ALL About Aristocrat

August 2026

Bringing joy to life through the power of play



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Company Overview



Aristocrat: Who are we?

We are **a technology driven content distribution company** of **global presence and scale** operating across three diverse yet complementary gaming verticals

Continuously strengthening **long-term growth prospects and resilience** in markets at different stages of growth, maturity and stability

Focused on **growing market share** across all segments, through both innovative and disruptive **organic investment** and **disciplined M&A**

A **highly capable and complementary management team**, relentlessly driven to create shareholder value



Our mission & values set the foundation, and maintain our focus & unity

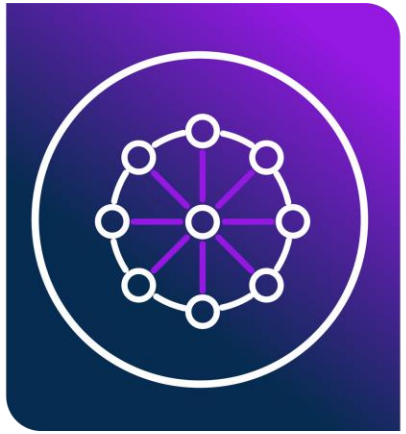
OUR MISSION

Bringing joy to life through the power of play

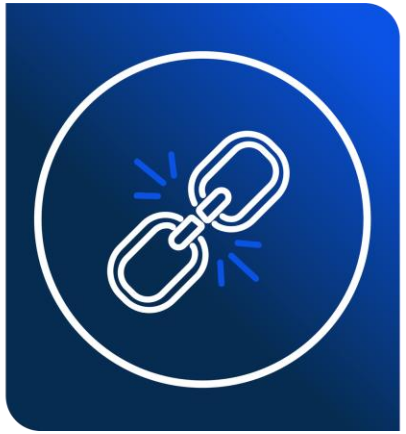
OUR VALUES



All About The Player



Collective Brilliance



Talent Unleashed



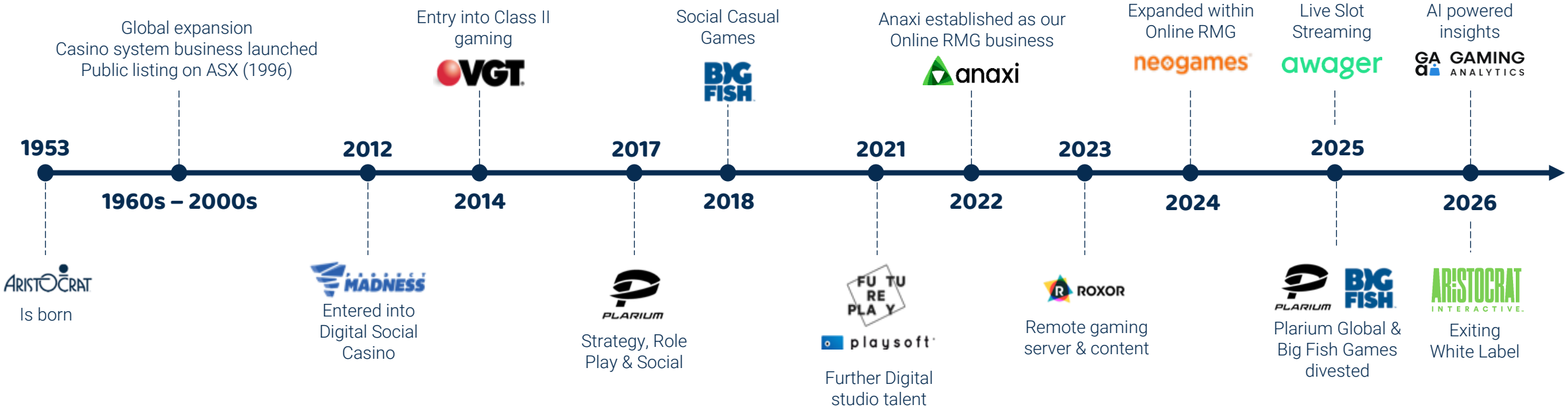
Good Business Good Citizen

WHAT WE DO

Create great content and distribute it broadly to reach players wherever and whenever they play

Over the last decade, we've invested to accelerate our transformation

Successful and disciplined track record of acquiring and integrating businesses, and making the right strategic decisions to drive the business forward



1 **World-class Gaming business of scale**

Eight consecutive years of being #1 Overall Supplier[1]

2 **A leader in Social Casino[2]**

#1 in Social Slots[2]

3 **Accelerating in Online RMG**

Leading content portfolio, next growth engine

1. EKG Awards (2018 to 2025)
2. Sensor Tower data, public company reports and Aristocrat estimates

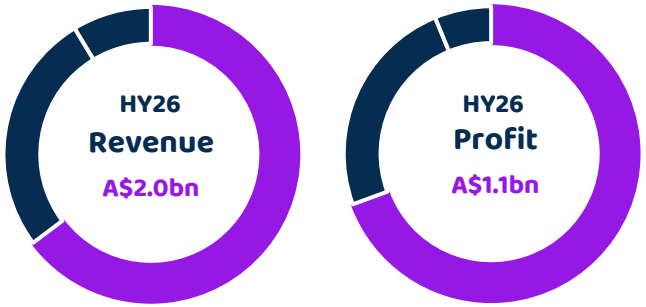
We've grown scaled positions in three large and complementary verticals

Diversification underpins our resilient business

ARISTOCRAT GAMING

Leading global casino slot content and technology provider

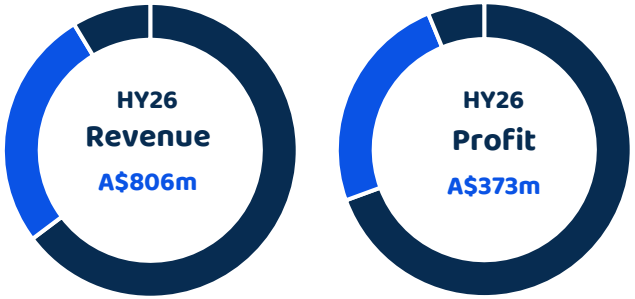
Operates in regulated markets



PRODUCT MADNESS

Global mobile games publisher with leading presence in Social Casino

Operates in unregulated markets

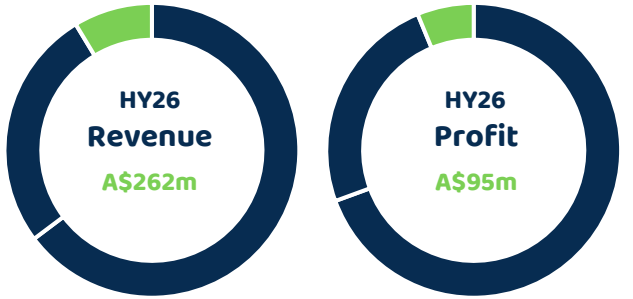


ARISTOCRAT INTERACTIVE

Global Online RMG content and technology solutions provider

Land-based casino systems

Operates in regulated markets



Revenue and Profit as reported. Interactive revenue excludes share of NeoPollard Interactive Joint Venture (NPI JV) revenue

Significant global scale and geographic diversification



7,300+
people

25
countries

350+
licensed jurisdictions

Strategy execution yielding results; remain focused on compelling growth opportunities

Content Leadership
Invest & innovate to create the world's best gaming content, while protecting our IP

Distribution & Growth
Distribute content across key channels & markets, leveraging operator partnerships through a unified data platform, with a focus on underpenetrated markets

Scale Efficiently
Achieve economies of scale & operating leverage by operating as ONE Aristocrat

Enabled by

Talent

AI

Sustainability

Compliance Culture

Financial Strength

Sustainable Superior Total Shareholder Returns

Performance Aspirations

- Market share growth across key segments
- US$1 billion Interactive Revenue Target by FY29[1]
- EBITA margin expansion
- Revenue growth greater than D&D expense growth

This page contains forward looking statements and statements of expectation. Please refer to the disclaimer on page 50

1. Revenue Target includes Interactive's share of revenues from the NPI JV

Aristocrat's strategic advantages

Growth and consistent execution underpinned by a set of powerful differentiators

Leading Content, Brands & IP

Unparalleled portfolio of game content, iconic brands and proven game mechanics that drives player engagement and long-term value

Creative Studios & Talent

Extensive network of world class creative studios delivering leading gaming portfolios for key markets and channels

Multichannel Distribution

Leading and growing presence across a diversified network of customer, player and government channels

Deep Regulatory Experience & Trust

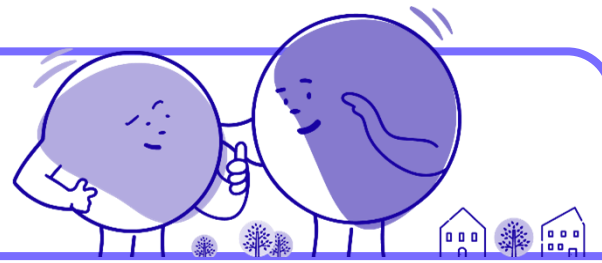
Demonstrated regulatory expertise and compliance capabilities across over 350 licensed jurisdictions

Long-standing Customer Partnerships

Proven commercialisation capabilities supported by a global distribution and sales network

Sustainability & Responsible Gameplay

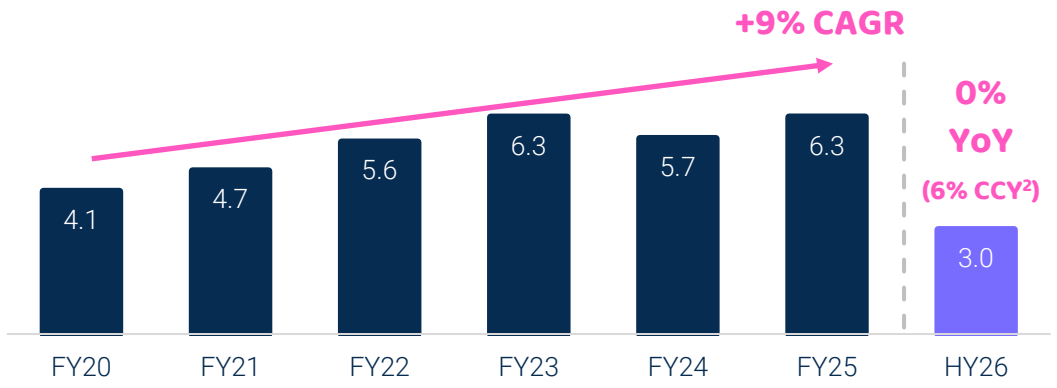
A responsible and sustainable operating model, underpinned by our aspiration to lead in ESP



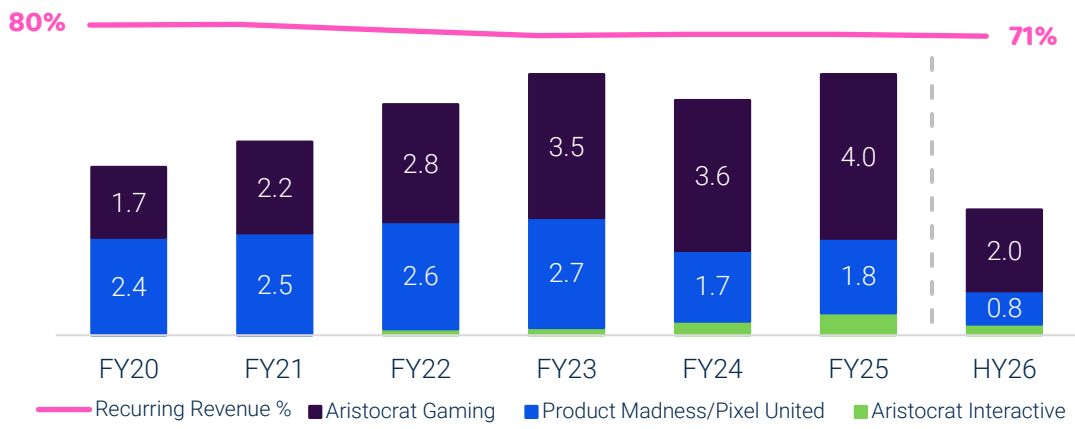
Extending a track record of financial performance

