## Gaming Innovation Group Inc.

**Capital Markets Day** 

Stockholm, 4 December 2018

gig.com

### **Today's presenters**



Robin Reed CEO



Richard Brown



Ben Clemes



Tim Parker CMO



Justin Psaila
CFO



**Mathias Larsson**Director of Games

Anna-Lena Åström

Head of IR & Corporate Communications

**Charlotte Stjerngren** 

Moderator



### **Outline**

13:30	Head of IR & Corp Comm's	Welcome
13:32	CEO	Vision & strategy
14:00	COO	Operations
14:15	CFO	Financials
14:30		Coffee break
14:50	Director GiG Games	GiG Games
15:05	СМО	Gaming operators
15:20	CCO	Platform Services & Hard Rock case study
15:45	CEO	Summary & conclusion
16:00	Management	Q&A
16:45		Networking
18:00		End



## Vision & Strategy

**Robin Reed** 

CEO









Kimmo

LEVEL 1

200 35

Deposit

User settings

Withdraw

Our story

Rizk Insider

Notifications

Log out







#### **GiG overview**

#### **Vision**

"Opening up iGaming to make it fair & fun for all"

#### **Mission**

"Have a stake in every fair online bet"







2012

2015

**Present** 

GiG founded

Listed on the Oslo Stock exchange

Moving to Nasdaq Stockholm



~750

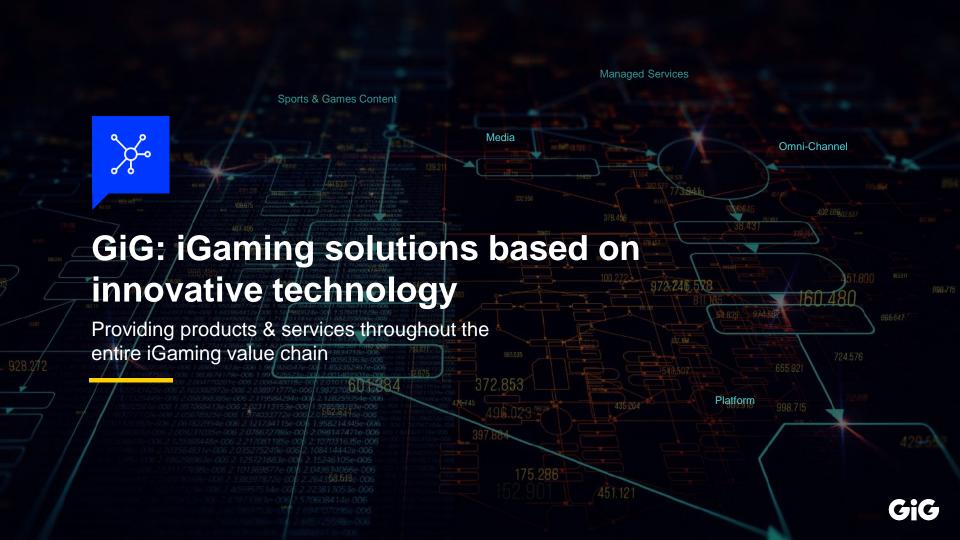
No of **Employees** 



Offices in Malta, Denmark, Gibraltar, Norway, Spain, USA



Licences in Malta, UK, New Jersey, Germany S-H, (Denmark, Spain, Sweden)





### **Our story**

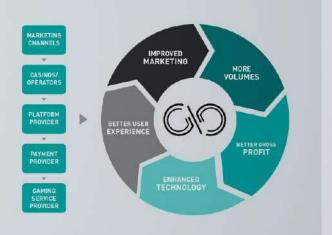






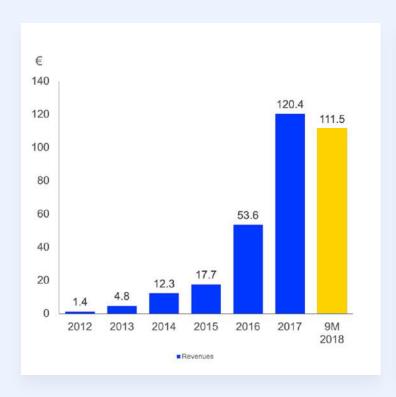
#### Strategy

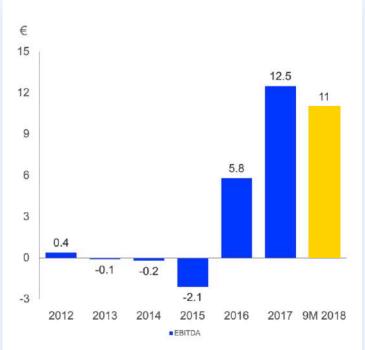
- Innovation lies at the intersection of each gaming activity
- By owning the value chain we improve margins and decrease price points
- · By selling B2B we scale





### GiG has been built in 6 years







### The Global Partner for strong brands in iGaming

Phase 1 201:

2012 - 2015/16

Phase 2

2016 - 2017/18

Phase 3

2018/19...

## Establish & create critical scale

- Initial footprint in iGaming
- Scalable and future proof tech stack
- Funding for growth

# Develop full service B2B - offering

- Volume on platform to increase sale
- Competitive B2B offering
- First set of target customers

# Build leading iGaming partner

- Robust revenue portfolio
- Increased speed of growth
- Optimisation and synergies



# Underlying market growth & offline to online growth





# Offline to online transformation drives per capita spending

Bubble area represents actual size of online gambling market in MEUR 2016 120 100 80 Per capita online betting and casino spending per 60 3 adult 40 20 0 10 20 30 40 50 % Online gambling penetration

### Four industry clusters

1

### Big brands new entrant

- Large entertainment brands
- Media houses
- Holders of media rights

2

#### Locals

- High level of regulated revenues
- Large home market and trusted brands
- Local incumbents and state monopolies

3

#### **Challengers**

- Mid-sized or smaller
- Mix of regulated and unregulated revenues
- Many European online operators

4

## **Emerging superstars**

- Large brands with geographical presence
- Higher M&A activity
- Bigger global online brands



# Changes in regulatory landscape affects the clusters differently

1

### Big brands new entrant

- Opens up opportunities to embark on iGaming
- Capitalisation on media rights

2

#### Locals

- Re-regulation creates opportunities for state monopolies
- Land-based operators going online
- Regulation main global driver

3

#### Challengers

- Re-regulation squeezes profits
- Drives consolidation
- Creates marketing opportunities

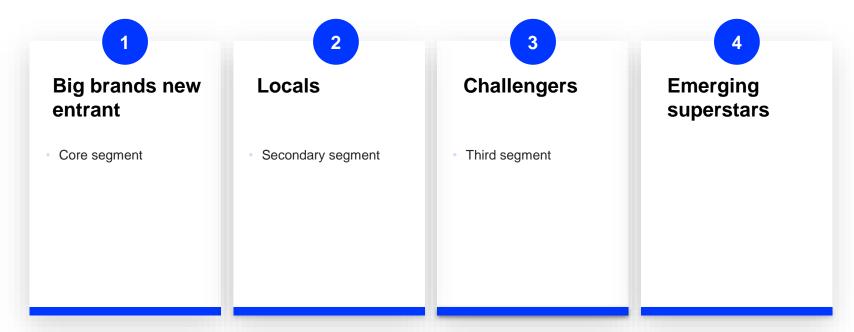
4

## **Emerging** superstars

- Less dependent on local regulations
- Opens up opportunities, especially in the USA



