FY21

INVESTOR PRESENTATION

Ainsworth Game Technology Limited
ABN 37 068 516 665
ASX Code: AGI

26 August 2021

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AGENDA

1. Results Summary
2. Consolidated Results
3. Segment Performance
4. Land Based Gaming Products
5. Online
6. Outlook

RESULTS SUMMARY

Results Summary

- Final audited results are consistent with pre-announced results on 12 August 2021 without any material revisions.

A$m	6 months to 30 Dec 2020	6 months to 30 Jun 2021	12 months to 30 Jun 2021	12 months to 30 Jun 2020
Revenue	72.1	87.4	159.5	149.4
Adjusted EBITDA	1.1	14.4	15.5	5.8
Impairment losses (before tax)	29.2	12.5	41.7	16.1
Loss before tax excluding currency and one-off costs	(18.7)	1.6	(17.1)	(34.0)
Reported Loss after tax	(50.1)	(3.3)	(53.4)	(43.4)

- The effects of COVID-19 impacted FY21 financials which included one-off non-cash impairment charges of the Latin America and Australia and other CGU's and receivables.

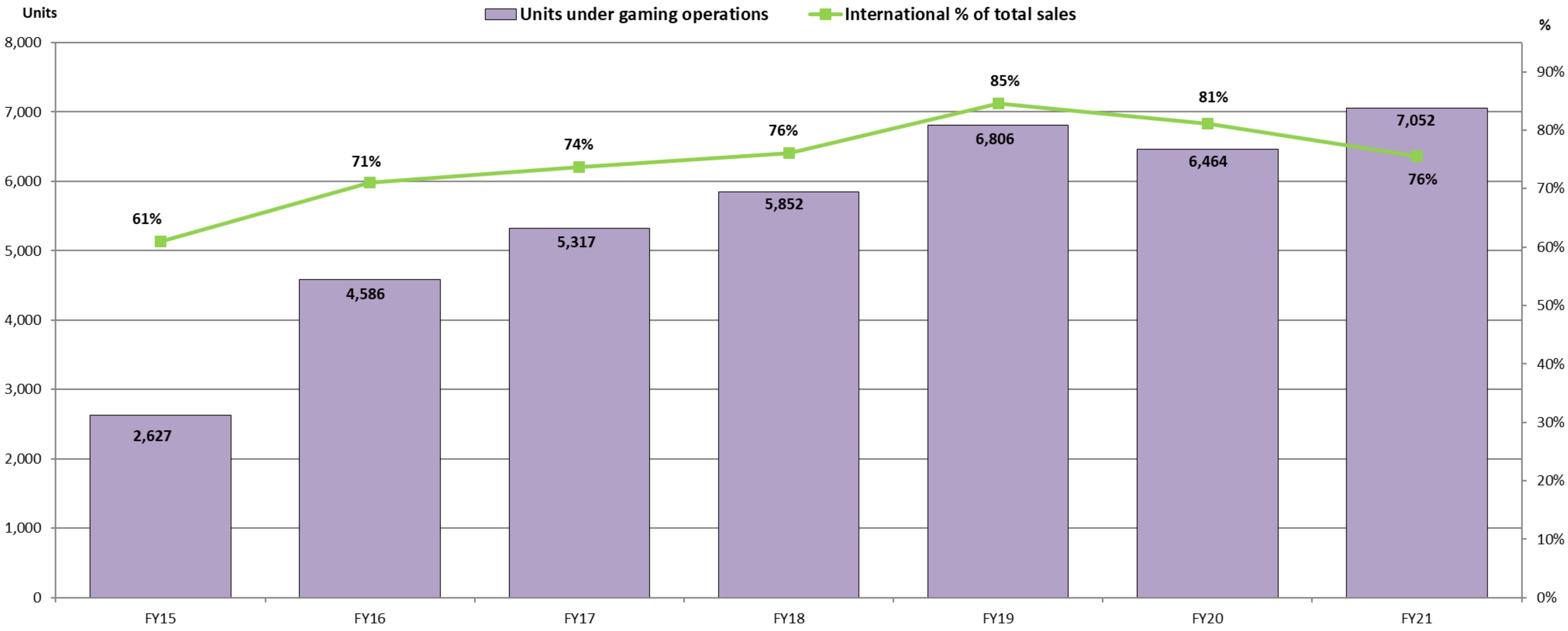
- Net cash of $5.1m with closing cash balance of $42.4m, an improvement on the net debt position of $17.5m at pcp.

