Results for the Six Months Ended 30 June 2008



28 August 2008



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# Highlights<sup>†</sup>

- Total Operating Income up 40% to \$135m (H1 2007: \$97m)
- Net Gaming Revenue up 36% to \$132m (H1 2007: \$97m)
- EBITDA\* up 63% to \$28m (H1 2007: \$17m)
- EBITDA\* margin expansion to 21% (H1 2007: 18%)
- PBT\* up 39% to \$26m (H1 2007: \$19m)
- Net cash from operating activities up 90% to \$30m (H1 2007: \$16m)
- Interim Dividend of 2.5¢, 39% increase above H1 2007 (H1 2007: 1.8¢)



<sup>\*</sup> Excluding share benefit charges

<sup>&</sup>lt;sup>†</sup> All figures in this presentation are extracted from 888's financial statements as published where available. Totals may not sum due to rounding.

# Financial Review



### **Profit and loss account**

\$m	H1 2008	H1 2007	% Change
Net Gaming Revenue	131.5	96.8	36%
Other operating income	3.8	-	
Total Operating Income	135.4	96.8	40%
Operating expenses <sup>1</sup>	38.5	25.2	
Research and development expenses	14.0	11.5	
Selling and marketing expenses	43.5	34.3	
Administrative expenses <sup>2</sup>	11.0	8.4	
EBITDA <sup>1,2</sup>	28.3	17.4	63%
Depreciation & amortisation	(3.8)	(1.9)	
Interest income, F/X and other	1.8	3.3	
Profit before tax cont. operations <sup>3</sup>	26.3	18.9	39%
Discontinued operations	-	0.2	
Profit before tax <sup>3</sup>	26.3	19.0	
Taxation	(2.2)	(1.3)	
Profit after tax <sup>3</sup>	24.1	17.7	
Basic earnings per share	5.5¢	4.0¢	38%

#### Interim Dividend 2.5¢



<sup>&</sup>lt;sup>1</sup> Excluding depreciation & amortisation

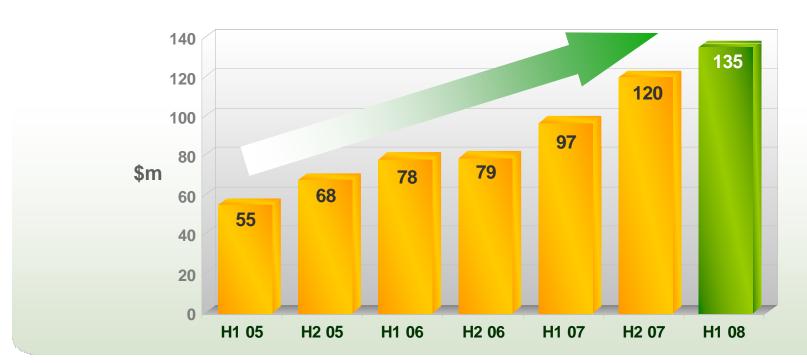
<sup>&</sup>lt;sup>2</sup> Excluding share benefit charges, exchange gain/losses and other

<sup>&</sup>lt;sup>3</sup> Excluding share benefit charges

# **Total Operating Income**

- Strong H1 2008 Total Operating Income growth \$135m (H1 2007: \$97m)
- CAGR H1 2005 H1 2008 at 16%

### **Total Operating Income 2005 – H1 2008**





### **Net Gaming Revenue**

- Strong H1 2008 NGR growth \$132m (H1 2007: \$97m), an increase of 36%
- In Q2 2008 NGR reached \$67m, an increase of 4% above Q1 2008
- Q2 2008 NGR from emerging offering (mainly Bingo) at \$12m an increase of 56% above Q1 2008
- Quarterly CAGR of 8% from Q1 2005 to Q2 2008

### **Quarterly NGR Q1 2006 – Q2 2008**





### **Casino and Poker NGR**

- Casino NGR up 31% to \$70m (H1 2007: \$54m)
- Poker NGR up 2% to \$42m (H1 2007: \$41m)