Consistent growth underpinned by operational breadth and strong execution

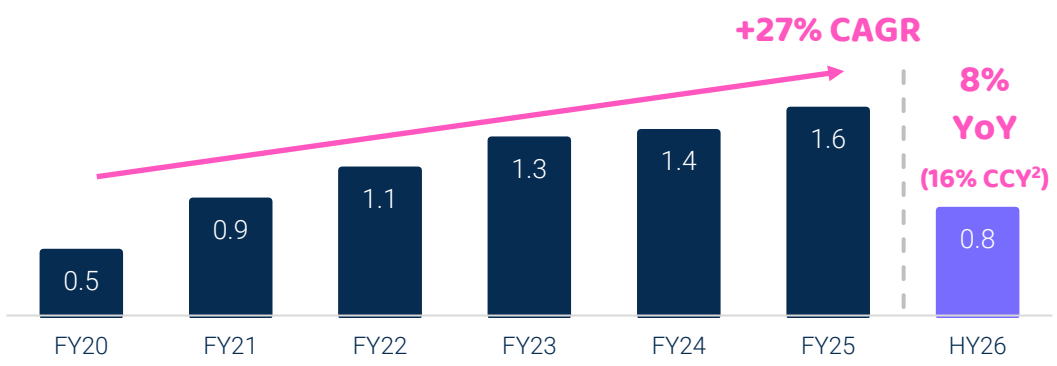
Revenue[1] (A$bn)



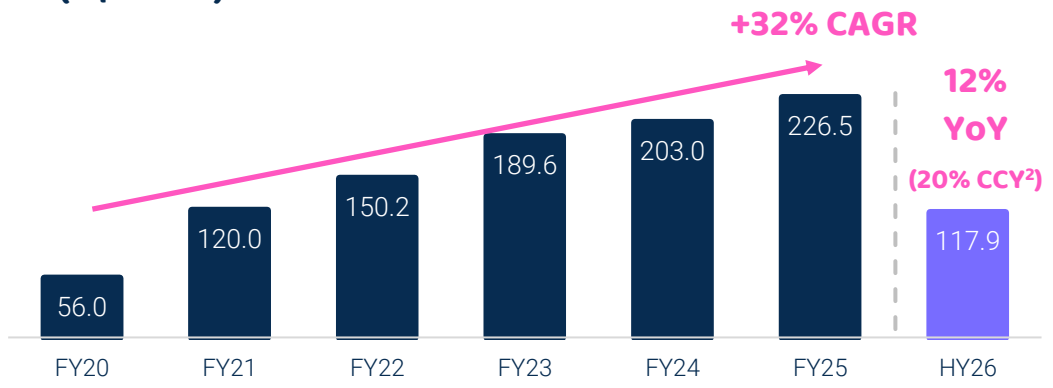
Revenue diversification[1,3] (A$bn)



NPATA[1] (A$bn)



EPS[1] (A$ cents)



1. FY20 to FY23 as previously reported (including Plarium), FY24 restated to exclude Plarium
2. Growth rates reflect continuing operations, excluding Plarium, in constant currency (CCY) compared to the prior corresponding period
3. FY20 and FY21 Customer Experience Solutions/Anaxi revenue included in Gaming as previously reported

Ongoing progress in Sustainability

Our ambition: To uphold high standards of governance and responsibility; to positively impact our people, customers and communities

STRATEGIC PILLARS	Good Governance & Responsible Business	Empowering Safer Play	Operational Sustainability & Climate	People & Community
FY25 HIGHLIGHTS	• On track to comply with mandatory climate reporting standards from FY26 • Refreshed Sustainability Governance Framework • Completed integration of NeoGames into compliance and cybersecurity frameworks • Introduced new and updated policies across compliance, cybersecurity and IP	• Refined *Know Your Max*™ campaign in Gaming • Redesigned ESP dynamic messaging in Product Madness • ESP staff awareness and satisfaction exceeded >80% target • Established key research partnerships with UNLV's Artificial Intelligence Research Hub and International Center for Responsible Gaming • Flexi Play expanded to over 11,000 EGMs in ~1,400 NSW venues	• Comprehensive refresh of Supplier Code of Conduct • >6,400 EGMs refurbished (+7% vs FY24) • Obtaining limited assurance over Scope 1 and Scope 2 emissions, and climate governance disclosures • Transitioned Australian head office and Integration Centre to renewable electricity	• Achieved eNPS score of 53, +14 points above the technology benchmark • Expanded our AI-driven safety monitoring system to the Tulsa Integration Center • >15,500 training hours completed across global team • Contributed US$3.9m in community impact initiatives

2025 Sustainability Report available at www.aristocrat.com

Our Leaders



Experienced team of talented operators & innovators

Executive steering committee



Trevor Croker
CEO & Managing Director
Joined 2009 | Based in US



Sally Denby
Chief Financial Officer
Joined 2015 | Based in AUS



Craig Toner
CEO, Aristocrat Gaming
Joined 2017 | Based in US



Dylan Slaney
CEO, Aristocrat Interactive
Joined 2025 | Based in UK



Superna Kalle
Chief Strategy Officer
Joined 2023 | Based in UK



Matthew Primmer
Chief Product Officer
Joined 2014 | Based in US



Dafne Guisard
Chief Commercial Officer, EMEA
Joined 2026 | Based in UK



Christie Roser
Chief People & Culture Officer
Joined 2011 | Based in AUS



Barry French
Chief Corporate Affairs & Marketing Officer
Joined 2025 | Based in US



Tracey Elkerton
Chief Compliance Officer
Joined 1998 | Based in AUS



Anne Tucker
Chief Legal Officer
Joined 2021 | Based in US



Bob Serr
Chief Technology Officer
Joined 2026 | Based in US



James Alvarez
Chief Information Officer
Joined 2017 | Based in US

Highly experienced board of directors



Neil Chatfield
Chairman
Based in AUS



Trevor Croker
CEO & Managing Director
Based in US



Kathleen Conlon
Non-Executive Director
Based in AUS



Philippe Etienne
Non-Executive Director
Based in AUS



Bill G. Lance Jnr
Non-Executive Director
Based in US



Arlene Tansey
Non-Executive Director
Based in AUS



Sylvia Summers Couder
Non-Executive Director
Based in US



Natasha Chand
Non-Executive Director
Based in US



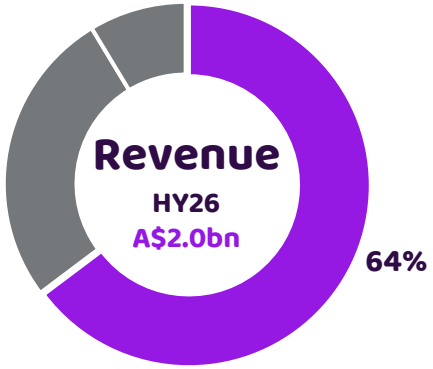
Michael Rumbolz
Non-Executive Director
Based in US

Aristocrat Gaming

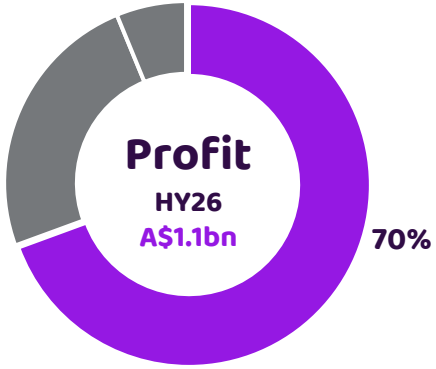


Aristocrat Gaming is a market leader with exciting growth opportunities

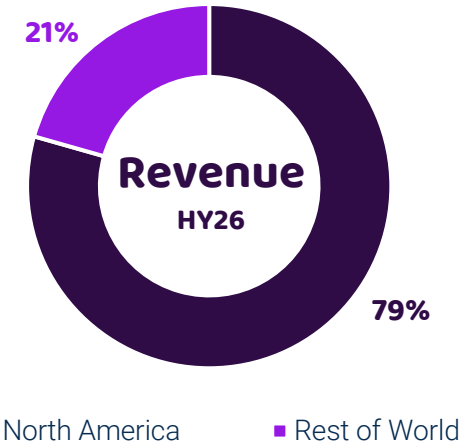
Gaming contribution to Group Revenue



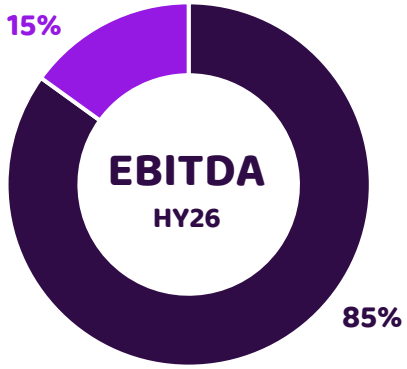
Gaming contribution to Group Segment Profit



Gaming contribution by division



Gaming contribution by division





Aristocrat Gaming - Overview

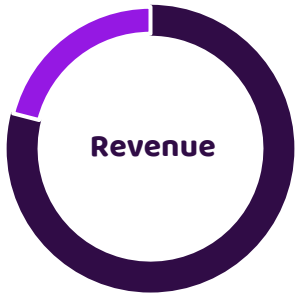
A leader in North America Gaming Operations with market-leading FPD; Strong diversified game portfolio

A$2.0bn ▲ 5%
HY26 Revenue

A$1.1bn ▲ 3%
HY26 Profit

54.2% ▼ (1.0) pts
HY26 Margin





North America	79%
Rest of World	21%



Gaming Operations	55%
Outright Sales	45%

Largest Footprint in North America Gaming Operations

77,242
Gaming Operations installed units

US$53.11
market-leading FPD in North America[1]

#1 overall supplier
1.4x
house performance[2]

A global leader in Outright Sales

21,724
Outright Sales

NA – US$21,710
ANZ – A$25,146
RoW excl. ANZ – US$22,548
strong ASP maintained

Land-Based Supplier of the Year
Class II & Class III[3]

Strong, diversified portfolio & platform

17 Out Of 25
Top Premium Leased games[4]

~1,900
employees[5]

% change is period on period. Details above are rounded numbers for the six months ended 31 March 2026

1. Eilers Gaming Supplier KPIs – 4Q25 Report
2. Average theoretical win index vs house (> 2,000 units), March 2026 Eilers Game Performance Database
3. Global Gaming Awards 2025
4. Average performance per Eilers Game Performance reports for the 6 months to March 2026 (April 2026 report)
5. Employees assigned to reporting business unit, excluding CTO, CPO and Corporate functions

Leading player across the two broad market segments that we operate in

	55%	45%
Revenue Model	**Gaming Operations** (Recurring Revenue)	**Outright Sales** (Non-recurring Revenue)
Key Growth Levers	Category Share Unit Installed Base Fee Per Day (FPD) New Markets	Category Share Units Sold Ave. Selling Price (ASP) Adjacent & New Markets
Reporting Segments	North America: US & Canada	North America: US & Canada Rest of World: Asia, ANZ, EMEA & LATAM
Competitors	Light & Wonder, IGT/Everi, AGS, Konami (and others)	Light & Wonder, IGT/Everi, AGS, Konami, IT, Bluberi, Castle Hill, Ainsworth (and others)

Eight consecutive years of being #1 Overall Supplier[1]

GLOBAL GAMING AWARDS

The EKG 7 7 7 Slot Awards Show

Global Gaming Awards 2025

Americas

Awarded Land-Based Industry Supplier of the Year 7th year in a row
(Class III and Class II[2])

Awarded Slot of the Year for the 8th year in a row
(Phoenix Link™)

2025 Slot Awards

Gaming - North America

Best Overall Supplier of Slot Content 8th year in a row

Top Performing NEW Core Video Game
(Spooky Link – Yo Yeti™)

Top Performing NEW Premium Game
(Phoenix Link – Queen Chiu™)

