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Gaming Innovation Group



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The wheels are turning

Gaming Innovation Group (GIG) reported a strong Q2 with organic revenue growth of 24% y/y. GIG media had another all-time-high revenue and FTD intake, boasting an impressive track record of 10 consecutive quarters of growth. FTDs grew 70% y/y and media revenue jumped organically by 35% y/y. GIG looks poised to capitalise on the upcoming World Cup in Q4 with several new platform deals and continued strong momentum for GIG media.

Report in line with our estimates; net margin boosted by FX tailwinds

GIG reported normalised revenues of EUR 22.1m in Q2/22, much in line with our estimate of EUR 21.9m, up 37% y/y including organic growth of 24%. Adjusted EBITDA margin was 37.5%, versus SEB at 37.3% and adj. EBIT margin was 13.4% versus SEB 13.1%. Net margin at 9% was better than we expected, thanks mainly to FX tailwinds on unrealised gains on outstanding bonds.

We raise adj. EBIT by 36-35% for 2023E-24E

The company presented new long-term financial targets of 20% organic revenues growth p.a. and EBITDA margin above 50% by 2024. The organic growth target seems fair, but the margin goal looks to be a bit challenging in our view. We lower our OPEX assumptions for 2023-24, resulting in a significant boost to adj. EBIT, in addition to the previously announced cost savings programme which we have already accounted for in our estimates.

DCF-based mid-point value upgrade to SEK 32 (SEK28) per share

We raise our DCF-based mid-point value to SEK 32 (SEK 28) per share. We assume a WACC of 11.5% and steady-state EBIT of 22.7%. On our raised EBITDA and EBIT estimates, the new mid-point value corresponds to a 2023E EV/EBITDA (excl. IFRS 16) of 8.2x. The stock currently trades on a 2023E EV/EBITDA (excl. IFRS 16) of 5.6x, which we believe is cheap given that we forecast a 2021-24E adj. EBIT CAGR of 77%.

Key Data (2022E)	
Price (SEK)	21.04
Reuters	GIGSEK.ST
Bloomberg	GIGSEK SS
Market cap (SEKm)	2,583
Market cap (USDm)	250
Net debt (EURm)	84
Net gearing	126%
Net debt/EBITDA (x)	2.5
Shares fully dil. (m)	122.8
Avg daily turnover (m)	0.1
Free float	33%

Estimate Revisions (%)									
	2022E	2023E	2024E						
Revenues	3	3	2						
Adj. EBIT	8	36	35						
Adi FPS	50	54	45						

25 20 15 10 Aug Oct Dec Jan Apr Jun Aug

Share Price (12M)

Absolute (green) / Relative to Norway (purple).

Marketing communication commissioned by: Gaming Innovation Group

Year end: Dec	2020	2021	2022E	2023E	2024E
Revenues (m)	63	83	105	133	154
Adj. EBIT	(9)	7	14	28	39
Pre-tax profit (m)	(16)	(0)	9	22	33
EPS	(0.18)	0.00	0.07	0.16	0.24
Adj. EPS	(0.17)	(0.00)	0.07	0.16	0.24
DPS	0.00	0.00	0.00	0.00	0.00
Revenue growth (%)	43.1	31.0	27.2	27.0	15.8
Adj. EBIT growth (%)	n.m.	n.m.	101.9	100.2	38.7
Adj. EPS growth (%)	n.m.	n.m.	n.m.	111.7	53.2
Adj. EBIT margin (%)	(13.7)	8.5	13.5	21.3	25.5
ROE (%)	n.m.	5.2	21.4	25.2	29.2
ROCE (%)	(11.1)	10.5	12.0	16.8	21.4
PER (x)	n.m.	n.m.	27.0	12.8	8.3
Free cash flow yield (%)	5.8	n.a.	4.6	8.1	11.2
Dividend yield (%)	0.0	0.0	0.0	0.0	0.0
P/BV (x)	29.67	13.73	3.68	2.85	2.13
EV/Sales (x)	3.03	3.14	3.63	2.43	1.91
EV/Adj. EBITDA (x)	14.7	10.1	9.8	5.9	4.3
EV/Adj. EBIT (x)	(18.3)	29.9	23.2	10.2	6.7
Operating cash flow/EV (%)	9.1	4.6	7.8	12.9	18.1
Net debt/EBITDA (x)	4.81	2.25	2.50	0.91	0.29

Source for all data on this page: SEB (estimates) and Millistream/Thomson Reuters (prices)

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Reaching higher

GIG's new financial targets

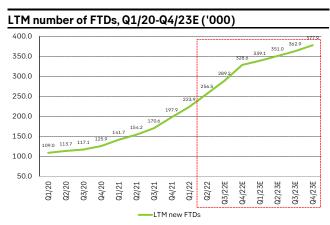
- Annual organic revenue growth in the region of 20%.
- Adjusted EBITDA margin in excess of 50% during 2024.
- Cash generated from the business to be used to lower leverage ratio while pursuing growth opportunities in the rapidly growing iGaming sector.

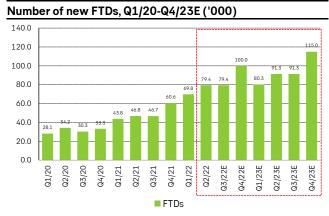
New financial targets are right in the sweet spot: tough but manageable

We believe the new targets are manageable and could be achieved, but the margin goal could be a challenge. Achieving adjusted EBITDA margin in excess of 50% by 2024 will, in our view, be tough, but we see no reason to doubt that margins could reach that level beyond 2024. Now that SportnCo is a part of the company, GIG should strive for adjusted EBITDA margins above 50%, in our view. To achieve that goal by 2024, GIG platform would have to significantly raise margins to a level not seen before. For that reason, we are cautious in our estimates and forecast EBITDA margin of 44% by 2024. Although we do not estimate a margin excess of 50% in 2024, we think this level could be reached in a blue skies scenario.

Media keeps rollin'

Continuing the step-up in number of FTDs

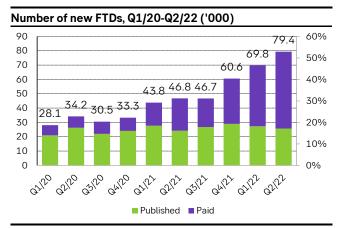


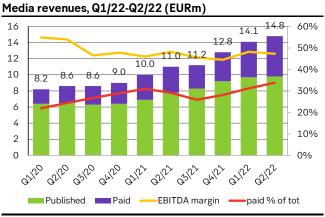


Source: SEB, Gaming Innovation Group

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GIG media reached another all-time high in FTDs in Q2/22, the third consecutive quarter a new high for both FTDs and revenues. We have revised up our forecasts for the number of FTDs for 2022-24. The company's recent push in paid media channels will likely continue, giving the company a somewhat controllable flow of new FTDs. A larger share of revenues coming through paid media does not seem to be concern for the company given the minimal effect that this has on EBITDA margin for the media segment. GIG media is still leading the way adding a stable profitable growth engine for the company.





