

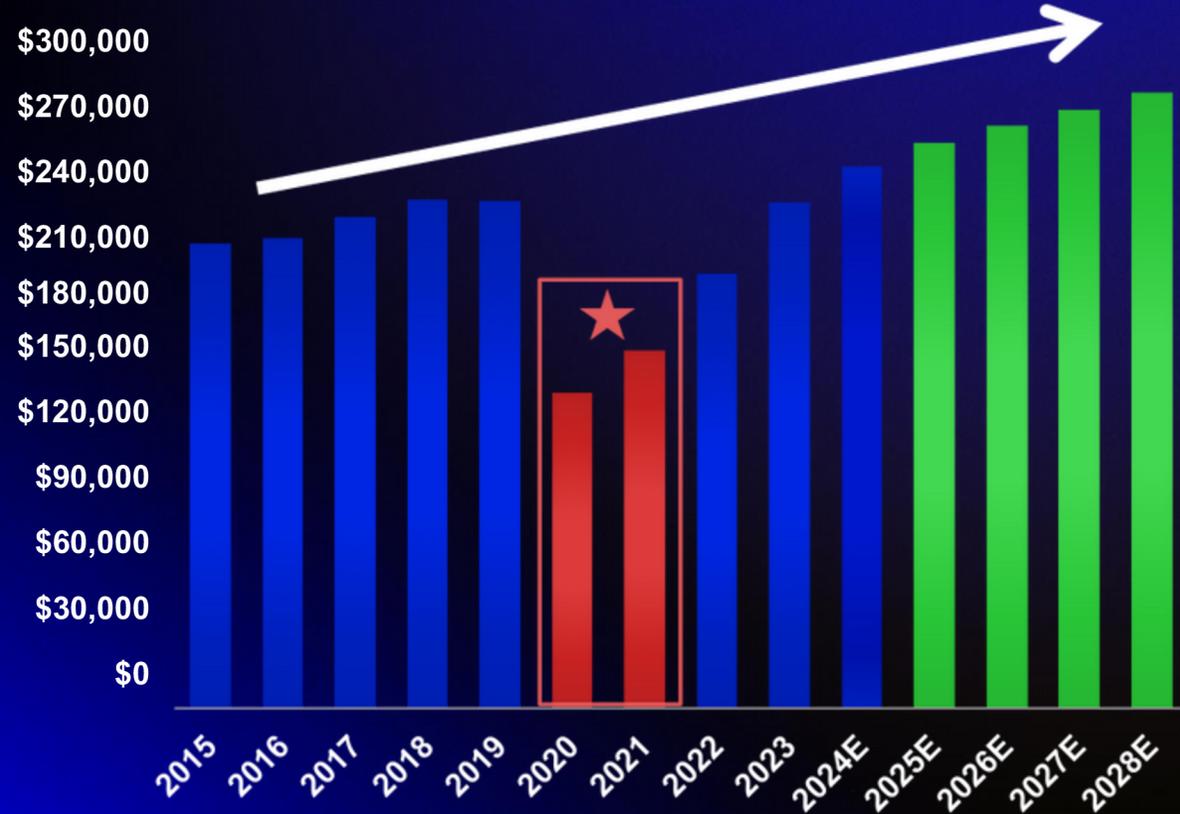
Talent is the Driving Force Behind Our R&D Engine

								
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							COMING SOON	COMING SOON

Differentiated Approach Driving Performance in a Resilient Gaming Industry

Global Gross Gaming Revenue⁽¹⁾

\$ IN MILLIONS



★ Pandemic Impact



Global supplier with scale and diverse portfolio as end-to-end gaming solutions provider



Customer-focused, market driven approach to product development



Talent, experience and track record – demonstrated uplift in game performance



Efficient R&D structure to complement commercial strategy

Meaningful Share Growth in 2024 Off the Back of R&D Investment

LARGE SCALE, DIVERSE BUSINESS OPERATING IN ALL GLOBAL LAND-BASED REGULATED MARKETS, PARTICIPATING IN AN \$8B TOTAL ADDRESSABLE MARKET

GAMING OPERATIONS

19%

FY24N.A.
Gaming Operations
Revenue
Share(1)

- **+600 bps** N.A. Installed Base mix shift to Premium from 45% since end of 2022
- **19 consecutive quarters** of N.A. Premium Installed Base Growth(2)

~\$3.5B 2024 Global TAM⁽¹⁾⁽³⁾

GAMING SALES

#1

Global Game
Sales Share(1)

- **+400 bps** global(1) and **+1500 bps** Australia ship share(3) YoY in FY24
- Further **adjacent market proliferation**

~\$3.1B 2024 Global TAM⁽¹⁾⁽⁴⁾

SYSTEMS

#1

2024 Slots
under System
Management(1)

- **#1** global systems revenue share at **45%**(1) in FY24
- Accelerated innovation track to **drive higher software mix**

~\$0.7B 2024 Global TAM(1)

TABLE PRODUCTS

#1

2024 Shufflers &
Tables Share⁽⁴⁾

- **+40%** Global Utility unit Table sales since 2022
- **Continued growth** in VALT(5) subscribers since 2022
- **Enhanced ETG offering** through product investments(6)

~\$0.7B 2024 Global TAM(4)

TAM – Total Addressable Market

(1) Eilers-Krejcik Gaming Supplier KPIs (4Q24).

(2) As of 1Q25.

(3) MaxGaming (April 2025).

(4) Internal Estimates.

(5) Subscription based table games business model.

(6) ETG revenue is reported as a part of Gaming Operations or Game Sales Revenue.