Top Performing NEW Core Cabinet
(The Baron Portrait™)

Note: Revenue split based on HY26 results to 31 March 2026
1. EKG Awards (2018 to 2025)
2. From 2025, Supplier of the Year awarded separately for Class III and Class II

Unrivalled breadth and depth in game content

Top premium leased games



Class II recurring revenue



Premium high equity licenses



Top core sales titles



Entering and taking share in adjacent markets

Game road map

New York Lottery

Lottery based market
Central determinate

TAM	Launch Year
~10,800	2022



Historical Horse Racing

Pari-mutuel wagering
Several domestic jurisdictions

TAM	Launch Year
~29,000	2023



Canada/Oregon Video Lottery Terminals

Single government customers
Unique market configurations

TAM	Launch Year
~31,600	2019



Georgia Coin Operated Amusement Machines

Skill element required to determine win

TAM	Launch Year
~43,000	2024



Illinois Video Gaming Terminals

Route gaming in Gas Stations, Bars, Parlors with max of 6 units per location

TAM	Launch Year
~49,000	2020

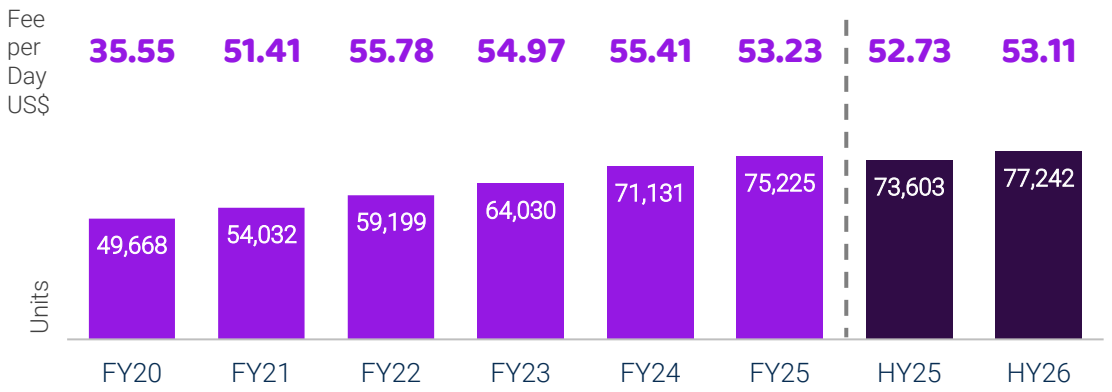


Sources: NYL: Lottery Billing, HHR: Aristocrat Census, VLT: Atlantic Lottery, Manitoba Liquor & Lotteries, Oregon State Lottery, Loto Quebec; GA COAM: Lottery Reported; Illinois Gaming Control Board

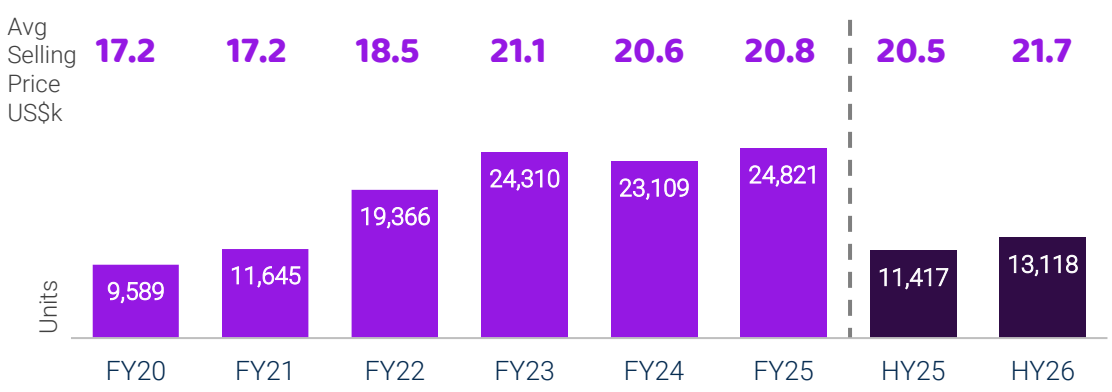
Aristocrat Gaming key performance metrics over time – North America

Continued share gains across the portfolio; maintaining industry-leading Fee Per Day and strong Average Selling Price

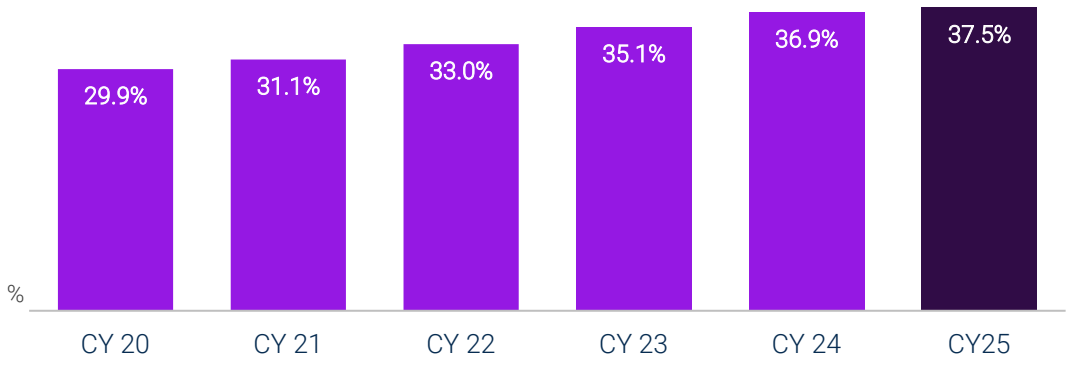
Gaming Operations Installed Base



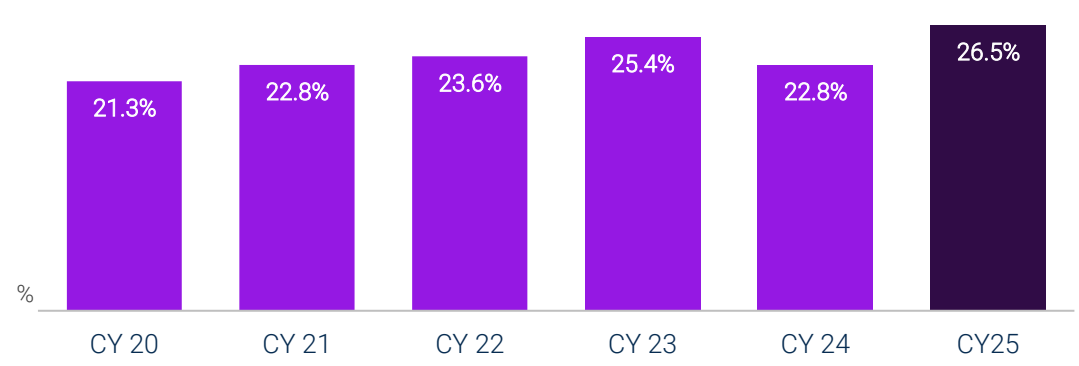
Outright Sales[1]



Gaming Operations Installed Base Market Share[2]



Outright Sales Ship Share[2]

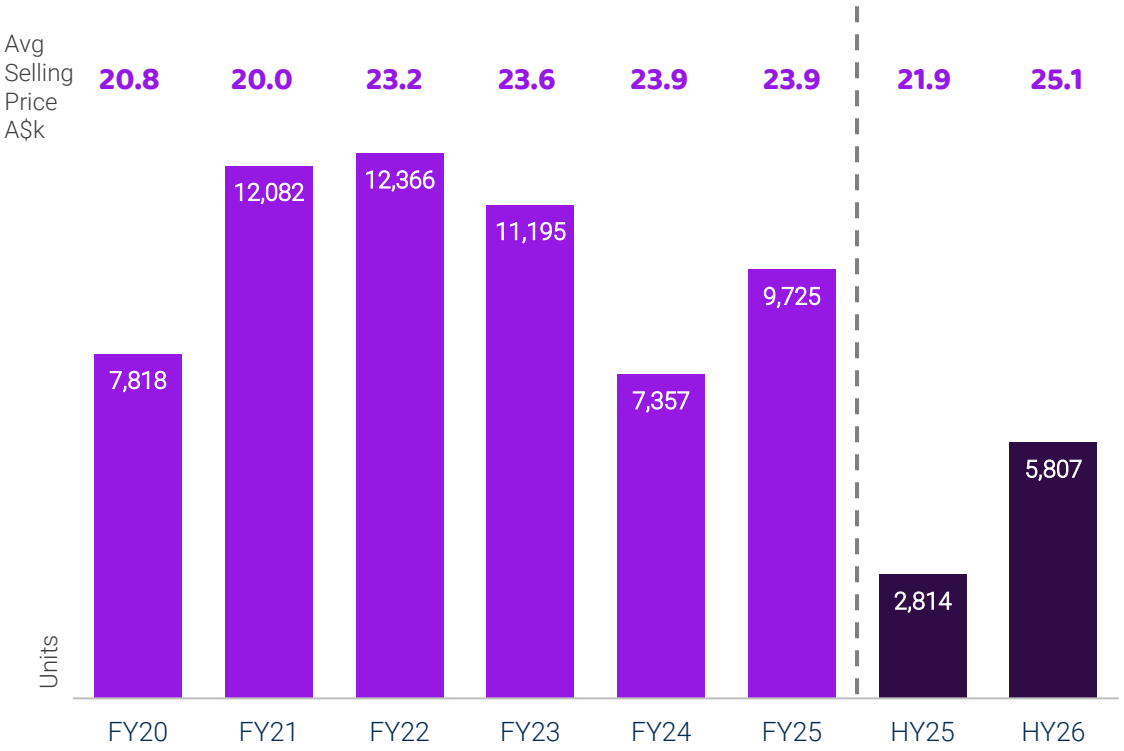


1. North America has been restated from FY22 on to reflect Aristocrat's revised segmental reporting structure. FY20 to FY21 represents the previously disclosed Americas operating division, which included Latin America
2. Eilers Gaming Supplier KPIs – 4Q25

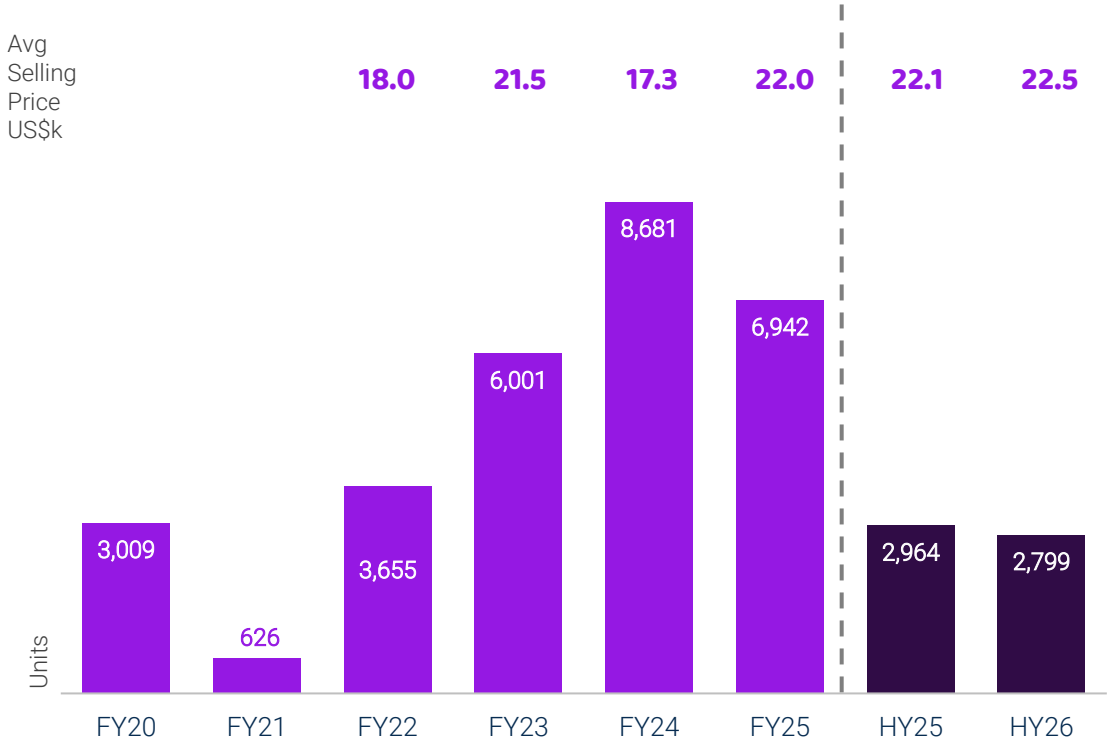
Aristocrat Gaming key performance metrics over time - Rest of World