# The development defines GiG's prioritised segments





### Significant addressable market in core segments

GiG Service Segments	Operator spend of GGR	Low Range	Mid Range	High Range
		BNUSD	BNUSD	BNUSD
Platform	4 - 7%	2.2	3.0	3.9
Content (Casino & Sports)	7 - 15%	3.9	6.1	8.3
Media (Affiliates & Paid)	15 - 25%	8.3	11.0	13.8
Total addressable market		14.3	20.1	25.9

- Assuming 20% migration land-based to online
- Total migration volume = \$80bn GGR (Gross Gaming Revenue)

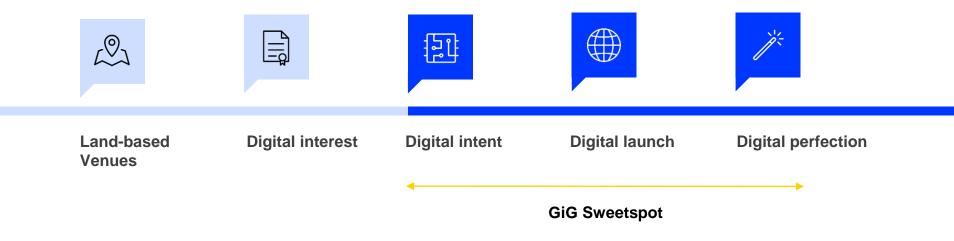
The potential addressable market is significant and is in excess of the existing online market.

In addition, volumes will be added by new entrants like media houses and holders of media rights.



### Digital development path

GiG is well positioned to support customers through the entire migration from landbased to iGaming





# GiG's unique advantages to support an iGaming green fielder

## Full service solutions

- Platform solutions
- Product verticals
- Managed Services
- Media Services
- Experience
- Integrated offline to online solutions

## Access to scale advantages

- Cost sharing
- UX development
- Innovation & development
- Bargaining power with 3rd party suppliers

## Knowledge & Experience

- Experience from operator business & online brand building
- Experience from managed services
- Regulatory competence





### **Summary**

- The global partner for strong brands in iGaming
- Digital transformation driving \$20bn market opportunity.
- Regulation as the major change mechanic
- Big brands and local incumbents entering iGaming
- GiG positioned as the full service provider with media, omnichannel platform,
   sports and casino content, and operational expertise



### **Business Verticals B2B**

**Richard Brown** 

COO





Platform



Platform
Content &
Ancillary
Services



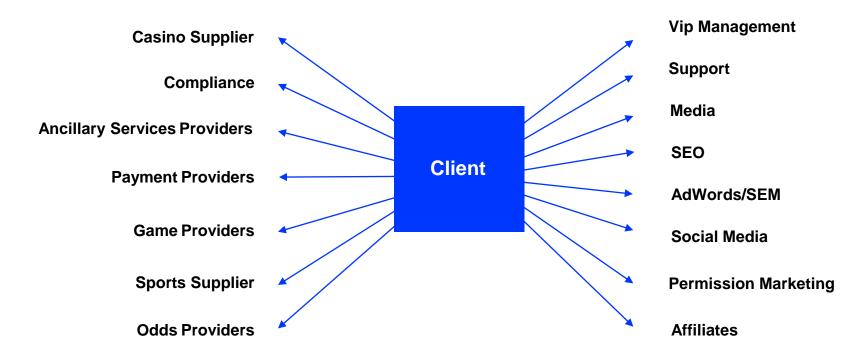
Content & **Ancillary Platform** Marketing **Services** 



Content &
Ancillary Marketing Operator
Services



### Reality is far more complex





# Regulation & compliance development multiplies the complexity

- Industry paradigm shift places a heavier burden on the operator
- Technical integrations, AML, source of wealth and marketing compliance
- Multiple regulatory frameworks
- Will continue to increased entry barriers as the shift develops

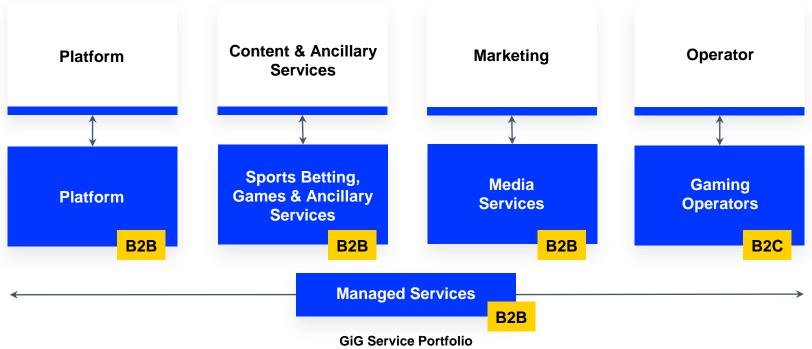


# GiG's service portfolio absorbs the iGaming complexity

### **Our offering**

A fully integrated service portfolio also sold in pieces, with or without managed services

#### iGaming Fundamentals





### Managed service package as add on features





Compliance



**Payments** 



Risk, Fraud & KYC



**Development** 

CRM & Campaign Management



1<sup>st</sup> Line Support



VIP Management



Product Management



# B2B Business model based on revenue share & fixed fee

**Sports Betting, &** Media Gaming **Platform Games & Ancillary** Services **Operators** Services B<sub>2</sub>B B<sub>2</sub>B B<sub>2</sub>B B<sub>2</sub>C Revenue share & Revenue share & Revenue share & **Bets minus Wins** fixed fees fixed fees fixed fees In-house brands Cloud based Sports betting services Leads generation platform services casino games & through online media and internal test bed ancillary services buys and publishing **Managed Services** 



B<sub>2</sub>B

# We aim to take a share of every fair bet online

- Number of bets facilitated by our platform increased by 72% YoY
- Active customers on the platform in Q3 +27% vs 2017
- GiG Media: 128,314 First time depositors LTM

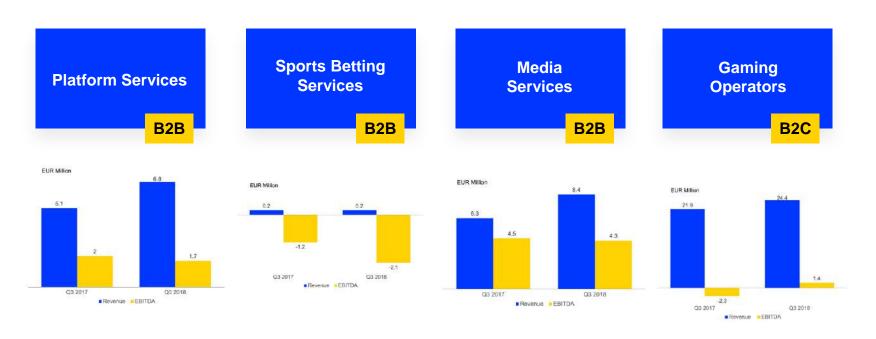




# Compliance and responsible gaming is at the heart of the business

- Increased investments in this area to continue
- GiG Comply to safeguard marketing messages
- Player safety above and beyond regulatory requirements
- Platform flexibility and automated rules engine enables customers to create rules to manage responsible gaming

