1HFY15 Presentation

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1HFY15 Overview

STRONG RESULT IN CORE SYSTEMS BUSINESS	CONTINUED FOCUS ON GROWING RECURRING REVENUE	IMPROVED PROFITABILITY	BALANCE SHEET STRENGTH
Gaming systems revenue up 44.5% pcp Gaming operations revenue up 12.3% pcp	Up from 53% to 56%	Gross margin increased to 74% from 67% pcp* EBITDA of $4.4m up 17%pcp	Debt reduced from pcp by 52% to $1.6m Debt gearing ratio of 1:22 (debt to equity) Net cash positive position of $7.5m

*Margin increase attributable to a significant software sale in first half.

Strong 1HFY15 Result

- Strong underlying result driven by growth in core systems business
- Improved profitability through focus on recurring revenue and high margin growth
- NPAT result benefited from recognition of $1.6m Deferred Tax Asset

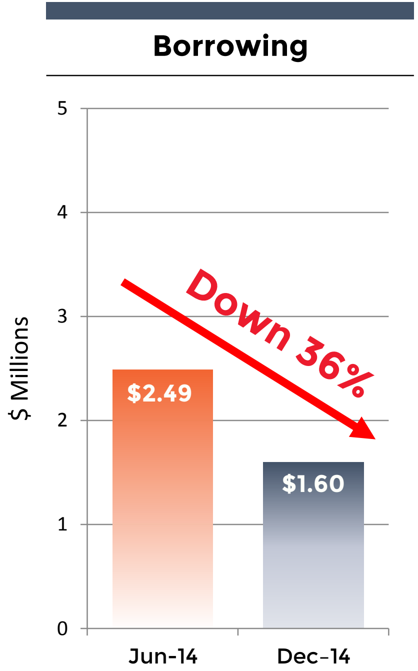
Financial Highlights	Dec 2014 ($,000)	Dec 2013 ($,000)	Variance
Revenue	22,372	21,040	+6%
Gross Margin	16,492	14,178	+16%
Gross Margin %	74%	67%	+7bps
EBITDA	4,357	3,727	+17%
NPBT	2,101 *	1,606	+31%
EPS (cps) – before tax	12.1 cents	10.4 cents	+16%
NPAT	3,707	1,139	+226%
EPS (cps) – after tax	21.4 cents	7.4 cents	+188%

*Inclusive of acquisition, legal and other related abnormal costs of $413,000

Dec 14 – Balance Sheet Strength

Balance sheet strength underpinned by continued decline in debt and positive net cash of $7.5m

	June 14 ($,000)	Dec 14 ($,000)	% +/-
Assets			
Current Assets	20.6	25.3	22.8%
Non-Current Assets	19.2	23.9	24.5%
Total Assets	39.8	49.2	23.6%
Liabilities			
Current Liabilities	14.2	13.1	-7.7%
Non-Current Liabilities	1.9	1.7	-10.5%
Total Liabilities	16.1	14.8	-8.1%
Net Assets	23.7	34.4	45.1%
Borrowings	2.49	1.60	-35.7%



- The Balance Sheet as at December 2014 includes the impact, in July 2014, of the Capital raising and the acquisition of Flexinet. Cash balance as at 31.12.14 is $7.5m compared to $2.4m as at 30.06.14.

Segment Review

Gaming Systems

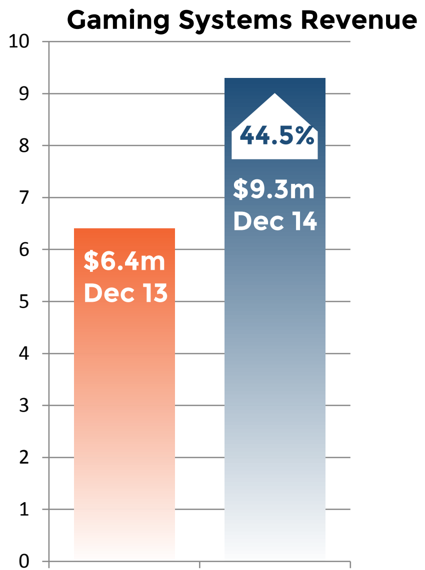
Gaming Systems

Gaming Operations

Gaming Machines

Gaming Systems – Substantial Expansion of EGM Network

- Revenue: $9.3million, up 44.5% pcp
- Growth in EGM network due to acquisition of Flexinet
- Entry into hotel market with Australia's largest independent hotel group, Redcape
- Strong growth in technology sales
  - Metropolis install base of 23,256[1] EGMs up from 13,230[1] EGMs in 1H14
  - CardIT™ install base of 16,727[1] EGMs up from 13,195[1] EGMs in 1H14
  - Engage take up increased to 1,397 EGMs from 157 EGMs in 1H14