Source: SEB, Gaming Innovation Group

Source: SEB, Gaming Innovation Group

Estimate revisions												
	New estimates				Old estimates		Difference (%)					
(EURm)	2022E	2023E	2024E	2022E	2023E	2024E	2022E	2023E	2024E			
Net Sales (normalised)	90.7	119.8	138.1	89.2	116.2	134.4	1.6	3.1	2.7			
Gross profit	99.8	126.7	146.7	97.1	123.3	143.3	2.8	2.8	2.4			
EBIT	13.6	28.4	39.4	13.2	20.8	29.1	3.0	36.4	35.3			
Total SG&A	(66.1)	(77.1)	(86.2)	(64.5)	(81.3)	(92.9)	2.4	(5.1)	(7.2)			
Adj. EBIT	14.2	28.4	39.4	13.2	20.8	29.1	7.8	36.4	35.3			
Reported pre-tax profit	8.9	21.6	33.1	6.9	14.0	22.8	28.8	54.1	45.0			
Net profit (cont. operations), reported	7.9	19.2	29.4	6.2	12.5	20.3	27.7	53.6	44.9			
EPS, reported (cont. oper)	0.07	0.16	0.24	0.05	0.10	0.17	50.1	54.1	45.2			
EPS, adj (cont. oper)	0.07	0.16	0.24	0.05	0.10	0.17	50.1	54.1	45.2			

Source: SEB

Q2 Deviation table												
		Q2/22E		Devia	Deviation SEB		ion Cons	Q2/21		Q1/22		
(EURm)	Actual	SEB	Cons	Abs	Rel (%)	Abs	Rel (%)	Actual	у/у (%)	Actual	q/q (%)	
Net Sales (normalised)	22.1	21.9	22.4	0.2	1.0	(0.3)	(1.3)	16.2	36.6	19.1	16.1	
Total Revenues	26.5	24.9	n.a.	1.6	6.5	n.a.	n.a.	19.4	37.0	23.1	15.0	
COGS	(1.4)	(1.2)	n.a.	(0.2)	12.5	n.a.	n.a.	(1.0)	40.8	(1.1)	31.5	
Gross profit	25.1	23.7	n.a.	1.5	6.2	n.a.	n.a.	18.4	36.8	22.0	14.2	
Marketing expenses	(7.5)	(6.7)	n.a.	(8.0)	12.2	n.a.	n.a.	(4.9)	53.5	(6.7)	11.9	
Other operating income/costs	(9.3)	(8.8)	n.a.	(0.5)	5.7	n.a.	n.a.	(8.2)	13.5	(8.7)	6.0	
Non-recurring items	(0.6)	0.0	n.a.	(0.6)	n.a.	n.a.	n.a.	0.0	n.a.	0.0	n.a.	
Total SG&A	(16.8)	(15.5)	n.a.	(1.3)	8.5	n.a.	n.a.	(13.1)	28.5	(15.5)	8.6	
EBITDA	7.7	8.2	8.1	(0.4)	(5.3)	(0.4)	(5.0)	5.3	46.4	6.5	18.9	
Of which: NRIs	0.6	0.0	n.a.	0.6	n.a.	n.a.	n.a.	0.0	n.a.	0.0	n.a.	
Adj. EBITDA	8.3	8.2	n.a.	0.1	1.7	n.a.	n.a.	5.3	57.1	6.5	27.6	
D&A	(5.3)	(5.3)	(4.7)	(0.0)	0.7	(0.7)	14.0	(3.2)	66.0	(3.6)	47.2	
EBIT	2.4	2.9	3.1	(0.5)	(16.4)	(0.7)	(22.9)	2.1	15.8	2.9	(16.7)	
Adj. EBIT	3.0	2.9	n.a.	0.1	3.3	n.a.	n.a.	2.1	43.3	2.9	3.0	
Net financial items	(0.2)	(1.7)	n.a.	1.5	(90.1)	n.a.	n.a.	(2.3)	(92.7)	(1.1)	(85.4)	
Reported pre-tax profit	2.2	1.2	2.4	1.1	90.6	(0.2)	(7.4)	(0.2)	(1,100.0)	1.7	28.8	
Total taxes	(0.2)	(0.1)	n.a.	(0.1)	91.9	n.a.	n.a.	(0.2)	31.4	(0.2)	38.0	
Net profit (cont. operations), reported	2.0	1.0	1.4	0.9	90.4	0.6	41.0	(0.4)	(582.5)	1.6	27.8	
Net profit (cont. ops), adj for NRIs net of 11% tax	2.5	1.0	2.7	1.4	139.0	(0.2)	(6.1)	(0.4)	(705.5)	1.6	60.3	
Net income from discont. operations	(0.7)	0.0	n.a.	(0.7)	n.a.	n.a.	n.a.	(0.0)	1,373.9	(0.5)	41.5	
Total net income	1.8	1.0	n.a.	8.0	73.9	n.a.	n.a.	(0.5)	(496.2)	1.1	68.7	
EPS, reported (cont. oper)	0.02	0.01	0.02	0.01	90.44	(0.00)	(20.42)	(0.00)	(463.64)	0.02	0.6	
EPS, adj (cont. oper)	0.02	0.01	0.02	0.01	138.99	(0.00)	(0.13)	(0.00)	(556.34)	0.02	26.2	

