Gaming Innovation Group Inc.

Interim Report ____

GiG

+

23 Feb 2021



Richard Brown CEO



Tore FormoGroup CFO

Today's Presenters





iGaming solutions based on innovative technology

GiG focusing strategy on ambition to become global Tier 1 B2B provider. Our strategy is centered on two customer focused business areas, supported by our group ambition for top performance and operational excellence

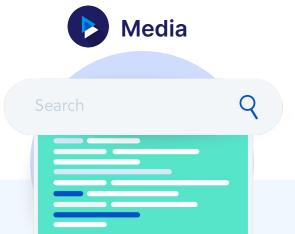


Providing cutting edge, scalable iGaming tech platforms which drive sustainable growth and profitability of our partners





Sports betting solutions delivering a seamless betting experience, tailored for retail and digital channels



Online marketing services to attract quality users - connecting players and operators on a Global scale





GiG in brief

Mission

"To drive sustainable growth and profitability of our partners through product innovation, scalable technology and quality of service."



Dual-listed on Oslo Børs and at Nasdaq Stockholm



Over 25 primary countries targeted by Media assets



€200m (approx.) Market Cap



2020 - a Transformative year for GiG



Strategic Focus

- Became a fully focused B2B company
- De-leverage business



Future growth

- Ramped up Platform sales
- Expanded and diversified Media business



Operational

- Business Restructuring completed
- Comparable operating expenses reduced 25% from Q4-2019



Covid-19

- Protection of staff
- Business continuity
- Acceleration of global trends

Strategic actions to place GiG in position to deliver growth and shareholder value



2019 vs 2020

+43%



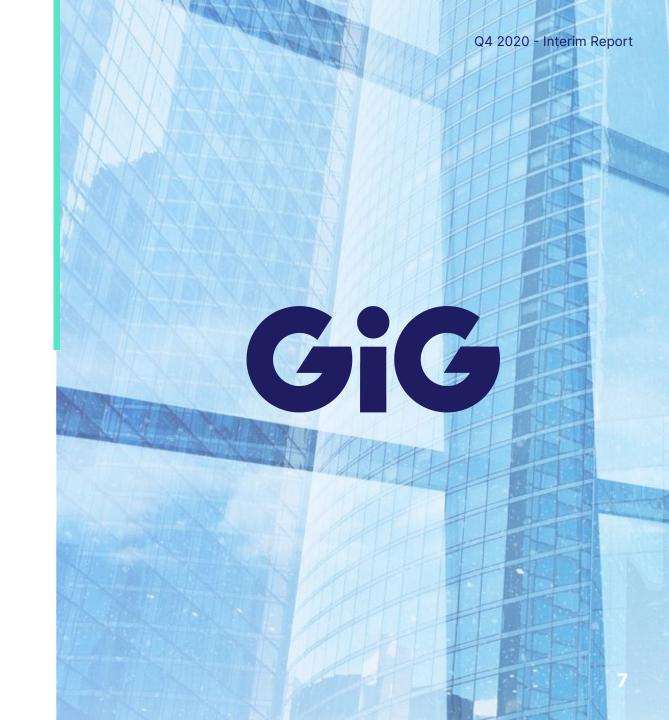
+19%

+212%

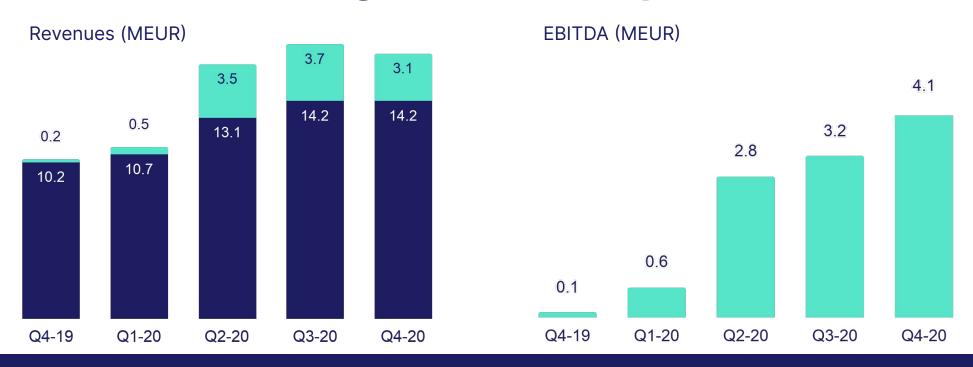


Key takeaways Q4 2020

- Continued positive development with significant YoY growth, both revenues and EBITDA
- Signed four new agreements for platform provision in the quarter, total of 14 for 2020
- Media experienced positive developments in the quarter, finishing off with all-time-high revenues in December, FTDs up 36% YoY and 9% QoQ
- Sports Betting Services restructuring completed, placing Sports Betting Services in a sustainable position for growth and strategic partnerships
- 2 new brands were launched on the platform