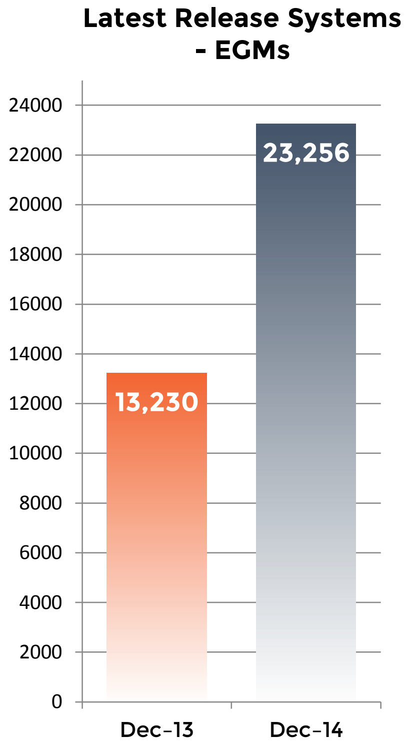
metropolis Gaming Systems

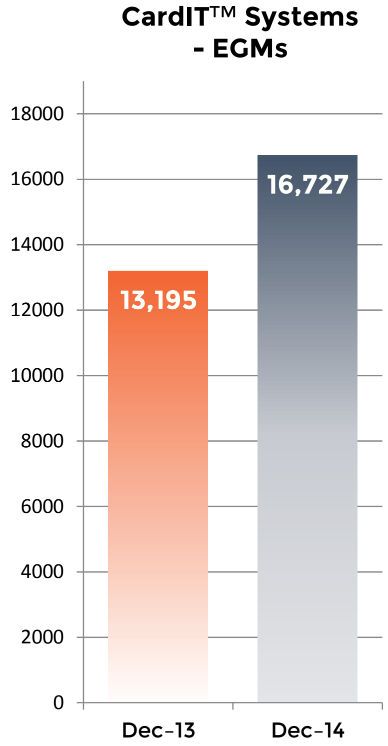
CARDIT™ Powered by eBET

Engage

[1] Group install base

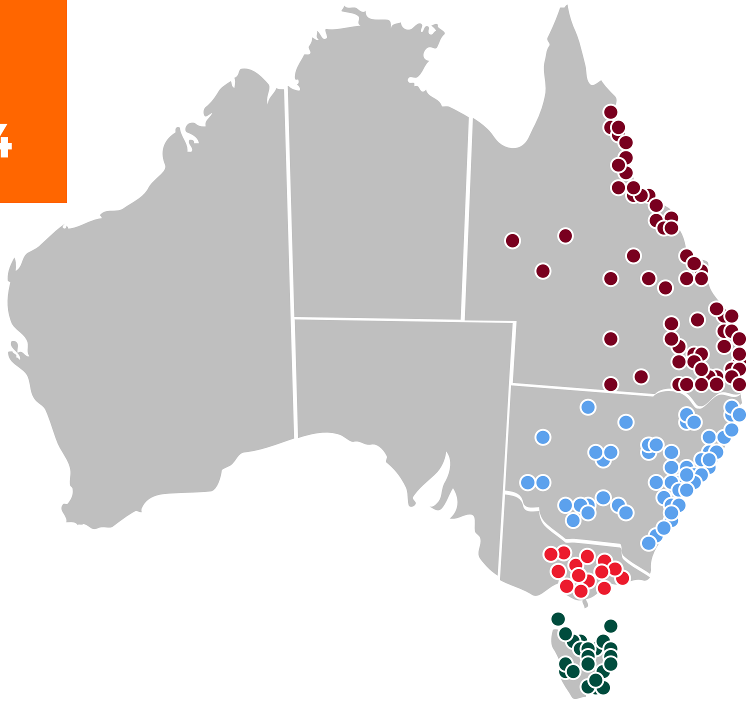
Increased Take Up of Gaming System Technologies





Unrivalled Systems Footprint Across Australia

67,000+
EGMs
Up 17% from 1H14



353 Venues
16,938[1] EGMs
QLD

590 Venues
40,090 EGMs
NSW

98 Venues
4,867[2] EGMs
VIC

167 Venues
3,526 EGMs
TAS

14 Venues
1,765 EGMs
INTERNATIONAL

[1] EGMs connected in QLD are CMS + in venue gaming systems combined
[2] EGMs in VIC are contracted to be installed 2HFY15 and 1HFY16

Gaming Operations

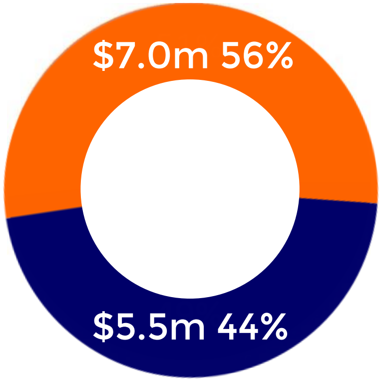
Gaming Systems

Gaming Operations

Gaming Machines

Gaming Operations – Strong Growth From Network Expansion

Gaming Operations Revenue of $12.5M increased by 12.3% on pcp is the combination of eBET Gaming Systems recurring revenues and revenue derived from Odyssey Gaming in Queensland.