RoW Outright Sales has remained resilient in competitive markets

Outright Sales - ANZ



Outright Sales – Rest of World excl. ANZ[1]

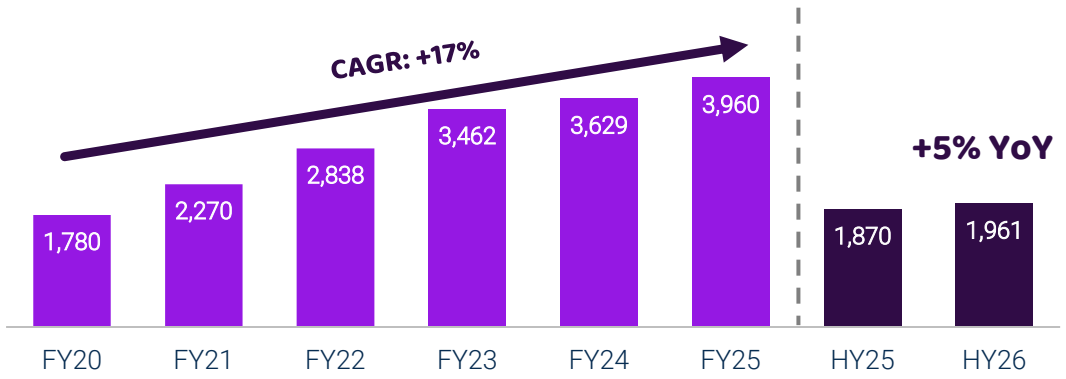


1. ROW has been restated from FY22 on to reflect Aristocrat's revised segmental reporting structure. FY20 and FY21 represent the previously disclosed International operating division

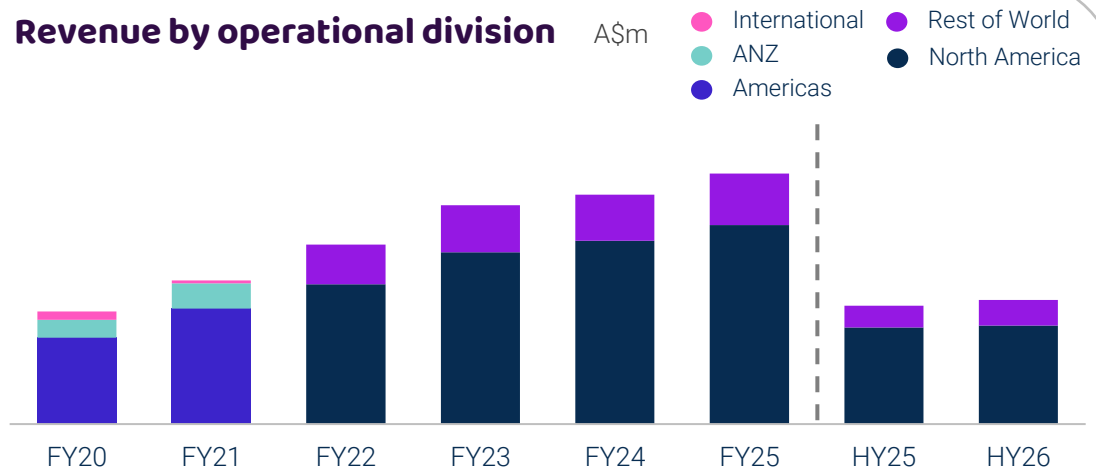
Aristocrat Gaming – P&L performance over time

Growth through continued share gains across the portfolio, supported by depth and strength of our content

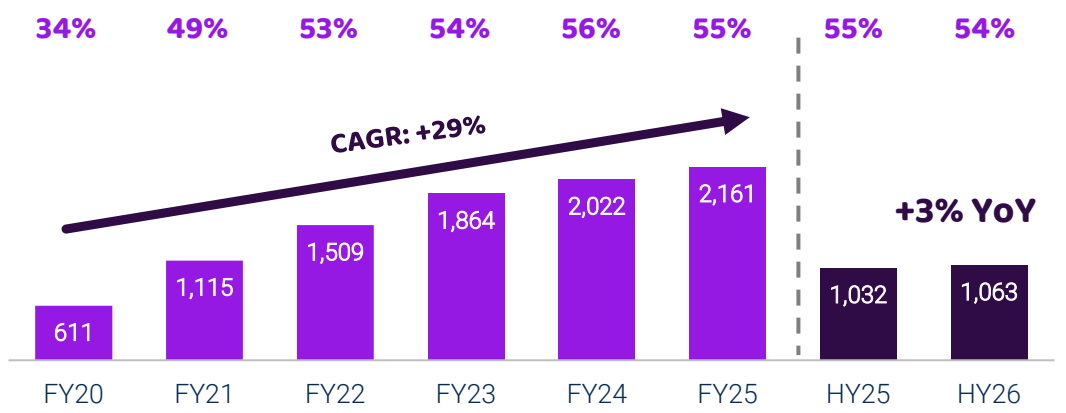
Revenue A$m



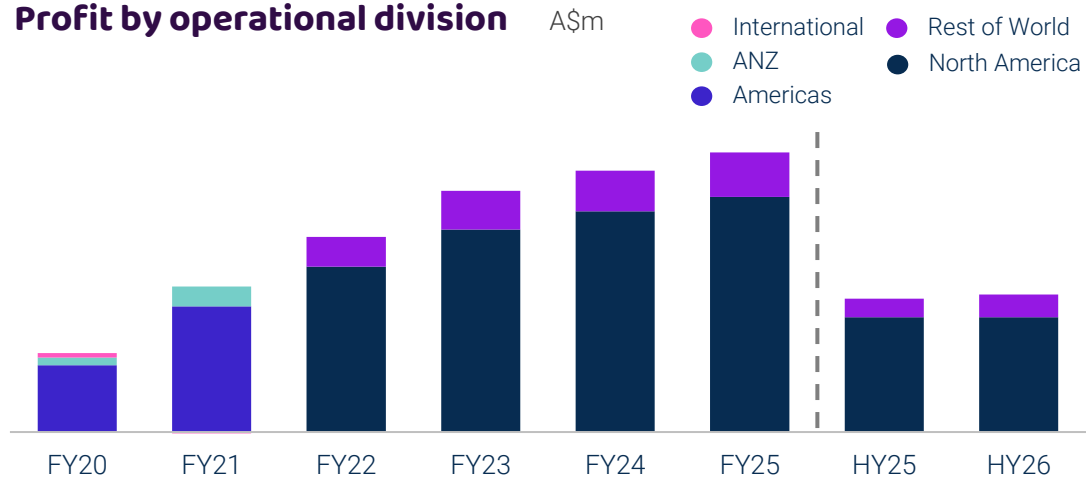
Revenue by operational division A$m



Segment Profit & Margin A$m



Profit by operational division A$m



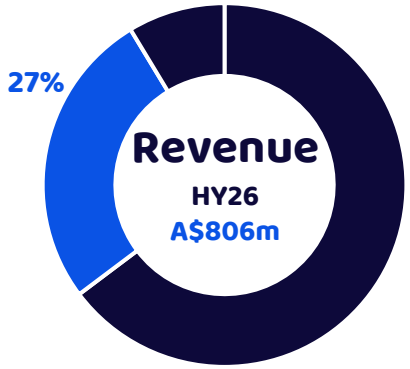
As reported. Segment Profit is after D&A, before D&D.
Operational divisions restated from FY22 onwards. Anaxi revenues excluded from Gaming, and Gaming revised from Americas, International and ANZ to North America and Rest of World, beginning in FY22

Product Madness

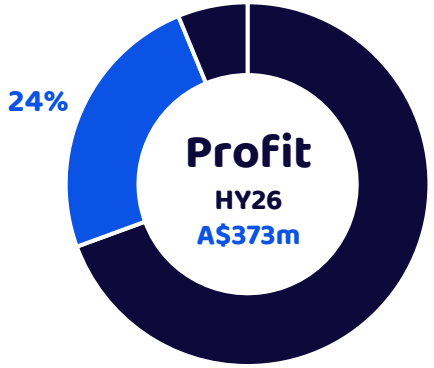


Product Madness is a market leader in Social Slots

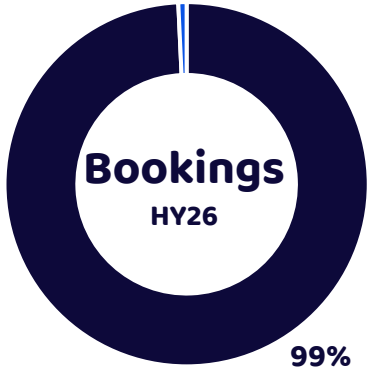
Product Madness contribution to Group Revenue



Product Madness contribution to Group Segment Profit



Product Madness Bookings by genre



■ Social Casino ■ Social Casual



Product Madness – Overview

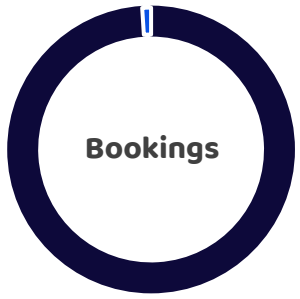
Global publisher with a strong & diversified portfolio of apps; Market-leading share in Social Slots

US$542m ▲ 4.7%
HY26 Revenue[1]
Social Casino only

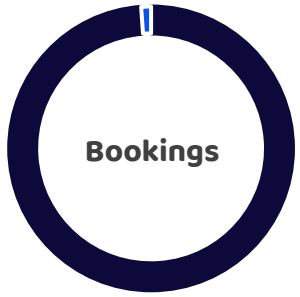
US$253m ▲ 7.0%
HY26 Profit[1]
Social Casino only

46.7% ▲ 1.0 pts
HY26 Margin[1]
Social Casino only





Social Casino	99%
Social Casual	1%



Top 6 games	99%
Other	1%

Portfolio focused on Social Slots, which continues to scale

23%
Social Slots market share[2]

US$542m
Social Casino bookings

4,150+
Live Ops in Social Casino 3.2x higher than FY20

Maintaining leadership in Social Slots

US$2.33
Social Casino ABPDAU

1.3m
Social Casino DAU

24%
Direct to consumer revenues

Continuing to invest while focusing on returns

US$110m
User Acquisition Spend 20.1% of revenue

~210
employees[3]

% change is period on period. All figures in US$ unless otherwise stated. Details above are rounded numbers for the six months ended 31 March 2026

1. Represents Product Madness Social Casino only (excluding Social Casual). Big Fish Social Casual assets sold in HY26
2. Sensor Tower data, public company reports and Aristocrat estimates
3. Employees assigned to reporting business unit, excluding CTO, CPO and Corporate functions

