pressure on margin due to regulation and compliance
- Industry giants are scaling up by merging or acquiring each other
- Smaller operators under pressure may be acquired or cease business

**NEW ACQUISITION**

**NETENT ACQUIRES RED TIGER FOR INITIAL £197M FEE**
NetEnt has signed an agreement to acquire slot provider Red Tiger Gaming in an all-cash deal with an initial value of...

**William Hill offers to buy Sweden’s Mr Green & Co for $308 million**

**Scientific Games completes acquisition of NYX**

5 January 2019

Scientific Games has today (Friday) completed its acquisition of NYX Gaming Group in a deal worth around $377million (€351.9m/$382.6m).

In September, Scientific Games announced it had agreed terms on to merge with NYX and create a ‘global digital gaming and lottery powerhouse’.

Last month, Scientific Games shareholders unanimously voted to approve the deal, after which the company presented the tally of the shareholders votes in order to gain approval from the Royal Court of Guernsey.

**GVC completes Ladbrokes Coral takeover**

26 March 2018

GVC has completed its acquisition of Ladbrokes Coral in a deal that could be worth (766.4bn/$1.1bn). Ladbrokes Coral’s corporate site now redirects visitors to GVC’s homepage.

34 years after Ladbrokes was a founding member of the FTSE 100, its shares have been delisted from the London Stock Exchange.

**World’s largest online betting firm created by Paddy Power owner**

Flutter Entertainment to buy The Stars Group, owner of Sky Bet, in £1bn deal
… and creating opportunities in the US

- **Live legal** single game sports betting
- **Authorised** sports betting, not yet operational
- **Active 2019 sports betting legislation/ballot**
Philadelphia Eagles vs Minnesota Vikings: Predictions and Odds (NFL Week 6)

Bet on Fantasy Sports with These Websites

1. DraftKings
   - $10 welcome bonus
   - Available in most states
   - Bet Now

2. FanDuel
   - $5 welcome bonus
   - Available in most states
   - Bet Now

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WSN organic keywords

betting in the usa

Organic keywords

People also search for

Sports betting USA

Real money fantasy sports betting is now available in every US state except Washington, Idaho, Montana, Nevada, Arkansas, Iowa, Louisiana, and Alabama.

Where is Online Sports Betting Legal in the USA? [2019]

https://www.wsn.com - sports-betting-usa

About 587,000,000 results (0.71 seconds)

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Bet on Ice Hockey & NHL

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US Sports Betting Sites - Legal USA Online Sports Betting in ...

https://www.legalsportsreport.com - usa betting sites

If you ask - Can you bet on sports online? if you are in the USA, the answer is likely no but there are states where you can wager real money on fantasy...
Summary

1. Robust underlying global gambling market growth, driven by technology, online and mobile gambling
2. Regulation enables sustainable growth, protecting end users with a safe and responsible environment
3. Industry consolidation opens up global opportunities
4. GiG has positioned itself for the future, driving the offline to online transition
5. GiG empowers its partners to drive revenue in their online operations
6. GiG has been built in 7 years with a stable growth
Thank You!
Appendix
# Largest shareholders 30 September 2019

## GAMING INNOVATION GROUP INC.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Shares</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8,300,000</td>
<td>9.2 %</td>
</tr>
<tr>
<td>2</td>
<td>6,446,427</td>
<td>7.2 %</td>
</tr>
<tr>
<td>3</td>
<td>5,150,687</td>
<td>5.7 %</td>
</tr>
<tr>
<td>4</td>
<td>4,696,125</td>
<td>5.2 %</td>
</tr>
<tr>
<td>5</td>
<td>4,360,445</td>
<td>4.8 %</td>
</tr>
<tr>
<td>6</td>
<td>4,215,022</td>
<td>4.7 %</td>
</tr>
<tr>
<td>7</td>
<td>3,880,999</td>
<td>4.3 %</td>
</tr>
<tr>
<td>8</td>
<td>3,638,266</td>
<td>4.0 %</td>
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<tr>
<td>9</td>
<td>2,478,585</td>
<td>2.8 %</td>
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<tr>
<td>10</td>
<td>2,093,639</td>
<td>2.3 %</td>
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<tr>
<td>11</td>
<td>2,009,437</td>
<td>2.2 %</td>
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<tr>
<td>12</td>
<td>1,882,146</td>
<td>2.1 %</td>
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<tr>
<td>13</td>
<td>1,752,467</td>
<td>1.9 %</td>
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<tr>
<td>14</td>
<td>1,653,571</td>
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<tr>
<td>15</td>
<td>1,602,213</td>
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<tr>
<td>16</td>
<td>1,500,000</td>
<td>1.7 %</td>
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<tr>
<td>17</td>
<td>1,400,000</td>
<td>1.6 %</td>
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<td>18</td>
<td>1,342,136</td>
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<td>19</td>
<td>1,077,625</td>
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<tr>
<td>20</td>
<td>1,000,000</td>
<td>1.1 %</td>
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<tr>
<td>Top 20</td>
<td>60,479,790</td>
<td>67.2 %</td>
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<tr>
<td>Other</td>
<td>29,525,836</td>
<td>32.8 %</td>
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<tr>
<td>TOTAL</td>
<td>90,005,626</td>
<td>100.0 %</td>
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</tbody>
</table>
## Income statement