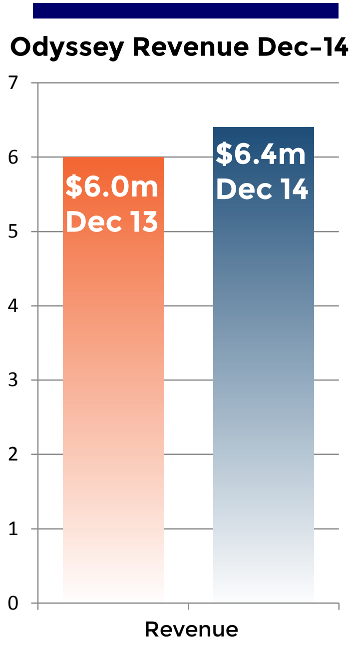
Gaming Operations Revenue

Financial Highlights	1HFY15 ($,000)	1HFY14 ($,000)	% +/-
Odyssey Gaming	$5.5	$5.4	1%
eBET	$7.0	$5.7	24%
Total Revenue	$12.5	$11.1	12%

Gaming Operations – Queensland Network

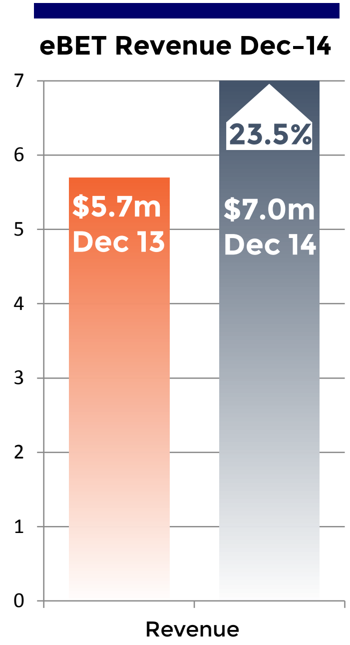
- Queensland focus
- Total Queensland Revenue: $6.4 million, increased by 6.8% on pcp;
  - 86% recurring revenues
  - 14% systems sales revenues
- Network of 8,315 gaming machines
- 27 CardIT™ venues operating 3,723 EGMs as at 31 Dec 2014, following approval in Nov 2013

Powered by Odyssey Gaming



Gaming Operations – Strong Growth

- Network of 67,000+ gaming machines, increased by 17%
- Total Operations Revenue: $7.0million, up 23.5% pcp
- Integration of FlexiNet acquisition - +8,100EGMs
- CardIT™ sites increased to 173[1] venues with EGM network extending to 16,727[1] EGMs



Powered by eBET

[1] Group install base

Gaming Machines

Gaming Systems

Gaming Operations

Gaming Machines

Gaming Machines – 1HFY15 in Review

- Exiting this business from March 2015
- Revenue of $255,000 compared to $3.1m in pcp
- Decision driven by WMS/Scientific Games acquisition of Bally in August 2014
- Exit from low-margin business offset by higher margin growth opportunities
- Segment no longer material - will discontinue segment reporting going forward

Segment Outlook

Gaming Systems – FY15 Opportunities

- Further penetrate the market with new products in NSW and Victoria i.e. Engage, CardIT™, Astute BI, Picture in Picture
- Consolidate legacy systems to drive uptake of Metropolis
- Launch new product in Qld through Odyssey
- Further penetration into the QLD market with CardIT™
- Approval and launch of TITO (Ticket in Ticket Out) into the club market (approval attained 3 Feb 2015)
- CRT approval and launch into hotels and clubs in QLD market
- Continued expansion into Asia with 3 system sales in Vietnam prior to 2014

Gaming Operations – FY15 Opportunities

- Continue to target market share growth with aggressive customer acquisition strategy
- Continue to achieve highest customer service levels through resourcing and new best in class CRM system
- Expand product offering for the QLD market

Future Technology Directions

- Further development of Metropolis
- Migration upgrade paths for legacy systems and FlexiNet
- Upgrade all Gaming Systems to be 'Evergreen'*
- Developing an underlying architecture for new industry protocols (G2S, QCOM3) to futureproof systems across the market

*Evergreen – refers to a promise of upgradability of all Metropolis Systems, and availability of all new products for the life of ownership.

Q&A

Thank You