Product Madness continues to grow share in a mature category

Social Casino remains a large and attractive category, with strong returns

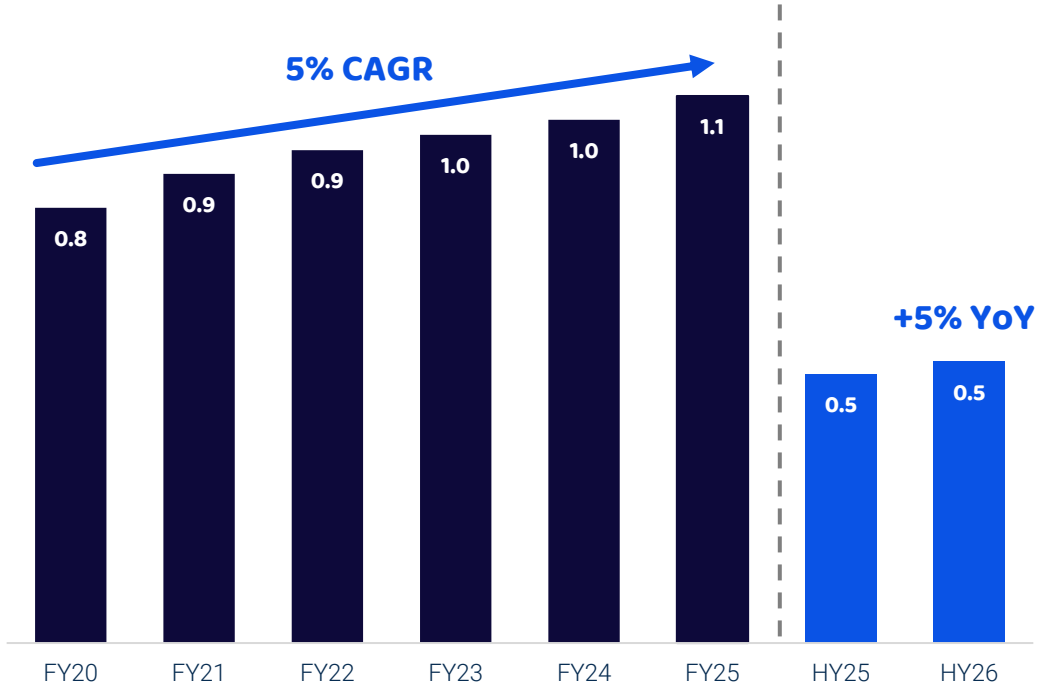
Key Features	• Unregulated • Greater longevity in games, supported by metagames & live ops • Recurring revenue stream (in-app) • Efficient use of UA to drive share • Higher margin potential from DTC migration • Efficient & cost-effective testing tool for Land-Based features
Demographic	**Male and Female, aged 35-65 years**
Platform	**Mobile (free-to-play)**
Competitive position & key games	**#1 in Global Social Slots, with 23% market share[1]** ***Competitors:*** *Playtika, SciPlay, DoubleDown, Bole (and others)* 

1. Sensor Tower data, public company reports and Aristocrat estimates

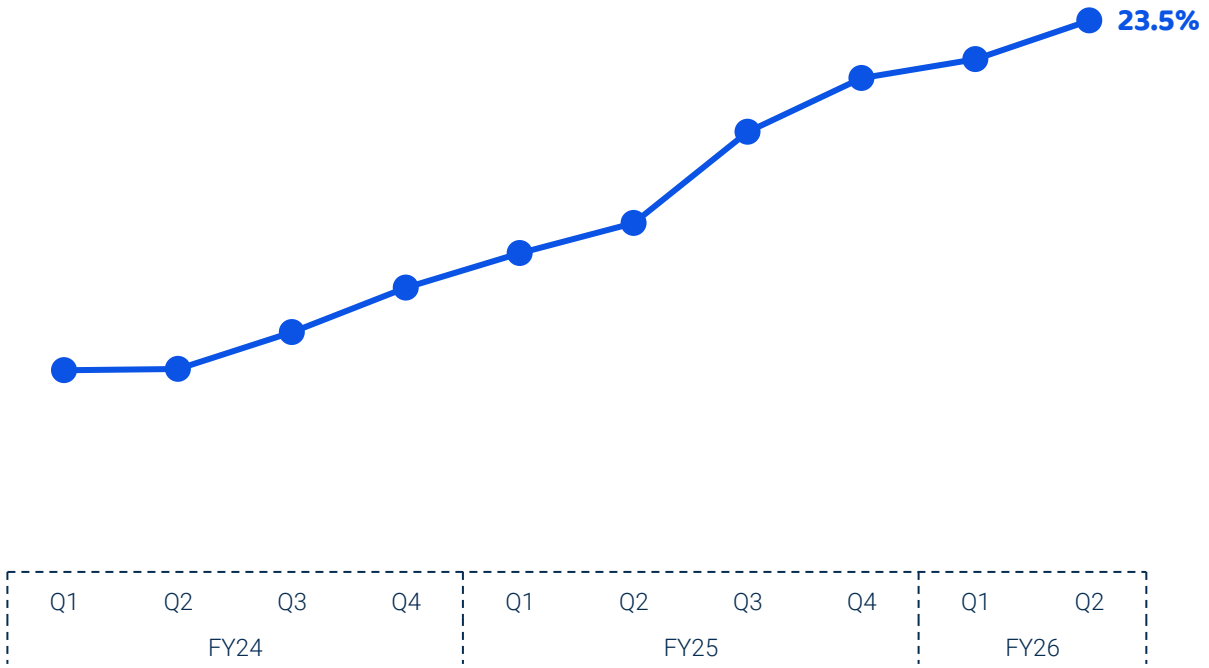
Social Casino continues to exhibit growth and strong player engagement

Investing to extend our leadership of this high value genre, leveraging top Aristocrat content

Product Madness Social Casino Bookings (US$bn)



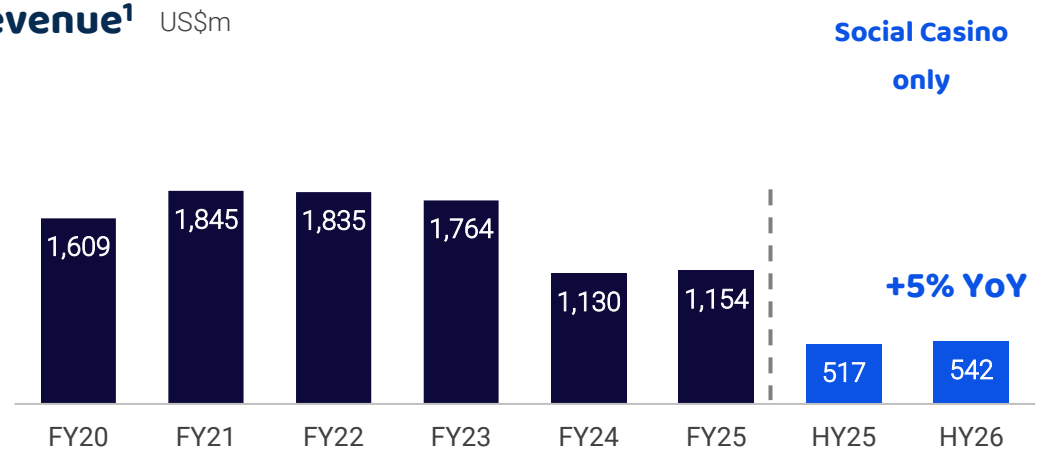
Product Madness Quarterly Total Revenue Social Slots share[1]



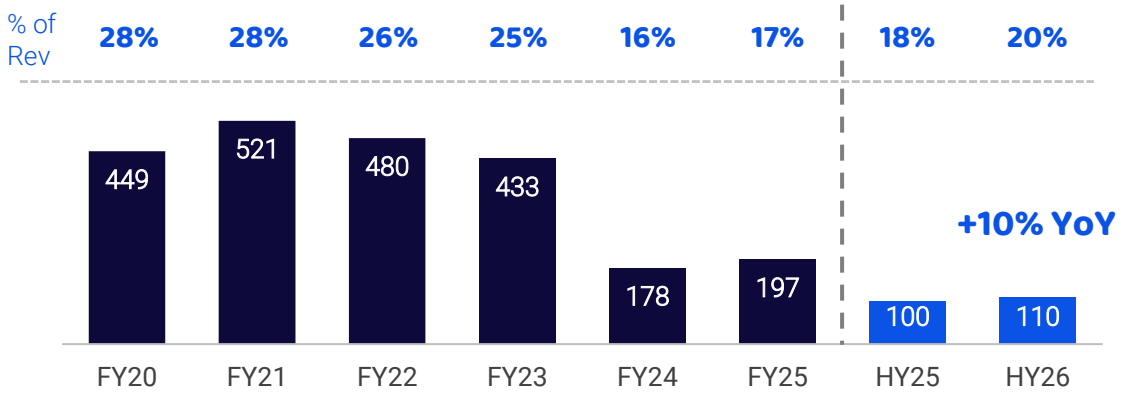
1. Sensor Tower data, public company reports and Aristocrat estimates

Restructured portfolio to focus on Social Casino and highest return opportunities

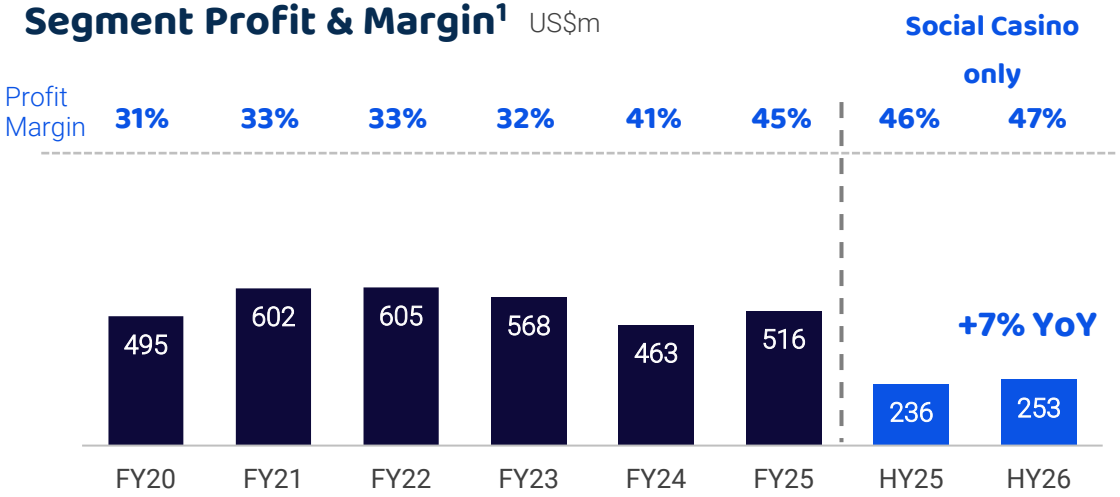
Revenue[1] US$m



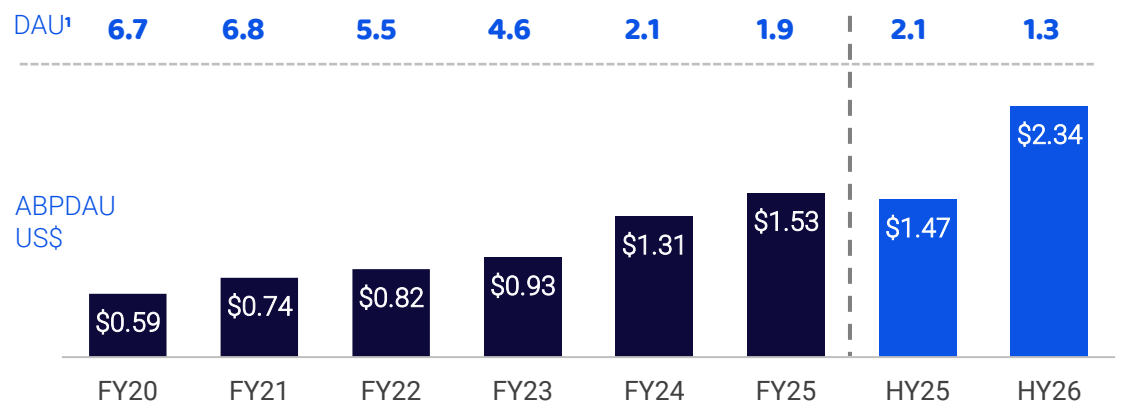
User Acquisition (UA) Spend[1] US$m



Segment Profit & Margin[1] US$m



Daily Active Users & Average Bookings Per User[1,2]