Source: SEB, Gaming Innovation Group, FactSet

Quarterly overview, Q1/20-Q4/22E												
(EURm)	Q1/20	Q2/20	Q3/20	Q4/20	Q1/21	Q2/21	Q3/21	Q4/21	Q1/22	Q2/22	Q3/22E	Q4/22E
Net Sales (normalised)	10.7	13.4	14.2	14.1	15.4	16.2	17.0	18.2	19.1	22.1	23.2	26.3
Other income	0.5	3.3	3.8	3.2	2.9	3.2	4.9	4.8	4.0	4.4	3.0	3.0
Total Revenues	11.2	16.7	17.9	17.3	18.3	19.4	21.9	23.0	23.1	26.5	26.2	29.3
COGS	(0.4)	(8.0)	(0.9)	(8.0)	(8.0)	(1.0)	(1.4)	(1.4)	(1.1)	(1.4)	(1.3)	(1.5)
Gross profit	10.7	15.9	17.0	16.4	17.5	18.4	20.6	21.6	22.0	25.1	24.9	27.9
Marketing expenses	(1.7)	(4.5)	(4.5)	(4.2)	(4.7)	(4.9)	(6.4)	(7.0)	(6.7)	(7.5)	(6.5)	(7.3)
Other operating income/costs	(8.5)	(8.5)	(9.3)	(8.1)	(8.2)	(8.2)	(8.8)	(9.0)	(8.7)	(9.3)	(9.5)	(10.4)
Total SG&A	(10.1)	(13.0)	(13.8)	(12.3)	(12.9)	(13.1)	(15.2)	(16.0)	(15.5)	(16.8)	(16.1)	(17.7)
EBITDA	0.6	2.8	3.2	4.1	4.6	5.3	5.3	5.6	6.5	7.7	8.8	10.1
Of which: NRIs	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.6	0.0	0.0
Adj. EBITDA	0.6	2.8	3.2	4.1	4.6	5.3	5.3	5.6	6.5	8.3	8.8	10.1
D&A	(5.3)	(5.0)	(4.8)	(4.3)	(3.2)	(3.2)	(3.5)	(3.8)	(3.6)	(5.3)	(5.3)	(5.3)
EBIT	(4.7)	(2.2)	(1.6)	(0.1)	1.3	2.1	1.8	1.8	2.9	2.4	3.5	4.8
Adj. EBIT	(4.7)	(2.2)	(1.6)	(0.1)	1.3	2.1	1.8	1.8	2.9	3.0	3.5	4.8
Net financial items	0.4	(2.9)	(1.0)	(3.5)	(0.6)	(2.3)	(1.4)	(2.8)	(1.1)	(0.2)	(1.7)	(1.7)
Reported pre-tax profit	(4.3)	(5.1)	(2.6)	(3.6)	0.7	(0.2)	0.4	(0.9)	1.7	2.2	1.8	3.1
Total taxes	(0.1)	(0.1)	(0.1)	(0.1)	1.5	(0.2)	(0.2)	(0.6)	(0.2)	(0.2)	(0.2)	(0.3)
Net profit (cont. operations), reported	(4.4)	(5.2)	(2.7)	(3.7)	2.2	(0.4)	0.1	(1.5)	1.6	2.0	1.6	2.8
Net profit (cont. ops), adj for NRIs net of 11% tax		(5.2)	(2.7)	(3.7)	2.2	(0.4)	0.1	(1.5)	1.6	2.5	1.6	2.8
Net income from discont. operations	1.8	(0.9)	(2.3)	(0.4)	(0.1)	(0.0)	(0.2)	(0.2)	(0.5)	(0.7)	0.0	0.0
Total net income	(2.6)	(6.0)	(4.9)	(4.1)	2.1	(0.5)	(0.0)	(1.7)	1.1	1.8	1.6	2.8
EPS, reported (cont. oper)	(0.05)	(0.06)	(0.03)	(0.04)	0.02	(0.00)	0.00	(0.02)	0.02	0.02	0.01	0.02
EPS, adj (cont. oper)	(0.05)	(0.06)	(0.03)	(0.04)	0.02	(0.00)	0.00	(0.02)	0.02	0.02	0.01	0.02
Growth & Margins (%)												
Sales growth (%)	(13.0)	17.7	40.7	34.9	44.6	21.3	20.1	29.5	23.7	36.6	36.2	44.7
EBITDA growth (%)	(74.4)	92.8	n.a.	4,430.8	673.5	86.1	67.0	35.3	42.8	46.4	64.7	81.8
EBIT growth (%)	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	116.2	15.8	93.8	165.6
EBIT (ex. NRIs) growth (%)	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	116.2	43.3	93.8	165.6
Pre-tax profit growth (%)	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	150.9	n.a.	394.8	n.a.
EPS, adj (cont. oper) growth (%)	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	n.a.	(29.6)	n.a.	895.7	n.a.
Gross margin (%)	96.2	95.2	94.9	95.2	95.5	94.9	93.8	94.0	95.4	94.7	95.0	95.0
Gross margin, chg, y/y (pp)	(1.6)	(2.6)	(2.8)	(3.2)	(0.7)	(0.3)	(1.2)	(1.2)	(0.1)	(0.1)	1.2	1.0
SG&A/sales(excl. NRIs) (%)	(90.9)	(78.1)	(77.2)	(71.3)	(70.6)	(67.6)	(69.5)	(69.7)	(67.2)	(63.4)	(61.4)	(60.4)
SG&A/sales(excl. NRIs), chg, y/y (pp)	(12.0)	6.7	24.9	26.2	20.3	10.6	` 7.7	1.6	3.4	4.2	` 8.Ó	` 9.3
EBITDA margin (%)	5.5	21.3	22.5	29.3	29.6	32.6	31.3	30.7	34.2	35.0	37.9	38.5
Adj. EBITDA (excl. NRIs) margin (%)	5.5	21.3	22.5	29.3	29.6	32.6	31.3	30.7	34.2	37.5	37.9	38.5
EBIT margin (%)	(44.1)	(16.5)	(11.5)	(1.0)	8.6	12.8	10.6	10.0	15.1	10.8	15.0	18.4
Adj. EBIT (excl. NRIs) margin (%)	(44.1)	(16.5)	(11.5)	(1.0)	8.6	12.8	10.6	10.0	15.1	13.4	15.0	18.4
Pre-tax margin (%)	(40.7)	(38.1)	(18.2)	(25.7)	4.5	(1.4)	2.1	(5.2)	9.1	10.1	7.7	12.0
Net profit margin (%)	(41.3)	(38.8)	(19.0)	(26.1)	14.2	(2.5)	0.7	(8.2)	8.1	9.0	6.8	10.6
Net profit margin, adjusted (%)	(41.3)	(38.8)	(19.0)	(26.1)	14.2	(2.5)	0.7	(8.2)	8.1	11.2	6.8	10.6
Tax rate (%)	1.4	1.9	4.3	1.6	216.2	84.3	(65.2)	58.5	(10.3)	(11.1)	(11.0)	(11.0)
No of shares, f. dil, avg, adj. (m)	90.0	90.0	90.0	90.0	95.7	92.5	96.7	96.7	96.7	122.8	122.8	122.8
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Source: SEB, Gaming Innovation Group