## Performance in GiG's business verticals



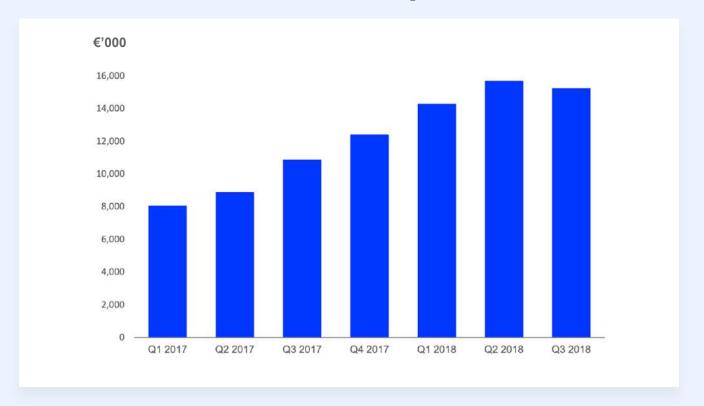


We are continually evolving & making the company more

efficient



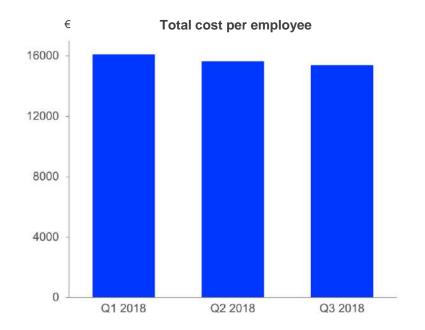
## **OPEX** development





### Potential & improvement areas

- Average people cost decreased by 5% Q1 to Q3
- People cost as a percentage of revenue 26%
- Improvement potential within the tech area to increase efficiency and effectiveness
- Faster regulatory adaptation and implementation
- Faster product implementation by using proprietary operators as test bed





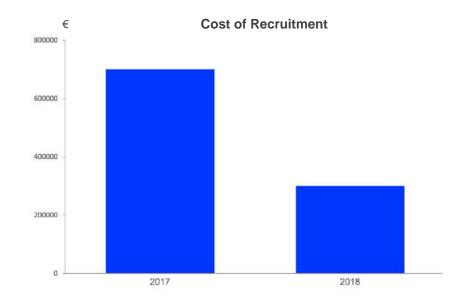
## A strategic partnership with Microsoft

- Cost savings of > €1.5m per year
- Key areas identified for improved delivery and cost efficiency
- Allows us to work with Microsoft's experts to ensure we develop infrastructure even better in the future

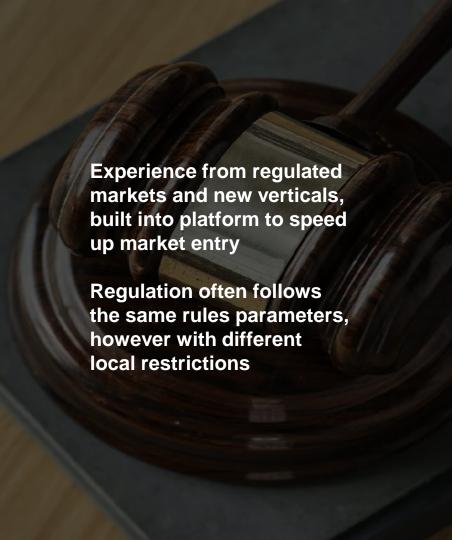


## **Competitive edge** in the war for talent

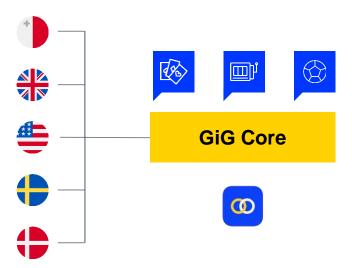
- Attracting and driving the best talent in the industry
- We educate and train our people to thrive
- Collaborative and dynamic working environment
- Cost of recruitment is down 55%.
- Reduced use of recruitment agencies from 60% to 17%





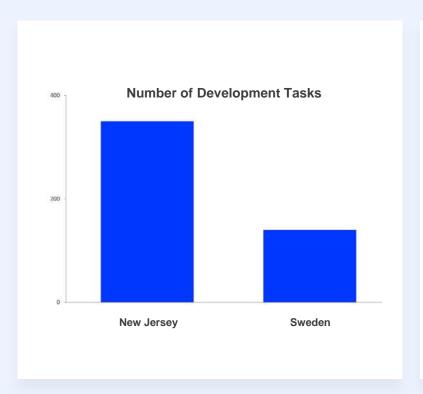


# The regulatory adaptation engine



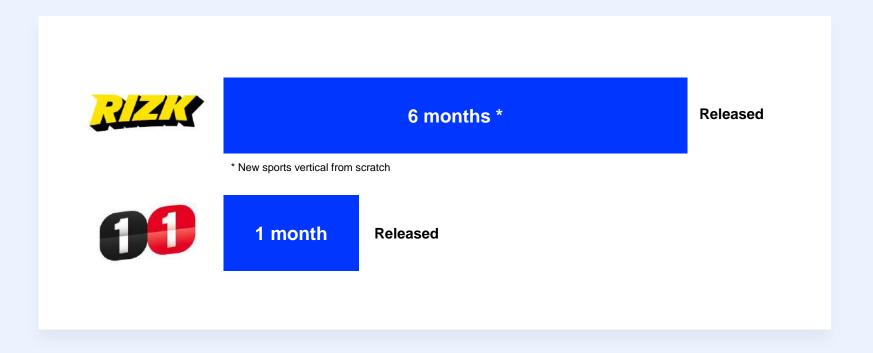


### Increased speed of entry into regulatory markets





## **Product Delivery Speed**





## Future revenue generation

#### We are succeeding

We have sold every product and every strategic revenue generation project is in place

**Platform** 

**Sports** 

**Content & Services** 

Media





























## Summary

- At GiG our various business verticals provide a full range of solutions to take a
  potential igaming customer online
- A period of investment to capture the whole value chain before barrier to entry too high
- We are already succeeding and profitable
- We are working hard to continually improve our operational delivery
- Strong position to capitalise both operationally and strategically on the industry shift



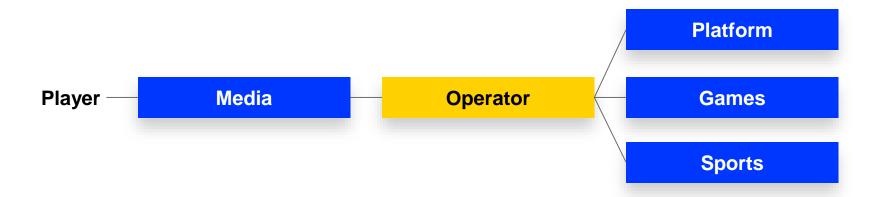
## **Financials**

**Justin Psaila** 

CFO



## GiG revenue engines





## **Example 1**

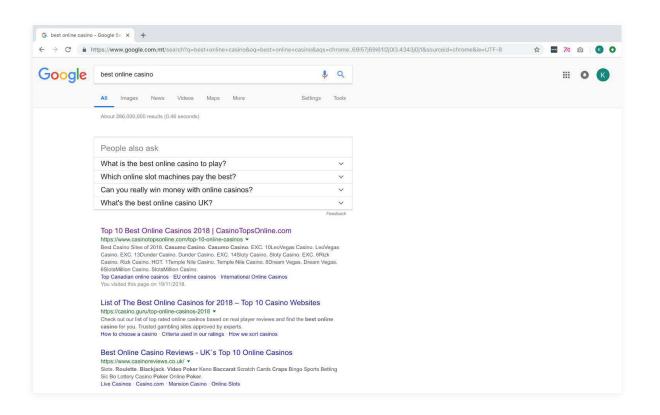




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best casino online no d	eposit bonus		
best casino online in in	dia		
best casino online with	\$100 free chip	5	
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Go	ogle Search	I'm Feeling Lucky	
			Report Inappropriate prediction

