GiG

Q1 2020

Interim Report

iGaming solutions based on
innovative technology

5 May 2020

contents

Gaming Innovation Group Inc.

Q1 2020 Interim Report

GiG divested its B2C operations on 16 April 2020. In accordance with IFRS 5, the B2C financial results are reported as a discontinued operation in the Company's financial statements for the full year 2019 and for Q1-2020. For transparency and comparison with previous periods, the comments to the financial statements below are based on B2C as a continued operation, the financial tables on pages 20-22 are showing B2C as both a discontinued and continued operation.

Financial Highlights

- Return to quarterly growth after four consecutive quarters with decline
- Revenues in Q1 2020 of €31.1m (32.4)
- EBITDA in Q1 2020 was €2.5m (4.1) with an EBITDA margin of 8.1% (12.7%)
- Revenues for the B2B segment in Q1 2020 were €12.7m (14.2), EBITDA was €1.3m (3.0)
- Revenues in Media Services were €8.2m (9.1) in Q1 2020, EBITDA was €4.5m (5.2)
- Other operating expenses were €12.9m (13.3), a reduction by 3%, the number of employees decreased from 695 to 594 year-on-year
- Cash flow from operations in Q1 2020 was €8.1m (4.4) and cash used in investing activities was €3.0m (4.2)
- Revenues for the B2C segment in Q1 2020 were €20.0m (20.2), EBITDA was €1.2m (1.1) with an EBITDA margin of 6% (5%)

Operational Highlights

- Media Services return to quarterly growth in both revenue and FTDs after three quarters of decline
- Strategic review initiated in November 2019, leading to an evolved strategic direction to reduce complexity and improve efficiency in the Company – resulted in agreement in February to divest B2C to Betsson
- Launched GiG's new data platform - GiG Data - which can be integrated with GiG's Platform Service or third-party solutions, producing data and back office reports in real-time
- Launched MegaLotto onto the platform expanding GiG footprint across iGaming product verticals to include lottery - one of the largest markets in the industry
- Extended the contract with a current platform customer with the addition of two new brands on the new fixed fee model.
- The sales pipeline is developing positively, however has slowed some of the final contract negotiations as land based operators come to terms with actions around COVID-19. Longer term, it is believed that such events will accelerate the transition to online
- The move of infrastructure from a cloud-based model to a hybrid model are progressing well to complete the migration in Q3-2020. Tech cost in Q1 were reduced by around 11% QoQ, however material savings will be seen in the second half of 2020, with yearly cost savings of approximately €3.5 million when fully completed
- Other cost savings initiatives are progressing according to plan, which is expected to reduce operating expenses and the headcount to approximately 430 by year end 2020

MEUR	Q1-20	Q1-19	2019	Q1-20	Q1-19	2019
	B2C as discontiued operations			B2C as continued operations		
Revenue	11.2	12.2	44.1	31.1	32.4	123.0
Gross profit	10.7	12.0	43.1	24.3	26.0	98.9
Marketing expenses	1.7	1.5	5.3	8.9	8.6	31.1
Operating expenses	8.5	8.2	34.4	12.9	13.3	53.7
EBITDA	0.6	2.3	3.4	2.5	4.1	14.2
EBIT	-4.7	-3.7	-24.1	-2.9	-2.5	-55.8
Income/(loss) from discontinued operations	1.8	1.3	-31.7	-	-	-
Net results	-2.6	-2.9	-64.7	-2.6	-2.9	-64.7
EPS (EUR)	-0.03	-0.03	-0.72	-0.03	-0.03	-0.72

Events after Q1 2020

- The B2C vertical was divested to Betsson effective on 16 April 2020, and the SEK300 million bond was repaid on 22 April 2020
- GiG's next generation data platform live with the first external partner
- Progressing according to plan with integrating external Sportsbook providers
- Revenues from Platform Services in April were 35% higher than Q1-20 average and 40% higher than April 2019
- Sportsbook restructuring initiated, which will lead to around €400k in monthly savings in Sports Betting Services when completed, and place it in a sustainable position for growth and strategic partnerships
- Betsson becomes a long term customer on Platform Services

Outlook and guidance

- GiG will become one of few fully independent B2B providers after the divestment of the B2C segment – will give the Company dedicated focus on building the B2B business
- Platform Services revenues and profitability will benefit from the increased traction several brands on the platform are experiencing from Q2 and onwards
- GiG will continue its focus on cost control, execution and global expansion and multitude of actions taken in Q4 and Q1 will positively impact bottom line in the latter part of 2020, especially for Sports Betting Services
- Guiding for full year 2020 remains, revenues are expected in the range of €70 - 75 million, with an EBITDA expected in the range of €14 - 17 million (including, for comparison, B2C as continued operations until completion of the transaction)

COVID 19

The COVID-19 virus has spread across the world in 2020 and caused disruption to businesses and economic activity. GiG's customers are operating in the online gambling industry, which is affected by general economic and consumer trends outside the GiG's and its customers' control. The occurrence of extraordinary events, such as COVID-19, has an adverse impact on the global economy, and may lead to a global recession. Given the inherent uncertainties, it is difficult to ascertain the impact of COVID-19 on the Company's operations, or to provide a quantitative estimate of this impact.

For further description on COVID-19 and other risk factors, see GiG's 2019 Annual Report that is avialable on www.gig.com/ir.

Letter from the CEO

Richard Brown

"I am happy to see us return to topline growth as a group for the first time in five quarters"

Dear Shareholders,

The first quarter of 2020 has been a transformational one for GiG. A first priority over the last quarters for the Company was to address the balance sheet. In Q1 we signed an SPA with Betsson Group enabling us to successfully divest the B2C division of the business, which completed in April, which not only paved the way for multiple strategic upsides but also allowed us to strengthen the balance sheet and reduce the Company's debt position significantly.

GiG now has a fully focused, end to end B2B organisation, where we are confident we can continue to deliver a leading product offering and excel in the iGaming industry as a multifaceted B2B provider.

I am also happy to see us return to topline growth as a group for the first time in five quarters, and that many of the actions we have taken in Q4 & Q1 will enable further cost savings, optimization of the organisation and performance that will be a leaver to improved earnings in the second part of the year.

I am very pleased to see Media Services return to significant revenue and earnings growth quarter over quarter, in particular double digit EBITDA growth. While interruptions to the sporting calendar have been experienced in the last weeks of March we are happy with the progress being made across the channels and site portfolio, confident that when events return we will have a better offering that can enable further future growth of the segment. Growth in casino remains positive into April and we have diverted spend from sports to the casino segment which we believe will mitigate any further COVID-19 impact.

Platform Services had a stable performance in the first quarter. GiG launched a new product vertical offering in lottery, via the customer MegaLotto, and went live with the next generation of data platforms. Despite a flat performance in the quarter, I am extremely excited about the future outlook of the business. Our current customer performance will continue to build up over the next quarters and with the retention of the GiG brands through the long term agreement with Betsson on the platform we have a clear path to performance in the business. We are seeing a significant uptick in interest in the platform and continue to build a sales funnel that is both strong and sustainable. While COVID-19 has delayed some final contract negotiations, I also believe we will see an acceleration, in particular in emerging markets, of the transformation of offline gambling towards online which will benefit the Company's strategic value proposition long term.

The restructuring process in Sports Betting Services initiated in March and into April will bring the cost base down significantly, into a sustainable position for that business unit, while allowing GiG to maintain the strategic and growth position that this segment offers. We will see the savings impact of this in Q3 onward.

We are also seeing that we have started strongly into the second quarter and revenues in the platform services were 40% ahead of the same period last year and 35% over the average of Q1. Despite the uncertainty in global markets today, I see this as a strong position entering the quarter. Media Services has so far mitigated losses from closure of sports events via organic growth in Q1 which we expect to continue to pay off through the year.

GiG is now in a strong position strategically, operationally and with a much improved balance sheet to drive growth forward and we anticipate much of what we do now and have been doing over the previous quarters to show effect both in revenues and earnings.

Richard Brown
CEO

Strategic Review

In the fouth quarter of 2019, the Board and the CEO initiated a strategic review to conduct a review of the whole Company to identify value-creating opportunities, reduce complexity and improve efficiency within the business.

In February 2020, GiG signed with Betsson Group for the divestment of GiG's B2C assets as a result of the strategic review. By divesting the B2C vertical, GiG will free up resources, enabling full dedication on driving and growing its B2B business, securing stable and sustainable earnings and profit margins. The sale secured the payment of the 2017 bond, strengthening the balance sheet; lowering the cost of funding, and improving the general risk profile of the business.