### Condensed Statements of Operations in EUR 1 000

(UNAUDITED)

<table>
<thead>
<tr>
<th></th>
<th>Q3 2019</th>
<th>Q3 2018</th>
<th>9M 2019</th>
<th>9M 2018</th>
<th>2018</th>
</tr>
</thead>
<tbody>
<tr>
<td>Revenues</td>
<td>30 226</td>
<td>37 283</td>
<td>93 621</td>
<td>111 507</td>
<td>151 372</td>
</tr>
<tr>
<td>Cost of sales</td>
<td>6 672</td>
<td>6 348</td>
<td>19 693</td>
<td>19 562</td>
<td>27 358</td>
</tr>
<tr>
<td><strong>Gross profit</strong></td>
<td>23 554</td>
<td>30 935</td>
<td>73 928</td>
<td>91 945</td>
<td>124 014</td>
</tr>
<tr>
<td>Gross profit margin</td>
<td>78%</td>
<td>83%</td>
<td>79%</td>
<td>82%</td>
<td>82%</td>
</tr>
<tr>
<td>Marketing expenses</td>
<td>7 103</td>
<td>10 635</td>
<td>24 595</td>
<td>35 654</td>
<td>47 247</td>
</tr>
<tr>
<td>One-off expenses</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2 619</td>
</tr>
<tr>
<td>Other operating expenses</td>
<td>13 730</td>
<td>15 252</td>
<td>40 020</td>
<td>45 248</td>
<td>58 066</td>
</tr>
<tr>
<td>Total operating expenses</td>
<td>20 833</td>
<td>25 887</td>
<td>64 415</td>
<td>80 902</td>
<td>107 932</td>
</tr>
<tr>
<td><strong>EBITDA</strong></td>
<td>2 721</td>
<td>5 048</td>
<td>9 313</td>
<td>11 043</td>
<td>16 082</td>
</tr>
<tr>
<td>Depreciation &amp; amortization</td>
<td>6 550</td>
<td>4 969</td>
<td>19 626</td>
<td>14 559</td>
<td>19 973</td>
</tr>
<tr>
<td>Impairment of intangibles</td>
<td>2 911</td>
<td>-</td>
<td>2 911</td>
<td>-</td>
<td>13 726</td>
</tr>
<tr>
<td><strong>EBIT</strong></td>
<td>-6 740</td>
<td>79</td>
<td>-13 224</td>
<td>-3 516</td>
<td>-17 617</td>
</tr>
<tr>
<td>Financial income (expense)</td>
<td>-1 496</td>
<td>-2 502</td>
<td>-3 790</td>
<td>-2 149</td>
<td>-4 210</td>
</tr>
<tr>
<td>Other income (expense)</td>
<td>-9</td>
<td>-50</td>
<td>-42</td>
<td>-194</td>
<td>-113</td>
</tr>
<tr>
<td><strong>Result before income taxes</strong></td>
<td>-8 245</td>
<td>-2 473</td>
<td>-17 056</td>
<td>-5 859</td>
<td>-21 940</td>
</tr>
<tr>
<td>Income tax refund (expense)</td>
<td>-105</td>
<td>-144</td>
<td>-302</td>
<td>-324</td>
<td>-815</td>
</tr>
<tr>
<td><strong>Net result</strong></td>
<td>-8 350</td>
<td>-2 617</td>
<td>-17 358</td>
<td>-6 183</td>
<td>-22 755</td>
</tr>
</tbody>
</table>