### Casino and Poker NGR H1 2007 and H1 2008

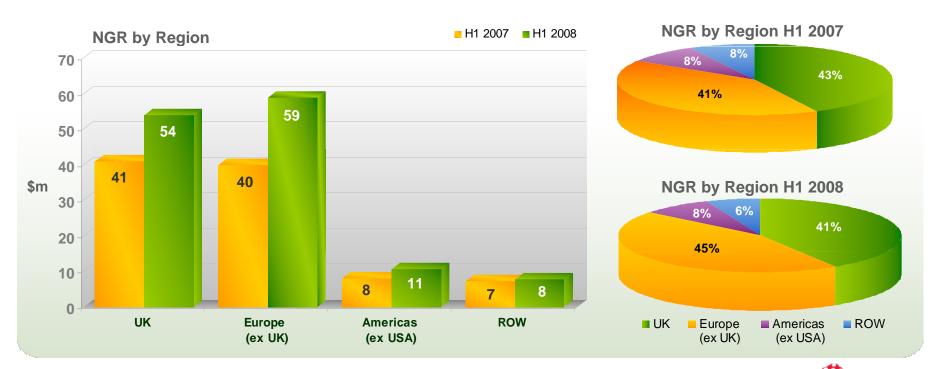




# **Geographic segmentation NGR**

- Strong growth in Europe (ex. UK) up 47%, UK up 31% and in Americas (ex. US) 32%
- Europe (ex. UK) became the largest market 45%, UK now 41%

### Geographic segmentation, NGR H1 2007 and H1 2008

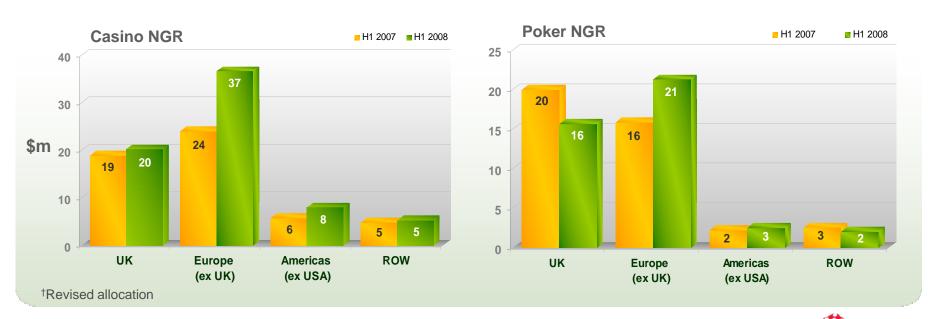




### Casino and Poker NGR by Product and Region

- Casino grew strongly in all regions:
  - Europe (ex. UK) 52%, UK 7%, Americas (ex US) 38%, ROW 10%, Total 31%
- Poker driven by strong performance in Europe (ex UK) up 34%:

### Casino and Poker NGR by Product and Region H1 2007 and H1 2008<sup>†</sup>

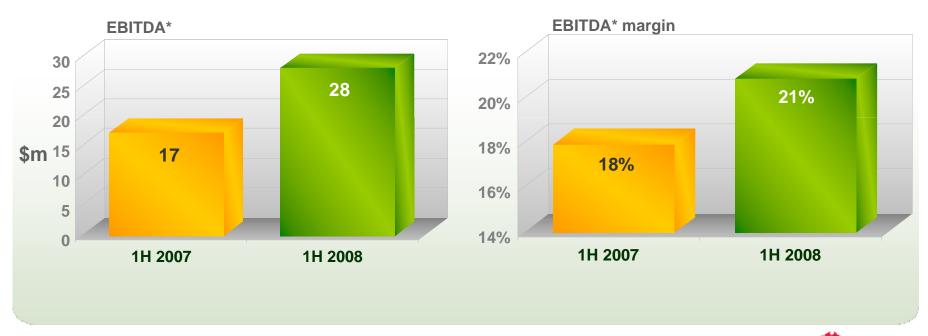




# **EBITDA** and **EBITDA** margin

- EBITDA\* up 63% to \$28m (H1 2007: \$17m)
- EBITDA\* margin up to **21%** from Total Operating Income (H1 2007: 18%)