GiG sees a large and sustainable addressable market for its platform business as the regulation of the iGaming industry continues and is well positioned with the omni-channel platform offering to capitalise on the continued digital transformation of the worldwide gambling market. GiG now sees a strategic advantage in selling its B2B solutions without conflict of its B2C brands.

Several strategic measures have been taken in the B2B vertical over the last quarters. One example is the evolved strategy to focus on targeting customers in long term Software-as-a-Service (SaaS) partnerships where GiG has a competitive edge powered by its cutting-edge technology. The implementation of monthly fixed fees on the technical platform, instead of the previous revenue share based white label agreements, will put a limit on the financial risk, predict the minimum revenue generation, and support a loyal customer base. Another example is additional resource and focus of the sales capacity, with country managers and an advanced sales targeting approach.

These actions will increase the competitiveness of GiG's B2B solutions being one the few fully independent B2B providers with an ISO accredited platform. The new SaaS and fixed fee platform payment model will further strengthen the unique selling point, support the growth of GiG's partners and limit downside risk for GiG. Managed solutions and other ancillary services add extra upside to the contract values.

As part of the strategic review, GiG has actively discussed possible joint ventures or other constellations with potential partners to release the true asset value of the sportsbook. Due to interruption to the sportsbook market by COVID-19, these initiatives have been put on hold, with action taken internally to restructure the division to reduce the monthly expenditure significantly.

GiG has also made a decision to make its technical platform sportsbook agnostic, and partner with other sportsbook providers to offer the best solutions to its customers. GiG believes this will open up further sales opportunities by having a diverse offering of sportsbook content on the platform.

GiG divesting its B2C vertical to Betsson Group

GiG signed a Share Purchase Agreement with Betsson Group (Betsson) in February 2020 for the divestment of its B2C assets which include the operator brands Rizk, Guts, Kaboo and Thrills. The transaction was completed on 16 April 2020 and GiG received €33 million for the transaction, including EUR 2 million for the cash deposit securing GiG's Spanish casino license.

Betsson becomes a long term partner of GiG and commits to keep the brands operational on GiG's platform for a minimum of 30 months. For the first 24 months, Betsson will pay a premium platform fee based on NGR generated.

63 GiG employees and full time consultants were transferred to Betsson on closing. As part of the transaction, GiG and Betsson also entered into a Transition Service Agreement where GiG will offer services to Betsson to support operations of the brands for an initial period. These services will be invoiced at cost and comprises an additional 54 GiG employees.

Summary and Outlook

Financial highlights

GiG divested its B2C operations on 16 April 2020. In accordance with IFRS 5, the B2C financial results are reported as a discontinued operation in the Company's financial statements for the year ended 31 December 2019 and Q2-2020. For transparency and comparison with previous periods, the comments to the financial statements below are based on B2C as a continued operation, and the financial tables on pages 20-22 are showing B2C as both a discontinued and continued operation.

Consolidated revenues in Gaming Innovation Group Inc. (GiG), representing income deriving from revenue share and other fee-based agreements from the B2B operations and Net Gaming Revenue (NGR) from the B2C operation, were €31.1 (32.4) million in the first quarter 2020. The decline can be explained by the termination of a B2B customer contract in Q4 2018 affecting the year-on-year comparison by €1.0 million.

Gross profit for the Group was €24.3 (26.0) million in the first quarter 2020, a decline of 6.3%. Gross profit margin for the first quarter 2020 came in at 78% (80%).

Marketing expenses were €8.9 (8.6) million in the first quarter 2020, a 4% increase from first quarter 2019. Marketing expenses were 37% higher quarter-on-quarter and represented 29% (27%) of total revenues in the first quarter 2020.

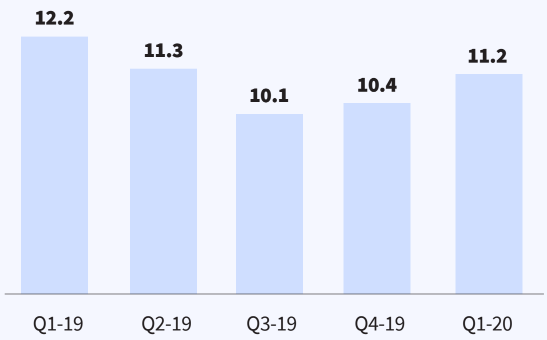
Other operating expenses amounted to €12.9 (13.3) million in the first quarter 2020, a reduction of 3%. The reduction in operating expenses is a result of initiatives on both cost control and operational efficiency together with a reduction in the average number of employees from 698 in the first quarter 2019 to 594 in the first quarter 2020. Continued investments into the development of new technology resulted in capitalised salaries of €1.2 (1.7) million, down 36% year-on-year.

EBITDA was €2.5 (4.1) million, corresponding to an EBITDA margin of 8.1% (12.7%). The reduction in EBITDA from the fourth quarter 2019 is a result of increased marketing in B2C as well as the effect of reversal of previous over-accruals of betting duties in the fourth quarter 2019.

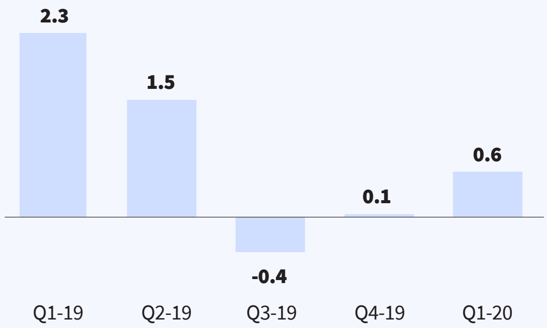
Depreciation and amortisation amounted to €5.4 (6.6) million in the first quarter 2020, a 18% reduction from first quarter 2019. €2.3 (2.4) million relates to amortisation of intangible assets from affiliate acquisitions completed in 2015 - 2017. GiG is amortising acquired affiliate assets conservatively over three years for customer contracts

B2C included as discontinued operations

Revenues - MEUR

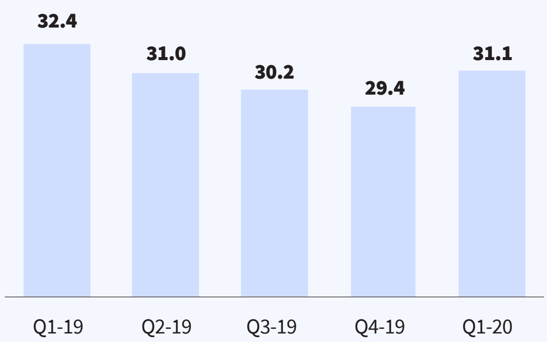


EBITDA - MEUR

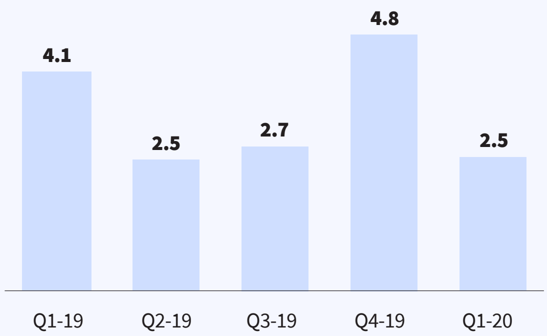


B2C included as continued operations

Revenues - MEUR



EBITDA - MEUR



and eight years for domains/SEO which is at a faster pace than industry peers. €1.4 (2.0) million relates to capitalised investments in software development and IT infrastructure technology. Depreciation was €1.3 (0.4) million, whereof €0.7 (0.7) million relate to right-of-use assets.

Net other income was €0.4 (-0.3) million in the first quarter 2020 and included €1.3 (1.2) million in interest expense on the bond, and an unrealised gain of €2.5 (1.7) million related to the bond due to the change in the SEK/€ exchange rate in the quarter.

The net result in the first quarter 2019 was €-2.6 (-2.9) million.

Operational highlights

Gaming Operators

The operations of GiG's four internal brands developed according to plan in the first quarter of 2020, with increased investments in marketing compared to the fourth quarter of 2019. Rizk.com continued is strong performance and represented 80% of revenues in Gaming Operators in the quarter. Due to the planned sale of the B2C segment, no further investments or entering into new markets were initiated. The B2C segment were divested to Betsson effective in April 2020.

