

Ainsworth Game Technology Ltd

ABN 37 068 516 665

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www.agtslots.com

29 November 2022

ASX Market Announcements Office Exchange Centre 20 Bridge Street Sydney NSW 2000

ELECTRONIC LODGEMENT

2022 Annual General Meeting (AGM) Addresses to Shareholders and Presentation.

We attach a copy of the 2022 AGM Addresses to Shareholders (Chairman and Chief Executive Officer) and Presentation.

For the purposes of ASX Listing Rule 15.5, this document is authorised for lodgment with the ASX by the Board.

Yours faithfully

Mark Ludski

Company Secretary



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29 November 2022

ASX Release

ASX Code: AGI

AINSWORTH GAME TECHNOLOGY LIMITED 2022 ANNUAL GENERAL MEETING ADDRESSES

NON-EXECUTIVE CHAIRMAN

(Presented by Mr Danny Gladstone)

Ladies and Gentlemen,

I am pleased to present the annual review of the 2022 financial year.

Your Company has delivered a much-improved performance with good momentum evidenced in the second half of the year. Trading conditions improved across most of our international markets as customers progressively reopened venues and activity levels continue to recover.

For FY22 AGT delivered a profit after tax of \$11.8 million for the year. This compares to a loss after tax of \$53.4 million in FY21. Profit before tax for FY22, excluding currency impacts and one-off items was \$27.3 million which was more reflective of our trading performance.

In the second half of the year, we benefited from improved product performance in North America and some recovery in Latin America as previous pandemic restrictions were eased. With these improved conditions, our results improved substantially. The second half of FY22 contributed \$17.3 million towards the normalised net profit for the year, an increase of 73% compared to the \$10.0 million reported in the first half of FY22.

North America delivered good results primarily driven by contributions from Ainsworth's leading Historical Horse Racing products and system where we sold 400 machines previously under participation to Churchill Downs in Kentucky. Latin America experienced a strong recovery in the period as venues reopened. Unit sales increased by over 200%. AGT's domestic performance improved as the year progressed however, we still do not consider it to reflect the full potential. We are continuing to invest in product development to improve game performance in all our markets, which is expected to translate into market share gains and sustained success.

I'd like to highlight three other positive features of our business model and performance. First, international revenues increased by 50% versus the prior corresponding period and now account for 82% of the group's total. This demonstrates our effectiveness in delivering on our strategy to grow and build scale in North America. Second, recurring revenues, another key priority for AGT, increased by 29%. Units under operations were 6,389 generating annuity style recurring revenues.



And third, Ainsworth's cash flow and balance sheet are positive features of the Company's results. We closed the year with a net cash position of \$50.3 million which was a \$45.2 million rise compared to 30 June 2021. Cash flow from operations was \$51.3 million, an increase of \$29.1 million. We repaid \$39.1 million of borrowings during the year which was well timed given the current recent interest rate rises being experienced.

Our priority remains to maintain a strong balance sheet to be able to self-fund our growth strategy and product investments. We are improving the outputs of our R&D initiatives and lifting the competitiveness of our products. We are offering more value to our customers and have a new organisational structure and financial capability to support these strategies.

Given the current economic uncertainties combined with supply chain challenges, an increased level of working capital is initially considered necessary to ensure continuity in production to fulfill expected sales volumes in calendar year 2023. Once these conditions stabilize and operational requirements can be reliably determined, the Board is committed to review the recommencing the payment of dividends to shareholders.

I also highlight that the FY22 results incorporated a provision of approximately \$17.0 million to reflect the ongoing position with the Mexican Tax Administration Service. The timing of a final resolution remains uncertain, and we will continue to keep the market informed as and when any material developments arise.

In closing I would like to acknowledge our CEO Harald Neumann for his contribution, my fellow directors for their support, the ever-capable executive team and all my colleagues at Ainsworth for delivering these results. I would also like to thank our shareholders, and as always, our customers.

I will now hand over to Harald to provide the CEO address.

CHIEF EXECUTIVE OFFICER (CEO)

(Presented by Mr Harald Neumann)

Thank you, Danny.

Dear shareholders,

I am pleased to provide my report to shareholders for the FY22 year and share with you our strategy and optimism for the future.

Ainsworth has recovered well from the effects of the pandemic with a return to profitability, a strong balance sheet and a clear strategy to further upgrade game performance to ensure sustained success and financial improvements.