### EBITDA\* H1 2007 and H1 2008

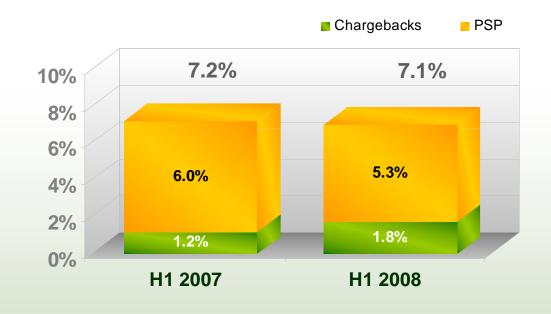




### Chargebacks & PSP fees Casino and Poker

 Reduction achieved at 7.1% (H1 2007: 7.2%) through optimisation of payment processing and charge-backs

### PSP fees and Chargeback as % of Total Operating Income

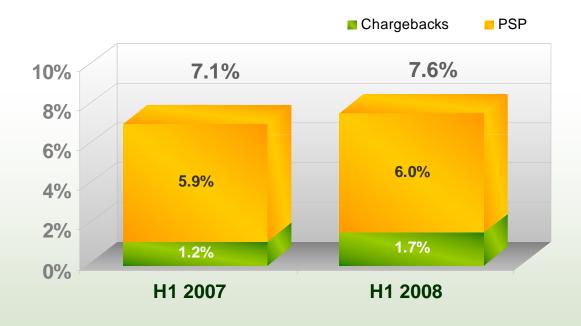




# Chargebacks & PSP fees - Group

- Chargebacks and PSP fees at 7.6% of Total Operating Income (H1 2007: 7.1%)
- H1 2008 ratio influenced by Bingo B2B given different revenue nature and cost structure

### PSP fees and Chargeback as % of Total Operating Income

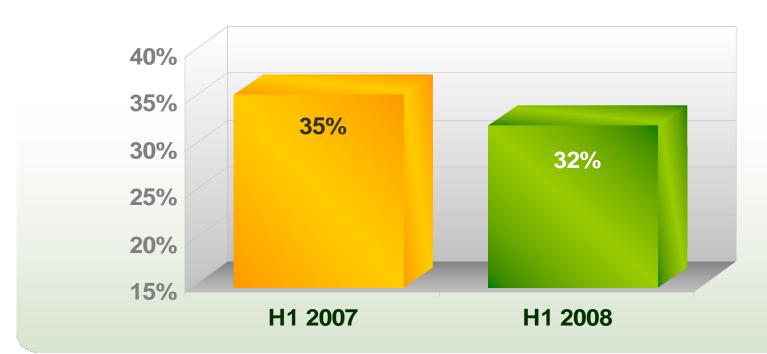




# **Marketing Costs**

 Increased marketing efficiency in H1 2008 – marketing costs at 32% of Total Operating Income (H1 2007: 35%)

### **Marketing costs as % of Total Operating Income**

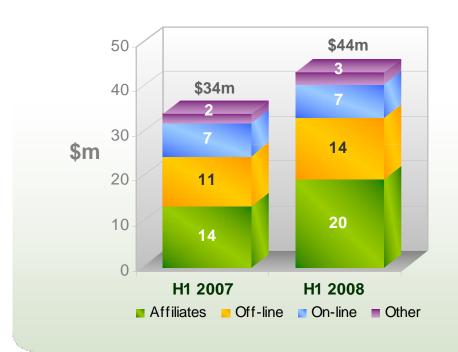


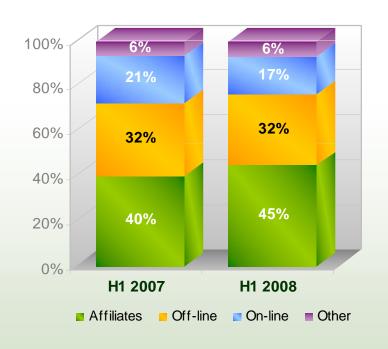


# **Marketing Costs**

- Relative increase in affiliates volume instead of on-line
- H1 2008 FTDs 180,579 32% increase over H1 2007
- H1 2008 CPA at \$235\* (H1 2007: \$223\*)