Media Services

GiG Media Services returned to growth and positive development in the first quarter of 2020. FTDs increased by 15% and revenues by 9% quarter over quarter. Despite the impact from cancelled sports event, revenues in April has continued in line with the first quarter average and the Company consider the growth in revenue and FTDs to be back on track.

During the first quarter of 2020, several new growth projects have been initiated to further diversify and increase future revenue streams and player intake. Although from low numbers, several of these have strong and healthy growth and is expected to support further growth in player intake going forward.

Google's algorithm update in January 2020 had a stable to positive effect on Media Services' publishing assets, particularly in the US. Further improved Google rankings in the sports vertical throughout the quarter is expected to lead to further growth when sport activity returns.

Paid media continues to see quarter on quarter improvements with revenue up 28% YoY and 30% QoQ. After COVID-19, we see expansion into the casino vertical and it is expected that growth in casino will offset most of the expected decline in sports revenue from paused sports activities. In addition, new regulated markets (Romania, Mexico and Belgium) provides the paid media segment significant opportunity and as more markets open up continually, we are confident that this segment will continue to develop positively. Further expansion in the US with licenses for more states is in process.

GiG will continue its cost optimisation within SEO, content management and tech, as well as maintaining focus on developing business further outside our current core markets in 2020. This leads to increased focus on optimising and maturing the organisation to further optimise operational efficiency and continue developing the platform for further growth.

Platform Services

In January 2020, GiG signed a long term extension with a current platform customer, which will see them transfer over to the new fixed fee model. In addition, the customer signed two new brands on GiG's platform which will enter the regulated markets of Romania and Mexico, with expected launch in 2020. The current brand on the platform is operating on its own licence on a Software-as-a-Service agreement (SaaS).

GiG continues to invest in its B2B sales capacity with an enhanced and developed sales organization by adding additional resources and focus of the sales capacity, with country managers and an advanced sales targeting approach.

The sales pipeline has developed positively over the last three months, however COVID-19 has slowed some of the final contract negotiations as land based operators have to come to terms with actions around lock-downs etc. We believe, however, on a long term basis, events such as this, will accelerate the transition to online.

The move of infrastructure from a cloud-based model to a hybrid model is progressing well to complete the migration in Q3. Tech cost were reduced in Q1, however material savings will be seen in the second half of 2020. When completed, the annual saving are estimated at EUR 3.5 million compared to the run rate in Q3-19.

The second quarter has started positively, with revenues in April ahead of the first quarter average by 35%.

In January, GiG launched its new data platform - GiG Data - which can be integrated with GiG's Platform Service or with third-party solutions. It has so far received positive interest from the market and was launched with the first external customer in April. It features standard KPI libraries across all tools and incorporates artificial intelligence applications which work together to seamlessly enhance business intelligence and produces data and back office reports in real-time. The Data platform provides a secure and compliant real time data framework, which is responsive to the critical data needs of GiG's partners as well as opening possibility to enter regulated markets which require real time data reporting.

After the completion of the divestiture of B2C in April, Betsson Group is now a new large customer on the platform and with the agreed fee structure, we anticipate this to have an immediate positive impact on revenues and profitability.

Sports Betting Services

As part of the strategic review, GiG has actively discussed possible joint ventures or other constellations with potential partners to release the true asset value of the sportbook. Due to interruption to the sportsbook market by Covid-19, these initiatives have been put on hold.

Management feel that given the strategic positioning of the sportsbook in the US market where the product is live in two states, an given a large emerging market in regions such as Latin America and Africa which are beginning to regulate and start transition online, will drive demand for a end to end solution including Sportsbetting which GiG is well positioned to capitalize on. We are confident the vertical can play an important part in GiG future growth prospects.

However, in order to realise that potential, Sports Betting Services must have a much more sustainable cost base, and in April a restructuring initiative was rolled out to significantly reduce costs. This will result a reduction in the number of staff as well as other initiatives to make the operations more efficient. These restructuring initiatives is expected to reduce monthly costs by approximately €400k, with full effect from Q3.

The Company is confident in the products current positioning and quality, and with a new cost base, the segment should reach breakeven in a reasonable time frame, while still presenting significant growth opportunity and upside.

Progress is also being made with regards to integrations of third party solutions into the platform to maintain our vision to have a sportsbook agnostic platform. Betsson's sportsbook solution is intended to be integrated on GiG's platform-offering as part of the transaction.

Operational Review

GiG divested its B2C operations on 16 April 2020. In accordance with IFRS 5, the B2C financial results are reported as a discontinued operation in the Company's financial statements for the year ended 31 December 2019. For transparency and comparison with previous periods, the comments to the financial statements below are based on B2C as a continued operation and the financial tables on pages 20-22 are showing B2C as both a discontinued and continued operation.

B2C Gaming Operators

The B2C segment included in Q4 2019 GiG's in-house gaming operators; Rizk.com, Guts.com (and gutsXpress.com), Kaboo.com and Thrills.com. The B2C segment including all brands was divested in April 2020.

MEUR	Q1 2020	Q1 2019	2019
Revenue	20.0	20.2	79.0
Marketing expense	7.8	7.8	28.7
EBITDA	1.2	1.1	8.1
Total deposits	**80.6**	**79.7**	**320.7**

Revenues and EBITDA

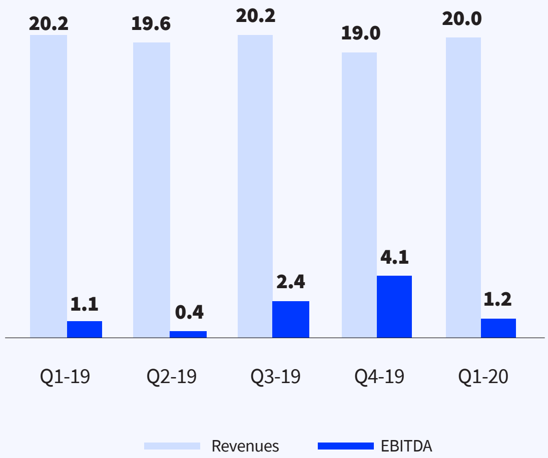
Revenues in the first quarter 2020 for the B2C gaming segment were €20.0 (20.2) million, in line with the same period last year and a 5% increase from €19.0 million in the fourth quarter 2019. In-house brand Rizk represented 80% (70%) of total revenues in Gaming Operators.

EBITDA for the first quarter 2020 was €1.2 (1.1) million with an EBITDA margin of 6.1% (5.7%).

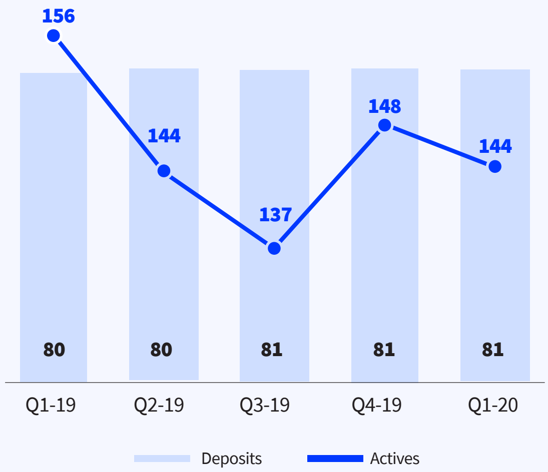
48% (42%) of revenues came from regulated and soon-to-be regulated markets. Revenues were split with 48% (62%) from the Nordics, 5% (4%) from Western Europe, 38% (30%) from Central Europe and the balance, 9% (5%) from other markets. Sweden and Norway saw a decline year-on-year while Germany had the largest increase.

Cost of sales for the B2C gaming segment were €6.8 (6.4) million, whereof betting duties were €1.8 (1.8) million or 9.2% (8.7%) of B2C revenues. This resulted in a gross profit margin of 66% (68%).