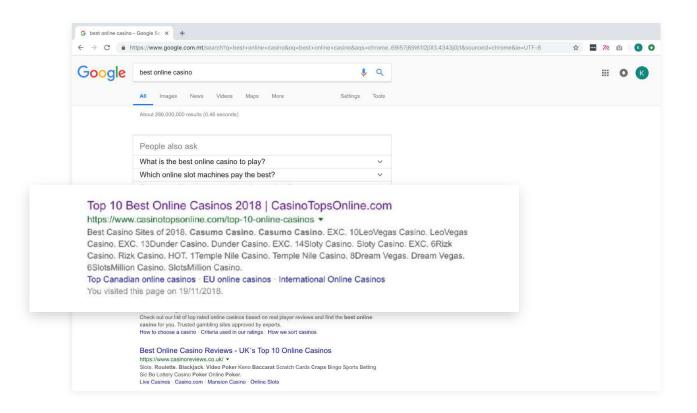
Platform

Games



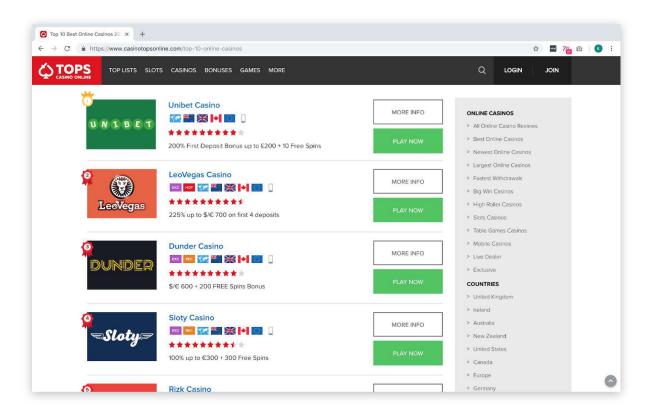
Platform

Games



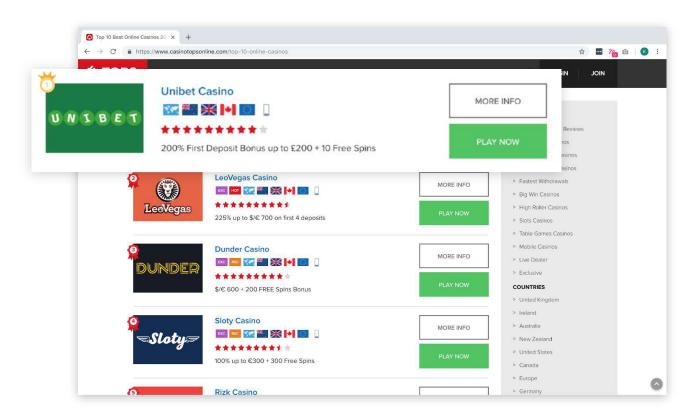
Platform

Games



Platform

Games



Media

30 - 40%

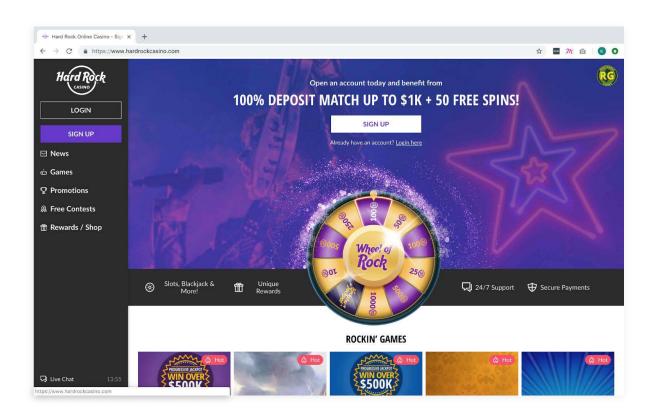
Platform

Games

Sports

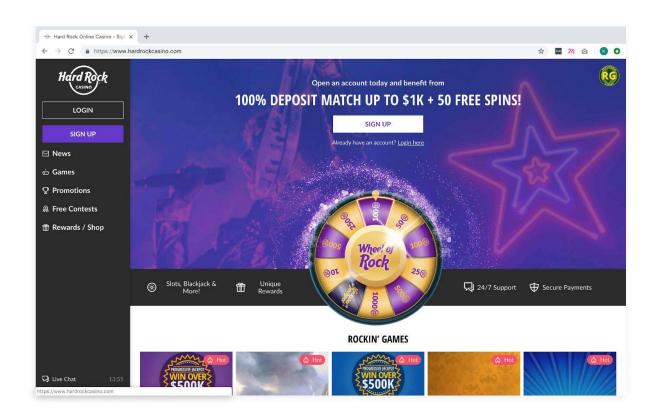
## **Example 2**





Platform

Games



Media

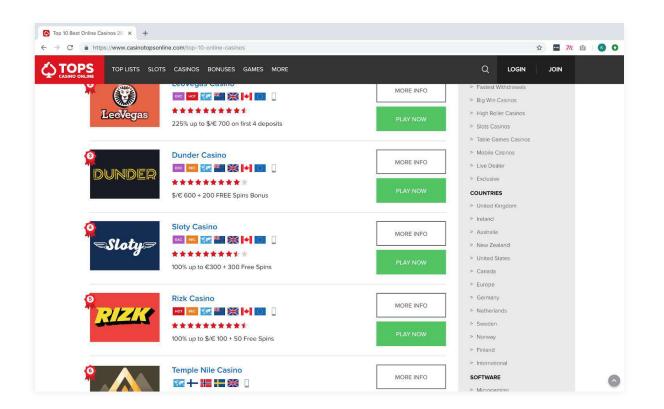
**Platform** 

Games

Sports

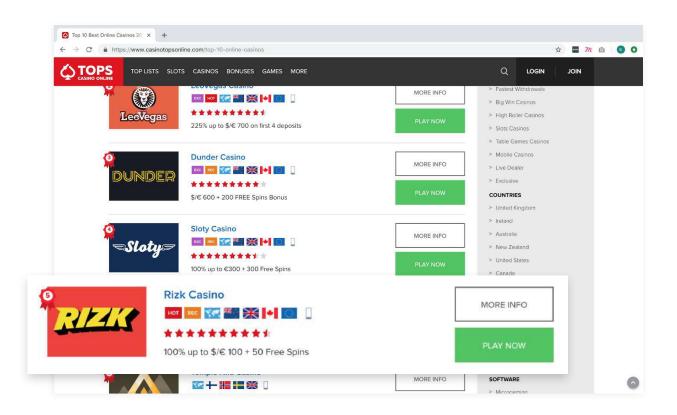
## **Example 3**





Platform

Games



Media

30 - 40%

Platform

Games

Sports



Media

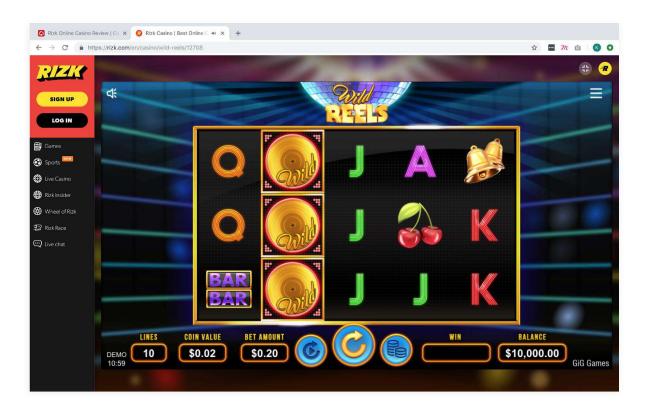
30 - 40%

**Platform** 

orm 4-7%

Games

Sports

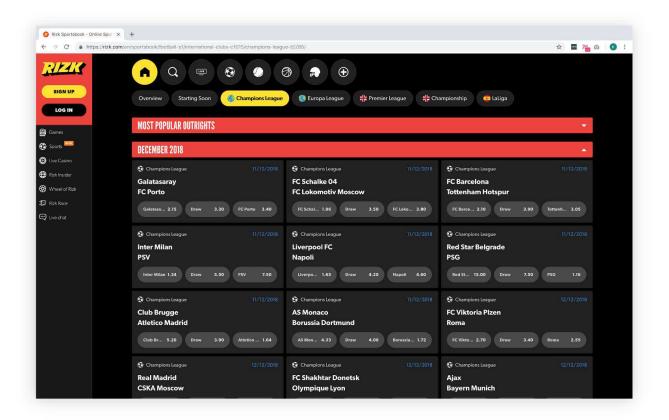


**Media** 30 - 40%

Platform 4-7%

Games 7 - 15%

Sports





Media 30 - 40%

Platform 4 - 7%

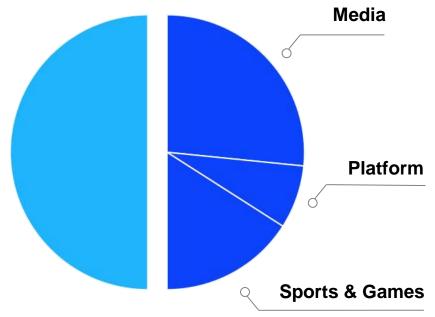
Games

Sports 7 - 15%

Substantial addressable market

Online B2C market (Gross Gaming Revenue) estimate \$51 billion

Total addressable market for GiG B2B is 26% - 47% of the online market, i.e. \$13 - \$24 billion

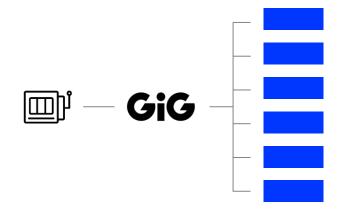




#### **Economies of scale**

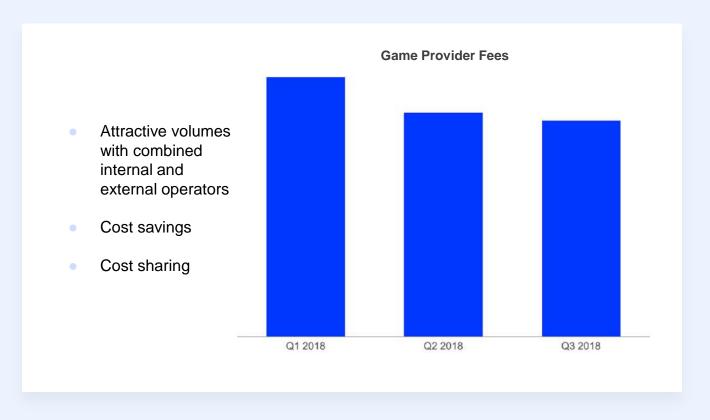
## Access to 35+ clients with GiG:

- One integration
- One commercial rate
- One agreement