### **Marketing costs as % of Total Operating Income**



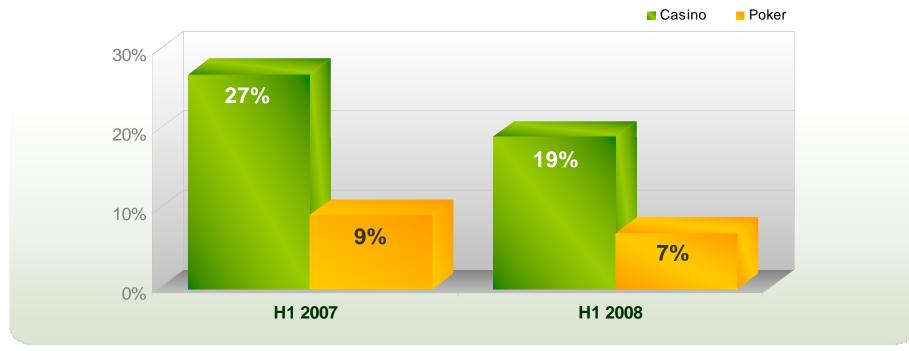




### **Customer Bonuses**

- Continued trend of increased customer bonus efficiency
- Poker bonuses reduced to 7% in H1 2008 from 9% in H1 2007
- Casino bonuses reduced to 19% in H1 2008 from 27% in H1 2007



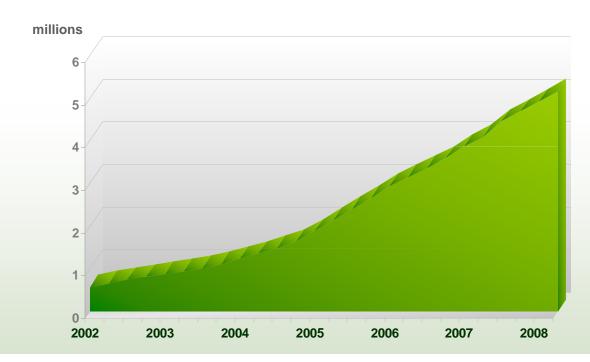




# **Strong Real Money Registrations Growth**

- Registrations increased by 26% from Q2 2007 reaching 5.2 million at Q2 2008
- Quarterly CAGR of 10% between Q1 2002 to Q2 2008

### Real Money Registrations Q1 2002- Q2 2008





### **Balance Sheet as at 30 June 2008**

\$m	30 June 2008	30 June 2007	
Non-current assets			
Intangible assets	42.2	41.7	
Property, plant and equipment	17.0	15.5	
Financial assets	0.3		
Deferred tax	0.7	0.6	
	60.2	57.9	
Current assets			
Cash and cash equivalents	87.9	87.3	
Trade and other receivables	22.8	12.8	
Total Assets	171.0	158.0	
Equity			
Share capital	3.1	3.1	
Retained earnings and reserves	96.3	71.5	
Total equity attributable to equity holders	99.5	74.6	
Liabilities			
Current liabilities			
	39.1	60.6	
Trade and other payables	32.5	22.9	
Customer deposits	32.3	22.5	
Total equity and liabilities	171.0	158.0	

**Unlevered balance sheet** 



### **Cash Flow Statement**

\$m H1 to 30 June	H1 2008	H1 2007
Cash flows from operating activities		
Profit before tax	21.1	14.9
Share benefit charges	5.2	4.1
Profit before tax and Share benefit charges	26.3	19.0
Depreciation, impairment and amortisation	3.8	1.9
Interest received	(2.2)	(3.0)
Change in current assets and liabilities	3.6	(1.0)
	31.6	16.9
Tax paid	(2.1)	(1.4)
Net cash generated from operating activities	29.5	15.5
Net cash used in Investing Activities	(28.9)	(12.5)
Financing activities	(47.0)	(00.4)
Dividends paid and exercise of share options	(17.0)	(30.1)
	(17.0)	(30.1)
Net decrease in cash and cash equivalents	(16.4)	(27.1)
Cash and cash equivalents - beginning of year	104.3	114.4
Cash and cash equivalents - end of period	87.9	87.3