Fortunately, since I started as your CEO in October 2021, venues have reopened across many of our major markets and customers' capital expenditure programs have steadily increased driving more interest in AGT's top performing gaming products.

It is the potential to leverage these growth drivers into sustained results and improved returns for shareholders that initially drew me to the Company and continues to provide me with confidence about Ainsworth today. Along with the Board and my established management team, we are committed to deliver on our potential to be a larger and more profitable company in our major markets.

In FY22 we delivered a recovery in Profit Before Tax (PBT), excluding currency impacts and one-off items, of \$27.3 million in the year with the second half contributing almost two thirds of the total profit. Our results benefitted from growth in the second half of the year as trading conditions recovered.



Group revenue increased to over \$220 million, up 38% on the \$160 million in the prior corresponding period. The gross margin was 63% compared to the 56% in FY21 which reflects the improved volumes and increased recurring revenues through gaming operations in the year. We purposefully continue to build-up inventory to ensure we can mitigate potential supply chain risks and fulfill customer demand in future periods.

Gross operating costs, in constant currency terms were \$191 million, 13% higher than the prior corresponding period. This rise was mainly due to salaries and wages returning to more normal levels following receipt of wage subsidies and reduced working hours in prior periods due to covid impacts. We continue to actively work on measures to mitigate inflationary cost pressures across all regions. Total headcount numbers were consistent compared to twelve months earlier with reductions in resources in Australia reflecting the reduced revenue environment.

Underlying EBITDA was \$49 million with momentum in the second half of the year. Underlying EBITDA in half two was \$28 million, representing growth of 35% compared to the first half of the year, and almost double the result of \$16 million reported for the full year FY21.

Strong product performance in North America supported our improved performance in this region. High denomination games continue to be strengths of AGT in the United States. The Company has regularly delivered five of the top 25 games in this segment.

Alongside the sale of 400 machines to Kentucky Downs, new installations in Kentucky, Wyoming, Louisiana, and most recently New Hampshire, also made initial contributions in the period. Newly approved HHR legislation in Kansas along with continued expansion in New Hampshire are providing additional placement opportunities in this high-quality market.

MTD's performance is also improving. Our latest game set combines best in class games from both Ainsworth and MTD. It has been released in South Dakota and Louisiana, leading these markets.

Machines placed under participation and lease contributed 31% of the revenues in this segment. The gaming operations base has continued to perform well with ongoing growth expected in coming periods. With higher average selling prices, increases in recurring revenue and disciplined cost controls, segment profit rose to \$52 million, up 32%.

Latin America enjoyed a sharp recovery in performance in the current year. The recovery was driven by increased customer activity and growing demand for the A-STAR range of cabinets and top performing games such as Pan Chang, Rio Grande and Multi-Win Games.

Improved average selling price and increased revenue contributions under gaming operation drove improved gross margins to 66%. With an increase in revenue and margin expansion, segment profit increased to \$21 million, a sharp improvement on the heavily impacted FY21 loss of \$9 million the year before. At June 30th we had 3,818 machines under participation in the region. Further placement opportunities can be expected as markets continue to recover and purchasing levels improve.

A non-cash impairment charge of \$5.2 million was recorded, primarily from the LATAM region. This non-cash cost reflects inflationary cost increases and uncertainties in this region. It is also due to the timing nature of the current business model within the region where gaming machines are typically first placed on operation which results in assets requiring assessment for impairment purposes despite the generation of participation revenue prior to the potential conversion to sale in future periods.



In addition to this impairment and as outlined by Danny we have recorded a provision in FY22 against potential import duties and other associated charges in Mexico for calendar years 2015 - 2017. The outcome of the Company's submission to establish interdependency of software with its hardware is in progress.

AGT's domestic performance improved following the lock downs in NSW and Victoria early in the period. Annual revenues were consistent at \$39 million although revenues in the second half were 33% higher than half one reflecting the improvement in market conditions as the year went on. Segment profit increased by 158% driven by market recovery and better margin through improved production recoveries.

Game performance improved across all domestic markets, a key priority at AGT, with both Cash Stacks and Treasure Spirits series showing sustained performance. Segment profit improved to \$6 million compared to around \$2 million in the prior corresponding period.

The Rest of the World segment reported a slight improvement in revenue to \$14 million with online revenues now contributing over 69% of this total. The growth in online offset the reduction in land-based sales in New Zealand where pandemic related lock downs impacted performance. Higher margin online revenues enabled segment profit to increase by 38% to \$9 million.