- North America segment contributed 55% of total revenue. HHR products continue to perform.

- Debt refinancing – The Group, through its US subsidiary, AGT Inc, refinanced its A$50.0m loan facility with a US-based bank, Western Alliance Bancorporation ("WAB") on 18 February 2021. This new facility is for US$35.0m, with an option, subject to WAB conditions to increase to US$50.0m and has a term of 5 years. This refinancing provides greater certainty and cash flow flexibility to the Group.

- Dividend continues to be suspended to ensure strong liquidity is maintained while markets progressively recover from the effects of COVID-19.

Gaming Operations and International Sales Contribution



CONSOLIDATED RESULTS

Profit & Loss Summary

- Increased revenue due to recovery in North America and Australia and Rest of the World.
- Increased domestic revenue compared to pcp.
  - ✓ Increased sales in NSW, QLD, NT & SA; and
  - ✓ Improved product performance on new A-STAR™ hardware and suite of innovative games.
- While North America and Rest of the World revenue increased in this period compared to pcp, total international revenue similar to pcp is due to the decline in revenue contribution from Latin America.
- Loss before tax (excluding currency impact) is $47.7m, compared to loss before tax of $50.0m in pcp.
- EBITDA of $(26.6m) includes $11.5m currency translation losses, $41.7m one-off non-cash impairment charges predominantly relating to the Australian and Other and Latin America business units and $7.8m COVID-19 benefits received.
- Maintained international revenue of $120.5m compared to pcp. International revenue accounted for 76% of group revenues in this period.
- R&D/Revenue at 21% reflects continuation of R&D initiatives.

A$m	12 months to 30 Jun 2021	12 months to 30 Jun 2020	Change (%)
Domestic revenue	39.0	28.3	38%
International revenue	120.5	121.1	-
Total revenue	**159.5**	**149.4**	**7%**
Gross profit	89.6	90.4	(1%)
EBITDA	**(26.6)**	**(9.0)**	**(196%)**
EBITDA Margin %	(17%)	(6%)	(11%)
Loss Before Tax	**(59.2)**	**(48.8)**	**(21%)**
Income tax benefit	5.8	5.4	7%
Loss After Tax	**(53.4)**	**(43.4)**	**(23%)**
R&D (% of revenue)	21%	28%	(7%)
EPS (diluted) (A$)	(0.16)	(0.13)	

Results Adjusted For Currency Movement and One-off Items

A$m	H1 FY21	H2 FY21	12 months to 30 Jun 2021	12 months to 30 Jun 2020
Loss Before Tax	(56.6)	(2.6)	(59.2)	(48.8)
Currency losses / (gains)	13.4	(1.9)	11.5	(1.2)
Impairment losses	29.2	12.5	41.7	16.1
JobKeeper subsidies	(4.2)	-	(4.2)	(2.8)
Gain on LV parcel of land sale	-	(3.3)	(3.3)	-
US Employment Retention Tax Credit (ERTC)	-	(3.1)	(3.1)	-
Rent concessions	(0.5)	-	(0.5)	(0.5)
Legal costs and settlement claims	-	-	-	2.7
Redundancy costs	-	-	-	1.2
Bad debt recoveries	-	-	-	(0.2)
US Payroll tax refund	-	-	-	(0.5)
Adjusted For Currency and One-off Items Loss Before Tax	**(18.7)**	**1.6**	**(17.1)**	**(34.0)**

Results Adjusted For Currency Movement and One-off Items (cont.)

A$m	H1 FY21	H2 FY21	12 months to 30 Jun 2021	12 months to 30 Jun 2020
Loss After Tax	(50.1)	(3.3)	(53.4)	(43.4)
Currency losses / (gains)[1]	10.8	(1.5)	9.3	(0.8)
Impairment losses[2]	25.7	9.2	34.9	14.7
JobKeeper subsidies[3]	(2.9)	-	(2.9)	(1.9)
Gain on LV parcel of land sale[4]	-	(2.6)	(2.6)	-
US Employment Retention Tax Credit (ERTC)[5]	-	(2.5)	(2.5)	-
Rent concessions[6]	(0.3)	(0.1)	(0.4)	(0.3)
Legal costs and settlement claims[7]	-	-	-	1.9
Redundancy costs[8]	-	-	-	0.9
Bad debt recoveries[9]	-	-	-	(0.1)
US Payroll tax refund[10]	-	-	-	(0.4)
Adjusted For Currency and One-off Items Loss After Tax	**(16.8)**	**(0.8)**	**(17.6)**	**(29.4)**

[1] No tax effect on $4.1m currency losses in FY21 (FY20: $0.2m currency losses).
Calculation of currency losses / (gains) after tax: FY21: ($4.1m + ($7.4m x 0.70) = $9.3m), FY20: ($0.2m + (-$1.4m x 0.70) = -$0.8m). These net currency losses predominantly relate to balance sheet translation originated from investment in the Americas.