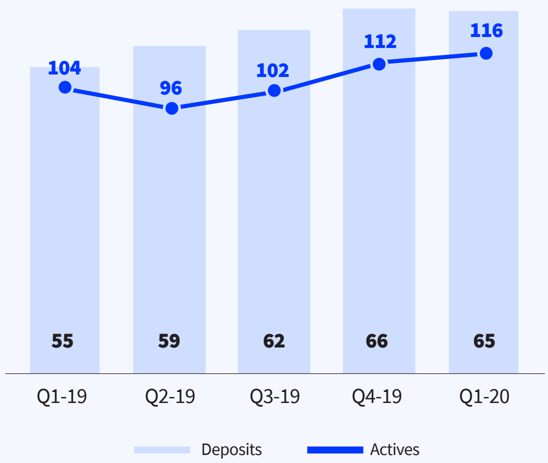
GiG Gaming
Revenue & EBITDA (MEUR)



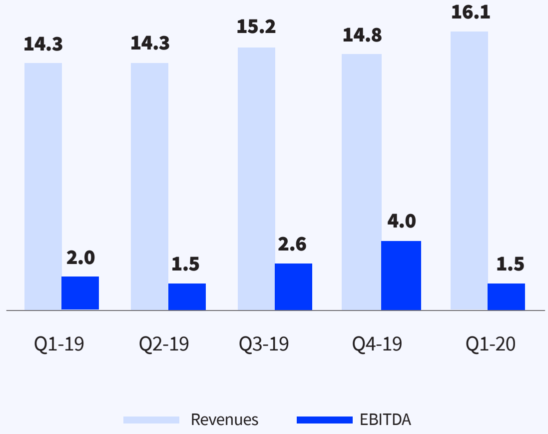
GiG Gaming
Deposits (MEUR) & Actives (1000)



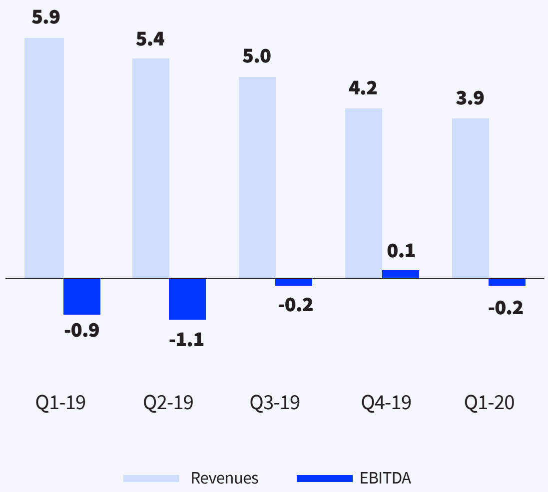
Rizk Only
Deposits (MEUR) & Actives (1000)



Rizk
MEUR



Other brands combined
MEUR



Marketing expenses

B2C marketing expenses were €7.8 million in the first quarter 2020, in line with €7.8 million in the first quarter 2019 and a 29% increase from €6.1 million in the fourth quarter 2019. Of the total B2C marketing expense in the first quarter 2020, €2.3 (2.8) million or 26% (33%), was related to revenue share agreements, with the balance attributable to up-front payments.

Gross deposits

Gross deposits were €80.6 (79.6) million in the first quarter 2020. The number of active users for the B2C segment was 144,365 (156,242). For the Rizk brand, gross deposits were €65.5 (55.2) million and active users was 115,899 (130,580) in the first quarter 2020.

Casino and sports betting margins

The casino margin in the operator business was 3.75% (3.50%) in the first quarter 2020. The sports betting margin was 7.6% (8.7) in the quarter. Betting duties represented 9.2% (8.7%) of Gaming Operators' revenues in the first quarter 2020.

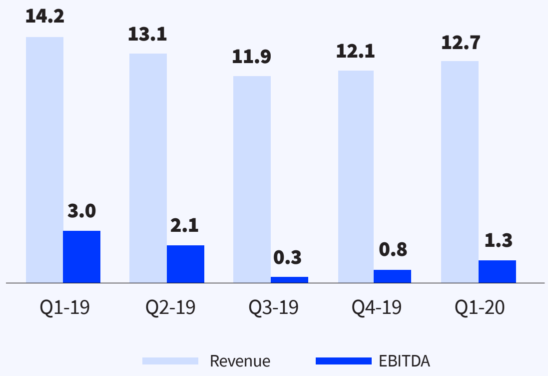
B2B Services

This segment includes GiG's Media Services, Platform Services and Sports Betting Services.

MEUR	Q1 2020	Q1 2019	2019
Revenue	12.7	14.2	51.3
EBITDA	1.3	3.0	6.2

GiG is pleased to see our B2B segment continue the quarterly growth, and believes this points towards a trend swing and positive development going forward. Revenues for the B2B segment amounted to €12.7 (14.2) million in the first quarter 2020, a 5% increase from €12.1 million in the fourth quarter 2019. EBITDA was €1.3 (3.0) million in the quarter with an EBITDA margin of 10% (21%). The decline in revenues and EBITDA is partly attributable to the termination of a larger customer effecting both with €1.0 million.

B2B Segment
Revenue & EBITDA (MEUR)



Media Services

Revenues and EBITDA

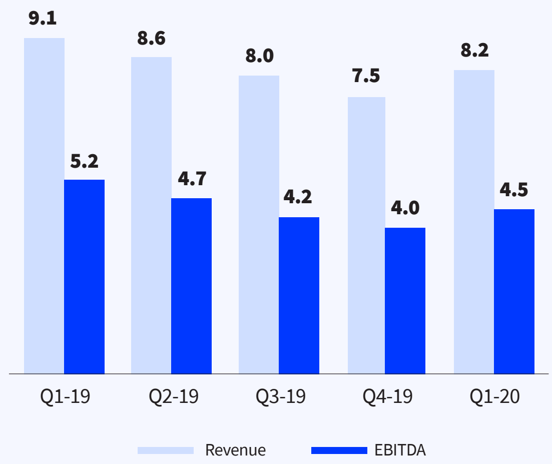
Strong quarterly growth in Media Services resulted in a revenue of €8.2 (9.0) million in the first quarter 2020, a 10% decrease year-on-year, but a 9% increase from €7.5 million in fourth quarter 2019. EBITDA was €4.5 (5.2) million with an EBITDA margin of 55% (58%) and up 13% compared to the fourth quarter.

The quarter was driven by a return in organic growth from some of the sites impacted by rankings updates in Q2/Q3 of 2019 in conjunction with a continued positive development in new projects. The new management team in Media have also managed to reduce running costs and overall optimized performance further.

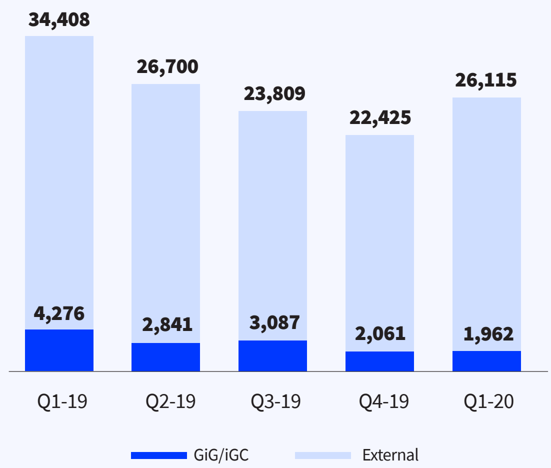
Paid Media further improved its performance with a positive trend for the fourth consecutive quarter finishing off by an all-time high in EBITDA for the segment in the first quarter.

63% (57%) of revenues in the first quarter 2020 derived from revenue share agreements, 12% (19%) from CPA (Cost per Acquisition), 23% (22%) from listing fees and 2% (2%) from other services (GiG Comply and agency services).

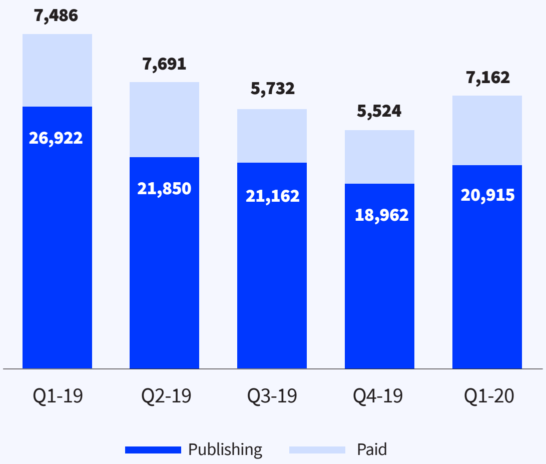
Media Services
Revenue & EBITDA (MEUR)



Media Services - FTDs
Split between own brands/ customers & others



Media Services - FTDs
Split between publishing and paid



FTD's

Media Services referred 28,077 (30,132) new FTDs (First Time Depositors) to operators in the first quarter 2020. This is a 18% decline year-on-year, but a 15% increase from the previous quarter. Of the new FTDs in the quarter, 5% (7%) were referred to GiG's own brands, 2% (5%) to Platform Services customers and the remaining 93% (88%) to other operators.