### **Economies of scale**





## **Synergies**

**GiG Games** 



Accelerated setup



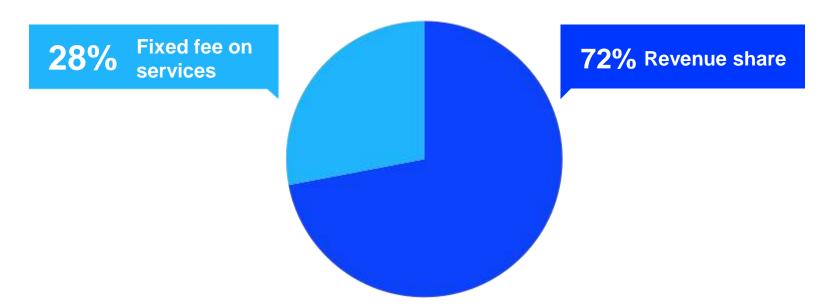
In-house knowledge



Easier to sell

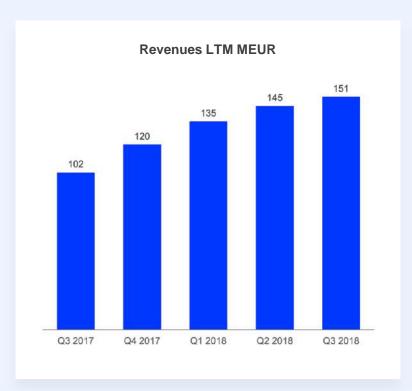
## Long term story

**GiG B2B** 





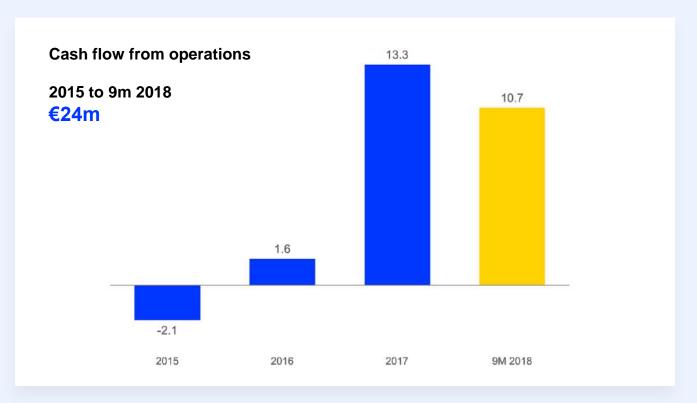
## **Stable and positive development**







## **Healthy cash flow**





### Healthy cash position





#### **Bond terms**

- Borrower: Gaming Innovation Group Ltd (guarantee for parent GiG Inc.)
- Issued: SEK 650m (EUR 62m) borrowing limit: SEK 1,250m (EUR 120m)
- Interested 7% fixed per annum
- Term: 6 March 2020
- As of Q3 2018:
  - Net Interest Bearing Debt (NIBD) EUR 50m
  - LTM (Last Twelve Months) EBITDA EUR 21m
  - Enterprise Value (EV) EUR 300m

Main covenants	Bond terms	As at Q3 2018	Critical value
NIBD to EBITDA	<= 5.0x	2.3	12m EBITDA < EUR 10.8m
NIBD to EV	< 50%	21%	Share price < NOK 0.70





## **Summary**

- Several sources of revenues
- Significant existing addressable online market and emerging new market
- Ability to extract economies of scale
- Long term story
- Sound profitability, healthy cash generation and solid cash position



## **Coffee break**

20 minutes



## Games

**Mathias Larsson** 

**Director of Games** 





Why does GiG develop in-house games?