As reported. Segment Profit is after D&A, before D&D. Big Fish Social Casual assets sold in HY26

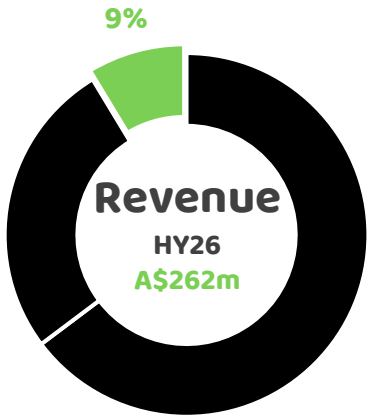
1. FY20 to FY23 as previously reported (including Plarium); FY24 restated to exclude Plarium
2. DAU is Daily Active Users in millions at period end, and ABPDAU is Average Bookings Per Daily Active User in US$

Aristocrat Interactive

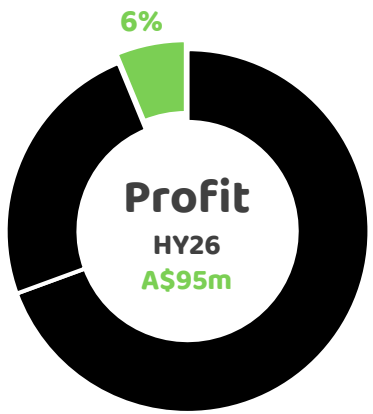


Aristocrat Interactive is scaling and poised for growth

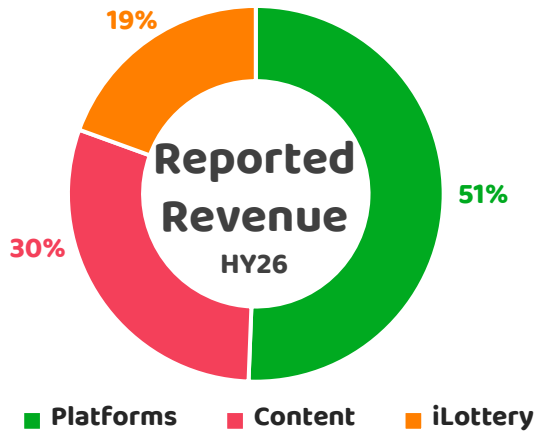
Interactive contribution to Group Revenue



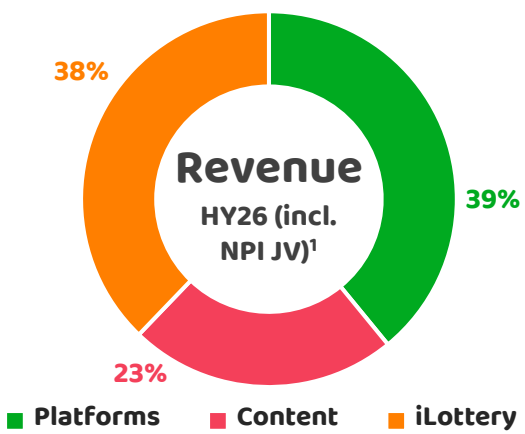
Interactive contribution to Group Segment Profit



Interactive reported contribution by division



Interactive contribution by division incl. NPI JV revenues





1. iLottery includes its share of NeoPollard Interactive Joint Venture (NPI JV) revenues

Aristocrat Interactive - Overview

Content and technology solutions provider for Online RMG and land-based casino systems; Positioning for future growth

US$230m ▲ 6.5%
HY26 Total Revenue[1]

US$64m ▼ (10.6)%
HY26 Profit[1]

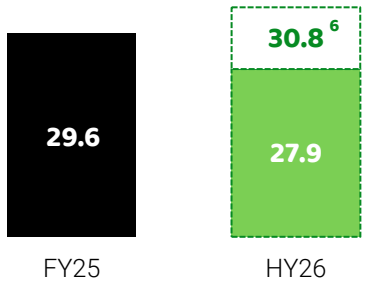
27.9% ▼ (5.3) pts
HY26 Margin[1]





iLottery	38%
Content	23%
Platforms	39%

Profit Margin %



iLottery remains the market leader in the US

- **#1** performance in US[2]
- **~70%** wager market share in US[2]
- **32** customers globally

Ongoing success of Aristocrat land-based titles in Content

- **~94%** contracted US market access[3]
- **3.7%** iCasino market share[4]

Platforms continues to expand in US and ANZ

- **~77%** Platforms recurring revenues
- **~530** employees[5]

% change is period on period. All figures in US$ unless otherwise stated. Details above are rounded numbers for the six months ended 31 March 2026

1. Total Revenue and Profit includes Aristocrat share of the NPI JV
2. Eilers US iLottery Tracker 4Q25 Report
3. Eilers iCasino monthly data and Aristocrat estimates
4. Eilers Online Game Performance data and Aristocrat estimates; market share for HY26
5. Employees assigned to reporting business unit, excluding CTO, CPO and Corporate functions
6. HY26 represents the underlying Profit Margin excluding the impact of recent acquisitions, including Awager & Gaming Analytics

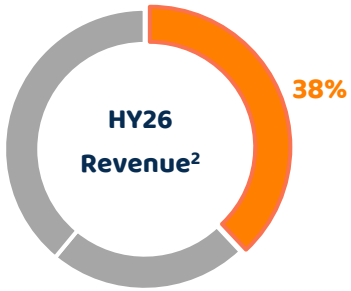
Scalable global presence in attractive adjacent businesses

ARISTOCRAT INTERACTIVE™

iLottery

Best in class iLottery solutions

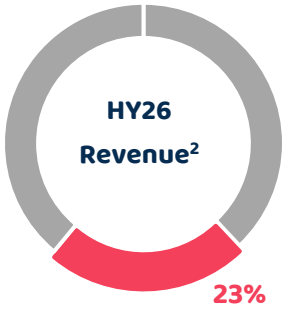
US iLottery leader[1]
Complete offering of technology, platforms, games & services



Content

Creation, distribution & aggregation of content

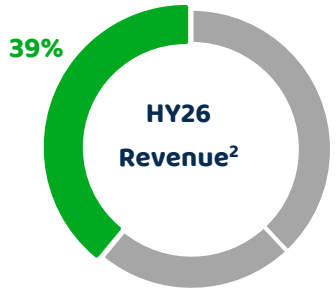
Content creation
Aggregation of games



Platforms

Systems infrastructure supporting high value segments

Land-based casino systems
Full-service technology & managed services provider for iGaming & OSB in regulated markets

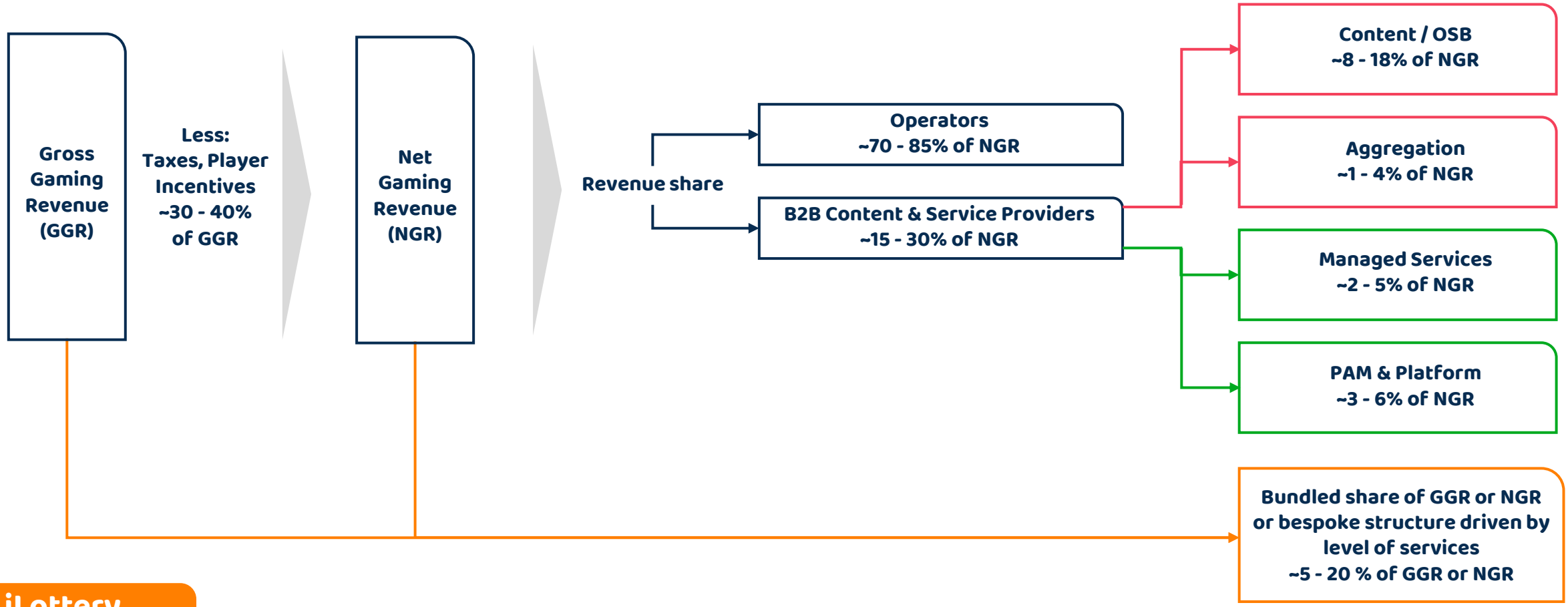


1. Eilers US iLottery Tracker 4Q25 Report
2. iLottery includes its share of NeoPollard Interactive Joint Venture (NPI JV) revenues

Our complete solution allows us to benefit across the full value chain

Content & Aggregation

Platforms



iLottery

Illustrative example of revenue sharing across the value chain

Interactive is a leading global provider of iLottery



HY26 Metrics

32	#1	~70%
customers globally	performance in US[1]	wager market share in US[1]

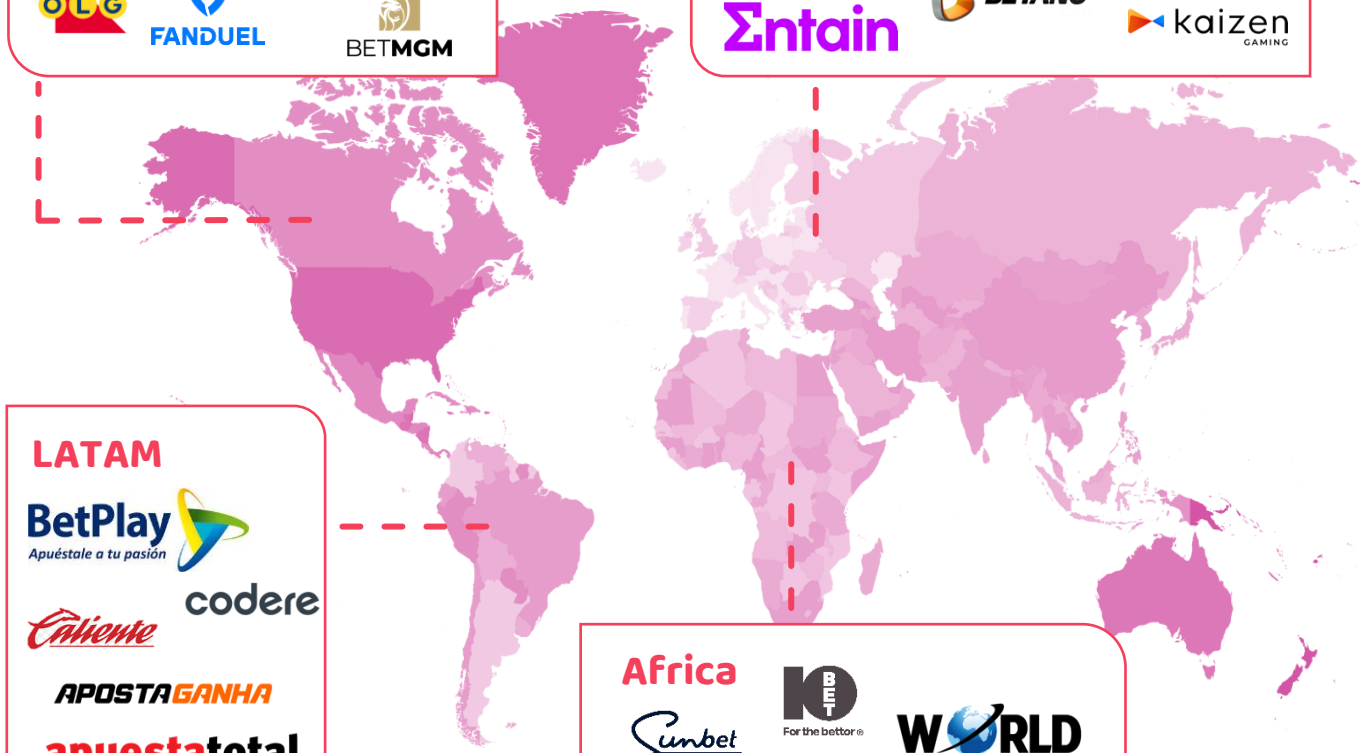


iLottery contribution to Interactive Revenue

iLottery

1. Eilers US iLottery Tracker 4Q25 Report
2. HY26 Revenue for Interactive, including its share of NPI JV revenue

Building a solid foundation in Content & Aggregation from which to scale



Content

HY26 Metrics

3.7%
iCasino market share[1]