[2] No tax effect on $16.0m impairment losses in FY21 (FY20: $10.9m impairment losses).
Calculation of impairment losses after tax: FY21: ($16.0m + ($25.7m x 0.736) = $34.9m), FY20: ($10.9m + ($5.2m x 0.73) = $14.7m).

[3] Calculation of JobKeeper subsidies after tax: FY21: (-$4.2m x 0.70 = -$2.9m), FY20: (-$2.7m x 0.70 = -$1.9m).

[4] Calculation of LV parcel of land sale after tax: FY21: (-$3.3m x 0.79) = -$2.6m), FY20: $nil.

[5] Calculation of US employment retention tax credit after tax: FY21: (-$3.1m x 0.79 = -$2.5m), FY20: $nil.

[6] Calculation of Rent concessions after tax: FY21: (-$0.5m x 0.70 = -$0.4m), FY20: (-$0.5m x 0.70 = -$0.3m).

[7] Calculation of Legal costs and settlement claims: FY21: $nil, FY20: ($2.7m x 0.70 = $1.9m).

[8] Calculation of Redundancy costs after tax: FY21: $nil, FY20: ($1.2m x 0.73 = $0.9m).

[9] Calculation of Bad debt recoveries after tax: FY21: $nil, FY20: (-$0.2m x 0.70 = -$0.1m).

[10] Calculation of US payroll tax refund after tax: FY21: $nil, FY20: (-$0.5m x 0.79 = -$0.4m).

Reconciliation: Loss Before Tax to EBITDA & Underlying EBITDA

A$m	6 months to 30 Dec 2020	6 months to 30 Jun 2021	12 months to 30 Jun 2021	12 months to 30 Jun 2020	Change %
Reconciliation:					
Loss Before Tax	**(56.6)**	**(2.6)**	**(59.2)**	**(48.8)**	**(21%)**
Net expense / (income)	0.7	0.6	1.3	(0.2)	(750%)
Depreciation and amortisation	19.1	12.2	31.3	40.0	22%
Reported EBITDA	**(36.8)**	**10.2**	**(26.6)**	**(9.0)**	**(196%)**
Foreign currency losses / (gains)	13.4	(1.9)	11.5	(1.2)	(1,058%)
Impairment losses (LATAM CGU)	23.2	1.5	24.7	12.0	(106%)
Impairment losses (Australia and Other CGU)	-	8.0	8.0	-	-
Impairment losses (616 Digital LLC)	-	-	-	0.7	-
Impairment losses (Receivables)	6.0	3.0	9.0	3.4	(165%)
Legal costs and settlement claims	-	-	-	2.7	-
JobKeeper subsidies	(4.2)	-	(4.2)	(2.8)	50%
Gain on LV parcel of land sale	-	(3.3)	(3.3)	-	-
Redundancy costs	-	-	-	1.2	-
US payroll tax refund	-	-	-	(0.5)	-
US employment retention tax credit (ERTC)	-	(3.1)	(3.1)	-	-
Rent concessions	(0.5)	-	(0.5)	(0.5)	-
Bad debt recoveries	-	-	-	(0.2)	-
Underlying EBITDA	**1.1**	**14.4**	**15.5**	**5.8**	**167%**

(1) In FY21, the Group recognised impairment losses of $9.0m (FY20: $3.4m) predominantly relating to the recognition of expected credit losses in trade receivables. The increase in impairment losses of trade receivables was a result of increase credit risk due to the re-evaluation of adverse effects of COVID-19 in certain regions where the Group's trade receivables operate, especially in Latin America. Operators in this region were severely impacted by the subsequent waves of COVID-19.