Trends

Google's algorithm update in January 2020 had a stable to positive effect on GiG's Media Services' publishing assets, particularly in the US. Further improved Google rankings in the sports vertical throughout the quarter is expected to lead to further growth when sport activity returns.

The paid model represented 22% (15%) of Media Services revenues and continued a positive trend in Q1. Preparations and investments are being made to ensure that further opportunities can be realised when new markets regulate, and with new marketing channels opening up.

Strategy

GIG Media will continue to expand its global footprint in order to diversify its revenue base on a market level and capture new growth opportunity in both Publishing and Paid media.

Media is expected to continue to improve and show robust performance in 2020.

Platform Services

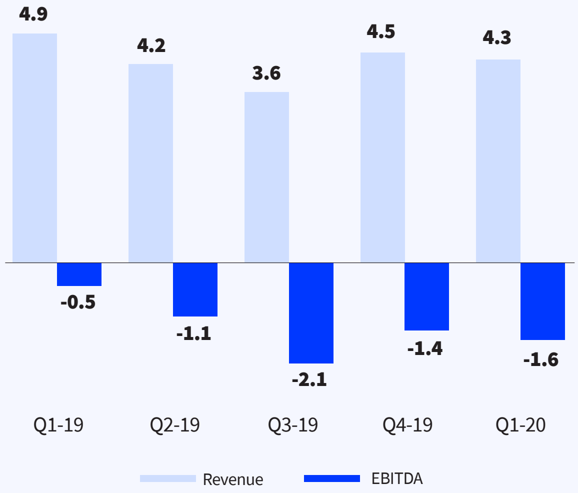
Revenues and EBITDA

Platform Services comprise the technical platform and the front end and other managed services, such as player safety, customer support and CRM.

Revenues for Platform Services were €4.3 (4.8) million in the first quarter 2020. The decline from the first quarter 2019 is mainly due to the termination of a customer contributing €1.0 million in the first quarter 2019. The contribution from GiG's own brands declined by €0.3 million year-on-year, and the like-for-like comparison in revenue generation excluding the termination of the aforementioned customer and GiG's own brands was a 27% increase. 86% (79%) of platform revenues were from external customers with the balance from GiG's own brands.

EBITDA for the first quarter 2020 was €-1.6 (-0.5) million, with the decline mainly attributable to the missing contribution from the terminated client. In addition a €0.2 million marketing investment at the iGaming industry's largest trade show of the year, ICE London, was expensed in the first quarter 2020.

Platform Services
Revenue & EBITDA (MEUR)



Database transactions

Total database transactions in the first quarter 2020 were 5.3 (4.3) billion, a 25% increase year-on-year.

Brands on the platform

In the first quarter 2020, one existing customer on the platform signed contract extensions for two additional brands. One new brand went live in the first quarter, MegaLotto, which expands GiGs platform offering to a new and large iGaming market. Two brands discontinued their operations, both being on white label agreements. Six brands are in the integration pipeline to be launched, including Rizk.com in Croatia. Existing live customers and the signed pipeline adds up to a total of 33 brands operating on the platform.

Strategy

GiG is well positioned as a turnkey and fully managed service provider across the main verticals in iGaming, including managed services. All products and services can also be sold separately as modular sales. Customer targets are strong brands with whom GiG can partner for the long term to support growth in the digital space and/or a digital transformation from a land-based operation to an online presence with a Software-as-a-Service. Target markets are regulated or soon-to-be regulated markets plus low tax and high potential markets which will be considered on an opportunistic level.

In Q4, GiG introduced its new fixed fee model for all new long term SaaS agreements that will lead to a more stable and predictive long term revenue stream for GiG. The general fee structure is based on a monthly fixed fee depending on location and number of jurisdictions, plus an initial set-up fee for customers new to the platform. The fixed fee allows GiG to reduce the financial risk of non-performing partners downside, however the model provides the benefit to the partner that the fee is capped, and they will not "overpay" for platform services. In addition to platform services, GiG's managed service solutions such as media services and website development services plus other ancillary services, add further upside to the contract value.

The revenue share model on white label agreements will gradually be phased out as GiG targets long term sustainable partnerships. To shift existing customers on the white label model to a fixed fee Software as a Service (SaaS) model, GiG has offered support to white labels intending to get their own license and move to the fixed fee, SaaS model. The operating expenses related to the white label model are much higher than for the SaaS model, and the shift will result in better margins.

GiG launched its new data platform in January 2020. The updated Data platform is GiG's next-generation, scalable data platform, which can be integrated with GiG's Platform Service or with third-party solutions. It features standard KPI libraries across all tools and incorporates artificial intelligence applications which work together to seamlessly enhance data system.

Sports Betting Services

Revenues and EBITDA

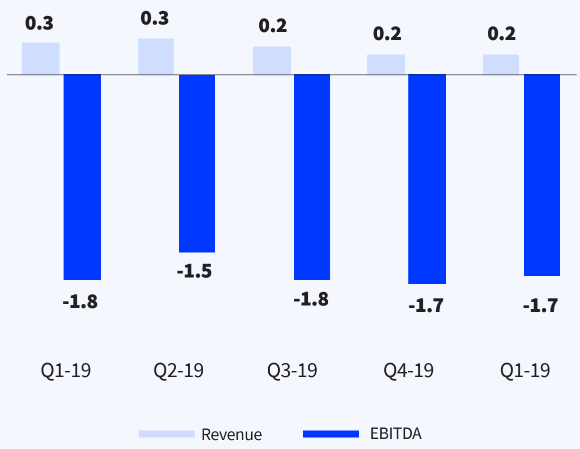
Revenues from Sports Betting Services were €0.2 (0.3) million in the first quarter 2020.

EBITDA was €-1.7 (-1.8) million. The negative EBITDA relates to the investments in technology and people to build the sports betting services in-house.

Strategy

A restructuring has been initiated for Sports Betting Services, which will lead to around €400k in monthly savings for Sports Betting Services when completed, and place it in a sustainable position for growth and strategic partnerships. The ambition is to gradually grow with existing and new long term partners, including the fast growing US market. GiG is one of the few B2B providers present with omni-channel online gambling services in multi-state jurisdictions in the US. It is anticipated full effect of the cost cuts from the third quarter.

Sports Betting Services
Revenue & EBITDA (MEUR)



Financial Review

GiG divested its B2C operations on 16 April 2020. In accordance with IFRS 5, the B2C financial results are reported as a discontinued operation in the Company's financial statements for the year ended 31 December 2019. For transparency and comparison with previous periods, the comments to the financial statements below and the financial tables on page 20-22 are showing B2C as both a discontinued and continued operation.

First Quarter 2020

Revenues

Consolidated revenues amounted to €31.1 (32.4) million in the first quarter 2020, a decline of 4% from the first quarter 2019, however a 6% increase from EUR 29.4 million in the fourth quarter 2019.

With B2C as a discontinued operation, consolidated revenues amounted to €11.1 (12.2) million in the first quarter 2020, a decline of 9% partly due to the termination of a customer contract in the fourth quarter 2018 affecting year-on-year comparison by €1.0 million. Revenues increase by 7% from EUR 10.4 million in the fourth quarter 2019.

Cost of Sales and gross profit

Cost of sales include fees to game and payment suppliers, gaming taxes and other variable expenses. In the first quarter 2020, cost of sales amounted to €6.8 (6.4) million, an increase of 6%. Gaming taxes amounted to €1.8 (1.8) million, or 5.9% (5.4%) of consolidated revenues. Gross profit amounted to €24.3 (26.0) million during the first quarter 2020, a decline of 7% and a gross profit margin of 78% (80%).

With B2C as a discontinued operation, cost of sales amounted to €0.4 (0.3) million in the first quarter 2020. This resulted in a gross profit of €10.7 (12.0) million during the first quarter 2020, a decline of 10% and a gross profit margin of 96% (98%).

Marketing expenses

Consolidated marketing expenses were €8.9 (8.6) million in the first quarter 2020, an increase of 4%. Marketing expenses' share of total revenues were 29% (26%). Marketing expenses increased by 37% from €6.5 million in the fourth quarter 2019 due to overall higher activity in B2C. Marketing expenses are mainly derived from the Company's B2C operations, comprising up-front payments, CPA (cost per acquisition), affiliate revenue shares, as well as payment for traffic in B2B's paid media.