- Games are being created based on information of player preference from B2C data
- Easy upsell of GiG Games to existing clients
- Increased share of wallet

# Regulated markets



## Regulation opens up for opportunities



## GiG Games is certifying its games in many jurisdictions worldwide...

Sweden, New Jersey (US), Malta, UK, Croatia, Czech Republic, Denmark, Estonia, Hungary, Italy, Latvia, Lithuania, Spain and Colombia



..on par with established game providers



Wild Reels<sup>TM</sup> is a video slot with a neon, disco theme. The game features wild substitutions and free spins. Core game mechanic: at least one reel (and sometimes two or three reels) consist solely of wild symbols. Any reel or reels which will be the 'all wild' are displayed to the player before the remaining reels complete their spins.

Release: 9th October 2018





## BOOK OF SOULS

Book of Souls™ is a videoslot which pits the courageous adventurer, Lara Jones, against her arch-nemesis in to a quest to locate the ancient Mayan Book Of Souls and other valuable artefacts.

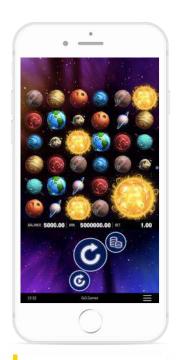
The game features substituting wilds, free spins and a *Snake Spins* based game feature where random symbols are replaced with a *Snake Wild*.

Release: 29th November 2018

## **Upcoming games**



Fruit Slots™



Meganova™



Joker™



Popstar™



#### **Upcoming games**





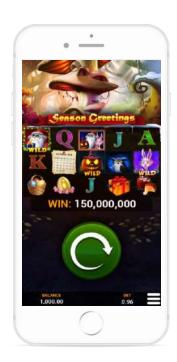
**BlackJack Classic** 

**GiG Games Roulette** 



#### **External casino studios**

- First game with external casino studio Jade Rabbit H1 2019
- 4 games expected to be launched during 2019, contract of 6 games in total
- In discussions with several other external casino studios to build games onto GiG's platform
- Partnerships enable quick releases of high quality games and are based on a revenue share model





### What do we expect from 2019?

With our external casino studios we will release approximately **16 games**. We are **confident** in the **success** of our games and have a **healthy sales pipeline**.



## **Gaming Operators B2C**

**Tim Parker** 

CMO





Kimmo

LEVEL 1

200 15

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#### **GiG** operators

**Philosophy** 

Fair & Fun gaming for all

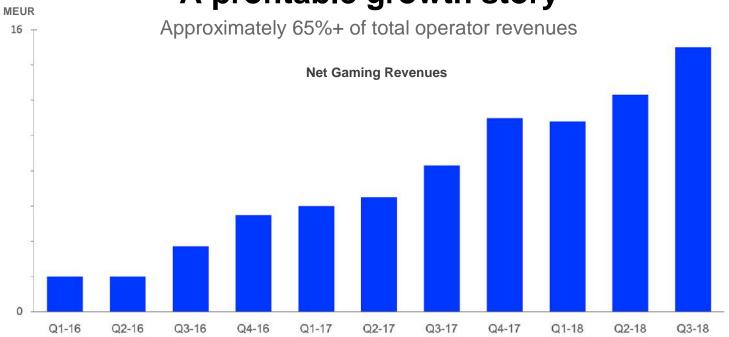
Non intrusive gamification

End to end automation

Instant bonusing - Wheel of Rizk!



#### A profitable growth story





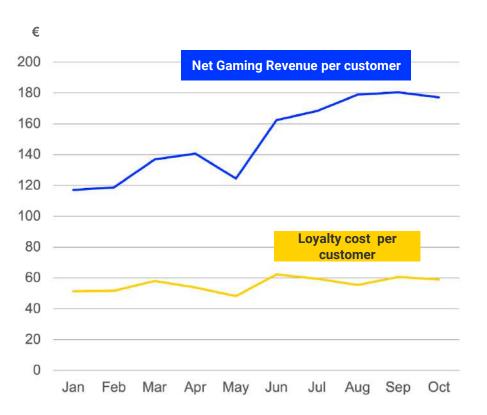
## GiG Machine Learning & Artificial Intelligence

Project started April 2017 (Rizk PoC March 2018)

Player value prediction at point of registration **Automated & personalised UX Targeted retention - understand** individual end user DNA



# Player value increase





1	Compliance led to be Fair & Fun gaming for all	4	Trailblazer for Partner Brands
2	Digital Marketing Excellence	5	Geographical expansion into regulated & soon to be regulated markets
3	Capitalise on proprietary ML & AI	6	Brand Conversions



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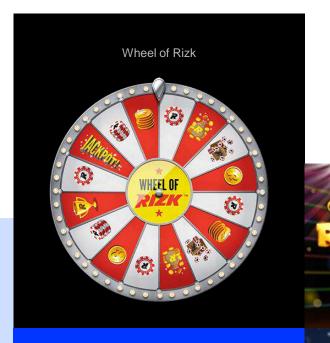


# Benefits to GiG in a wider context

We are at the forefront of iGaming operations







Machine Learning & Artificial Intelligence

## Platform Services B2B

**Ben Clemes** 

CCO



# Offline to online digital transformation









**Digital intent** 

Research & Development

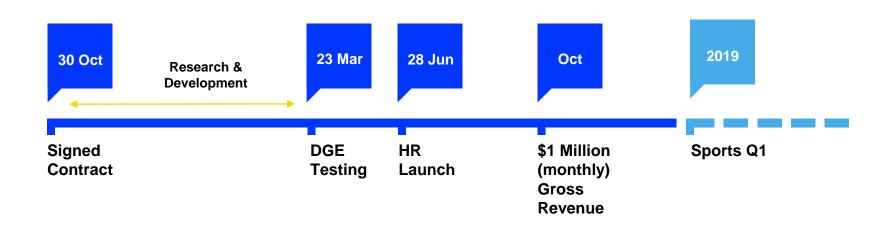
**Digital launch** 

**Digital perfection** 





### Hard Rock offline to online process





## **Online Gaming Transformation**





## **Online Gaming Transformation**







### **Online Gaming Transformation**































# Italy publishes gambling ad ban decree on Official Gazette



Published 4 months ago on August 15, 2018 By **Niji Ng** 

### Advertising regulator unveils tough new standards for gambling ads

The rules will restrict adverts that convey an 'inappropriate sense of urgency'

COMPLIANCE UPDATES

# Italy publishes gambling ad ban decree on Official Gazette



Published 4 months ago on August 15, 2018

# Advertising regulator unveils tough new standards for cambling add

The rules will re

Labour calls for ban on gambling ads during live events

© 20 September 2018













COMPLIANCE UPDATES

#### Italy nublishes gambling ad han decree on

#### A Clean Slate After Bonus Bonanza

The Swedish Gambling Authority has announced that with the new license system, everyone will count as a new player in their eyes and it doesn't matter if you played at the casino while it was licensed in Malta or not. In practice this means double welcome bonuses, since players can re-register at familiar casinos.

A

n

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The new legislation also states that operators are only allowed to offer a one time welcome bonus to customers, ending an era of daily specials and collecting loyalty points for cash bonuses and free spins. With this in mind, finding and joining new casinos at regular intervals will be more important than ever.