(2) In addition, impairment losses related to property, plant and equipment and leased assets of $32.7m was recognised in FY21 (FY20: $12.7m). This was based on an impairment analysis of the Group's CGUs at 30 June 2021. It was considered to be prudent to further risk adjust the forecast cashflows for the Australian and Other, and Latin America CGUs due to the detrimental impact that the Delta variant of COVID-19 is having on society and the consequential restrictions governments are imposing on our customers.

Operating Costs

A$m	12 months to 30 Jun 2021 constant currency basis	12 months to 30 Jun 2021	12 months to 30 Jun 2020	Change (%)
COGS	74.0	70.0	59.0	(19%)
Sales, service and marketing ('SSM')	50.2	46.2	59.3	22%
R&D	34.8	33.4	41.2	19%
Administration	19.9	18.8	22.2	15%
Total Operating costs	**178.9**	**168.4**	**181.7**	**7%**

COGS

- Increase in costs associated with further write down of older style cabinets, higher production overhead costs resulting from lower production units.
- Favourable translation impact $4.0m.

SSM Costs

- Decrease in costs associated with reduced depreciation expenses on impaired assets, and cost optimisation initiatives e.g. reduced working hours, and trade shows expenses.
- Favourable translation impact $4.0m.

R&D Costs

- Decrease in personnel costs as a result of JobKeeper subsidies and reduced working hours due to the COVID-19 pandemic as well as a decrease in evaluation and testing expenses.
- Favourable translation impact $1.4m.

Administration Costs

- Decrease in personnel costs as a result of JobKeeper subsidies and reduction in salaries and working hours.
- Favourable translation impact $1.1m.

Staff Headcount

Australia and Rest of the World

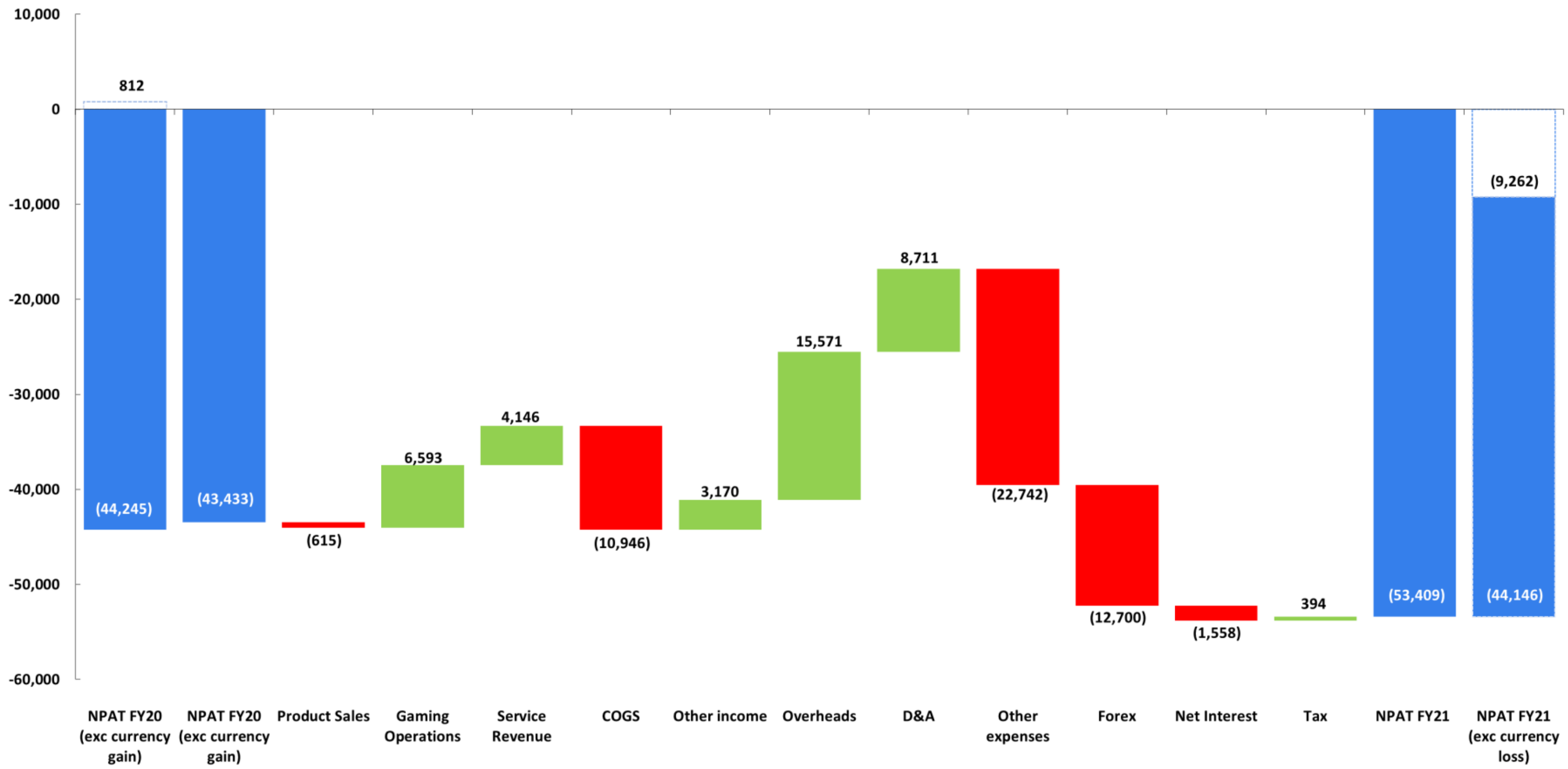
# Staff	30 Jun 2021	30 Jun 2020
Sales	33	32
Service	56	67
Production	28	28
Administration	30	34
R&D	110	127
Total Staff Numbers - Australia & Rest of the World	**257**	**288**

