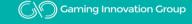
Gaming Innovation Group

Q4 2016

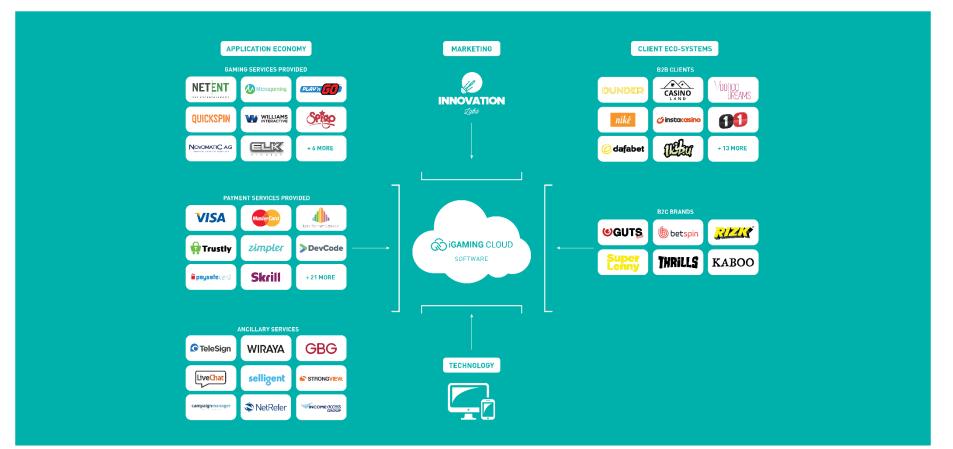
14 February 2017 Robin Reed, CEO Tore Formo, CFO



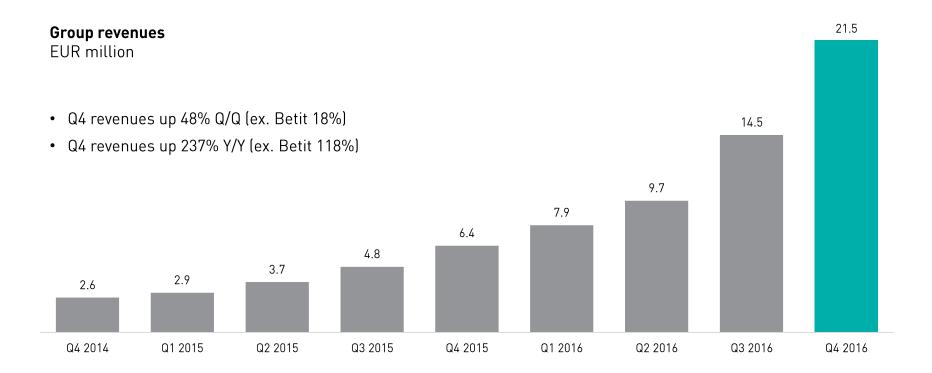
GAMING INNOVATION GROUP

AN IGAMING ECO-SYSTEM





Creating a leading iGaming company



Highlights Q4

- All time high revenues and EBIDTA for the group
- iGamingCloud exceeding 2016 new clients guiding, achieve all time high quarterly revenues (132% Y/Y growth)
- All time high revenues for Innovation Labs in Q4 (159% Y/Y growth)
- RIZK player retention and BetIt acquisition driving B2C revenue surge (270% Y/Y growth)
- Betit migration to iGamingCloud completed

Financial highlights

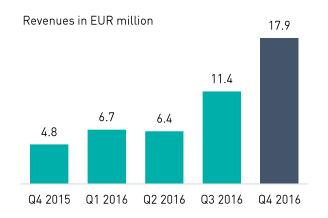
Q4 REVENUES Q4 COST OF SALES **Q4 OPERATING EXPENSES Q4 EBITDA** €21.5M €4.1M €16.6M €3.9M (48% Q/Q) (62% Q/Q) (13% Q/Q) (1.1M Q3 16) (114% Y/Y) (-1.8M Q4 15) (237% Y/Y) (212% Y/Y) 2016 2016 2016 2016 €9.3M €53.6M €38.5M €5.8M