#### during live events

○ 20 September 2018











# Success in the future of online gaming



A strong brand



#### **Top-of-mind awareness**

Winners will be lowest delta on marketing to share-of-voice

# **Success** in the future of online gaming

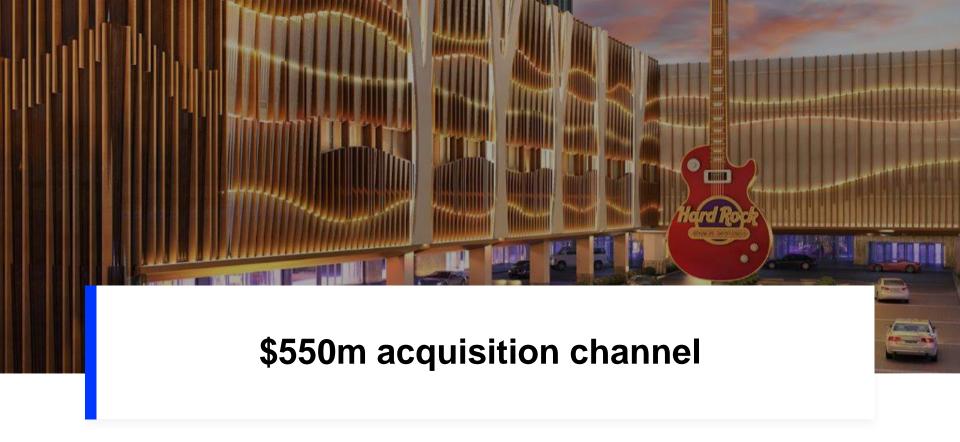


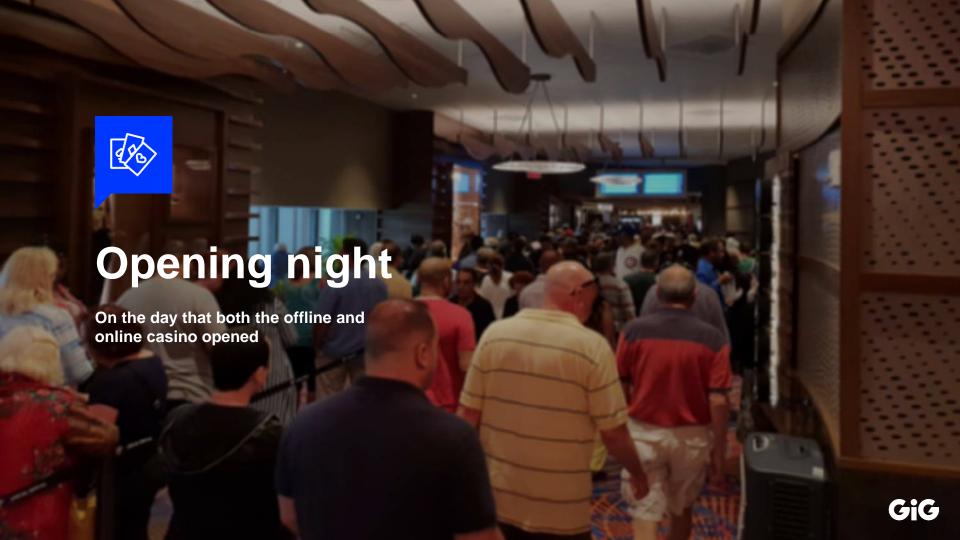
A strong brand



#### **Top-of-mind awareness**

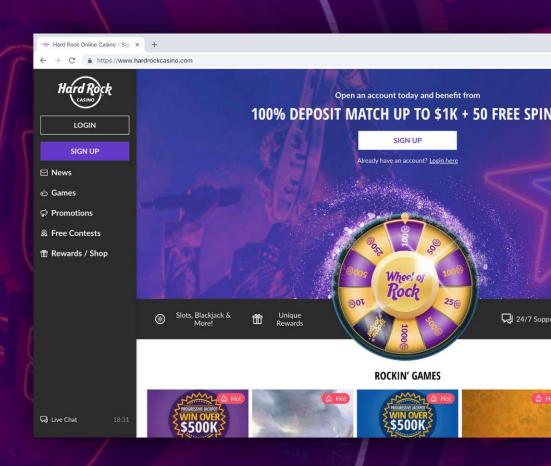
Winners will be lowest delta on marketing to share-of-voice