Americas

# Staff	30 Jun 2021	30 Jun 2020
Sales	28	24
Service	49	46
Production	36	41
Administration	61	62
R&D	48	46
Total Staff Numbers - North and Latin America	**222**	**219**

	30 Jun 2021	30 Jun 2020
Total Staff Numbers - Consolidated AGT	**479**	**507**

Net Profit Bridge



- Revenue increased mainly from gaming operations and recurring connection fees from HHR.
- $15.6m decrease in overheads as a result of actions instigated to effectively manage and control operational expenses and government subsidies.
- $22.7m increase in other expenses relates to non-cash impairment charges of trade receivables and write-down of assets for Australia and Other, and LATAM CGUs.
- $44.2m currency adjusted loss after tax in FY21 (versus $44.2m loss pcp), excludes $9.3m after tax currency losses (versus $0.8m after tax currency gains pcp)[1].

[1] No tax effect on $4.1m currency losses in FY21 (FY20: $0.2m currency losses).
Calculation of currency gains / losses after tax: FY21: ($4.1m + ($7.4m x 0.7) = $9.3m losses), FY20: ($0.2m + (-$1.4m x 0.7) = $0.8m gains). These net currency losses predominantly relate to balance sheet translation originated from investment in the Americas.

Balance Sheet

A$m	As at 30 Jun 2021	As at 30 Jun 2020
Total assets	393.1	465.5
Net assets	287.9	354.6
Total debt	37.3	44.0
Net cash / (debt)	5.1	(17.5)

Debt Ratios	As at 30 Jun 2021	As at 30 Jun 2020
Debt Ratio (Total Liabilities/Total Assets)	26.76%	23.82%
Debt to Equity Ratio (Total Liabilities/Total Equity)	36.54%	31.27%
Cash Flow to Debt ratio - (Cash Flow from Operating Activities/Total Liabilities)	21.14%	15.06%

- Receivables closing balance of $116.4m (30 June 20: $113.9m) – slight increase due to higher sales in quarter 4 of FY21.
- Inventory closing balance of $56.1m (30 June 20: $91.4m) – reduction of 39% due to realisation of inventory purchased pre-COVID-19 and write-downs of inventories related to older style cabinets.
- Reduction in closing balance of assets primarily due to the write down of property, plant and equipment and leased assets in Australia and Other, and Latin America CGUs driven by risk adjustments to future cash flow projections due to the uncertainties resulting from the pandemic.
- Refinanced US$30m for US$35.0m with WAB on 18 February 2021 with an option to increase to US$50.0m subject to various conditions with term of 5 years. US$28.0m from this new facility was drawn down to retire all previous domestic debt obligations.

Cash Flow Statement

- Strong cash flows, along with effective management of operational expenses, resulted in an increase of 60% cash held at the reporting date of $42.4m compared to the pcp.
- The cash balance excludes any contribution from the previously announced exclusive agreement with GAN Limited, where an initial US$5.0m was received in early July 2021.
- Proceeds and repayments of borrowings reflect the change of the refinance of the ANZ facility with WAB. US$2.0m was repaid when the refinance took place, resulting in US$28.0m loan drawn down from the US$35.0m facility.