With B2C as a discontinued operation, marketing expenses were €1.7 (1.5) million in the first quarter 2020, an increase of 12%. Marketing expenses increased by 55% from €1.1 million in the fourth quarter 2019. Marketing expenses' share of total revenues were 15% (12%).

Operating expenses

Other operating expenses amounted to €12.9 (13.3) million in the first quarter 2020, a reduction of 3% from the first quarter 2019 and 6% from €13.7 million in the fourth quarter 2019. Operating expenses are mainly related to salaries, rent and general corporate expenses. Personnel expenses were €8.8 (8.9) million, a decrease of 1%. Compared with the fourth quarter 2019, personnel expenses decreased by 7% from €9.4 million.

Capitalised salaries related to the Company's development of technology and future products amounted to €1.2 (1.7) million in the first quarter and are capitalised over 3 years. These costs are mainly related to the development of GiG's platform and sports betting products. Including capitalised salaries, personnel costs decreased by 6% both year-on-year and quarter-on-quarter.

With B2C as a discontinued operation, other operating expenses amounted to €8.5 (8.2) million in the first quarter 2020, a 4% increase from the first quarter 2019, and a 7% decrease from €9.1 million in the fourth quarter 2019. Personnel expenses were €6.2 (6.3) million. Capitalised expenses related to the Company's development of technology and future products amounted to €1.2 (1.7) in the first quarter and are capitalised over 3 years.

EBITDA

EBITDA for the first quarter 2020 was €2.5 (4.1) million, a decrease of 37%. The EBITDA margin was 8.1% (12.7%).

With B2C as a discontinued operation, EBITDA for the first quarter 2020 was €0.6 (2.3) million. The EBITDA margin was 5.3% (18.8%).

D&A

Depreciation and amortisation amounted to €5.4 (6.6) million in the first quarter 2020, whereof depreciation was €1.3 (1.1) million.

Amortisation related to the affiliate acquisitions completed in 2015 - 2017 were €2.3 (2.4) million, split with €0.9 (1.0) million related to affiliate contracts and €1.4 (1.4) million to domains/SEO. Acquired affiliate assets are conservatively amortised over 3 years for customer contracts and 8 years for domains/SEO. The balance is mainly related to capitalised development expenses with €1.4 (2.1) million and software and licenses with €0.3 (0.4) million. Depreciation expense related to IFRS16 was €0.7 (0.7) million.

With B2C as a discontinued operation, depreciation and amortisation amounted to €5.3 (6.0) million in the first quarter 2020, whereof depreciation was €1.3 (1.1) million.

EBIT

EBIT came in at €-2.9 (-2.5) million in the first quarter 2020.

With B2C as a discontinued operation, EBIT came in at €-4.7 (-3.7) million in the first quarter 2020.

Net result

Net other income was €0.4 (-0.3) million in the first quarter 2020 and includes €-1.3 (-1.2) million in interest on the bond and a gain of €-2.5 million related to the bond due to the weakening of the SEK towards the EUR during the quarter. Interest related to IFRS 16 was €-0.2 million. The net result was €-2.6 (-2.9) million.

With B2C as a discontinued operation, net other income was €0.4 (-0.3) million in the first quarter 2020. The net result from continuing operations was €-4.4 (-4.1) million. With a profit from discontinued operations of €1.8 (1.3) million, the net result was €-2.6 (-2.9) million.

Cash flow

The consolidated net cash flow from operating activities amounted to €8.1 (4.4) million for the first quarter 2020. Included in the net cash flow from operating activities are changes in operating assets and liabilities, mainly consisting of release of rolling reserves, marketing prepayments and payments of receivables.

The net cash flow used on investments was €3.0 (4.2) million, whereof €1.5 (1.7) million were capitalised development expenses and €1.0 (0.6) million in computer equipment, mainly investments in the new infrastructure.

The net cash flow from financing activities was €-3.2 (-1.8) million in the first quarter 2020, related to interest payments on the bond and lease payments as per IFRS 16.

Cash and cash equivalents increased by €0.6 (-1.5) million, after a translation loss of €-1.3 (-0,0) million related to foreign exchange differences on intangible assets held in foreign subsidiaries.

With B2C as a discontinued operation, the consolidated net cash flow from operating activities amounted to €8.1 (3.7) million for the first quarter 2020. The net cash flow used on investments was €3.0 (3.4) million, whereof €1.5 (1.7) million were capitalised development expenses. The net cash flow from financing activities was €-3.2 (-1.8) million in the first quarter 2020 and relates interest payments. Cash and cash equivalents increased by €0.6 (-1.5) million.

Financial position

As at 31 March 2020, holdings of cash and cash equivalents amounted to €10.9 (13.1) million. In addition, cash in transit from payment providers amounted to €6.3 (11.9) million. Customer monies, that are held in fiduciary capacity, amounted to €8.7 (8.3) million, which are partly secured by balances with payment providers and partly by cash balances.

As at 31 March 2020, GiG held total assets of €128.7 (184.0) million. Shareholders' equity was €17.0 (84.7) with an equity ratio of 13% (46%). The interest-bearing debt as at 31 March 2020 was €63.9 (62.4) million. The Company's lease liability is included with €2.2 million under current liabilities and €11.3 million under long-term liabilities as per IFRS 16.

With B2C as a discontinued operation, holdings of cash and cash equivalents as at 31 March 2020 amounted to €5.1 (13.1) million. In addition, cash in transit from payment providers amounted to €6.3 (11.9) million. Customer monies, that are held in fiduciary capacity, amounted to €2.8 (8.3) million, these are partly secured by balances with payment providers and partly by cash balances.

As at 31 March 2020, GiG held total assets of €128.7 (184.0) million, whereof €28.4 million where assets of discontinued operations held for sale. Shareholders' equity was €17.0 (84.7) with an equity ratio of 13.2% (46.0%). The interest-bearing debt as at 31 March 2020 was €63.9 (62.4) million. The Company's lease liability is included with €2.2 million under current liabilities and €11.3 million under long-term liabilities as per IFRS 16.

Personnel

By the end of the first quarter 2020, 594 (695) employees were spread throughout Malta, Spain, Gibraltar, Denmark, Norway and some satellite offices at other locations. Approximately 135 people were working in Gaming

Operators, 180 in Platform Services, 60 in Sports Betting Services and 105 in Media Services, with the balance in corporate functions.

In April, 63 employees were transferred to Betsson in connection with closing of the transaction. In addition, 54 employees will support operations of the brands for an initial period as per the Transition Service Agreement whit Betsson. These services will be invoiced at cost.

In addition, initiatives has been taken in other parts of the organization and the headcount is expected to be further reduced in the second quarter. The Company aims to reduce its headcount to approximately 430 by year end dependent on the length of Betsson transition agreement.

Shareholder matters

GiG was listed on the main list at Nasdaq Stockholm on Tuesday 26 March 2019. From this date the share is dual-listed on Nasdaq Stockholm and Oslo Børs with the same ISIN code: US36467X2062.

As at 31 March 2020, the total number of shares outstanding in GiG was 90,005,626 (par value USD 1.00). The number of authorised shares is 100,000,000.

During the first quarter 2020, 115,000 options were cancelled, and 896,000 options were outstanding as at 31 March 2020.

Bonds

Gaming Innovation Group Plc. issued a new SEK400 million senior secured bond with a SEK1,000 million borrowing limit on 28 June 2019. SEK350 million of the net proceeds were used to refinance part of the existing GIGLTD01 bond, reducing the outstanding amount from SEK650 to SEK300 million. The balance of the new bond was used to pay down the parent Company's working capital facility and short-term loans in July 2019. The bond has a floating coupon of 3 months STIBOR + 9% per annum and maturity on 28 June 2022. The issue strengthened the longer-term financing of the business and increases GiG's capacity and flexibility for growth opportunities.

The Betsson transaction required compulsory regulatory approvals from merger control and gaming authorities, and GiG received consent from its bondholders to extend the repayment of the 2017 – 2020 bond from the maturity date on 6 March 2020 until 22 April 2020. As compensation for the extension the bondholders in said bond received a consent fee of 0.35% of the nominal amount.

The SEK300 million 2017- 2020 bond was repaid on 22 April 2020.

Sustainability

GiG's sustainability priority areas are:

- Safer gambling
- IT and cybersecurity
- Responsible marketing
- Encourage employees to thrive

In addition, GiG focuses on green initiatives throughout all operations to be a conscious user of energy resources and reduce the Company's carbon footprint where possible.