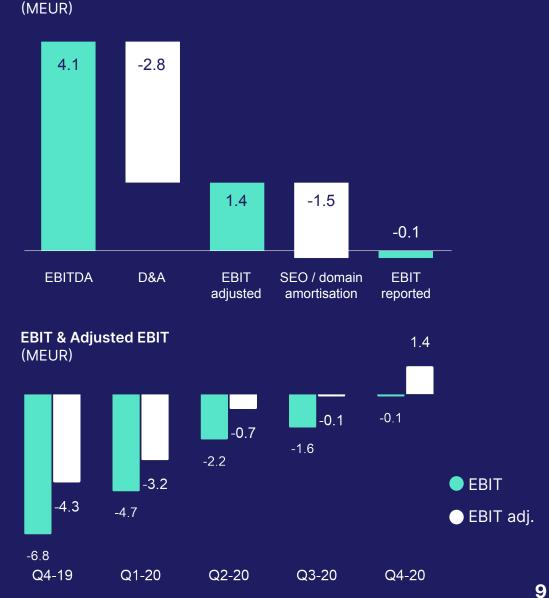
Head figures development



Revenues +66% Y/Y -4% Q/Q Revenues norm. +38% Y/Y -1% Q/Q EBITDA +4431% Y/Y +29% Q/Q

EBIT performance

- Marginal EBIT loss in the quarter of €-0.1 (-6.8) and marked improvement of €1.5m (91%) QoQ
- GiG currently amortises affiliate SEO/domain assets over 8 years, a non-comparable practice to peers which define such assets with indefinite life
- Impacts reported EBIT result but does not adequately describe business performance since most assets performing at same or higher levels than at time of acquisition
- Operational EBIT, i.e. when excluding amortisation of acquired SEO/domain asset (and impairment in 2019), is positive with €1.4m (-4.3)
- For the full year 2020, operational EBIT is €-2.7m (-14.2) an 85% improvement YoY



Q4-2020 EBITDA to EBIT

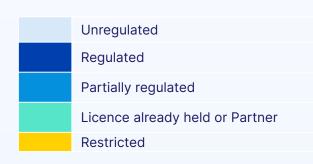


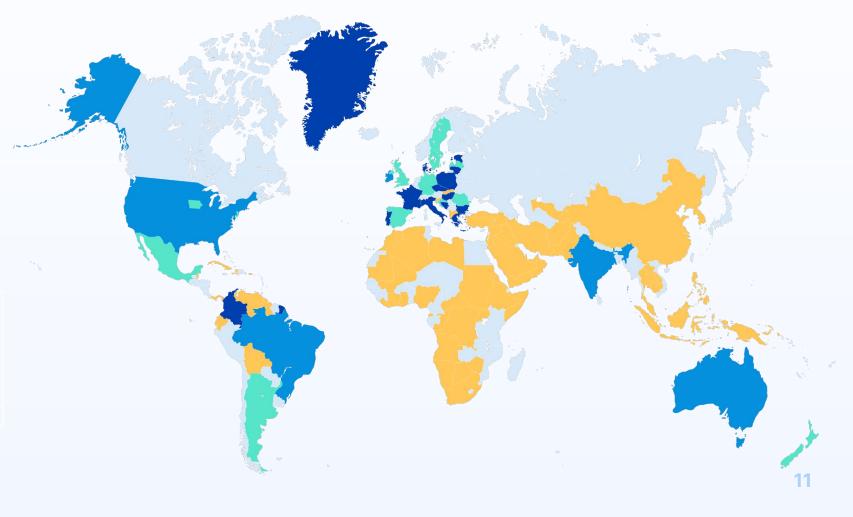
Strategic Update



Positioned to capitalise on projected growth in regulated markets

GiG is well positioned via its
Platform and Media business
units to capitalize on the
growth in the in the industry
by positioning itself in high
barrier to entry re-regulating
and regulating markets
where drive of offline to
online is high potential