I am pleased to report on another of our key priorities – capital strength. Ainsworth is in the strongest financial position it has been in for many years. We have a net cash position of over \$50 million. The Company has over \$300 million of net assets and effectively no debt. Cash conversion in the second half was over 100%. The receivables closing balance of \$113 million was a decrease due to good cash collections. Encouragingly customers in LATAM recommenced payments as the market recovered.

In 2023, as we have announced, we will formally change our financial year end to 31 December. This change will achieve better alignment to industry business cycles and improve efficiencies of our year end processes and audit. During this transition period we will produce audited financial results for the six months to 31 December 2022 and hold another Annual General Meeting in May 2023.

We have entered the first half of FY23 with good momentum. The new year has started well, and we will continue to execute to plan. Based on current forecasts we expect to achieve approximately \$18 million in PBT pre-currency and one-offs for the six months ending 31 December 2022.

We are seeing ongoing growth in North America with an increase in the number of machines on participation and sales in new and existing venues.

We are pursuing opportunities in existing and new Historical Horse Racing markets, particularly New Hampshire, Texas, Louisiana, and Wyoming. We are continuing to invest to upgrade game performance and hardware to enhance our competitive offering and value for customers. We have established and invested in product development with the creation of two new game studios. These will be overseen by seasoned game developers with proven track records of creating successful games. These two new studios are in addition to our established studios in Australia and Las Vegas.

We will continue to leverage our trusted brand, our highly capable staff, the company's enduring commitment to developing superior game technologies and customer relationships across our major markets.

In closing I would like to acknowledge and thank our directors, my executive team, all the staff at AGT, our shareholders and our customers. Your support, contribution and trust are the strongest foundations on which we will build our sustained success.



Ends

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Investor Enquires

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AINSWORTH GAME TECHNOLOGY LIMITED



- 1. Welcome
- 2. Introduction to Board of Directors
- 3. Chairperson's Address
- 4. Chief Executive Officer's Address
- 5. Formal Business
- 6. Other Business



Board of Directors







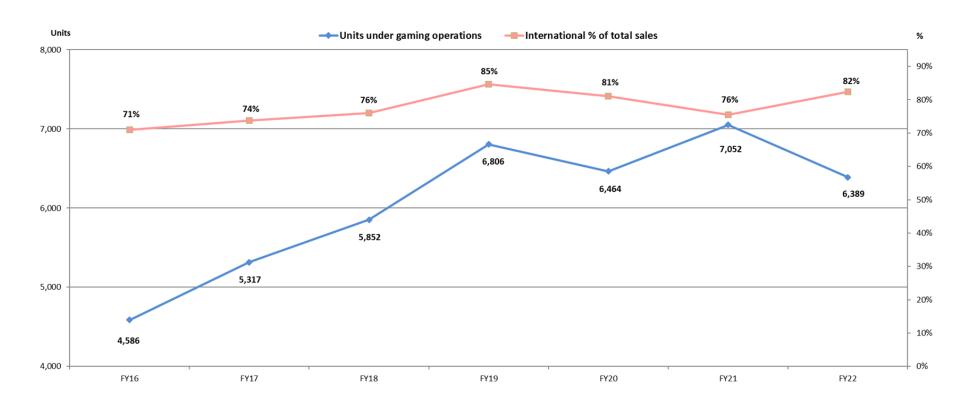
Chairperson's Address Presentation by Danny Gladstone

Results Summary

In millions of AUD	H1 FY22	H2 FY22	FY22	FY21	FY22 vs FY21
Revenue	100.7	119.5	220.2	159.5	60.7
Underlying EBITDA	20.7	27.9	48.6	15.5	33.1
Impairment losses (before tax) – receivables and CGU	-	3.7	3.7	41.7	(38.0)
Profit / (Loss) before tax excluding currency and one-off items	10.0	17.3	27.3	(17.1)	44.4
Reported Profit / (Loss) after tax	9.1	2.7	11.8	(53.4)	65.2

- Improved performance in FY22 compared to FY21, Latin America in particular, demonstrated strong recovery from the pandemic.
- North America segment contributed 52% of total revenue. HHR products continue to perform.
- Signs of recovery in Latin America region contributing to the Group's improved results.
- Net cash position of \$50.3m, an improvement on the net cash position of \$5.1m at pcp, and net cash position of \$32.2m at the prior half.
- Dividend continues to be suspended to provide strong liquidity to allow the Company to continue to invest in R&D to deliver competitive products.