A$m	As at 30 Jun 2021	As at 30 Jun 2020	Change
Net cash from operating activities	**22.2**	**16.7**	**5.5**
Proceeds from sale of property, plant and equipment	5.5	0.1	5.4
Interest received	-	0.1	(0.1)
Acquisitions of property, plant and equipment	(2.2)	(6.4)	4.2
Payment for business acquisition	-	(27.9)	27.9
Development expenditure	(2.3)	(4.4)	2.1
Net cash from / (used) in investing activities	**1.0**	**(38.5)**	**39.5**
Borrowing costs paid	(2.2)	(2.0)	(0.2)
Proceeds from borrowings	36.6	16.2	20.4
Repayment of borrowings	(39.2)	(27.3)	(11.9)
Proceeds from finance lease	1.1	-	1.1
Payment of lease liabilities	(1.8)	(1.5)	(0.3)
Net cash used in financing activities	**(5.5)**	**(14.6)**	**9.1**
Net increase / (decrease) in cash and cash equivalents	17.7	(36.4)	54.1
Cash and cash equivalents at 1 July	26.5	61.7	(35.2)
Effect of exchange rate fluctuations on cash held	(1.8)	1.2	(3.0)
Cash and cash equivalents at 30 June	**42.4**	**26.5**	**15.9**

SEGMENT PERFORMANCE

North America

- Increased profit margin by 9% as market recovers from pandemic and delivered an improved revenue and effective cost control management in place.
- Strong growth with $47.5m revenue increased 16% in H2 FY21 compared to the $41.0m revenue in H1 FY21.
- Improved participation & lease revenue of $38.6m, increase of 66% on $23.3m revenue in pcp, and ccontributing 44% of the current period's segment revenue. $22.4m of H2 FY21 revenue increased 38% from $16.2m in H1 FY21.
- Increase of 42% in average yield on units under Gaming Operation during the period.
- Additional opportunities are being pursed for AGT's leading Historical Horse Racing (HHR) products in current established markets and new jurisdictions:
  - ✓ Legislation for HHR products has recently been passed for New Hampshire, and Louisiana.
  - ✓ AGT's HHR system was approved in Wyoming.
  - ✓ A cash sale to Kentucky Down of 400 HHR units completed in July 2021. The sale represents a mixture of hardware configurations including a portion of the newly released A-STAR™ Curve cabinets.
  - ✓ The agreement provides for AGT to receive connection fees in FY22 and beyond.

A$m	12 months to 30 Jun 2021	12 months to 30 Jun 2020	Change (%)
Revenue	88.5	72.1	23%
Gross Profit	60.1	50.0	20%
Segment EBITDA	50.8	36.8	38%
Segment Profit	**39.1**	**25.3**	**55%**
Segment Profit (%)	44%	35%	9%
Unit Volume (no.)	1,703	1,430	19%
ASP (US$'000's)*	17.2	17.1	1%
Game Operations – Class II Installed Base (Including HHR)	1,731	1,412	23%
Game Operations – Class III Installed Base	981	915	7%
Average per Day (US$)	**37**	**26**	**42%**

*Excludes distributor sales, reworks and on-charges.

MTD Gaming

- Since acquisition in March 2020, MTD has had a positive impact on revenue within the North American segment and provide avenues of future growth in premium performing Poker, Keno and Video Reel content.
- In Oct 2020, a three-year agreement was executed with Golden Entertainment, providing exclusive rights to use the Montana Gold Multigame in the Montana Video Lottery Terminal market.
- MTD's top performing product, Gambler's Gold™ has been approved in new 5 states in North America, i.e. California, Florida, Oklahoma, New Mexico and Arizona and through Ainsworth's existing distribution network, further sales growth is expected in future periods.
- Certification in Nevada expected to be completed by end of calendar year 2021.
- 150 units were shipped to South Dakota in FY21 with additional 50 units expected to be delivered in H1 FY22.