New contracts signed



- Signed Slotbox, founded by the leading gaming & casino operator in Ireland
- Signed with Bet Seven Online for their new brand SuperSeven
- Signed Admirāļu Klubs, large land based casino group in Estonia and Latvia for Casino and Sportsbook solutions
- Signed large European media group for the provision of GiG's iGaming platform, data platform and managed services to power its new iGaming offering
- Sales pipeline continued to develop well into 2021 and signed a long-term agreement with PlayStar, for the provision of GiG's iGaming platform technologies to power the brand's launch in the US market, and an additional LOI signed with an established online casino company to enter the regulated German market.

Securing long term, recurring revenues in different geographies

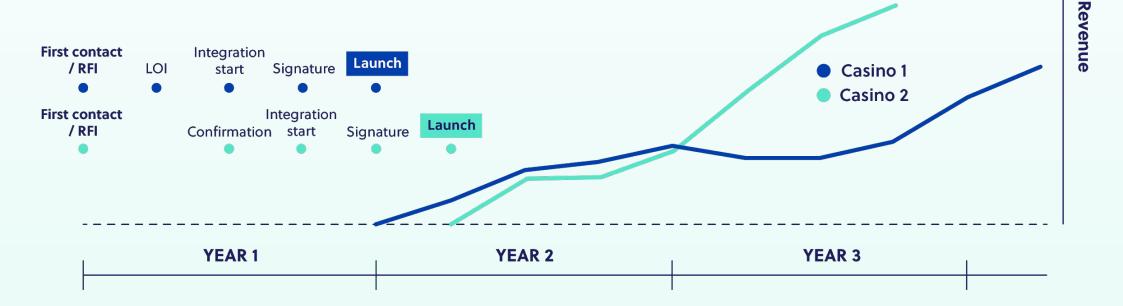
Local regulation driving demand



Client integration timeline

- SaaS contracts generate long term and sustainable revenue source
- Ramp period from contract signing to launch, followed by operator revenue growth
- Go live times vary depending on contract scope, market regulators and related certifications

- Long-term contracts with average initial term of more than 4 years
- Average annual contract values between €0.6-1.0 million





GiG's core strengths are positioning us to capture our target market

- Platform: providing Casino, Sportsbook and Data technology to Operators globally as well as full Managed Services capability
- Media: successful track record in multiple markets sending traffic to leading iGaming operators
- Sports: competitive offering through cooperation with market leader Betgenius

GiG's Strengths

- End to End product and service solutions
- First class technology and product offering
- Operational knowledge and experience
- Strong track record of partnerships
- Omnichannel experience



Business Update

Platform Services

- Normalised revenues for Platform Services were €4.9m (4.2) in Q4 2020, a 19% increase YoY
- Platform Services had positive EBITDA for the quarter, ended at €0.2m (-1.4), a 111% improvement YoY
- Signed 4 new agreements in Q4 2020 a total of 14 in 2020
- Strategy to move clients from the white label model to Software-as-a-Service (SaaS) is nearing completion
 - o reduces operational complexity and overhead costs
 - reduces risks and strengthen overall sustainability of the unit
- Led to reduced revenues of €0.5m from white label agreements as 6 brands were discontinued in the quarter, three white labels left at year end
- Implementation of new German regulation impacted revenues negatively by approx €0.2m







Platform Services

- GiG's platform is licensed in 10 jurisdictions, with 7 more in the integration pipeline
- 2 new brands went live in Q4
- 15 brands are in integration phase for launch
- 76% of GGR from locally regulated or soon-to-be locally regulated markets
- SaaS and other revenues where stable quarter-over-quarter despite the short term negative impact of the new regulatory framework in Germany

Platform Services Brands on the platform



White Labels





Platform Services Aggregated GGR (MEUR)