Automatically receive an online account



#### **Omnichannel**

Seamless multi-channel shopping experiences

Offline — Online



One time registration



Automatically converting offline players online



**Shared loyalty** 



Withdrawal online or offline



**Shared wallet** 

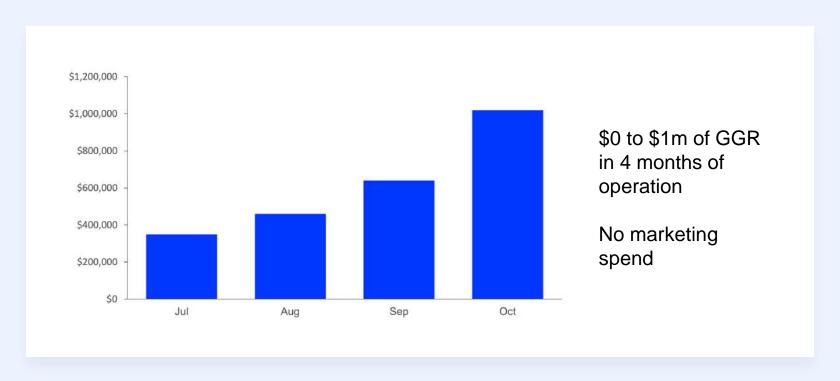
# Here is the process in real life

video/image

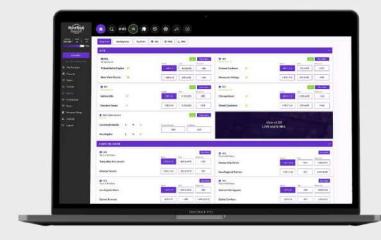


#### **Achieving**

#### Fastest growing online casino in New Jersey history



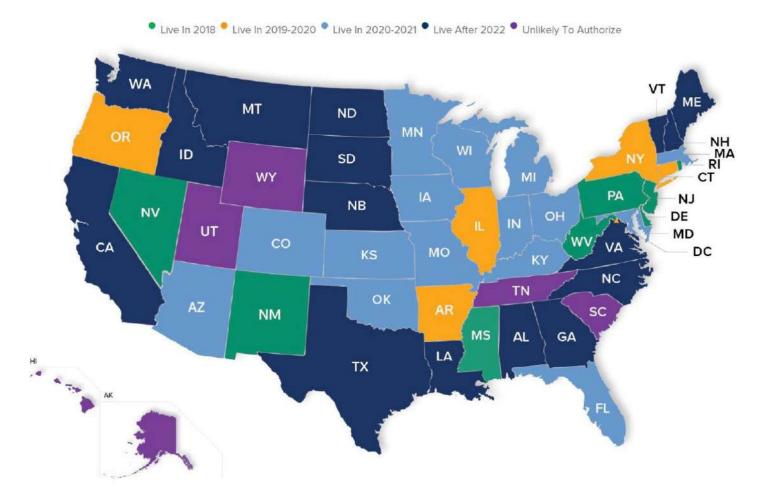








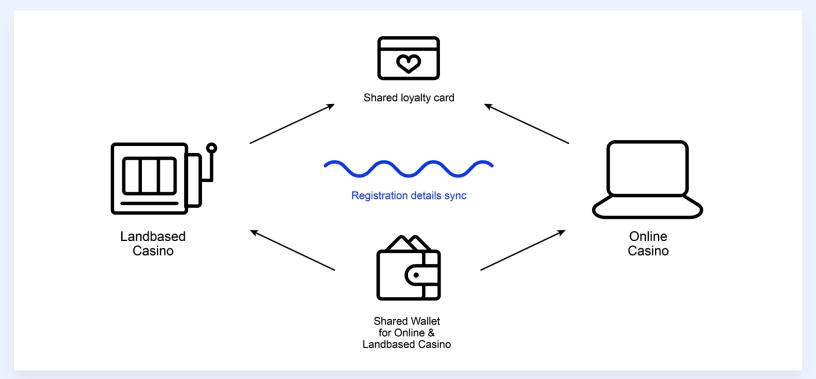








# You only need one conversation to launch a full online gaming solution and this is with GiG





### **Hard Rock International**

#### **Kresimir Spajic**

Senior Vice President, Online Gaming





#### Kresimir Spajic

Senior VP of Online Gaming



# Of years in the industry: 13 years

# Of years in the band: 3 years

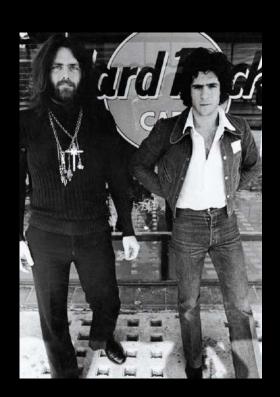
Who do I rock: Stof & HRI Online Gaming

It all started in 1971



## The founders

Isaac Tigrett
the Visionary



**Peter Morton** the Restaurateur

# The Original Hard Rock Cafe

June 14, 1971 Hyde Park, London



### The Seminole tribe of Florida

2007: The Seminole Tribe of Florida purchased Hard Rock International





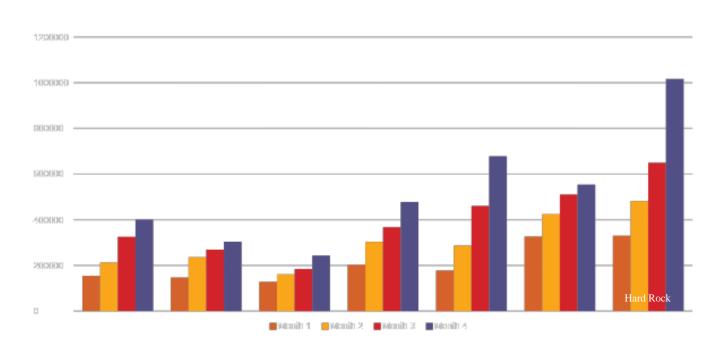


## global reach

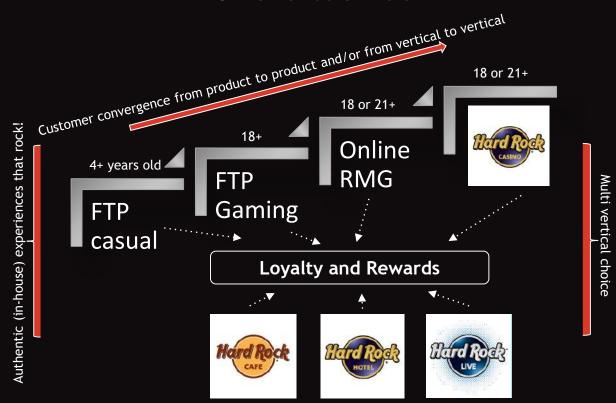
### Hard Rock is not a "ME TOO" Operator

- We are a world-class entertainment and lifestyle brand, which offers authentic experiences that rock and unparalleled service.
- Hard Rock online gaming partner selection criteria:
  - Speed to market
  - Reliable and scalable tech
  - Full Suite of Products (PAM, Wallet, Casino, Sportsbook, Games)
  - Innovative and differentiating product
  - Dedicated and flexible product development
  - Engaged and determined team which believes in HR vision
- GiG won RFP process in competition with over 15 participants

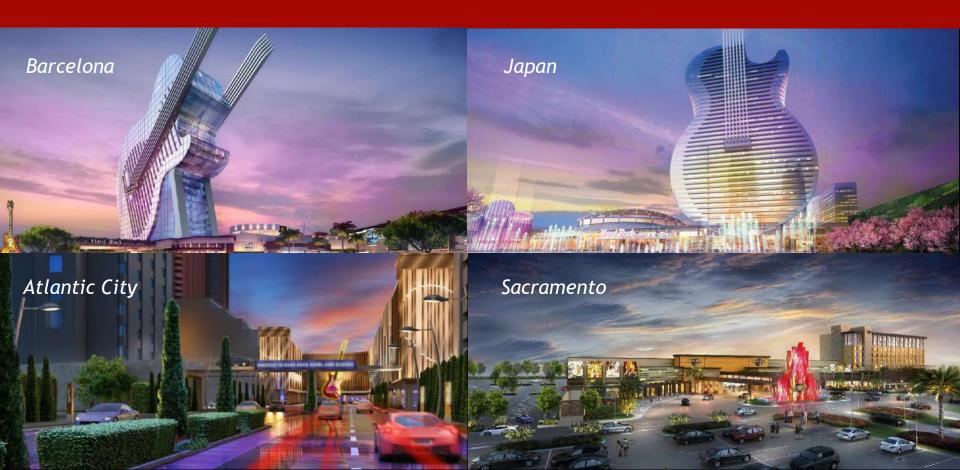
# Estimated MoM growth comparison with NJ post launch market entrants



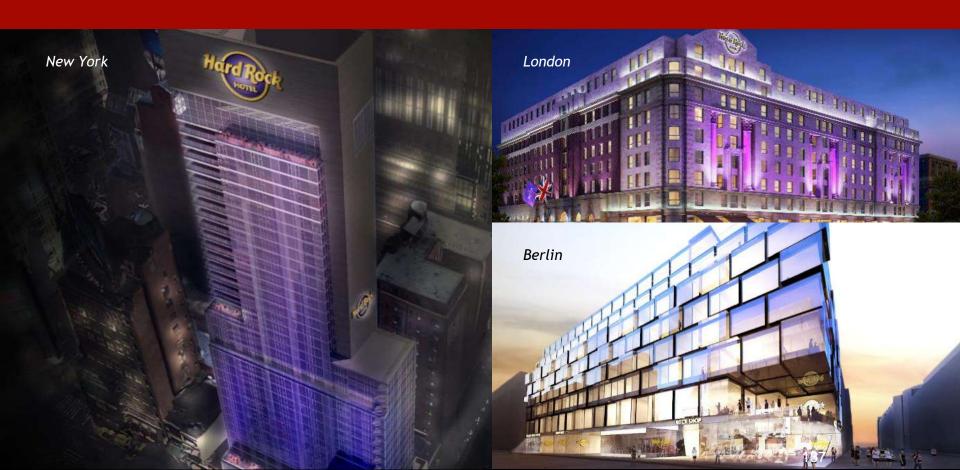
# Success Strategy - Blending Bricks & Clicks Worlds



### What's next?



### What's next?



### Successful partnership











Listing at NASDAQ
Stockholm (main list)
planned for Q1 2019 pending
market conditions





### **Today's participants**

**Tore Formo** 

Group CFO

**Cristina Niculae** 

**CSO** 

**Jens Nielsen** 

Director of Agency

**Mathilde Schortmann Miller** 

IR Manager & Corp. Comms

**Liesbeth Oost** 

Sustainability & IR Manager

Mikael Ångman

**CPO** 

Claudio Caruana

Director of Legal & Compliance

**Natasha Gowans** 

**Head of Communications** 

**Farah Fawzi** 

Communications Project Manager