# Operating Review



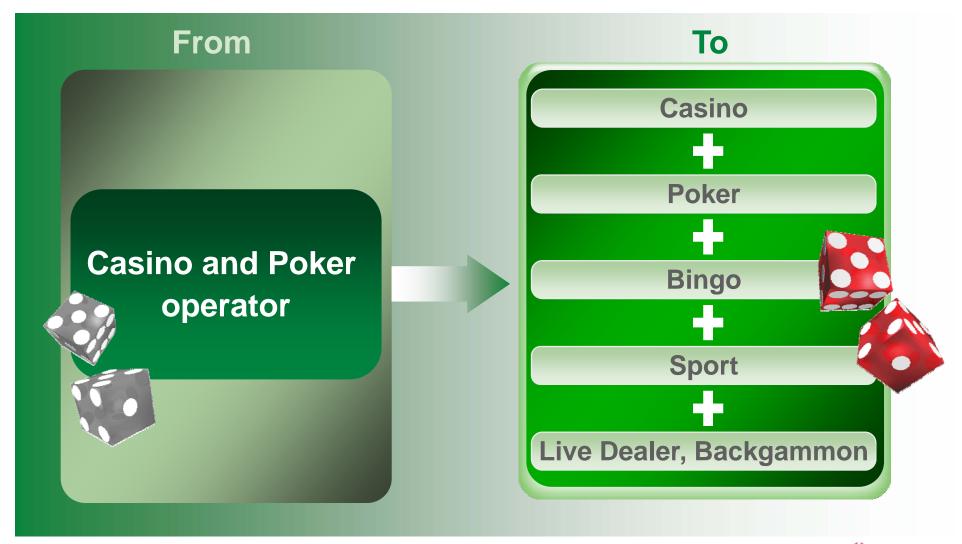


### Our Offering





### **Our Strategic Changes**





# For the first time – 888 presents the 4 pillars of online gaming





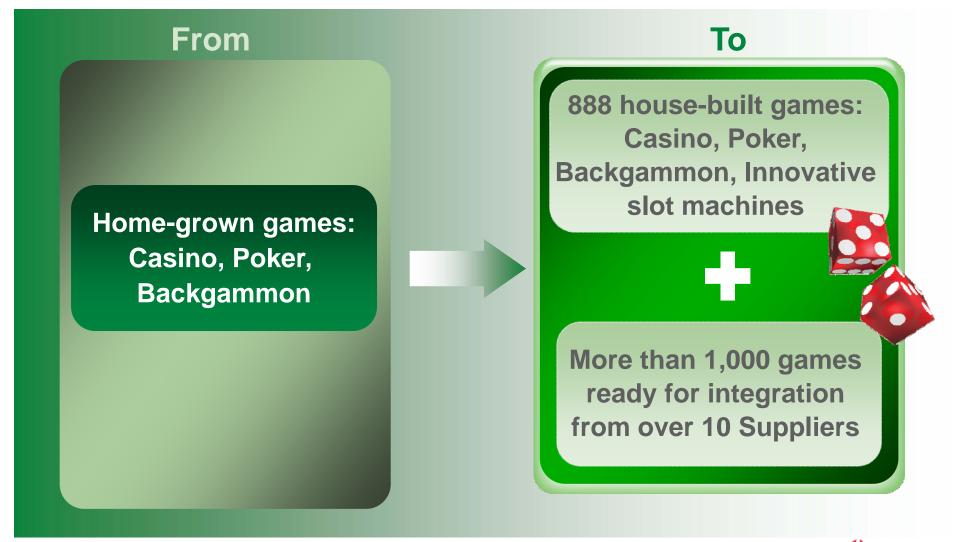
# 888sport



- Launched 888sport in 5 languages and Multi currency
- Launch 888.it sportbetting site in Italy (locally licensed)



# **Our Strategic Changes**



### **Current Games Partnerships**



























More than 1,000 games available for integration



# **Games Integration Underway**





- Initial games already launched
- ~50 more to follow in H2



### Our Marketing





### **B2C - New Brands Launched**





# **Continued Marketing World-wide**









# **Continued Branding Activities Globally**















# Added a new 'face' to 888 – Shane Warne

- #1 sporting celebrity in Australia
- Very famous in all cricketing nations
- Retired from International cricket,
  captained Rajasthan Royals to IPL victory
- Act as 888's poker ambassador
- Will represent 888 at events around the world and make special appearances
- Will participate in special 888 promotions outside of poker tournaments