~94%
contracted US market access[2]

40+
regulated markets

$387m
global Content GGR[3]



Content contribution to Interactive Revenue

1. Eilers Online Game Performance data and Aristocrat estimates; market share in HY26
2. Eilers iCasino monthly data and Aristocrat estimates
3. GGR Generated for Content for the six months to 31 March 2026; Amount in US$
4. HY26 Revenue for Interactive, including its share of NPI JV revenue

Interactive's Platforms are critical enablers



Platforms

HY26 Metrics

~77%	273,000+
recurring revenue	connected EGM's

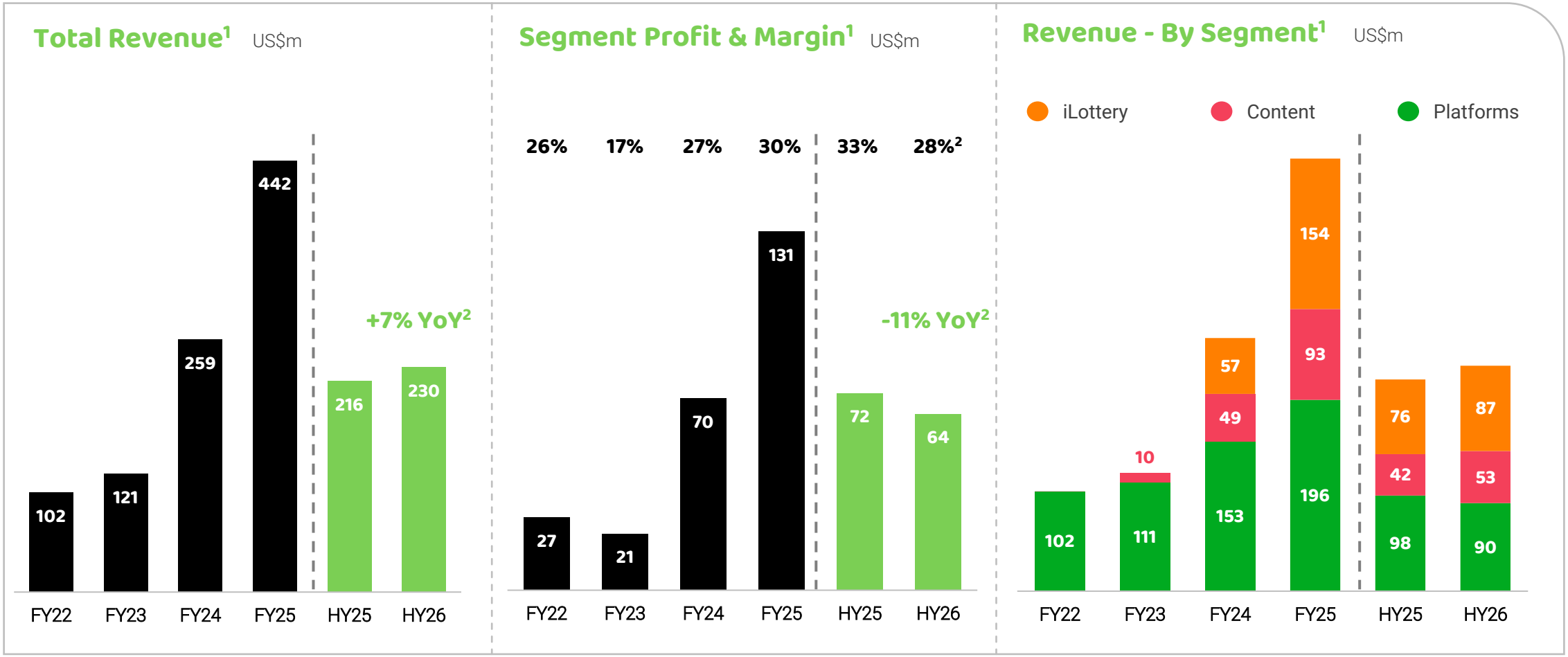


Platforms contribution to Interactive Revenue

1. HY26 Revenue for Interactive, including its share of NPI JV revenue

Aristocrat Interactive – Performance over time

Strong growth in iLottery and Content; positioning Platforms for future growth



As reported. Segment Profit is after D&A, before D&D.

1. Includes share of NPI JV post the NeoGames acquisition close in FY24. Prior years based on the previous CXS and iGaming business (Anaxi), prior to the NeoGames acquisition
2. Includes the impact of recent acquisitions, including Awager & Gaming Analytics in HY26

Financial Summary



HY26 result highlights in constant currency

Strong HY26 delivered

19% HY26 EPSA growth through strategic execution and supportive environment

Revenue +6%

Complementary portfolio driving strong growth and share gains; Recurring Revenue over 70%

Segment Profit +7%

Revenue growth and disciplined cost management

NPATA +16%

Solid operating performance, with continued investment for growth

Cash returned to shareholders ~$1 bn

through dividends and on-market share buy-backs

Outlook

NPATA growth in FY26[1]

Competitive portfolio and confidence in future performance



Refer to Investor Presentation for more detail on the HY26 Result at ir.aristocrat.com

Period-on-period change to 31 March 2026. All figures in AUD unless otherwise stated. Refer to the Review of Operations for definitions and explanations of line items.

The normalised result and key performance metrics for the six months ended 31 March 2026 represent statutory results (before and after tax) from continuing operations in reported currency, excluding the impact of certain significant items and the discontinued operations of Plarium.

This page contains forward looking statements and statements of expectation. Please refer to the disclaimer on page 49

1. Aristocrat expects to deliver NPATA growth over the full year to 30 September 2026 on a constant currency basis

Profit reconciliation

Profit growth driven by strong Gaming and Social Casino performance, and legal cost recovery

NPATA bridge (A$m)[1]



1. Movements above are reported on a constant currency basis and are tax effected at the prior year effective tax rate
Numbers have been normalised to exclude significant items and discontinued operations outlined in the Review of Operations

Capital allocation framework

Investment drives growth to support free cash flow and shareholder returns

Invest to drive organic growth

Design & Development

Gaming Operations Capex

User Acquisition

Free cash flow

Capital returns to shareholders

On-market Share buy-backs

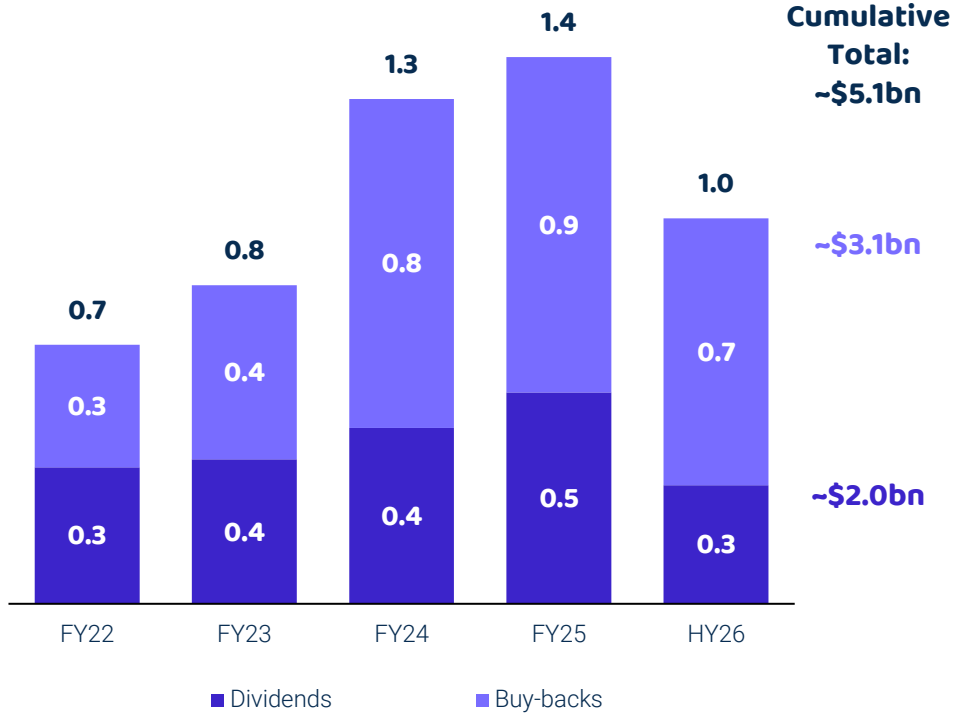
Dividends

Inorganic growth

Strategic M&A

Supported by a strong balance sheet to provide strategic optionality

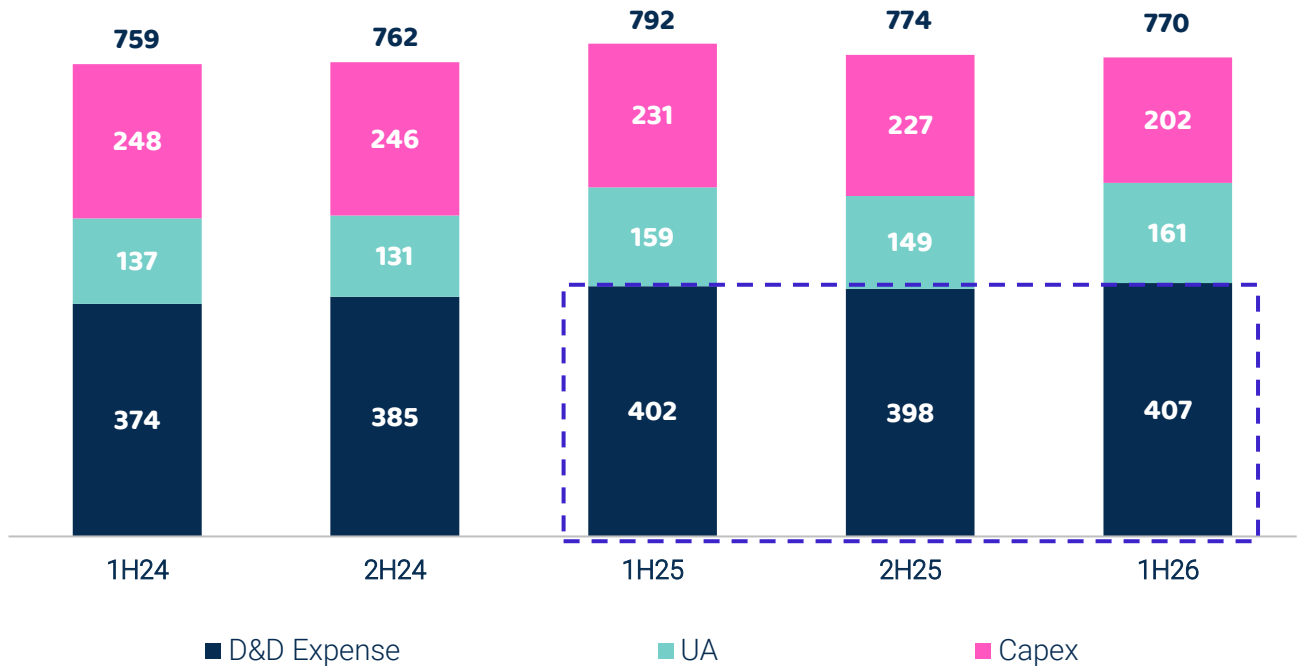
Strong free cash flow generation has supported investment while returning ~$5.1bn to shareholders since FY22