Gaming Operations and International Sales Contribution



Balance Sheet

In millions of AUD	31-Dec-21	30-Jun-22	30-Jun-21
Total assets	381.4	406.5	393.1
Net assets	301.7	311.3	287.9
Total debt	14.1	-	37.3
Net cash	32.2	50.3	5.1

Debt Ratios	31-Dec-21	30-Jun-22	30-Jun-21
Debt Ratio (Total Liabilities/Total Assets)	20.9%	23.4%	26.8%
Debt to Equity Ratio (Total Liabilities/Total Equity)	26.4%	30.6%	36.5%
Cash Flow to Debt ratio - (Cash Flow from Operating Activities/Total Liabilities)	38.9%	53.9%	21.1%

- Receivables closing balance of \$112.7m (31 Dec 21: \$103.5m, 30 June 21: \$116.4m) resulted from improved working capital on receivables. Customers are recommencing payments in Latin America as the market recovers.
- Inventory closing balance of \$68.3m (31 Dec 21: \$55.7m, 30 June 21: \$56.1m). Increase in inventory holding at balance date to mitigate supply chain challenges.
- Total debt reduction resulted from \$38.6m (US\$28.0m) repayment of bank facility made during this current period and strong cash position resulted to improved cash flow to debt ratio in the current period.



Key Market Highlights

NORTH AMERICA

- HHR growth continues 400 units sold to Kentucky Downs in the current period, installed base expected to increase in new and existing markets.
- First manufacturer to install HHR units in newly opened New Hampshire market with focus on leveraging system capabilities. Also entered Louisiana and Wyoming HHR markets.
- High-Denom content continues to excel, regularly having 5+ titles appear on multiple industry wide performance chats (Eilers and ReelMetrics).
- A-STAR[™] Curve XL launched in North America with Take It or Leave It[™] game series. Additional titles being released by end of 2022.
- Strategic development efforts to be showcased at G2E 2022 with three key product lines: Treasure Spirits[™], Cash Stack Gold[™] and Ultra Shot[™].

LATIN AMERICA

- Demand continues to grow for the new A-STARTM cabinets.
- Pan Chang[™], Fiesta Grande[™], Rio Grande Los Toritos[™] and Multi-Win Games[™] remain top-performing products.

AUSTRALASIA

- Strong installs backed by solid performance of Cash Stacks[™] and Treasure Spirits[™] in multiple markets.
- Launch of new Ultra ShotTM Series.
- Introduction of the new A-STAR™ Slant cabinet at AGE 2022.





Chief Executive Officer's Address Presentation by Harald Neumann

Profit & Loss summary

In millions of AUD	H1 FY22	H2 FY22	FY22	FY21	FY22 vs FY21
Domestic revenue	16.7	22.2	38.9	39.0	(0.1)
International revenue	84.0	97.3	181.3	120.5	60.8
Total revenue	100.7	119.5	220.2	159.5	60.7
Gross profit	63.0	75.0	138.0	89.6	48.4
EBITDA	24.6	12.5	37.1	(26.6)	63.7
EBITDA Margin %	24.4%	10.5%	16.8%	(16.7%)	33.5%
Profit / (Loss) Before Tax	13.9	1.9	15.8	(59.2)	75.0
Income tax (expense) / benefit	(4.8)	0.8	(4.0)	5.8	(9.8)
Profit / (Loss) After Tax	9.1	2.7	11.8	(53.4)	65.2
R&D (% of revenue)	17.9%	14.5%	16.0%	20.9%	(4.9%)
EPS (diluted) (A\$)	2.7 cents	0.7 cents	3.4 cents	(15.9 cents)	19.3 cents

- Increased revenue due to strong product performance in North America and re-opening of the LATAM market.
- Extended lockdowns in the primary market of New South Wales affected sales in H1, resulting in a flat revenue in FY22 compared to FY21.
- Profit before tax (excluding currency impact) is \$7.6m, compared to (\$47.7m) loss in pcp.
- Normalised PBT for currency impact, one-off items including normalising HHR sales in H1 was a profit of \$3.1m. On a similar basis, H2 normalised PBT increased by \$14.2m to \$17.3m profit.
- EBITDA of \$37.1m includes \$8.2m currency translation gains.
- Increased international revenue of \$60.8m compared to pcp, and \$13.3m in H2 FY22 from the prior half. International revenue accounted for 82% of group revenues in this period.