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(EURm)	2019	2020	2021	2022E	2023E	2024E
Net Sales (normalised)	44.1	52.2	66.8	90.7	119.8	138.1
Other income	0.0	10.8	15.8	14.4	13.6	16.4
Total Revenues	44.1	63.0	82.6	105.1	133.4	154.5
COGS	(0.9)	(3.0)	(4.6)	(5.2)	(6.7)	(7.7)
Gross profit	43.1	60.1	78.0	99.8	126.7	146.7
Marketing expenses	(4.6)	(14.9)	(23.0)	(28.2)	(33.3)	(38.6)
Other operating income/costs	(35.1)	(34.4)	(34.3)	(37.9)	(43.8)	(47.6)
Total SG&A	(39.7)	(49.3)	(57.3)	(66.1)	(77.1)	(86.2)
EBITDA	3.4	10.7	20.7	33.2	49.6	60.6
Of which: NRIs	0.0	0.0	0.0	0.6	0.0	0.0
Adj. EBITDA	3.4	10.7	20.7	33.7	49.6	60.6
D&A	(27.6)	(19.4)	(13.7)	(19.6)	(21.2)	(21.2)
EBIT	(24.1)	(8.7)	7.0	13.6	28.4	39.4
Adj. EBIT	(24.1)	(8.7)	7.0	14.2	28.4	39.4
Net financial items	(8.2)	(6.9)	(7.1)	(4.7)	(6.8)	(6.3)
Reported pre-tax profit	(32.3)	(15.6)	(0.1)	8.9	21.6	33.1
Total taxes	(0.6)	(0.3)	0.5	(1.0)	(2.4)	(3.6)
Net profit (cont. operations), reported	(33.0)	(15.9)	0.4	7.9	19.2	29.4
Net profit (cont. operations), adj for NRIs net of 11% tax	(33.0)	(15.9)	0.4	8.4	19.2	29.4
Net income from discont. operations	(31.7)	(1.8)	(0.5)	(1.2)	0.0	0.0
Total net income	(64.7)	(17.7)	(0.1)	7.3	19.2	29.4
EPS, reported (cont. oper)	(0.37)	(0.18)	0.00	0.07	0.16	0.24
EPS, adj (cont. oper)	(0.37)	(0.18)	0.00	0.07	0.16	0.24
Growth & Margins (%)						
Sales growth (%)	(70.9)	18.5	28.0	35.7	32.1	15.3
EBITDA growth (%)	(78.6)	211.9	93.2	59.8	49.5	22.2
EBIT growth (%)	n.a.	n.a.	n.a.	93.7	108.6	38.7
EBIT (ex. NRIs) growth (%)	n.a.	n.a.	n.a.	101.8	100.3	38.7
Pre-tax profit growth (%)	n.a.	n.a.	n.a.	n.a.	142.9	53.2
EPS, adj (cont. oper) growth (%)	n.a.	n.a.	n.a.	1,649.4	111.8	53.2
Gross margin (%)	97.9	95.3	94.5	95.0	95.0	95.0
Gross margin, chg, y/y (pp)	16.0	(2.6)	(8.0)	0.5	(0.0)	0.0
SG&A/sales(excl. NRIs) (%)	(90.1)	(78.3)	(69.3)	(62.9)	(57.8)	(55.8)
SG&A/sales(excl. NRIs), chg, y/y (pp)	(18.8)	`11.9	8.9	6.4	` 5.1	` 2.0
EBITDA margin (%)	7.8	20.6	31.1	36.6	41.4	43.9
Adj. EBITDA (excl. NRIs) margin (%)	7.8	20.6	31.1	37.2	41.4	43.9
EBIT margin (%)	(54.7)	(16.6)	10.5	15.0	23.7	28.5
Adj. EBIT (excl. NRIs) margin (%)	(54.7)	(16.6)	10.5	15.6	23.7	28.5
Pre-tax margin (%)	(73.4)	(29.9)	(0.2)	9.8	18.0	23.9
Net profit margin (%)	(74.8)	(30.5)	0.6	8.7	16.0	21.3
Net profit margin, adjusted (%)	(74.8)	(30.5)	0.6	9.3	16.0	21.3
Tax rate (%)	1.9	2.1	(447.4)	(10.9)	(11.0)	(11.0)

Source: SEB, Gaming Innovation Group

Valuation still cheap

Raise mid-point to SEK 32 (SEK 28)

We raise our DCF-based mid-point value to SEK 32 (SEK 28) per share. We assume a WACC of 11.5% and steady-state EBIT of 22.7% which yields a new fair value range of SEK 26-38 per share.

Valuation summary			
Mid-point DCF value (SEK)	32.00		
Share price (SEK)	21.04		
2023E EV/EBITDA, adj. (x)	5.6		
2023E adj. PER at current share price (x)	12.7		
2022E DPS (2023 payout)	0.00		
	Low	High	Mid-point
DCF valuation range (SEK)	26.00	38.00	32.00
Equity potential (%)	24	81	52
2023E adj. EV/EBITDA at DCF range (x)	6.8	9.6	8.2
2022E DPS yield (%)	0.0	0.0	0.0
Total return potential	24	81	52

Source: SEB

DCF summary			
DCF valuation (SEKm)		Weighted average cost of capital (%)	
NPV of FCF in explicit forecast period	2,357	Risk free interest rate	2.5
NPV of continuing value	2,192	Risk premium	9.0
Value of operation	4,549	Cost of equity	11.5
Net debt	559	After tax cost of debt	9.8
Share issue/buy-back in forecast period	-		
Value of associated companies	-	WACC	11.5
Value of minority shareholders' equity	-		
Value of marketable assets	-	Assumptions	
DCF value of equity	3,990	Number of forecast years	10
DCF value per share (SEK)	32.00	EBIT margin - steady state (%)	22.7
Current share price (SEK)	21.04	EBIT multiple - steady state (x)	10.4
DCF performance potential (%)	52	Continuing value (% of NPV)	48.2

Source: SEB

	sis: Equity weight vs. COE Cost of equity (%)									
10.5	11.0	11.5	12.0	12.5						
3 49	46	43	41	39						
3 42	39	37	35	33						
36	34	32	30	28						
0 35	33	31	29	28						
0 35	33	31	29	28						
	8 49 8 42 8 36 10 35	8 49 46 8 42 39 8 36 34 10 35 33	8 49 46 43 8 42 39 37 8 36 34 32 10 35 33 31	8 49 46 43 41 8 42 39 37 35 8 36 34 32 30 10 35 33 31 29						

Source:	SER	

		Abs	olute change in E	BITDA margin	- all years	
		-2%	-1%	0	+1%	+2%
	-2%	26	27	29	30	31
Abs. change in	-1%	28	29	30	31	32
sales growth -	0	29	31	32	33	34
all years	+1%	31	32	34	35	36
-	+2%	33	34	35	37	38