Organic growth investment priorities

Ongoing capital investment to support growth, with discipline across D&D and UA to optimise returns

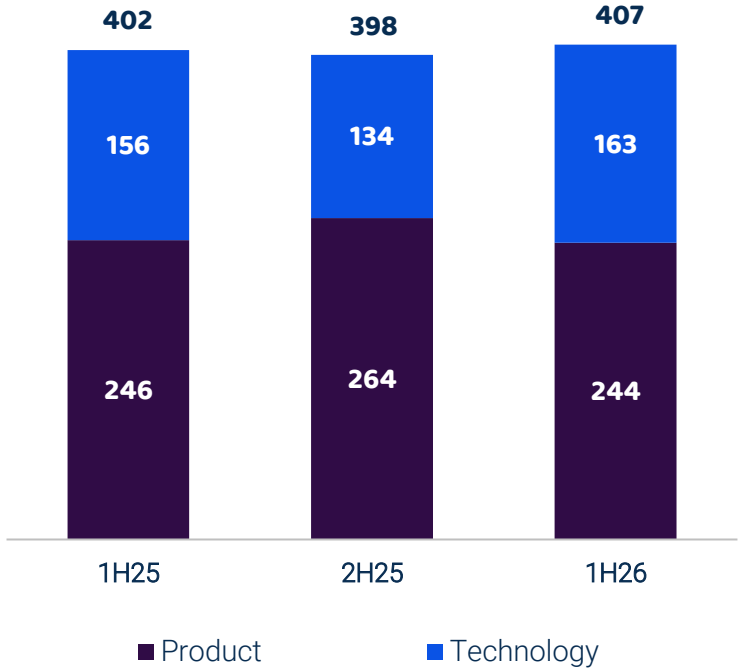
Investment Spend[1] (A$m)



Total spend as a % of revenue[1]

1H24	2H24	1H25	2H25	1H26
27%	26% ▼	26% ●	24% ▼	25% ▲

D&D Expense (A$m)



D&D Expense growth in constant currency[2]

1H25	2H25	1H26
+4%	+1%	+7%

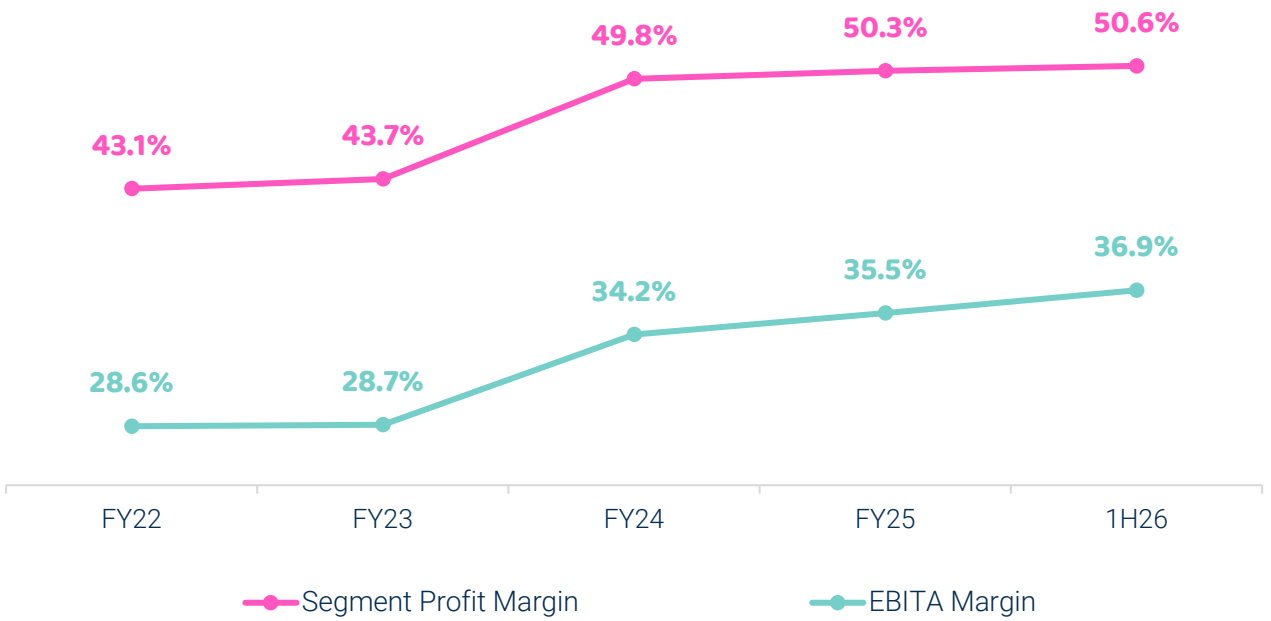
Note: UA Spend has been converted to A$m based on reporting currency

1. 1H24 and 2H24 restated to exclude Plarium from Revenue, D&D and UA
2. Growth compared to the PCP in constant currency

Operating leverage

Margin expansion and delivery of ongoing operating leverage remains a focus as we continue to scale

Group Profit Margins[1]



Aristocrat Gaming	**+1.0 pts**	
53.2% FY22	**54.2%** 1H26	
Product Madness	**+13.3 pts**	
33.0% FY22[2]	**46.3%** 1H26	
Aristocrat Interactive	**+1.9 pts**	
26.0% FY22[3]	**27.9%** 1H26	

Operating Leverage Drivers

ONE Aristocrat

Enterprise focused product, technology & corporate functions

- Cost discipline
- AI & Process
- DTC migration & UA efficiency
- Scaling Interactive

1. FY22 and FY23 as previously reported (including Plarium), FY24 restated to exclude Plarium (~3% Group Segment Profit Margin accretion from divesting Plarium in FY24)
2. FY22 Product Madness Segment Profit Margin as previously reported (including Plarium)
3. Based on the previous CXS and iGaming business (Anaxi), prior to the NeoGames acquisition

Industry Jargon & Acronyms



Glossary of terms

Gaming

Adjacencies	Established, regulated markets outside traditional markets where Aristocrat competes to take share by bringing innovation in games and technology
ANZ	Australia and New Zealand
ASP	Average Selling Price (Outright Sales)
CDS	Central Determination System. A collection of secured computers located at a casino that randomises the electronic scratch ticket outcomes (wins/losses) of a game and delivers them in a predetermined order to the player terminals on the casino floor
COAM	Coin Operated Amusement Machine
Class II	Games of chance based off bingo
Class III	Games of chance based off poker, using random number generator software programs to determine results
EGM	Electronic Gaming Machine
FPD	Fee Per Day. The amount Aristocrat receives per day for Gaming Operations EGMs. Often expressed as an average fee per day
Gaming Operations	Continued operation and maintenance of leased land-based gaming machines
GGR	Gross Gaming Revenues. The difference between gaming wins and losses before the deduction of casino operating costs and expenses
HHR	Historical Horse Racing
MSP / SSP	Multi site progressive / Single site progressive
North America	US and Canada
NYL	New York Lottery
Outright Sales	The outright sale of an EGM
Rest of World	Markets outside North America (includes ANZ, EMEA, Asia Pacific & LATAM)
Stepper	A slot machine with a mechanical reel
Video	A slot machine with a video reel
VLT	Video Lottery Terminals
Washington CDS	Washington (State) Central Determination System

Mobile Gaming

ABPDAU	Average bookings per Daily Active User. Total bookings in each period, divided by the number of days in that period, divided by the DAU during the period
Bookings	Amount paid by customers
DAU	Daily Active Users or number of individuals who played during a particular day. 'Active' means a player had at least one game session during the day
Direct to Consumer (DTC)	In-app revenues generated outside the core digital ecosystem (e.g. Apple, Google, Meta, Amazon). The consumer must leave the core platform and make their in-app purchase "off-platform" using a third-party website and payment option
Features	Added elements of the game to attract, engage and retain users
IDFA	Identifier for Advertisers on iOS (Apple). Used to measure marketing campaigns, value ads, find new app users, and segment users, or aggregate access to ads (Google equivalent is GAID, Google Ad Identifier)
Live Ops	Live game operations. A layer of gameplay which sits on top of the base core game and is time limited. They usually do not impact the outcomes of the core game. These can be one-time contests, tournaments, bonuses or social club events
LTV	Lifetime Value. The value of a player over the lifetime of the game
Mobile	Mobile Device
Product Madness	Aristocrat's Social Casino business
Social Casino	Social digital casino style games that give players free access to content through downloads. Monetisation typically generated from in-app purchases and/or advertising revenues
Social Casual	Social digital entertainment style games that give players initial free access to content through downloads. Monetisation typically generated from in-app purchases and/or advertising revenues
UA	User Acquisition (Digital Marketing Investments)

Glossary of terms

Online Real Money Gaming

B2B	Business-to-Business. That is, business activities carried out between two or more companies without consumer contact
B2C	Business-to-Consumer. That is, businesses carried out with the direct consumer
CXS	Customer Experience Solutions. A business-to-business software platform providing casino operators with a customer experience management solution for players
iGaming	Online gaming; a component of the online RMG business. Ability for a customer to play their favourite slots/poker or bingo game online, for real money
iLottery	Online lottery, part of online RMG, where individuals can buy state or other lottery tickets online
LIVE Casino	Ability to play online casino games, in real time and with real live dealers, to imitate experience of actual casino attendance
NPI JV	NeoPollard Interactive Joint Venture
OSB	Online Sports Betting. Individual wagers on the outcome of racing games and sports events (including digital games and horse racing)
PAM	Player Account Management system. iGaming technology platform managing all aspects of player interaction, including tracking, monitoring, communication and compliance
RMG	Real Money Gaming. Refers to gaming online, including OSB, iGaming (table games, poker/slots, bingo), LIVE casino. Excludes casino-based gaming and Social Free to play casino games
White Label	A non-branded system available for B2B customers to provide services to their customers (end-consumers)

Financial & Other

Amortisation of acquired intangibles	Amortisation of acquired intangibles arises from acquisitions of controlled entities and joint ventures
Capex	Capital expenditure
D&A	Depreciation and amortisation
D&D	Design & Development investment
Discontinued operations	Discontinued operations refers to the results of Plarium and the gain on sale net of transaction costs
EBITA	Earnings Before Interest, Tax, Amortisation of Acquired Intangibles and Significant Items
EBITDA	Earnings Before Interest, Tax, Depreciation and Amortisation and Significant Items
EPS	Earnings Per Share
EPSA	Earnings Per Share before Amortisation of Acquired Intangibles
ESG	Environmental, Social, and Governance
ESP	Empowering Safer Play. Aristocrat's core Responsible Gameplay program encouraging players to make good gaming decisions
Normalised ETR	Effective Tax Rate before significant items
FX	Foreign Exchange
JV	Joint Venture
M&A	Mergers and Acquisitions
NPAT	Net Profit After Tax
NPATA	Net Profit After Tax before amortisation of acquired intangibles (excludes significant items)
PCP	Prior corresponding period
Recurring Revenue	Predictable, stable components of a company's revenue. For Aristocrat, includes for example, Gaming Operations, Social Free-to-Play revenues, and online RMG
RG	Responsible Gameplay
SG&A	Selling, General and Administrative expenses
TAM	Total Addressable Market

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