Operating Costs

In millions of AUD	H1 FY22	H2 FY22	FY22	FY22 at pcp currency basis	FY21	FY22 vs FY21	FY22 vs FY21 %
COGS	37.7	44.5	82.2	80.6	69.9	12.3	17.6%
Sales, service and marketing ('SSM')	25.0	30.8	55.8	54.5	46.2	9.6	20.8%
R&D	18.0	17.3	35.3	34.8	33.4	1.9	5.7%
Administration	10.9	10.1	21.0	20.6	18.8	2.2	11.7%
Total Operating costs	91.6	102.7	194.3	190.5	168.3	26.0	15.4%

COGS

- Increase in costs attributable due to increased sales compared to the pcp.
- Adverse translation impact \$1.6m at pcp currency basis.

SSM Costs

- Increase in costs compared to the pcp due to decrease in COVID-19 related government subsidies, increase in duty, trade show related expenses, royalties payable and staffing costs.
- Adverse translation impact of \$1.3m at pcp currency basis.

R&D Costs

- Increase in personnel costs compared to the pcp as a result of a decrease in COVID-19 related government subsidies, increase in staffing costs to ensure the Company remains competitive in the labour market and retains talented employees.
- Adverse translation impact of \$0.5m at pcp currency basis.

Administration Costs

- Increase in personnel costs compared to the pcp as a result of a decrease in COVID-19 related government subsidies and increase in headcount to support business recovery requirements.
- Adverse translation impact of \$0.4m at pcp currency basis.

Reconciliation: Profit /(Loss) Before Tax to EBITDA & Underlying EBITDA

In millions of AUD	H1 FY22	H2 FY22	FY22	FY21	FY22 vs FY21
Reconciliation:					
Profit / (Loss) Before Tax	13.9	1.9	15.8	(59.2)	75.0
Net interest (income) / expense	(0.1)	(8.0)	(0.9)	1.3	(2.2)
Depreciation and amortisation	10.8	11.4	22.2	31.3	(9.1)
Reported EBITDA	24.6	12.5	37.1	(26.6)	63.7
Foreign currency (gains) / losses	(3.5)	(4.7)	(8.2)	11.5	(19.7)
Impairment (writeback) / losses on receivables	-	(1.5)	(1.5)	9.0	(10.5)
Rent concessions	(0.4)	(0.1)	(0.5)	(0.5)	-
COVID-19 related government subsidies	-	-	-	(7.3)	7.3
Gain on LV parcel of land sale	-	-	-	(3.3)	3.3
Impairment losses – LATAM and Australia and Other CGU	-	5.2	5.2	32.7	(27.5)
Provision for Mexican duties and other charges	-	16.5	16.5	-	16.5
Underlying EBITDA	20.7	27.9	48.6	15.5	33.1

The \$5.2m impairment charge recognised in FY22 predominately relates to reduction in available headroom in the LATAM CGU due to a lower recoverable amount for this CGU. This non-cash impairment resulted from the timing nature of the current business model within LATAM where gaming machines are initially placed under operation which results in assets requiring assessment for impairment purposes despite the generation of increased participation revenue prior to the potential conversion to sale.

Segment Result Summary – North America

					FY22
In millions of AUD	H1 FY22	H2 FY22	FY22	FY21	vs FY21
Revenue	54.6	60.5	115.1	88.5	26.6
Gross Profit	36.8	42.1	78.9	60.1	18.8
Segment EBITDA	28.4	33.8	62.2	50.8	11.4
Segment Profit	23.1	28.4	51.5	39.1	12.4
Segment Profit (%)	42%	47%	45%	44%	1%
Unit Volume (no.)	1,175	1,122	2,297	1,703	594
ASP (US\$'000's)*	18.0	17.2	17.6	17.2	0.4
Game Operations – Class II Installed Base (Including HHR)	1,453	1,679	1,679	1,731	(52)
Game Operations – Class III Installed Base	952	892	892	981	(89)
Average Fee per Day (US\$)	32	34	33	37	(4)