Operational update

B₂C

The B2C segment include Gaming Innovations Groups gaming operators

EUR million	Q4 2016	Q4 2015	FY 2016
Revenue	17.9	4.8	42.4
Marketing cost	7.3	3.8	20.0
EBITDA	1.3	(2.9)	(1.1)



- Revenues up 270% Y/Y and 58%Q/Q
- Ex. Betit growth of 123% Y/Y and 19% Q/Q
 - Betit contributed with EUR 7.5 mill. in Q4 (2.7m in Q3)
- UK sports betting license awarded
- Marketing share of revenues down Q/Q, expected to pick up going forward

Increased deposits from active players

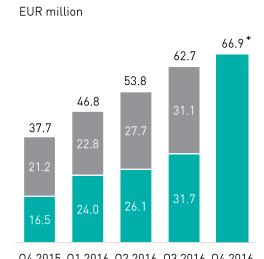
Active real money players



■ GIG ■ Historic BetIt players on 100% basis

BetIt contribution Q4: 74 000

Deposits



Q4 2015 Q1 2016 Q2 2016 Q3 2016 Q4 2016

■ Historic Betlt deposits on 100% basis ■ GIG

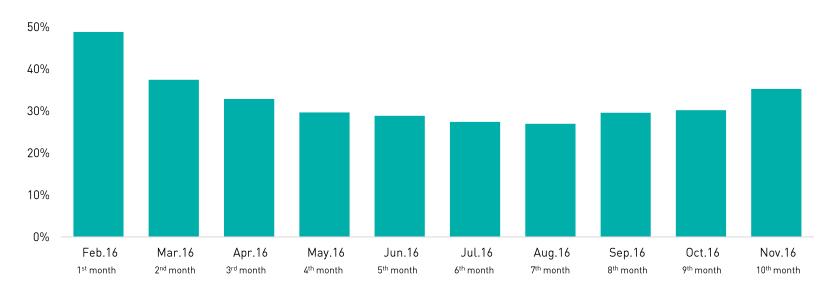
Bettl contribution Q4: FUR 28 5m.

B2C revenues



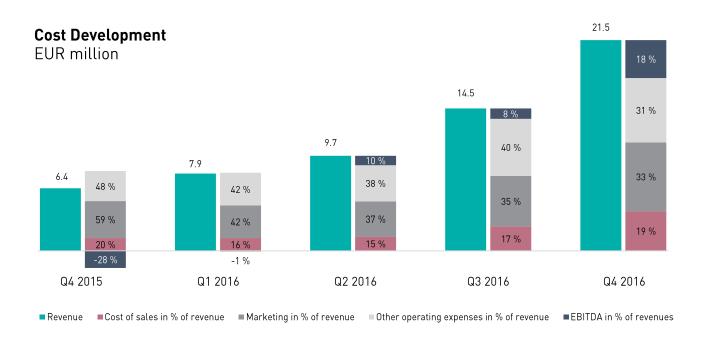
Betlt contribution Q4: EUR 7.5m BetIt contribution Q3: EUR 2.7m

High retention rate for RIZK



Cohort report: Amount of players that made a real money bet in January, whom is making at least one real money bet in subsequent months. Real Money Bets includes bets only made with winnings from freespins

Marketing % driving future earnings

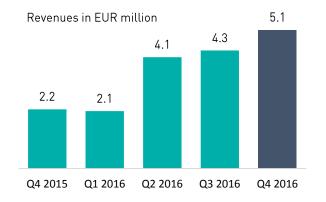


- High marketing % affect short term earnings, driving future growth
- Marketing % expected to increase going forward

B₂B

The B2B segment includes Gaming Innovation Groups cloud based services (iGamingCloud) and digital marketing services (Innovation Labs)

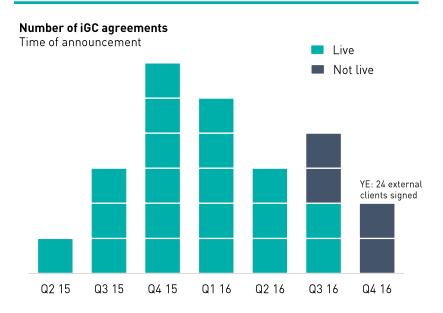
EUR million	Q4 2016	Q4 2015	FY 2016
Revenue	5.1	2.2	15.6
EBITDA	2.6	1.1	6.9