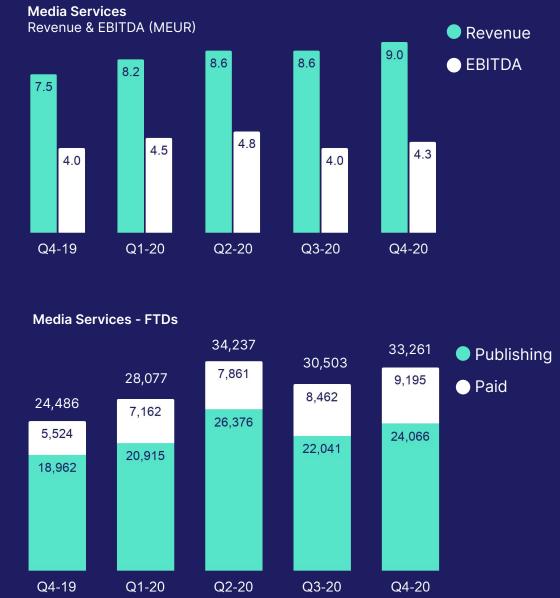


SaaS



Media Services

- Media Services continued its positive development in Q4 2020, finishing off the year with an all-time-high in revenues in December. Revenues were €9.0m (7.5), a 20% increase YoY and 5% QoQ
- Paid media continues to see QoQ improvements with revenues up 87% YoY and 11% QoQ
- EBITDA for Media Services ended at €4.3m (4.0), an 8% increase both YoY and QoQ
- First Time Depositors (FTD) ended at 33,261 in the fourth quarter, a 36% increase YoY and 9% QoQ
- Positive development in Publishing after the Google update in December, with a subsequent increase in player intake
- WSN.com continued to grow in the US market with ATH in Q4, now present in ten US states
- Maintain focus on developing business outside current core markets in 2021.





Sports Betting Services

- The restructuring of Sports Betting Services was completed in the fourth quarter, resulting in a 78% YoY reduction in operating expenses
- Thus, EBITDA ended at €-0.3m (-1.8), a €1.5 million improvement YoY
- The strategic partnership with Betgenius was implemented into operations in the fourth quarter, creating a fully integrated sportsbook platform and managed trading solution for operators in regulated markets
- Signed two new clients in Q4 for Sports, adding up to four Sports clients in the integration pipeline
- Operator turnover increased by 17% QoQ
- Positioned to taking on new clients and grow in online gambling's largest vertical



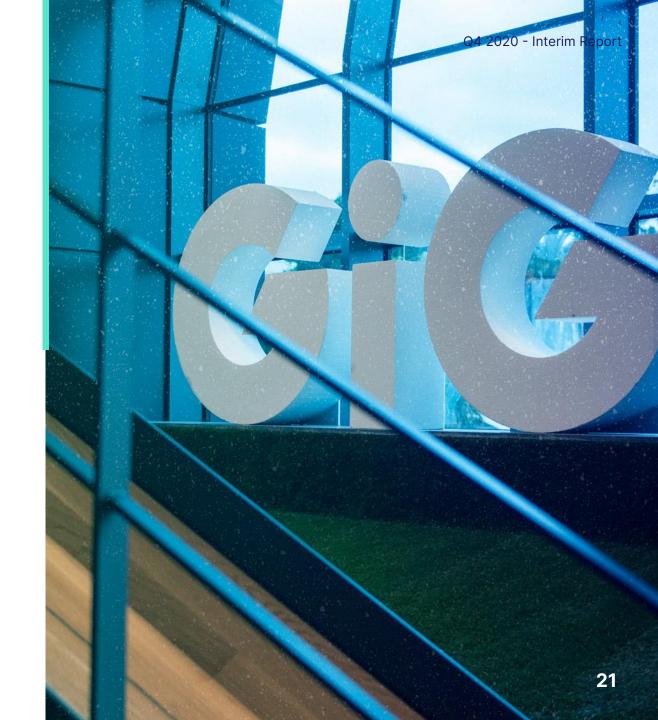


Events after the quarter & summary



Update after the quarter

- Signed a new long term customer onto the platform for the US market with first state roll out in New Jersey
- Signed with established German facing online operator to launch new brand into market
- Sales pipeline remains strong
- Media delivered ATH in FTD's generation in January
- Launched a new client, Magic Jackpot into highly regulated market of Romania
- Normalised revenues in January were up 40% vs same period last year





GiG's Long-term Financial targets

Growth

To deliver annual double digit organic revenue growth

Profitability

To achieve an EBITDA margin in excess of 40% by 2025

Leverage

Cash generated from the business will be used to lower leverage ratio while pursuing growth opportunities in the rapidly growing iGaming sector