Source: SEB

7

Suppliers, Operators & Affiliates	Мсар		P/E (x)		F	V/EBIT (c)	FV	/EBITDA	(x)	FRI	Γ-margiı	n (%)	FRITI	DA-marg	in (%)	F\	//Sales (x)	CAGR '	21-'24e
Company	(SEKm)	2022e		2024e	ı		ŕ	1	2023e	. ,	1			1			2022e		- 1	Sales	EBIT
p	(==:(11)			20276						_0276								-0100			
Kindred	21,030	24.9	11.9	9.6	20.9	9.2	7.2	12.2	6.9	5.7	7.4	13.1	9.6	12.6	17.5	18.7	1.5	1.2	1.1	4.6	-13
LeoVegas	5,937	19.0	14.5	10.2	17.4	12.6	8.3	11.0	8.9	7.0	7.6	9.1	10.2	12.0	13.0	14.5	1.3	1.2	1.0	10.2	36
Betsson	9,614	9.8	9.2	8.4	8.4	7.2	6.0	6.2	5.4	4.6	14.1	14.1	8.4	19.2	18.8	19.1	1.2	1.0	0.9	10.2	3.
Bally's Corporation	12,727	24.2	7.2	8.9	17.8	16.5	10.6	7.7	7.6	6.5	10.5	10.3	8.9	24.3	22.2	23.9	1.9	1.7	1.5	28.2	63
Entain Plc	104,133	22.3	15.2	11.4	17.0	12.6	10.2	11.2	9.5	8.4	14.4	17.6	11.4	21.9	23.2	23.8	2.4	2.2	2.0	8.0	20
Flutter Entertainment Plc	234,042	39.2	22.6	17.3	29.5	18.2	13.8	21.3	14.2	11.1	10.8	14.2	17.3	14.9	18.3	19.8	3.2	2.6	2.2	16.6	27
Caesars Entertainment Inc	113,668	37.2	78.3	28.3	14.7	10.4	8.6	8.4	8.1	6.9	16.4	20.8	28.3	28.5	26.8	28.3	2.4	2.2	2.0	7.0	22
	210,966	23.6	19.3	16.5	21.2	16.2	13.0	19.2	14.9	12.0	64.5		16.5	71.0	71.5	71.9	13.7	10.6	8.6	26.0	29
Evolution Gaming Kambi	5,652	25.5	16.9	21.6	16.8	10.2	13.3	8.5	6.4	6.8	18.3	65.5 22.5	21.6	36.1	38.2	34.0	3.1	2.5	2.3	4.9	-17
					l						1			•			1		- 1		
Playtech	17,539	15.4	13.3	10.3	10.7	9.4	7.1	6.0	5.3	4.4	13.8	14.2	10.3	24.6	24.9	26.4	1.5	1.3	1.2	11.3	13
Catena Media	2,406	7.9	6.7	5.9	5.7	4.0	2.7	4.5	3.2	2.2	34.1	36.6	5.9	43.9	45.7	46.5	2.0	1.5	1.0	8.5	3.
Raketech	729	6.7	5.2	4.5	5.9	4.1	3.0	3.8	2.8	2.2	26.6	30.5	4.5	41.2	44.5	44.5	1.6	1.3	1.0	17.3	29
Better Collective	8,551	14.0	11.2	9.7	13.1	9.9	7.9	11.3	8.7	7.0	28.9	30.6	9.7	33.5	34.5	35.4	3.8	3.0	2.5	24.6	30
XL Media	1,282	9.3	8.6	7.7	8.9	5.5	4.6	4.9	3.8	3.3	16.6	22.3	7.7	30.4	32.3	31.1	1.5	1.2	1.0	13.8	25
Peer average	53,448	18.6	17.9	12.1	14.9	10.5	8.3	9.7	7.6	6.3	20.3	23.0	12.1	29.6	30.8	31.3	2.9	2.4	2.0	13.7	19
Peer median	11,171	19.0	13.3	9.9	15.8	10.1	8.1	8.5	7.2	6.6	15.4	19.2	9.9	26.6	25.8	27.4	1.9	1.6	1.3	10.8	24.
Gaming Innovation Group (SEB estimates)	2,583	26.8	12.7	8.3	23.1	10.2	6.6	9.9	5.8	4.3	15.0	23.7	28.5	37.2	41.4	43.9	3.6	2.4	1.9	27.4	77.
vs peer average		44%	-29%	-32%	56%	-3%	-20%	1%	-23%	-31%	-26%	3%	135%	26%	34%	40%	23%	1%	-6%	100%	294
vs peer median		41%	-5%	-17%	47%	0%	-18%	16%	-20%	-35%	-2%	23%	188%	40%	60%	60%	89%	53%	40%	155%	220
Suppliers & Operators	Mcap		P/E (x)		, Е	V/EBIT (k)	EV	/EBITDA	(x)	EBI	T-margii	n (%)	EBITI	DA-marg	in (%)	, E\	//Sales (x)	CAGR '	21-'24
Company	(SEKm)	2022e	2023e	2024e	2022e	2023e	2024e	2022e	2023e	2024e	2022e	2023e	2024e	2022e	2023e	2024e	2022e	2023e	2024e	Sales	EB
Kindred	21,030	24.9	11.9	9.6	20.9	9.2	7.2	12.2	6.9	5.7	7.4	13.1	9.6	12.6	17.5	18.7	1.5	1.2	1.1	4.6	-13
LeoVegas	5,937	19.0	14.5	10.2	17.4	12.6	8.3	11.0	8.9	7.0	7.6	9.1	10.2	12.0	13.0	14.5	1.3	1.2	1.0	10.2	36
Betsson	9,614	9.8	9.2	8.4	8.4	7.2	6.0	6.2	5.4	4.6	14.1	14.1	8.4	19.2	18.8	19.1	1.2	1.0	0.9	10.2	3.
Bally's Corporation	12,727	24.2		8.9	17.8	16.5	10.6	7.7	7.6	6.5	10.5	10.3	8.9	24.3	22.2	23.9	1.9	1.7	1.5	28.2	63
Entain Plc	104,133	22.3	15.2	11.4	17.0	12.6	10.2	11.2	9.5	8.4	14.4	17.6	11.4	21.9	23.2	23.8	2.4	2.2	2.0	8.0	20
Flutter Entertainment Plc	234,042	39.2	22.6	17.3	29.5	18.2	13.8	21.3	14.2	11.1	10.8	14.2	17.3	14.9	18.3	19.8	3.2	2.6	2.2	16.6	27
Caesars Entertainment Inc	113,668		78.3	28.3	14.7	10.4	8.6	8.4	8.1	6.9	16.4	20.8	28.3	28.5	26.8	28.3	2.4	2.2	2.0	7.0	22
Evolution Gaming	210,966	23.6	19.3	16.5	21.2	16.2	13.0	19.2	14.9	12.0	64.5	65.5	16.5	71.0	71.5	71.9	13.7	10.6	8.6	26.0	29.
Kambi	5,652	25.5	16.9	21.6	16.8	10.9	13.3	8.5	6.4	6.8	18.3	22.5	21.6	36.1	38.2	34.0	3.1	2.5	2.3	4.9	-17
Playtech	17,539	15.4	13.3	10.3	10.7	9.4	7.1	6.0	5.3	4.4	13.8	14.2	10.3	24.6	24.9	26.4	1.5	1.3	1.2	11.3	13
Peer average	73,531	22.7	22.3	14.2	17.4	12.3	9.8	11.2	8.7	7.3	17.8	20.1	14.2	26.5	27.4	28.0	3.2	2.6	2.3	12.7	18.
Peer median	3,491	23.6	15.2	10.8	17.2	11.7	9.4	9.8	7.9	6.8	14.0	14.2	10.8	23.1	22.7	23.8	2.1	1.9	1.8	10.2	21.
					23.1			9.8			15.0		28.5	;			i			27.4	
Gaming Innovation Group (SEB estimates)	2,583	26.8	12.7	8.3		10.2	6.6	<u> </u>	5.8	4.3		23.7		37.2	41.4	43.9	3.6	2.4	1.9	115%	77. 317
vs peer average		18%	-43%	-42%	33%	-17%	-32%	-12%	-33%	-41%	-16%	18%	100%	40%	51%	56%	12%	-9%	-17%		
vs peer median		14%	-17%	-24%	34%	-13%	-30%	1%	-26%	-37%	8%	67%	163%	61%	82%	84%	69%	25%	8%	168%	255
Affiliates	Mcap	I	P/E (x)		ı	V/EBIT (-	3	/EBITDA		į.	Γ-margiı		3	DA-marg		3	//Sales (- 1	CAGR '	
Company	(SEKm)	2022e	2023e	2024e	2022e	2023e	2024e	2022e	2023e	2024e	2022e	2023e	2024e	2022e	2023e	2024e	2022e	2023e	2024e	Sales	EB
Catena Media	2,406	7.9	6.7	5.9	5.7	4.0	2.7	4.5	3.2	2.2	34.1	36.6	5.9	43.9	45.7	46.5	2.0	1.5	1.0	8.5	3.
Raketech	729	6.7	5.2	4.5	5.9	4.1	3.0	3.8	2.8	2.2	26.6	30.5	4.5	41.2	44.5	44.5	1.6	1.3	1.0	17.3	29
Better Collective	8,551	14.0	11.2	9.7	13.1	9.9	7.9	11.3	8.7	7.0	28.9	30.6	9.7	33.5	34.5	35.4	3.8	3.0	2.5	24.6	30
XL Media	1,282	9.3	8.6	7.7	8.9	5.5	4.6	4.9	3.8	3.3	16.6	22.3	7.7	30.4	32.3	31.1	1.5	1.2	1.0	13.8	25
Peer average	3,242	9.5	7.9	6.9	8.4	5.9	4.6	6.1	4.6	3.7	26.5	30.0	6.9	37.3	39.2	39.4	2.2	1.7	1.4	16.0	22
Peer median	1,844	8.6	7.7	6.8	7.4	4.8	3.8	4.7	3.5	2.8	27.7	30.6	6.8	37.4	39.5	39.9	1.8	1.4	1.0	15.5	27
Gaming Innovation Group (SEB estimates)	2,583	26.8	12.7	8.3	23.1	10.2	6.6	9.9	5.8	4.3	15.0	23.7	28.5	37.2	41.4	43.9	3.6	2.4	1.9	27.4	77
								-		_	1			3			1				
vs peer average		184%	60%	19%	175%	73%	45%	62%	25%	17%	-43%	-21%	310%	0%	5%	11%	64%	38%	37%	71%	248

