



ARISTOCRAT CONFIRMS UPGRADED HALF-YEAR EARNINGS PERFORMANCE

Sydney, 17 May 2021

Aristocrat Leisure Limited (ASX: ALL) today announced upgraded half-year earnings performance for the six months ended 31 March 2021. These results are subject to the finalisation of external auditor review and final Board approval, and are as follows:

- Statutory net profit after tax of \$346 million (**NPAT**);
- Normalised* net profit after tax and before amortisation of acquired intangibles (**NPATA**) of \$412 million, representing growth of 12% compared to the six months ended 31 March 2020 (being the prior corresponding period or PCP), and
- Normalised* earnings before interest, tax, depreciation and amortisation (**EBITDA**) of \$750 million, representing growth of 6% compared to the PCP.

In the Aristocrat Gaming business, exceptional product performance and customer engagement, coupled with stronger than expected consumer sentiment and economic conditions in the United States and ANZ region, drove profit growth compared to the PCP.

In addition, Aristocrat Digital delivered above industry-average growth in bookings, translating into revenue and profit growth compared to the PCP. The business benefited from a diverse portfolio of world-class titles, as well as strong investment in User Acquisition (UA), Live Ops, new game content and features. Overall demand continued to be elevated, compared to pre-COVID levels.

Aristocrat Chief Executive Officer and Managing Director, Trevor Croker, said “These results reflect the fact that we have the right strategy, and made the right choices to sustain our investment in outstanding people and product, customers, talent and culture throughout the COVID-impacted period.

“As a result, we have continued to take share and maintained our leadership of key Gaming markets and segments, while also growing our share in Digital games, where we are now a top 5 game publisher in tier 1 Western markets.**”

“We expect economic conditions across key markets over the full year to remain uncertain, as a result of ongoing COVID-driven volatility. We are closely monitoring key factors including consumer sentiment, gaming venue patronage and currency headwinds. We will continue to rigorously execute our strategy over the second half of fiscal 2021, with increased investment in D&D, UA to support new game launches and existing games and strategic capabilities that will sustain our longer term growth.”

Further information will be available at Aristocrat’s financial results announcement for the six months ended 31 March 2021 on Monday, 24 May 2021.

* Normalised results are statutory profit (before and after tax), excluding the impact of significant items; in this period \$19 million (pre-tax) of contingent retention arrangements associated with the acquisition of Plarium.

** Tier 1 western markets defined as the United States, United Kingdom, Canada, France, Germany and Australia (Source: AppAnnie)

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