- Revenues up 132% Y/Y and 17% Q/Q
- Cloud based services
 - iGaming Cloud aims to be the leading cloud based service provider within iGaming
 - Enabling a sharing economy for the iGaming industry
 - 1.9 billion database transactions in ecosystem in Q4 (up from 1.3 billion in Q3)
- Digital Marketing services
 - Continued increase in revenue from Innovation Labs

iGaming Cloud exceeded 2016 target

From start-up to full scale platform in 1.5 years



- 24 external clients signed by year end 2016
 - Exceeded YE 2016 goal of 20 clients
- Acquired BetIt brands migrated to the platform in November
- Focus on integration of games, payments and ancillary services
- Re-writing and scaling up platform to sign large and established clients
 - Time estimate: 12-18 months
 - Increase volumes to the iGaming ecosystem

Innovation Labs increasing revenue per FTD

Number of referred First Time Depositors



- Generate clients to the iGaming eco-system
- Focus on high value depositors
 - Number of *FTD's up 8% Q/Q and 130% Y/Y
- Overall revenues up 22% Q/Q and 159% Y/Y

Strategic update

- Competence core to success focus on attaining the best employees
 - Extensive hiring of highly qualified engineers
 - Hired top industry names to group and subsidiary managements
 - Incentive programs to retain existing and attract new employees
- Continued development of iGaming eco-system
 - Product development and re-architecture of IGC
 - Acquisitions: Bolt-on acquisitions
 - Development of new business areas: BettingCloud
- Positioned for organic and acquired growth across all business areas

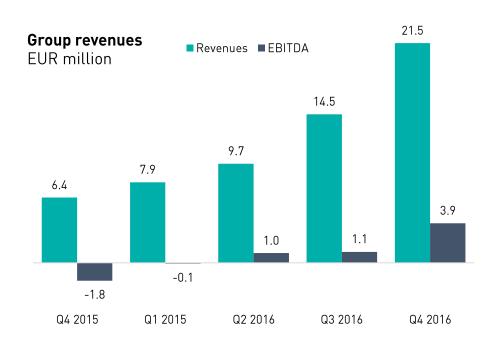
Introducing BettingCloud

- Proprietary odds supplier offering odds feeds, content services, betting engine, risk management and trading tools
- The solutions can work in isolation or as a complete Sports offering, bundled with the iGamingCloud platform
- Originates from the OddsModel acquisition
- Hire 80 new employees during 2017
- Under development, expected launch Q4 17



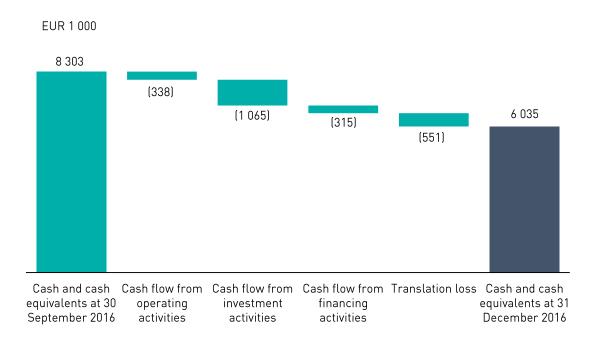
Financial update

Continued strong growth



- All time high revenues of EUR 21.5 million
- EBITDA of EUR 3.9 million in Q4

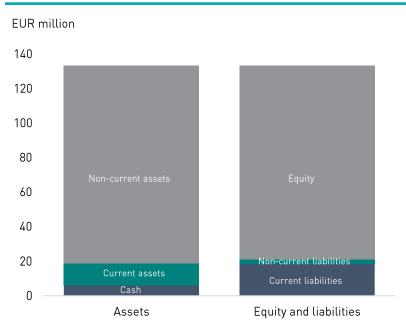
Cash Flow development



- Cash flow from financing EUR -0.3 million
 - New loans EUR 1.46 million
 - Repayments EUR 1.78 million
- Strong cash balance maintained