Source: SEB, FactSet

SEAM (SEB's ESG Assessment Methodology)

Gaming Innovation Group

Country: Norway Sector: Leisure Enterprise value (yr end): SEK 2.8bn Mid-point Equity Valuation: SEK 3.4bn

ESG impact on NPV (as % of enterprise valuation)		ESG impact on NPV (as % of equity valuation)	
Total impact over time	(53)	Total impact over time	(43)
- impact reflected in mid-point enterprise valuation	(30)	- impact reflected in mid-point equity valuation	(24)
- impact yet-to-be reflected in mid-point enterprise valuation	(23)	- impact yet-to-be reflected in mid-point equity valuation	(19)

In our view, ESG factors will be overall very negative to the company's financial value over time, with the impact increasing during the next 10 years. The most material ESG factors (sub-issues) are fund managers restricted by ESG rules. We believe that few of the key ESG factors could be manageable by the company. For those manageable factors, we believe that the company's current approach could be improved. Our mid-point equity valuation partly reflects the ESG impact. In our view, the company's revenues are not addressed by EU taxonomy technical assessment criteria. From a responsibility perspective, we believe that the company is managing current ESG issues to some extent. Sustainalytics overall ESG risk assessment for the company is low, while our ESG financial assessment suggests a very negative financial impact.

SEB ESG Financial Assessment ("SEFA")			0-3 yrs	4-10+ yrs
SEFA overall assessm	ent (qua	litative):		
Most material issues from a financial performance and value perspective (SEE	3 view)			
Ethical business				
A Ensuring integrity in the product in order not to promote harmful gambling Political risk			•	
$\textbf{B} \ \ \text{Sensitive to political trends, introduction and/or tightening of online gambling regulation}$				
Sales (price/volume) exposure to ESG opportunities/threats		NPV/EV (%)	100000 To 100000	Sales CAGR
A Restrictions on gambling marketing will have large impact on growth outlook for the media segme	nt	(15)	(5)	(5)
	ub-total	(15)	(5)	(5)
Costs (CAPEX/OPEX) exposure to ESG opportunities/threats		NPV/EV	Impact	on costs
		(%)	(as % d	of sales)
B Malta corporate tax laws are under scrutiny from EU which may lead to an increase		(14)	9	9
s	ub-total	(14)	9	9
Cost of capital exposure to ESG opportunities/threats		NPV/EV (%)	Charles and Company of the Company	ost of capital nt units)
			Charles and Company of the Company	CONTRACTOR OF THE PERSON NAMED OF
Cost of capital exposure to ESG opportunities/threats		(%)	(perce	nt units)
Cost of capital exposure to ESG opportunities/threats A Political sensitivity on gambling could motivate higher investor equity risk premium		(%) (15.0)	(perce 2.0	nt units) 2.0

0-3 yrs

4-10+ yrs

Gaming Innovation Group (cont.)

SEB ESG Responsibility Assessment ("SERA")

SERA overall assessment (qualitative):

Key concern responsibility issues (SEB view)

Ethical businessHarmful gambling and addiction may have large social impact

Player safety tolls embedded into the platform designed to detect harmful gambling

Other high profile issues/controversies but assessed to be of intermediate or low concern (SEB view)

Ethical business
GIG only work with operators in regulated markets
Bribery and Corruption

Controversies in the past regarding caisno operatorts and money laundering



Sustainalytics Assessment (note: 1st is lowest risk)

Overall riskLowPercentile vs. companies in all industries11Percentile vs. others in industry25

The Sustainalytics ESG rating is an assessment of how well a company is managing its material ESG risks, while SEB's SEFA is a bottom up evaluation of the impact of most material ESG factors on the company's financial performance.



Sustainability governance information

Committment to Paris Accord (e.g. approved science based targets)

CEO participation in Sustainability Committee

No
CEO remuneration linked to delivery of sustainability goals and reporting

No

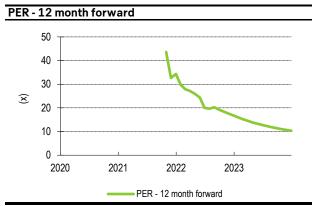
Ultimate Responsible for Sustainability Gemma Edwards

Is Ultimate Responsible a member of the company's top management committee?