Latin America

- Revenue reduction of 56% compared to pcp due to severe impacts of high COVID-19 transmission rates resulting in further government mandated closures and access restrictions to customers' venues in Mexico, Argentina and Peru during the period.
- Results in H2 FY21 saw some recovery with revenues of $13.5 million compared to $4.8 million reported in H1 FY21.
- Of the 625 machines AGT sold in the year, 514 were in H2 FY21 of which 59% were reconditioned units. As these markets increase vaccination rates, it is expected that Government restrictions will be further eased within FY22 and further revenue opportunities can be expected as previously deferred purchasing decisions are progressed across the region.
- Recorded $24.7m one-off non-cash impairment charges of the segment's CGUs during the year, not included in the segment result. This impairment is included in 'other expenses' in the consolidated statement of profit or loss and other comprehensive income or loss.
- Reduced operating costs as a result of the pandemic.
- At 30 June 2021, 2,713 units from Game Operations were operating.

A$m	12 months to 30 Jun 2021	12 months to 30 Jun 2020	Change (%)
Revenue	18.3	42.0	(56%)
Gross Profit	11.1	25.8	(57%)
Segment EBITDA	(4.3)	23.8	(118%)
Segment (Loss) / Profit	**(8.6)**	**2.3**	**(474%)**
Segment (Loss) / Profit (%)	(47%)	5%	(52%)
Unit Volume (no.)	625	1,404	(55%)
ASP (US$'000's)*	16.7	17.0	(2%)
Game Operations – Installed Base	4,340	4,137	5%
Average per Day (US$)	**10**	**10**	**-**

*Excludes distributor sales, reworks and on-charges.

Australia

- Improved performance from new hardware and recently released game titles resulted in increased revenue compared to the pcp.
  - ✓ $19.8m revenue in H2 FY21 increased 3% compared to H1 FY21 revenue of $19.2m, and increased 125% compared to $8.8m in H2 FY20.
  - ✓ H2 FY21 decreased to $2.1m EBITDA compared to $3.3m EBITDA in the prior half.
- Further extended lockdowns across New South Wales and other states within Australia have created an element of uncertainty and risk associated with the timing of when operations across domestic markets will resume, resulting in write-down of assets of $8.0m.
- The $8.0m one-off non-cash impairment charges in this segment's CGU recognised during the year is not included in the segment result. This impairment is included in 'other expenses' in the consolidated statement of profit or loss and other comprehensive income or loss.
- Maintained high ASP despite challenging market conditions.

A$m	12 months to 30 Jun 2021	12 months to 30 Jun 2020	Change (%)
Revenue	39.0	28.3	38%
Gross Profit	10.6	9.4	13%
Segment EBITDA	5.4	4.7	15%
Segment Profit	**2.4**	**0.4**	**500%**
Segment Profit (%)	6%	1%	5%
Unit Volume (no.)	1,165	713	63%
ASP (ex rebuilds) ($A'000's)	22.4	22.0	2%
Service Revenue	**6.0**	**6.2**	**(3%)**

Rest of the World

- Increased revenue, EBITDA, and gross profit compared to pcp due to higher units sale of A-STAR™ and refurbished machines.
- Continuous challenging times within the Asian region due to COVID-19 and border closures.
- Increased unit sale volume primarily in Europe and New Zealand via our well-established distributor network.
- Online revenue $5.9m contributed 43% of the segment's revenue, an increase of 28% from the pcp of $4.6m. This increase is primarily from the launch of Real Money Gaming in New Jersey in April 2020 and progressively going live with AGT content with seven major operators.

A$m	12 months to 30 Jun 2021	12 months to 30 Jun 2020	Change (%)
Revenue	13.7	7.0	96%
Gross Profit	7.8	5.2	50%
Segment EBITDA	7.1	3.2	122%
Segment Profit	**6.6**	**2.8**	**136%**
Segment Profit (%)	48%	40%	8%
Unit Volume (no.)	324	87	272%
Online Revenue	**5.9**	**4.6**	**28%**

LAND BASED GAMING PRODUCTS

Key Market Highlights

Americas

- HHR Growth - More than 1,000 units placed in Kentucky, Virginia and Alabama.
- MTD Acquisition led to 150 additional Gambler's Gold™ units placed in the US in South Dakota; Class III product live in California.
- A-STAR™ Curve has more than 20 titles available in the portfolio.
- High Denom and new Three-Reel QuickSpin™ games continue to perform strongly on industry scoreboards.
- LATAM markets - strong performance of PAN CHANG™ LINK in both A-STAR™ Dual and Curve Cabinets.

Australasia

- Strong installs of Player's Paradise Grand in major markets of New South Wales and Queensland
- New Zealand installs for Cash Quest™ and Cash Stacks™ new brands.
- Long term performance of Rise of the Dragon™ provided 81% increase in Electric Cash™ installs.