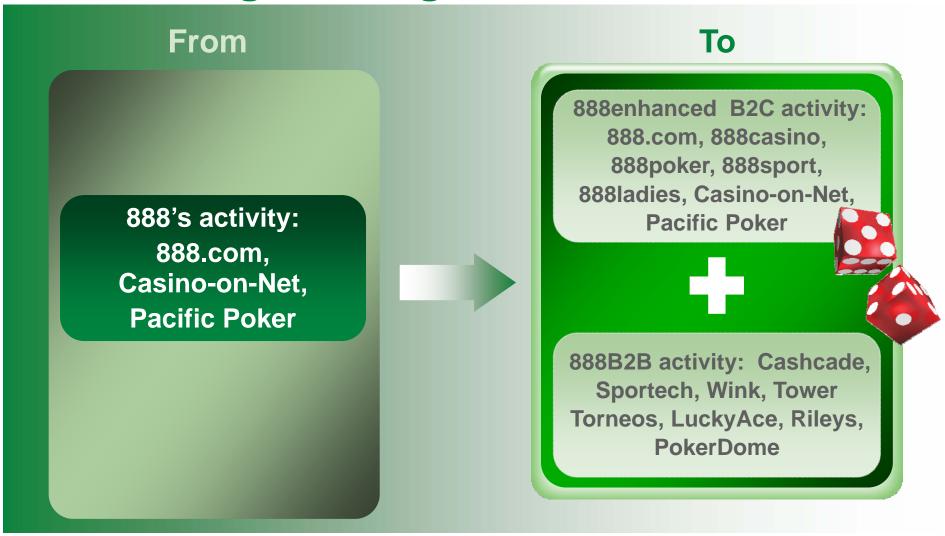


### Our Business Model





### **Our Strategic Changes**





# eGaming B2B Competitive Landscape – the big opportunity







# Integrated Games Make us More Competitive



























More than 1,000 games available for integration



### **Our B2B Customers to Date**





















# Where Are We Heading To

 Maintaining our position as one of the leading operators in the e-gaming world serving consumers world-wide under our various brands (Business-to-Consumer → B2C)

 Becoming a leading provider of technology, operations and knowledge to new entrants to the market, using our existing capabilities (Business-to-Business → B2B)



### **Regulatory Updates**

#### • EU:

- Positive regulatory environment
- New infringement processes (Sweden and Germany) and two reasoned opinions (Greece and Netherlands)
- EU moving toward local regulation: France, Spain, Sweden, Greece and Denmark

#### Rest of the world:

- Initial positive regulatory signs
- Various countries heading toward regulation in Asia Pacific, Latin America and Eastern Europe

#### US:

No change in 888 status



### Appendix: Quarterly KPIs





# **KPIs Appendix**

KPI*	Q1 07	Q2 07	Q3 07	Q4 07	Q1 08	Q2 08
Casino & Poker						
NGR US\$m	\$ 46.9	\$ 47.8	\$ 47.6	\$ 56.7	\$ 56.9	\$ 55.2
Active players	205,907	208,876	209,811	209,918	213,115	214,725
NGR per active player	\$ 228	\$ 229	\$ 227	\$ 270	\$ 267	\$ 257
Casino						
NGR US\$m	\$ 26.0	\$ 27.9	\$ 29.0	\$ 35.3	\$ 35.0	\$ 35.5
Active players	70,769	72,362	72,847	73,737	77,370	77,837
NGR per active player	\$ 367	\$ 386	\$ 398	\$ 478	\$ 453	\$ 456
Poker						
NGR US\$m	\$ 20.9	\$ 19.9	\$ 18.6	\$ 21.4	\$ 21.9	\$ 19.8
Active players	168,066	166,772	168,105	170,401	170,988	169,898
NGR per active player	\$ 124	\$ 119	\$ 111	\$ 126	\$ 128	\$ 116
<b>Emerging Offering</b>						
NGR US\$m	0.0	2.2	6.0	6.3	7.6	11.8
Total NGR US\$m	\$ 46.9	\$ 49.9	\$ 53.5	\$ 63.0	\$ 64.5	\$ 67.0
Other operating income	\$ 0	\$ 0	\$ 1.4	\$ 2.1	\$1.6	\$ 2.2
Total Operating Income	\$ 46.9	\$ 49.9	\$ 55.0	\$ 65.2	\$ 66.1	\$ 69.2



<sup>\*</sup> All figures are extracted or derived from 888's published financial statements where available