Sustainable and long-term profitable growth is at the core of all aspects of GiG's corporate strategy. GiG focuses its sustainability strategy on areas most relevant to its business, at the heart of which is responsible gambling. This means offering customers and end users a full suite of solutions across the iGaming value chain while upholding strict rules to minimise harm caused by gambling; to prevent gambling from being a source of crime; and to ensure it is conducted in a fair and safe way. GiG supports end users to comply with technical, legislative and responsible marketing demands.

GiG invests in its employees' knowledge and skills to understand their individual and organisational responsibility towards responsible gambling, to understand how to identify problem gambling, and to have the knowledge to be able to conduct brief interventions and signpost for further support. Tailor-made sustainability and responsible gambling training are provided for each department within the Organisation.

GiG works with several research institutions and charities, using its knowledge of the iGaming industry to support research projects for the benefit of all parties. Besides the ongoing collaboration with Bournemouth University on the GamInnovate project, GiG has sponsored a one-year Masters In Research (MRes) at Bournemouth University, with the objective of designing and assess tools which can help minimise gambling-related harm real-time. Furthermore, GiG entered into a collaboration with YGAM, an education charity providing tools and information to build digital resilience, educate and safeguard young people against problematic gaming and gambling.

GiG is committed to progressively working towards its sustainability goals and has published its sustainability report 2019.

For further information and reports on Sustainability at GiG, please refer to the dedicated Sustainability pages on www.gig.com/sustainability

Annual Meeting of Shareholders

The Annual Meeting of Shareholders will be held at 10:00 CET on Tuesday 19 May at 7A Posthuset, meeting room No. 304, Vasagatan 28, Stockholm, Sweden. The Notice of the Meeting was published on the Company website 21 April 2020.

The Nomination Committee consists of: Petter Nylander, Chairman of the Board, Mikael Riese Harstad (nominated by Andre Lavold), Petter Moldenius (nominated by Henrik Persson Ekdahl) and Kjetil Garstad (nominated by Hans Michael Hansen), and can be reached on this email address: ir@gig.com.

About Gaming Innovation Group

Gaming Innovation Group Inc. is a technology company providing products and services throughout the entire value chain in the iGaming industry. Founded in 2012, Gaming Innovation Group's vision is 'To open up iGaming and make it fair and fun for all'. Through its ecosystem of products and services, GiG is connecting operators, suppliers and users, to create the best iGaming experiences in the world. The headquarters are based in Malta and the Company is listed on the Oslo Stock Exchange under the ticker symbol GiG and on Nasdaq Stockholm under the ticker symbol GIGSEK.

Legal disclaimer

Gaming Innovation Group Inc. gives forecasts. Certain statements in this report are forward-looking and the actual outcomes may be materially different. In addition to the factors discussed, other factors could have an impact on actual outcomes. Such factors include developments for customers, competitors, the impact of economic and market conditions, national and international legislation and regulations, fiscal regulations, the effectiveness of copyright for computer systems, technological developments, fluctuation in exchange rates, interest rates and political risks.

5 May 2020

The CEO and Board of Directors of
Gaming Innovation Group Inc.

Financial calendar

2020 Annual Shareholder Meeting: **19 May 2020**
Q2 2020 Interim Report: **11 August 2020**
Q3 2020 Interim Report: **4 November 2020**
Q4 2020 Interim Report: **23 February 2021**

Contacts

CEO
Richard Brown
richard.brown@gig.com

Group CFO
Tore Formo
tore@gig.com

Gaming Innovation Group
GiG Beach Office,
Triq id-Dragunara c/w Triq San Gorg,
St. Julians, STJ 3148 Malta

This information is information that Gaming Innovation Group Inc. (GiG) is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication, at 08:00 CET on 18 February 2020.

Gaming Innovation Group Inc.

Condensed Statements of Operations

EUR 1000 - Unaudited	B2C included as discontinued operations			B2C included as continued operations		
	Q1 2020	Q1 2019	2019	Q1 2020	Q1 2019	2019
Revenues	11 162	12 244	44 054	31 141	32 423	123 026
Cost of sales	425	271	906	6 799	6 447	24 090
Gross profit	**10 737**	**11 973**	**43 148**	**24 342**	**25 976**	**98 936**
Operating expenses						
Marketing expenses	1 676	1 498	5 272	8 918	8 582	31 105
Other operating expenses	8 472	8 170	34 432	12 888	13 284	53 667
Total operating expenses	**10 148**	**9 668**	**39 704**	**21 806**	**21 866**	**84 772**
EBITDA	**589**	**2 305**	**3 444**	**2 536**	**4 110**	**14 164**
Depreciation & amortization	5 290	6 024	23 650	5 420	6 566	25 905
Impairment of intangibles	-		3 911	-	-	44 096
EBIT	**-4 701**	**-3 719**	**-24 117**	**-2 884**	**-2 456**	**-55 837**
Financial income (expense)	350	-255	-8 222	350	-255	-8 222
Other income (expense)	16	-30	-5	16	-30	-5
Result before income taxes	**-4 335**	**-4 004**	**-32 344**	**-2 518**	**-2 741**	**-64 064**
Tax income/(expense)	-60	-135	-627	-60	-135	-627
Loss from continuing operations	**-4 395**	**-4 139**	**-32 971**	**-2 578**	**-2 876**	**-64 691**
Income/(loss) from discontinuing operations	**1 817**	**1 263**	**-31 720**	**-**	**-**	**-**
Loss for the year	**-2 578**	**-2 876**	**-64 691**	**-2 578**	**-2 876**	**-64 691**
Exchange differences on translation of foreign operations	-1 328	-32	-245	-1 328	-32	-245
Fair value movement in available for sale investment	3	40	-1 284	3	40	-1 284
Total comprehensive income (loss)	**-3 903**	**-2 868**	**-66 220**	**-3 903**	**-2 868**	**-66 220**
Total Comprehensive income (loss) attributable to:						
Owners of the Company	-3 900	-2 863	-66 218	-3 900	-2 863	-66 218
Non-controlling interests	-3	-5	-2	-3	-5	-2
Total comprehensive income (loss)	**-3 903**	**-2 868**	**-66 220**	**-3 903**	**-2 868**	**-66 220**
Weighted average shares outstanding (1000)	90 006	90 006	90 006	90 006	90 006	90 006
Diluted weighted average shares outstanding (1000)	90 006	90 006	90 006	90 006	90 006	90 006
Basic and diluted earnings (losses) per share from continuing operations:	-0,05	-0,08	-0,37	-0,03	-0,03	-0,72
Basic and diluted earnings (losses) per share from discontinuing operations	0,02	0,01	-0,35	-	-	-
Basic and diluted earnings (losses) per share attributable to GiG Inc.	-0,03	-0,03	-0,72	-0,03	-0,03	-0,72

Gaming Innovation Group Inc.