H1 FY22

Americas

- New A-STAR™ XL Premium Cabinet to install on USA casino floors prior to G2E trade show with "Take It or Leave It" Quick Spin game series – our first unique Gaming Operations products.
- Additional HHR opportunities in Wyoming, New Hampshire, Louisiana and other markets.
- New A-STAR™ Dual and Slant Top cabinets enabling leverage of new High Denomination content for hardware upgrade.
- LATAM product launches for Players Paradise Grand™ and Cash Stacks™ planned.

Australasia

- Installs of Cash Stacks™ game series across the Australian market.
- Continued installs of Electric Cash™ with two new game releases.
- Roadmap of upcoming games includes 3 new game series as well as support titles for Players Paradise Grand™, Rise Up™ and Pan Chang™.

A-STAR™ XL Premium Cabinet

ONLINE

B2B Real Money Gaming (RMG) USA

- Ainsworth has been approved and licensed to supply online content for the US digital market in the states of:
  1. New Jersey
  2. Michigan
  3. Pennsylvania
  4. West Virginia
- We have signed multi-state agreements for i-gaming with BetMGM, Borgata Casino, Party Casino, Golden Nugget, Mohegan Sun, Resorts Atlantic City, Rush Street Interactive, WynnBet, Caesars Interactive, and DraftKings.
- Ainsworth Interactive has developed and certified 80 games which are live and operational in New Jersey.
- In May 2021, Ainsworth signed a US$30.0m exclusive digital distribution deal with Game Account Network (GAN) for the US market.
  - 25 additional new land-based games will be developed and launched every year starting in FY22 for New Jersey, Michigan and Pennsylvania under the terms of GAN deal.
  - GAN will be distributing Ainsworth content to new casino operators as part of the US distribution deal.

B2B Real Money Gaming (RMG) Rest of World & Social Casinos

- Ainsworth Interactive has developed and certified 80 games which are live and operational throughout the European and UK jurisdictions of:

  1. Alderney
  2. Gibraltar
  3. Italy
  4. Romania
  5. Spain
  6. Sweden
  7. UK

- In addition, we are expanding our RMG business into Latin America with negotiations currently being finalised:

  8. Argentina
  9. Columbia
  10. Mexico
  11. Peru

- The US GAN deal guarantees an additional 25 new games per year being made available for the Rest of the World's RMG online business.

SOCIAL CASINO

- Ainsworth has extended our long-term partnership with Zynga with the signing of a development agreement where Zynga will provide engineering resources and develop Ainsworth games for the Hit It Rich Social Casino App, freeing up Ainsworth R&D online resources to focus on the US RMG expansion.

OUTLOOK


CA$H STACKS
CA$H STACKS
CA$H STACKS
CA$HSTACKS
GRAND
$7,500.00
MAJOR
$750.00
MINOR BONUS
$80
MINI BONUS
$20
SUPER HOT 7s CLASSIC
SUPER HOT 7s CLASSIC
SUPER HOT 7s CLASSIC
$ 12,500.00
TAKE IT OR LEAVE IT
25¢
$0.00

Outlook / Conclusion

Improved H2 FY21 performance lays foundations for FY22.

Balance sheet strengthened to enable AGT to develop superior games and hardware, and maintain distribution network.

- Proactive steps have been undertaken to ensure that the Group can endure the longer term challenges if necessary:
  - ✓ Effective management of operational expenses and working capital;
  - ✓ Suspension of dividends;
  - ✓ Implementation of a leaner company structure without affecting deliverables;
  - ✓ On-going critical review of all business operations;
  - ✓ Continued focus in growing our online business; and
  - ✓ Continually progressing with our development plans with a more targeted and innovative approach.

- North America performing strongly. Continue to build on the success of our HHR products to provide important additional revenue streams, with 400 units sold to Kentucky Down, previously under participation.

- Online revenue increase expected following from the execution of the US exclusivity agreement deal with GAN Limited.

- Launch and marketing of A-STAR™ cabinet globally.

- Expansion of MTD products following acquisition to established and new markets.

- Commencement of new industry experienced Chief Product Officer in October 2021 is expected to further assist global development and creation of a greater range of diverse, innovative and attractive games.

- Upbeat outlook for new improved and expanded game library, focusing on AGT's strengths and innovation.

AINSWORTH GAME TECHNOLOGY

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