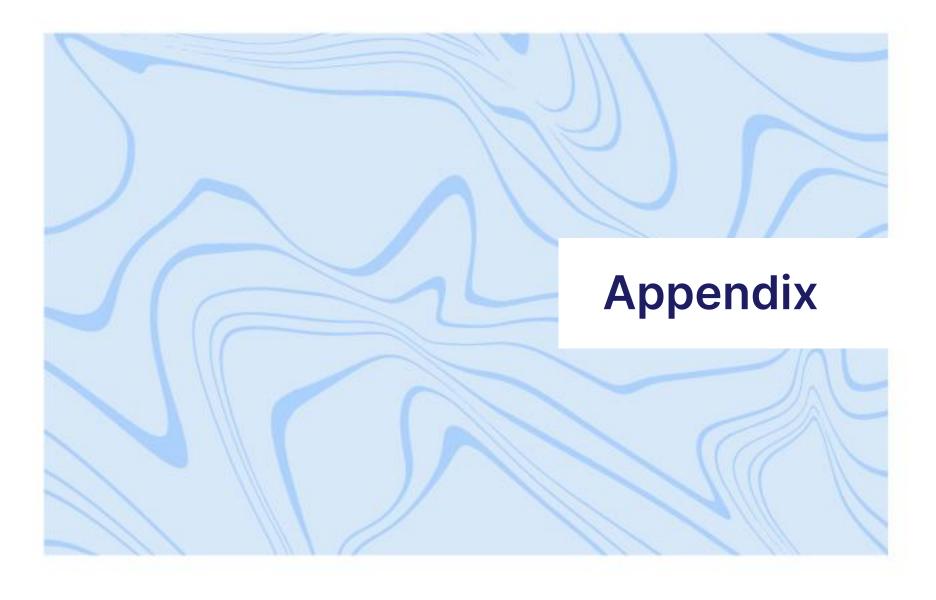
Summary _____

- GiG delivered significant year-over-year growth in both revenue and EBITDA
- Signed four new agreements in the quarter securing geographical, regulated & diversified recurring future revenues - the sales pipeline is strong
- A leading and growing Platform business with approx. 80% of revenues in regulated/or soon to be regulated markets
- Highly profitable and growth focused Media business including emerging position in the US
- GiG's proprietary Sports betting platform placed it in a sustainable long term position to grow via new client onboarding - already licensed and operational in Europe and several US states
- Proven operational excellence with a revised strong B2B focus, improved cost-efficiency and growing sales and onboarding pipeline











Largest shareholders: 31 January 2021

GAMING INNOVATION GROUP INC.

| TOTAL | 90 075 626 | 100.0 % | |
|--------|------------|---------|--|
| Other | 34 549 674 | 38.4 % | |
| Top 20 | 55 525 952 | 61.6 % | |
| 20 | 1 308 942 | 1.5 % | Nordea Livsförsäkring Sverige AB |
| 19 | 1 342 136 | 1.5 % | Mikael Riese Harstad |
| 18 | 1 349 000 | 1.5 % | Frode Fagerli |
| 17 | 1 452 078 | 1.6 % | IBKR Financial Services AG |
| 16 | 1 602 213 | 1.8 % | Digeelva Invest I AS |
| 15 | 1 695 091 | 1.9 % | CMM Invest I AS |
| 14 | 1 734 971 | 1.9 % | Försäkringsaktiebolaget Avanza Pension |
| 13 | 1 769 106 | 2.0 % | Saxo Bank A/S nom. |
| 12 | 1 843 077 | 2.0 % | Morten Hillestad Holding AS |
| 11 | 1 895 279 | 2.1 % | Nordnet Bank AB nom. |
| 10 | 1 907 146 | 2.1 % | Ben Clemes |
| 9 | 2 000 000 | 2.2 % | Symmetry Invest A/S |
| 8 | 2 009 437 | 2.2 % | Kvasshøgdi AS |
| 7 | 2 354 309 | 2.6 % | G.F. Invest AS |
| 6 | 2 478 585 | 2.8 % | Stenshagen Invest AS |
| 5 | 3 187 302 | 3.5 % | Hans Mikael Hansen |
| 4 | 4 896 125 | 5.4 % | True Value Limited |
| 3 | 5 428 544 | 6.0 % | Swedbank Robur Ny Teknik |
| 2 | 7 603 559 | 8.4 % | Optimus Invest Limited |
| 1 | 7 669 052 | 8.5 % | Myrlid AS |