*Excludes distributor sales, reworks and on-charges

- Higher selling costs in FY22 driving similar profit margin compared to pcp.
- Strong growth with \$115.1m revenue in FY22 increased 30% compared to the \$88.5m revenue in the pcp. H2 FY22 revenue increased by 11% compared to the prior half. Good achievement in H2 when normalising the 400 HHR units from H1.
- Participation & lease revenue of \$36.2m and contributing 31% of the current period's segment revenue.
- Continued strong performance in game operations was driven by the high-quality locations in which we have secured through long term placement agreements. The quality of the locations was primarily driven by new HHR installations in Kentucky, Wyoming, and most recently New Hampshire. These locations are driving win per day at up to double the rate of previous Class III and Class II installations. We anticipate continued momentum in this area as new installations occur in Kentucky, Louisiana and New Hampshire.
- Newly approved HHR legislation in Kansas will provide an additional placement opportunity in a quality market.
- Recent positive Supreme Court Opinion in Texas will give us long term stability with one of our highest performing installations and provide an additional opportunity at another Class II tribal location.

Segment Result Summary – Latin America

					FY22
In millions of AUD	H1 FY22	H2 FY22	FY22	FY21	vs
					FY21
Revenue	22.2	30.0	52.2	18.3	33.9
Gross Profit	15.0	19.4	34.4	11.1	23.3
Segment EBITDA	9.3	10.0	19.3	(4.3)	23.6
Segment Profit / (Loss)	10.0	10.8	20.8	(8.6)	29.4
Segment Profit / (Loss) (%)	45%	36%	40%	(47%)	87%
Unit Volume (no.)	889	991	1,880	625	1,255
ASP (US\$'000's)*	14.3	18.2	16.5	16.7	(0.2)
Game Operations – Installed Base	4,091	3,818	3,818	4,340	(522)
Average Fee per Day (US\$)	11	11	11	10	1

- Revenue increase of 185% compared to pcp, H2 FY22 revenue increased 35% compared to the first half of FY22 as the market progressively recovered from the effects of the pandemic.
- Segment profit increase of 8% in H2 FY22 compared to H1 FY22 resulted in full year segment profit of \$20.8m, compared to \$8.6m loss in a heavily pandemic impacted PCP.
- Of the 1,880 machines AGT sold in the period, 36% were reconditioned units. Further revenue opportunities can be expected as markets progressively recover.
- At 30 June 2022, 3,554 units (93%) from Game Operations are now operating, an improved position compared to the 2,713 units operating at 30 June 2021.
- Demand continues to grow for the A-STARTM range of cabinets. Game themes such as Pan ChangTM, Fiesta GrandeTM, Rio Grande Los ToritosTM, and Multi-Win GamesTM are amongst the regions' top performers.

Segment Result Summary – Australia

In millions of AUD	H1 FY22	H2 FY22	FY22	FY21	FY22 vs FY21
Revenue	16.7	22.2	38.9	39.0	(0.1)
Gross Profit	6.6	7.4	14.0	10.6	3.4
Segment EBITDA	3.8	3.6	7.4	5.4	2.0
Segment Profit	3.3	2.9	6.2	2.4	3.8
Segment Profit (%)	20%	13%	16%	6%	10%
Unit Volume (no.)	591	781	1,372	1,165	207
ASP (ex rebuilds) (\$A'000's)	21.7	22.9	22.3	22.4	(0.1)
Service Revenue	2.0	2.9	4.9	6.0	(1.1)

- Improvement in segment revenue of \$22.2m in H2 FY22 compared to \$16.7m in the prior half, and segment profit
 increased by 158% compared to the pcp, driven by market recovery and better margin achieved through improved
 production recoveries in the current period.
- Maintained ASP despite competitive market conditions. Units increased which drove outright machine revenue up, offset by reduction in parts and conversions sales, resulting in revenue for FY22 similar to pcp.
- Game performance has overall improved with Cash Stacks Link[™] as Ainsworth's top performing product. Treasure Spirits[™] also outperformed in NSW.
- Service rationalisation of non-profitable contracts has led to a reduction in revenue as well as imposed lockdowns in H1 FY22. The market in NSW was affected due to lockdowns in Greater Sydney from July to October 2021. Other markets, particularly QLD, have resumed to a normal ship share number.