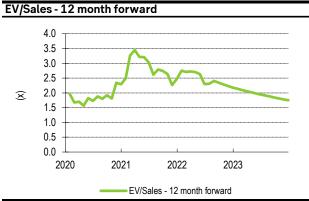
Last updated: 2022-05-03

Overview

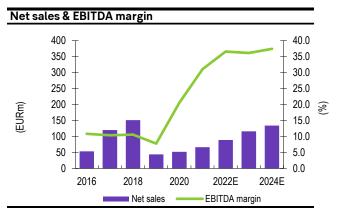
Investment considerations	In recent years, GIG's financial performance has been negatively affected by regulatory implementations in Europe and the company has set in motion efforts to regain growth and recover profitability. Divesting the B2C business to Betsson in April 2020 was a major initiative to release cash and re-focus the operation on B2B. Financial targets for the new company structure include double-digit organic growth and an EBITDA margin in excess of 40% in 2025.
Company profile	Gaming Innovation Group is an internet gambling (iGaming) supplier, aiming to be the key partner for aspiring and existing iGaming companies and with a global customer footprint. GIG has invested heavily over the years in creating a broad tool set and market-leading tech platform. The company offers services throughout the value chain via three business segments: Media Services - affiliate marketing and customer acquisition, Platform Services - software and platform solutions, and Sports Betting Services - a proprietary sportsbook product offering.
Valuation approach	We derive a fair value range using a DCF model.
талаштан арргоноп	
Investment risks	The main risks are unfavourable regulatory changes, ESG aspects raising the cost of equity and risk of illegal activities by operators. Changing to a SaaS model has mitigated the direct legal risks but we still think there is reputational risk if a GIG client is found breaking the law.



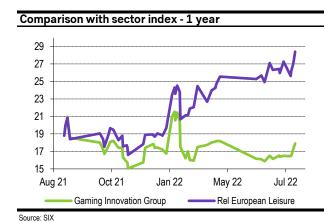


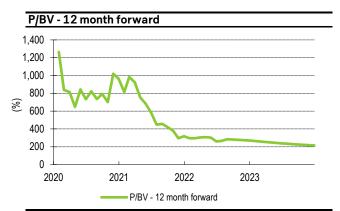


Source: SEB

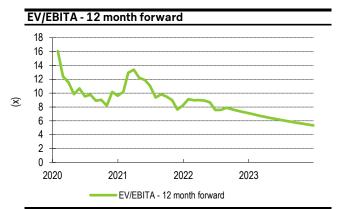


Source: SEB





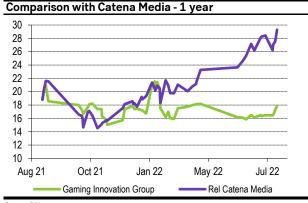
Source: SEB



Source: SEB



Source: SEB



Source: SIX

Profit & loss statement - Gaming Innovation Group									
(EURm)	2016	2017	2018	2019	2020	2021	2022E	2023E	2024E
Net Sales	54	120	151	44	52	67	91	120	138
Other revenues	0	0	0	0	11	16	14	14	16
Total revenues	54	120	151	44	63	83	105	133	154
Total expenses Profit before depreciation	(48) 6	(108) 13	(135) 16	(41) 3	(52) 11	(62) 21	(71) 34	(84) 50	(94) 61
Depreciation - Fixed assets	0	0	0	(2)	(2)	(2)	(2)	(2)	(2)
Depreciation - Other assets	0	0	0	0	0	0	0	0	0
Depreciation of right-of-use assets	0	0	0	(3)	(3)	(3)	(4)	(4)	(4)
Amortisation - Goodwill	0	0	0	0	0	0	0	0	0
Amortisation - Other intangibles	(3)	(11)	(34)	(23)	(14)	(9)	(14)	(15)	(15)
Operating profit	3	2	(18)	(24)	(9)	7	14	28	39
Net interest expenses	0	(1)	(2)	(10)	(6)	(8)	(7)	(7)	(6)
Foreign exchange items	0	0	0	Ó	0	0	0	0	0
Other financial items	(1)	0	0	(0)	0	0	0	0	0
Value changes - Fixed assets	0	0	0	0	0	0	0	0	0
Value changes - Financial assets	1	0	(3)	2	(1)	1	2	0	0
Value changes - Other assets	0 3	0 1	(33)	(72)	(14)	0	0 9	0 22	0 33
Reported pre-tax profit			(22)	(32)	(16)	(0)			
Minority interests	0	0	0	0	0	0	0	0	0
Total taxes	(0)	(1)	(1)	(1)	(0)	1	(1)	(2)	(4)
Reported profit after tax	2	(0)	(23)	(33)	(16)	0	8	19	29
Discontinued operations	0	0 0	0 0	(32)	(2) (0)	(0) 0	(1) 0	0 0	0
Extraordinary items Net Profit	(0) 2	(0)	(23)	(2) (66)	(18)	(0)	7	19	29
Adjustments:									
Discontinued operations	0	0	0	32	2	0	1	0	0
Interest on convertible debt	0	0	0	0	0	0	0	0	0
Minority interests (IFRS)	0	0	0	0	0	0	0	0	0
Value changes	(1)	0	3	(2)	1	(1)	(2)	0 15	0
Goodwill/intangibles amortisations Restructuring charges	3 0	11 0	34 0	23 0	14 0	9	14 0	15	15 0
Other adjustments	(3)	(11)	(20)	(18)	(14)	(9)	(11)	(15)	(15)
Tax effect of adjustments	0	0	(20)	(0)	(0)	0	0	(13)	0
Adjusted profit after tax	í	(0)	(6)	(31)	(15)	(0)	8	19	29
Margins, tax & returns									
Operating margin	5.2	1.3	(11.6)	(54.7)	(16.6)	10.5	15.6	23.7	28.5
Pre-tax margin	5.1	0.5	(14.4)	(73.4)	(29.9)	(0.2)	10.4	18.0	23.9
Tax rate	13.2	175.2	(3.4)	(1.9)	(2.1)	447.4	10.9	11.0	11.0
ROE ROCE	4.6 5.3	(0.4) 1.1	(23.0) 1.4	0.0 (23.3)	n.m. (11.1)	5.2 10.5	21.4 12.0	25.2 16.8	29.2 21.4
Growth rates y-o-y (%)									
Total revenues	n.a.	124.6	25.7	(70.9)	43.1	31.0	27.2	27.0	15.8
Operating profit	n.m.	(41.9)	n.m.	n.m.	n.m.	n.m.	101.9	100.2	38.7
Pre-tax profit	n.m.	(79.9)	n.m.	n.m.	n.m.	n.m.	n.m.	128.1	53.2
EPS (adjusted)	0.0	0.0	0.0	0.0	0.0	0.0	0.0	111.7	53.2