Financial position

Balance sheet composition



- Equity ratio of 83%
- Strong cash position

Summary and outlook

Outlook

- Expect to use the Nordic bond market to finance future acquisitions
- Increased marketing budgets for B2C in 2017
- Develop iGC-platform to sign larger and established clients
- Expand Innovation Labs to new verticals and markets
- New sports betting provider to be launched in 2017
- See 2017 revenues above EUR 120 million

Q&A

1st quarter 2017

09.05.17



Largest shareholders as of 13 February 2017

Shareholder	# shares	%
Optimizer Invest Ltd.	131 173 297	16.0 %
Bryggen Holding AS	104 446 123	12.8 %
Super Innovative Limited (Robin Reed)	58 414 881	7.1 %
J.P. Morgan Chase Bank	58 614 800	7.2 %
Hans Michael Hansen	39 101 744	4.8 %
Frode Fagerli	36 001 194	4.4 %
Ben Clemes	19 232 998	2.3 %
Anders Berntsen	17 210 772	2.1 %
CMM Invest AS	17 184 063	2.1 %
Nordnet Bank AB	17 102 713	2.1 %
Avanza Bank AB	15 631 299	1.9 %
Flaxvatn Holding AS	14 891 990	1.8 %
Svenska Handelsbanken	13 824 006	1.7 %
G.F. Invest AS	11 716 054	1.4 %
GIG Share Options Ltd.	11 137 962	1.4 %
Nordea Bank AB	9 601 129	1.2 %
Mikko Halmela	8 233 452	1.0 %
Jussi Hietalahti	8 153 869	1.0 %
Nordea Bank AB Denmark Branch	7 714 318	0.9 %
Saxo Bank A/S	7 613 223	0.9 %
Other	211 556 379	25.8 %
Total issued shares	818 556 266	100.0 %

Income statement

Condensed Statements of Operations in EUR 1 000 (Unaudited)	Q4 2016	Q4 2015	2016	2015
Revenues	21 495	6 384	53 605	17 749
Cost of sales	4 052	1 300	9 285	4 042
Gross profit	17 443	5 084	44 320	13 707
Gross profit margin	81 %	80 %	83 %	77 %
Marketing expenses	7 007	3 769	19 094	7 670
Other operating expenses	6 574	3 071	19 411	8 099
Total operating expenses	13 581	6 840	38 504	15 769
EBITDA	3 862	-1 756	5 816	-2 062
Depreciation & amortization	556	267	1 472	528
EBIT	3 306	-2 023	4 344	-2 590
Other income (expenses)	-568	153	-1 349	337
Unrealized gain on derivative asset	0	332	1 338	521
Result before income taxes	2 738	-1 539	4 332	-1 732
Income tax refund (expense)	-251	9	-364	-31
Net result	2 487	-1 530	3 969	-1 763
Marketing in % of revenue:	33 %	59 %	36 %	43 %
Other operating in % of revenue:	31 %	48 %	36 %	46 %
EBITDA in % of revenue:	18 %	-28 %	11 %	-12 %

Cash flow

In EUR 1 000	Q4 2016	Q4 2015	2016	2015
Cash flow from operating activities	-338	-1 205	1 594	-1 189
Cash flow from investment activities	-1 065	-91	-4 305	-1 604
Cash flow from financing activities	-315	1 826	7 188	3 753
<u>Translation loss</u>	-551	-80	-533	-150
Net change in cash and cash equivalents	-2 268	449	3 943	810
Cash and cash equivalents at start of period	8 303	1 643	2 092	1 282
Cash and cash equivalents at end of period	6 035	2 092	6 035	2 092

Balance sheet

Condensed Balance Sheet in EUR 1 000 (Unaudited	2016	2015
Accept		
Assets	(2.0/2	22.222
Goodwill	63 962	22 230
Intangibles and other non-current assets	45 267	7 138
Total non-current assets	109 229	29 369
Other current assets	12 680	5 000
Cash and cash equivalents	6 035	2 092
Total current assets	18 715	7 092
Total assets	127 944	36 460
Liabilities and shareholders' equity		
Total shareholders' equity	106 810	28 241
Short term loans	3 407	2 031
Other current liabilities	15 066	4 647
Total current liabilities	18 473	6 678
Long term loans	2 661	1 541
Total liabilities	21 134	8 220
Total liabilities and shareholders' equity	127 944	36 460