Marketing in % of revenue:
- 24%
- 29%
- 26%
- 32%
- 31%

Other operating in % of revenue:
- 45%
- 41%
- 43%
- 41%
- 38%

EBITDA in % of revenue:
- 9%
- 14%
- 10%
- 10%
- 11%
## Cash flow

<table>
<thead>
<tr>
<th>In EUR 1 000</th>
<th>Q3 2019</th>
<th>Q3 2018</th>
<th>9M 2019</th>
<th>9M 2018</th>
<th>2018</th>
</tr>
</thead>
</table>
| **Cash flow from operating activities**   | 2 351   | 422     | 10 339  | 10 680  | 12 484 |}
| **Cash flow from investment activities**  | -2 027  | -2 618  | -9 676  | -9 176  | -12 386 |}
| **Cash flow from financing activities**   | -4 424  | -       | -4 148  | -       | 2 374  |}
| **Translation (loss)/gain**               | -178    | 48      | -258    | 290     | 133   |}
| **Fair value movements**                  | 26      | -3      | 18      | -       | -15   |}
| **Net change in cash and cash equivalents**| -4 252  | -2 151  | -3 725  | 1 794   | 2 590 |}
| **Cash and cash equivalents at start of period** | 15 196 | 16 024 | 14 669  | 12 079  | 12 079 |}
| **Cash and cash equivalents at end of period** | 10 944 | 13 873 | 10 944  | 13 873  | 14 669 |}
## Balance sheet

Condensed Balance Sheet in EUR 1,000 (Unaudited)

<table>
<thead>
<tr>
<th></th>
<th>30 September 2019</th>
<th>30 September 2018</th>
<th>31 Dec 2018</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Assets</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Goodwill</td>
<td>69,396</td>
<td>69,681</td>
<td>69,570</td>
</tr>
<tr>
<td>Intangibles assets</td>
<td>57,084</td>
<td>85,580</td>
<td>69,253</td>
</tr>
<tr>
<td>Deposits and other non-current assets</td>
<td>22,265</td>
<td>8,385</td>
<td>8,061</td>
</tr>
<tr>
<td>Total non-current assets</td>
<td>148,745</td>
<td>163,646</td>
<td>146,884</td>
</tr>
<tr>
<td>Prepaid and other current assets</td>
<td>24</td>
<td>25</td>
<td>5</td>
</tr>
<tr>
<td>Trade and other receivables</td>
<td>20,442</td>
<td>20,305</td>
<td>28,473</td>
</tr>
<tr>
<td>Cash and cash equivalents</td>
<td>10,944</td>
<td>13,873</td>
<td>14,669</td>
</tr>
<tr>
<td>Total current assets</td>
<td>31,410</td>
<td>34,203</td>
<td>43,147</td>
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<tr>
<td><strong>Total assets</strong></td>
<td><strong>180,155</strong></td>
<td><strong>197,849</strong></td>
<td><strong>190,031</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>30 September 2019</th>
<th>30 September 2018</th>
<th>31 Dec 2018</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Liabilities and shareholders’ equity</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total shareholders’ equity</td>
<td>69,530</td>
<td>104,192</td>
<td>88,072</td>
</tr>
<tr>
<td>Trade payables and accrued expenses</td>
<td>32,606</td>
<td>28,686</td>
<td>34,204</td>
</tr>
<tr>
<td>Short term loans</td>
<td>-</td>
<td>-</td>
<td>617</td>
</tr>
<tr>
<td>Bond payable</td>
<td>31,462</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Total current liabilities</td>
<td>64,068</td>
<td>28,686</td>
<td>34,821</td>
</tr>
<tr>
<td>Bond payable</td>
<td>33,277</td>
<td>62,684</td>
<td>64,230</td>
</tr>
<tr>
<td>Deferred tax liability</td>
<td>1,135</td>
<td>1,230</td>
<td>955</td>
</tr>
<tr>
<td>Other long term liabilities</td>
<td>12,145</td>
<td>1,057</td>
<td>1,953</td>
</tr>
<tr>
<td>Total long term liabilities</td>
<td>46,557</td>
<td>64,791</td>
<td>67,138</td>
</tr>
<tr>
<td>Total liabilities</td>
<td>110,625</td>
<td>93,657</td>
<td>101,959</td>
</tr>
<tr>
<td><strong>Total liabilities and shareholders’ equity</strong></td>
<td><strong>180,155</strong></td>
<td><strong>197,849</strong></td>
<td><strong>190,031</strong></td>
</tr>
</tbody>
</table>
Cash position

- Cash and cash equivalents at 30 June 2019: 15.2
- Cash flow from operating activities: +2.4
- Cash flow from investment activities: -2.0
- Cash flow from financing activities: -4.4
- Translation gain and fair value movements: -0.2
- Cash and cash equivalents at 30 September 2019: 10.9
Legal disclaimer

Gaming Innovation Group Inc. gives forecasts. Certain statements in this report presentation are forward-looking and the actual outcome 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, fluctuation in exchange rates, interest rates and political risks.