Cash flow									
(EURm) Net profit	2016 2	2017 (0)	2018 (23)	2019 (66)	2020 (18)	2021 (0)	2022E 7	2023E 19	2024E 29
Non-cash adjustments Cash flow before work cap	2 4	11 10	36 14	67 1	18 0	10 10	14 21	18 37	18 48
Ch. in working capital / Other Operating cash flow	6 10	(2) 8	3 16	(1) (0)	14 14	(0) 10	5 26	0 37	0 48
Capital expenditures	(5)	(67)	(11)	(10)	(8)	(9)	(15)	(18)	(20)
Asset disposals L/T financial investments	0	0	0	0 (0)	23 0	0	0	0	0
Acquisitions / adjustments	0	0	(1) 0	(0)	0	(0)	(57)	0	0
Free cash flow	5	(58)	4	(11)	29	0	(47)	20	27
Net loan proceeds	2	62	2	(5)	(22)	(3)	9	0	0
Dividend paid	0	0	0	0	0	0	0	0	0
Share issue Other	5	0 2	(7)	0 (2)	0	0	48 (0)	0	0
Net change in cash	(6) 6	6	(3) 3	(17)	(0) 7	(3)	10	20	27
Adjustments									
C/flow bef chng in work cap	4	10	14	1	0	10	21	37	48
Adjustments	0	0	0	0	0	0	0	0	0
Int on conv debt net of tax Cash earnings	0 4	0 10	0 14	0 1	0	0 10	0 21	0 37	0 48
Per share information									
Cash earnings	0.01	0.01	0.15	0.01	0.0	0.1	0.18	0.3	0.39
Operating cash flow	0.02	0.01	0.18	0.0	0.16	0.1	0.22	0.3	0.39
Free cash flow	0.01	(0.06)	0.04	(0.12)	0.32	0.0	(0.41)	0.16	0.22
Investment cover		0.0	0.0		7.0	0.0	0.4	0.5	0.5
Capex/sales (%)	0.0	0.0	0.0	6.1 159	3.2 73	0.9 26	2.1 82	2.5 125	2.5 142
Capex/depreciation (%)	Ü	0	U	159	/3	20	82	125	142

Source for all data on this page: $\ensuremath{\mathsf{SEB}}$

2.43

2.85

2.85

8.1 12.9 1.7

3.63

3.68

3.68

4.6 7.8 1.9 1.91

2.13

2.13

11.2

18.1 1.3

Balance sheet - Gaming Innovation Group									
(EURm)	2016	2017	2018	2019	2020	2021	2022E	2023E	2024E
Cash and liquid assets	6	12	15	5	12	9	18	38	65
Debtors	13	25	29	20	16	18	17	23	26
Inventories	0	0	0	0	0	0	0	0	0
Other Current assets	19	37	0 43	0 25	27	26	35	61	0 92
Interest bearing fixed assets	0	0	0	0	0	0	0	0	0
Other financial assets	ő	0	0	20	17	13	16	16	16
Capitalized development cost	0	0	Ō	0	0	0	0	0	0
Goodwill	64	69	69	16	16	16	79	79	79
Other intangibles	41	92	70	27	20	19	33	33	35
Right-of-use lease assets	0	0	0	14	13	12	11	9	7
Fixed tangible assets	0	0	0	0	0	0	(0)	0	1
Other fixed assets Fixed assets	2 108	7 169	8 147	33 110	0 66	0 62	0 138	0 136	0 137
Total assets	126	206	190	135	93	88	173	197	229
Creditors	15	29	34	25	25	20	22	30	34
Other trade financing	0	0	0	0	0	0	0	0	0
S/T lease liabilities	ő	0	0	0	2	3	3	3	3
S/T interest bearing debt	0	0	0	30	3	4	4	4	4
Other	3	0	1	0	0	0	0	0	0
Current liabilities	18	29	35	55	31	27	29	37	41
L/T interest bearing debt	0	66	64	37	36	39	67	67	67
L/T lease liabilities	0	0	0	1	21	9	8	7	6
Other long-term liabilities	3	1	2	9	0	0	3	1	0
Convertible debt	0	0	0	0	0	0	0	0	0
Pension provisions Other provisions	0	0	0	0 (0)	0	0	0	0	0
Deferred tax	0	1	1	12	2	0	0	0	0
Long term liabilities	3	68	67	59	59	48	77	75	73
Minority interests	0	0	0	0	0	0	0	0	0
Shareholders' equity	105	109	88	21	4	12	67	86	115
Total liabilities and equity	126	206	190	135	93	88	173	197	229
Net debt (m)	(6)	54	50	64	52	47	84	45	18
Working capital (m)	(6)	(4)	(6)	(4)	(9)	(3)	(5)	(7)	(8)
Capital employed (m)	105	175	152	89	67	67	169	169	199
Net debt/equity (%)	(6)	50	56	305	1,438	392	126	53	15
Net debt/EBITDA (x)	(1.0)	4.3	3.1	18.5	4.8	2.3	2.5	0.9	0.3
Equity/total assets (%)	83	53	46	15	4	14	38	44	50
Interest cover	0.0	1.5	(11.0)	(2.4)	(1.5)	0.9	2.0	4.2	6.2
Valuation									
(EUR)	2016	2017	2018	2019	2020	2021	2022E	2023E	2024E
No of shares, fully dil. (y/e)	629.6	895.7	89.6	89.6	90.0	96.7	122.8	122.8	122.8
No of shares, fully dil. avg.	632.1	900.0	89.6	89.6	89.6	96.7	114.1	122.8	122.8
Share price, y/e					11.9	17.4	21.0	21.0	21.0
Share price, high					13.1	23.6	21.6		
Share price, low					2.2	13.0	15.9		
Share price, avg					6.8	18.3	17.7		
	_								
EPS (reported)	0.00	(0.00)	(0.25)	(0.37)	(0.18)	0.00	0.07	0.16	0.24
EPS (adjusted)	0.00	(0.00)	(0.07)	(0.35)	(0.17)	(0.00)	0.07	0.16	0.24
Cash earnings/share	0.01	0.01	0.15	0.01	0.00	0.10	0.18	0.30	0.39
Dividend/share	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Enterprise value/share					1.8	2.2	2.7	2.4	2.1
Book value/share	0.2	0.1	1.0	0.2	0.0	0.1	0.5	0.7	0.9
Adjusted equity/share	0.2	0.1	1.0	0.2	0.0	0.1	0.5	0.7	0.9
	3.2	212		3.2					
PER (adjusted)					n.m.	n.m.	27.0	12.8	8.3
CEM					2,359.1	17.0	10.8	6.6	5.2
Dividend yield					0.0	0.0	0.0	0.0	0.0
EV/EBITDA					14.7	10.1	9.8	5.9	4.3
EV/EBITA					28.0	13.2	11.8	6.7	4.9
EV/EBIT					(18.3)	29.9	23.2	10.2	6.7
FV/Sales (x)					3.03	3 1 4	3.63	2 43	1 91

Main shareholders			Managem	ent	Company informa	ation
Name	(%) Votes	Capital	Title	Name	Contact	
SKYCITY Entertainment Group Ltd.	14.0	14.0	COB	Petter Nylander	Internet	www.gig.com
Andre Lavold	7.9	7.9	CEO	Richard Brown	Phone number	(
Kjetil Myrlid Asen	6.6	6.6	CFO	Tore Formo		
, ,			IK			

Source for all data on this page: SEB

EV/Sales (x)

Price/Book value

Price/adjusted equity

Free cash flow/Market cap (%) Operating cash flow/EV (%) EV/Capital employed (x) 3.03

29.67

29.67

5.8

9.1 2.4 3.14

13.73

13.73

n.a.

4.6 3.1

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