Income Statement

| EUR 1 000 (Unaudited) | | | | |
|--|---------|---------|---------|---------|
| B2C included as discontinued operations | Q4 2020 | Q4 2019 | 2020 | 2019 |
| | | | | |
| Revenues | 17 256 | 10 413 | 63 027 | 44 054 |
| Cost of sales | 830 | 165 | 2 967 | 906 |
| Gross profit | 16 426 | 10 248 | 60 060 | 43 148 |
| Marketing expenses | 4 222 | 1 073 | 14 937 | 5 272 |
| Other operating expenses | 8 081 | 9 084 | 34 381 | 34 432 |
| Total operating expenses | 12 303 | 10 157 | 49 318 | 39 704 |
| EBITDA | 4 123 | 91 | 10 742 | 3 444 |
| | | | | |
| Depreciation & amortization | 2 767 | 3 601 | 12 131 | 14 422 |
| Amortisation of acquired affiliate assets | 1 499 | 2 264 | 7 276 | 9 228 |
| Impairment of intangibles | - | 1 000 | - | 3 91′ |
| EBIT | -143 | -6 774 | -8 665 | -24 117 |
| Financial income (expense) | -1 609 | -2 906 | -6 357 | -9 362 |
| Unrealised exchange gain (loss) on bond | -1 995 | -1 557 | -652 | 1140 |
| Other income (expense) | 136 | -533 | 103 | -5 |
| Result before income taxes | -3 611 | -11 770 | -15 608 | -32 344 |
| Income tax refund (expense) | -58 | -325 | -323 | -627 |
| Loss from continuing operations | -3 669 | -12 095 | -15 931 | -32 971 |
| Income/(loss) from discontinued operations | -449 | -35 839 | -1 753 | -31 720 |
| Loss for the period | -4 118 | -47 934 | -17 684 | -64 691 |



Balance Sheet

| EUR 1 000 (unaudited) B2C included as discontinued operations | 31 Dec 2020 | 31 Dec 2019 |
|--|-------------|-------------|
| Assets | 31 Dec 2020 | 31 Dec 2019 |
| Goodwill | 16 287 | 15 995 |
| Intangibles assets | 33 012 | 40 912 |
| Deposits and other non-current assets | 16 637 | 20 191 |
| Total non-current assets | 65 936 | 77 098 |
| Prepaid and other current assets | - | 3 |
| Trade and other receivables | 15 711 | 20 464 |
| Cash and cash equivalents | 11 504 | 4 557 |
| Total current assets | 27 215 | 25 024 |
| Assets of discontinued operations held for sale | - | 32 966 |
| Total assets | 93 151 | 135 088 |
| Liabilities and shareholders' equity | | |
| Total shareholders' equity | 3 606 | 20 920 |
| Trade payables and accrued expenses | 27 217 | 24 940 |
| Bond payable | 3 455 | 30 035 |
| Total current liabilities | 30 672 | 54 975 |
| Bond payable | 35 998 | 36 908 |
| Long term loans | 9 610 | - |
| Deferred tax liability | 1 529 | 1 270 |
| Other long term liabilities | 11 736 | 12 496 |
| Total long term liabilities | 58 873 | 50 674 |
| Total liabilities | 89 545 | 105 649 |
| Liabilities associated with assets classified as held for sale | - | 8 519 |
| Total liabilities and shareholders' equity | 93 151 | 135 088 |



Cash Flow

| In EUR 1 000 B2C included as discontinued operations | Q4 2020 | Q4 2019 | 2020 | 2019 |
|---|---------|---------|---------|---------|
| Cash flow from operating activities | -189 | -1 971 | 17 700 | 4 077 |
| Cash flow used by investing activities | -1 429 | -2 255 | 14 612 | -10 501 |
| Cash flow from financing activities | 7 302 | -872 | -25 178 | -7 897 |
| Translation (loss)/gain | -66 | 13 | -174 | -245 |
| Fair value movements | - | -1 302 | -13 | -1 284 |
| Net change in cash and cash equivalents | 5 618 | -6 387 | 6 974 | -15 850 |
| | | | | |
| Cash and cash equivalents at start of period | 5 886 | 10 944 | 10 295 | 14 669 |
| Cash and cash equivalents attributable to discontinued operations | - | - | -5 738 | 5 738 |
| Cash and cash equivalents at end of period | 11 504 | 4 557 | 11 504 | 4 557 |



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.