Segment Result Summary – Rest of the World (ROW)

In millions of AUD	H1 FY22	H2 FY22	FY22	FY21	FY22 vs FY21
Revenue	7.2	6.8	14.0	13.7	0.3
Gross Profit	4.7	6.0	10.7	7.8	2.9
Segment EBITDA	4.1	5.2	9.3	7.1	2.2
Segment Profit	4.0	5.1	9.1	6.6	2.5
Segment Profit (%)	56%	75%	65%	48%	17%
Unit Volume (no.)	63	30	93	324	(231)
Online Revenue	3.7	5.9	9.6	5.9	3.7

- Slight improvement in revenue The online revenue contributed \$9.6m in FY22 of which \$6.0m was achieved through the GAN agreement. The increase in online revenue contribution was offset by the reduction of land-based sales in New Zealand, Europe and Asia.
- EBITDA and segment profit improved as online revenue with high margin contributed to 69% of the segment's total revenue. Online revenue previously contributed 43% of total revenue in pcp.
- Underperforming unit volume in FY22 compared to the pcp due to COVID/Omicron periods of lockdown across New Zealand.

OUTLOOK





Outlook / Conclusion

- Revenue improvements across all major markets. AGT enters the second half of calendar year 2022 with good momentum and expects to have continued growth in North America, further improvements in Latin America markets and steady performance from Australia.
- Based on current forecasts, we expect to achieve approximately \$18.0m in PBT, pre-currency and one-offs, for the six months ending 31 December 2022.
- Risk mitigation strategies put in place to minimise inherent challenges brought about from COVID-19, primarily relating to global supply chain disruptions, talent recruitment and increasing inflationary cost pressures.
- AGT's North American business continues to make progress in both Class II and Class III markets. Opportunities
 are continually being pursued in existing and new HHR markets, in particular New Hampshire, Louisiana and
 Wyoming HHR markets.
- Continued focus in R&D investment to drive sustained, long-term growth. Broadening of R&D team through establishment of two additional US-based game studios to deliver high quality innovative games.
- As outlined in the 2 June 2022 ASX release, the Company's financial year end will change from 30 June to 31
 December (calendar year basis) which will be effective on 1 January 2023. The Company will have a six-month
 transitional financial year beginning on 1 July 2022 and ending on 31 December 2022.

Formal Business



Financial Statements and Reports

To receive and consider the Annual Financial Report, including the Director's and Auditor's Reports in resect of the financial year ended 30 June 2022.



Julie Cleary
Partner-in-charge



In attendance is Kevin Pyeun from KPMG, the Company's auditor who is available to answer any questions on the 2022 Annual Financial Report relating to:

- The conduct of their audit;
- Preparation and content of their Auditor's Report;
- Accounting policies adopted by the Company in the preparation of the 2022 Annual Financial Report; and
- Independence of the auditor in relation to the conduct of their audit.

Resolution 1

Re-election of Mr. Daniel Eric Gladstone, as Director



To consider, and if thought fit, to pass the following resolution as an ordinary resolution:

"That Mr. Daniel Eric Gladstone, who retires in accordance with Rule 7.1(f) of the Company Constitution and ASX Listing Rule 14.4, and being eligible, offers himself for re-election, be re-elected as a non-executive director of the Company."

THE PROXIES HELD ON THE ABOVE RESOLUTION ARE AS FOLLOWS:

FOR	268,696,213	98.66%
AGAINST	3,658,483	1.34%

Included above are 188,608 proxies which were open and usable and the Chairperson has elected to vote these in favour of the resolution.

Resolution 2

Election of Ms. Heather Alice Scheibenstock, as Director



To consider, and if thought fit, to pass the following resolution as an ordinary resolution:

"That Ms. Heather Alice Scheibenstock, who retires in accordance with Rule 7.1(f) of the Company Constitution and ASX Listing Rule 14.4, and being eligible, offers herself for re-election, be re-elected as a non-executive director of the Company."

THE PROXIES HELD ON THE ABOVE RESOLUTION ARE AS FOLLOWS:

FOR	272,174,966	99.93%
AGAINST	179,899	0.07%

Included above are 196,580 proxies which were open and usable and the Chairperson has elected to vote these in favour of the resolution.

Resolution 3

Approval of Remuneration Report

To consider, and if thought fit, to pass the following resolution as an ordinary resolution:

"That the Remuneration Report for the Company required by section 250R(2) of the *Corporations Act 2001 (Cth)*, which is included in the Directors' Report in respect for the year ended 30 June 2022, be adopted."

THE PROXIES HELD ON THE ABOVE RESOLUTION ARE AS FOLLOWS:

FOR	268,428,090	99.07%
AGAINST	2,514,734	0.93%

Included above are 100,143 proxies which were open and usable and the Chairperson has elected to vote these in favour of the resolution.



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