Condensed Statements of Financial Position

EUR 1000 - Unaudited	B2C included as discontinued operations			B2C included as continued operations		
	31 MAR 2020	31 MAR 2019	31 DEC 2019	31 MAR 2020	31 MAR 2019	31 DEC 2019
ASSETS						
Non-current assets:						
Goodwill	15 115	69 547	15 995	37 415	69 547	40 822
Intangible assets	38 920	66 163	40 912	38 920	66 163	40 912
Deposits and other non-current assets	19 953	15 141	20 191	19 954	15 141	21 066
Total non-current assets	**73 988**	**150 851**	**77 098**	**96 289**	**150 851**	**102 800**
Current assets:						
Prepaid and other current assets	40	44	3	40	44	3
Trade and other receivables	21 114	19 970	20 464	21 515	19 970	21 990
Cash and cash equivalents	5 128	13 126	4 557	10 866	13 126	10 295
Total current assets	**26 282**	**33 140**	**25 024**	**32 421**	**33 140**	**32 288**
Assets classified as held for sale	28 440	-	32 966	-	-	-
TOTAL ASSETS	**128 710**	**183 991**	**135 088**	**128 710**	**183 991**	**135 088**
LIabilities and shareholders' equity						
Shareholders' equity:						
Share capital	78 858	78 858	78 858	78 858	78 858	78 858
Share premium/reserves	28 456	122 343	29 835	28 456	122 343	29 835
Retained earnings (deficit)	-90 371	-116 498	-87 797	-90 371	-116 498	-87 797
Total equity attributable to GiG Inc.	16 943	84 703	20 896	16 943	84 703	20 896
Non-controlling interests	20	21	24	20	21	24
Total shareholders' equity	**16 963**	**84 724**	**20 920**	**16 963**	**84 724**	**20 920**
LIabilities:						
Trade payables and accrued expenses	26 715	27 937	24 940	35 234	27 937	33 459
Short term loans	-	620	-	-	620	-
Bond payable	30 866	-	30 035	30 866	-	30 035
Total current liabilities	**57 581**	**28 557**	**54 975**	**66 100**	**28 557**	**63 494**
Bond payable	33 028	62 367	36 908	33 028	62 367	36 908
Deferred tax liability	11 289	5 325	12 496	11 289	5 325	12 496
Other long term liabilities	1 330	1 056	1 270	1 330	1 056	1 270
Long term loans	-	1 962	-	-	1 962	-
Total long term liabilities	**45 647**	**70 710**	**50 674**	**45 647**	**70 710**	**50 674**
Total liabilities	**103 228**	**99 267**	**105 649**	**111 747**	**99 267**	**114 168**
Liabilities directly associated with assets classified as held for sale	8 519	-	8 519	-	-	-
TOTAL LIABILITIES AND SHAREHOLDERS' EQUITY	**128 710**	**183 991**	**135 088**	**128 710**	**183 991**	**135 088**
CONDENSED STATEMENTS OF CHANGES IN EQUITY:						
Equity at beginning of period	**20 920**	**88 072**	**88 076**	**20 920**	**88 072**	**88 076**
Adjustment in prior period	2	-	-259	2	-	-259
Exercise of options	-	-198	-	-	-198	-
Fair value movement in available for sale investments	3	40	-1 284	3	40	-1 284
Share compensation expense	-56	-282	-677	-56	-282	-677
Non-controlling interests	-3	-5	-2	-3	-5	-2
Exchange differences on translation of foreign operations	-1 328	-32	-245	-1 328	-32	-245
Net results from continuing operations	-4 392	-2 871	-32 969	-2 575	-2 871	-64 689
Net results from discontinuing operations	1 817	-	-31 720	-	-	-
Equity at end of period	**16 963**	**84 724**	**20 920**	**16 963**	**84 724**	**20 920**

Gaming Innovation Group Inc.

Condensed Statements of Cash Flows

EUR 1000 - Unaudited	B2C included as discontinued operations			B2C included as continued operations		
	Q1 2020	Q1 2019	2019	Q1 2020	Q1 2019	2019
Cash flows from operating activities:						
Results from continuing operation before income taxes	-4 335	-4 004	-32 344	-2 518	-2 741	-64 064
Income/(loss) from discontinued operations	1 817	1 263	-31 720	-	-	-
Adjustments. to reconcile profit before tax to net cash flow:						
Tax expense	-60	-135	-627	-60	-135	-627
Depreciation and amortization	5 290	6 024	23 650	5 420	6 566	25 905
Impairment of intangibles	-	-	44 098	-	-	44 097
Other adjustments for non-cash items and changes in operating assets and liabilities	5 347	505	1 020	5 217	709	10 242
Net cash provided by operating activities	**8 059**	**3 653**	**4 077**	**8 059**	**4 399**	**15 553**
Cash flows from investing activities:						
Purchases of intangible assets	-1 921	-1 617	-7 697	-1 921	-2 363	-7 697
Purchases of property, plant and equipment	-1 086	-1 717	-2 704	-1 086	-1 717	-2 704
Purchases of affiliates	-	-100	-100	-	-100	-100
Cash flow from other investing activities	-	-	-	-	-	-
Net cash used by investing activities	**-3 007**	**-3 434**	**-10 501**	**-3 007**	**-4 180**	**-10 501**
Cash flows from financing activities:						
Proceeds from bond issue	-	-	2 446	-	-	2 446
Proceeds from loans	-	-	-2 570	-	-	-2 570
Lease payments	-1 336	-935	-2 796	-1 336	-935	- 2 769
Interest paid on bonds	-1 820	-835	-4 897	-1 820	-835	-4 897
Cash flow from other investing activities	-	-	-80	-	-	-80
Net cash provided by financing activities	**-3 156**	**-1 770**	**-7 897**	**-3 156**	**-1 770**	**-7 897**
Translation loss	-1 328	-32	-245	-1 328	-32	-245
Fair value movements	3	40	-1 284	3	40	-1 284
Net increase (decrease) in cash	**571**	**-1 543**	**-15 850**	**571**	**-1 543**	**-4 374**
Cash and cash equivalents - beginning	4 557	14 669	14 669	10 295	14 669	14 669
Cash and cash equivalents attributable to discontinued operations	-	-	5 738	-	-	-
Cash and cash equivalents - end	**5 128**	**13 126**	**4 557**	**10 866**	**13 126**	**10 295**

Gaming Innovation Group Inc.

Selected Notes to Condensed Consolidated Financial Statements as of and for the Years Ending 31 March 2020 and 2019

1. General information

Gaming Innovation Group Inc. ("GiG." or the "Company") is a US corporation incorporated in the state of Delaware and traded on the Oslo Stock Exchange with the ticker symbol "GIG" and on Nasdaq Stockholm from 26 March 2019 with the ticker symbol "GIGSEK" (dual listing). Gaming Innovation Group Plc. ("Plc") is incorporated and domiciled in Malta, having a registered office at @GiG Beach, The Golden Mile, Trig Id-Dragunara, St. Julian's STJ 3148, Malta.

The Company's principal activity is to provide a platform for and facilitate internet gambling, gaming and sports betting.

The condensed consolidated financial statements of the Company as at and for the periods ended 31 March 2020 and 2019 are comprised of its subsidiary Plc and Plc's related accounting basis subsidiaries.

On 14 February 2020, the Company signed a Share Purchase Agreement (SPA) with Betsson Group (Betsson) for the divestment of its B2C assets which include the operator brands Rizk, Guts, Kaboo and Thrills. Betsson commits to initially keep the brands operational on GiG's platform for a minimum of 30 months. For the first 24 months, Betsson will pay a premium platform fee based on NGR generated.

On 16 April 2020, the Company completed the sale of its B2C assets to Betsson. GiG received EUR 33 million as a consideration including an upfront cash payment EUR 22.3 million relating to the acquisition, a prepaid platform fee of EUR 8.7 million, EUR 2 million relating to GiG's Spanish casino license, but excluding working capital adjustments. On 22 April 2020, GiG used part of these proceeds to repay the Company's SEK300 million 2017 - 2020 bond together with the cost incurred of SEK 1.1 million for extending the maturity date of the bond from 6 March 2020 to 22 April 2020.

2. Basis of preparation

These unaudited condensed financial statements are prepared in accordance with International Financial Reporting Standards ("IFRS") as adopted by the European Union. The condensed consolidated financial statements report the periods ended 31 March 2020 and 2019 of Gaming Innovation Group Inc. and subsidiaries and have been prepared in conformity with IAS 34 and do not include all of the information required for full annual financial statements. The condensed consolidated financial statements for the periods ended 31 March 2020 and 2019 have not been audited by the Company's auditors.

The Company's condensed consolidated financial statements are presented in Euros (EUR), which is the presentation and functional currency of the Company. The functional currencies of its subsidiaries are the United States dollar, the Euro and Norwegian and Danish Kroners which are translated into EUR at monthly average rates for revenues and expenses and at month end rates for assets and liabilities. Equity accounts are translated at historical rates. Exchange differences on translation of foreign operations are shown as a separate component of stockholders' equity (deficit) and reflected as other comprehensive income (loss) on the condensed consolidated statement of comprehensive income (loss).

As at 31 March 2020, the net current assets of the Company amounted to EUR 32,421,906 (2019: net current assets EUR 36,660,252). As at 31 March 2020, the net current liabilities of the Company amounted to EUR 66,100,714 (2019: net current liabilities EUR 30,024,648). Current liabilities include a bond for an amount of EUR 30,866,467 (nominal value SEK 300 million), with a maturity date of 6 March 2020, which has been repaid on 22 April 2020. Further, as described in note 10, a bond with a nominal value of EUR 33,028,252 (SEK 400 million), becomes payable in June 2022.

The Company has repaid the 2017 - 2020 tranche of borrowings on 22 April 2020 following receipt of the proceeds due from the Company's divestment of its B2C vertical to Betsson Group (see note 10). As a result of this transaction, the Company has received EUR 34.0 million on 16 April 2020, inclusive of net working capital adjustments, which have been used to fund the bond redemption for a total Euro equivalent of EUR 27.4 million (applying currency rates in April 2020), exclusive of any late payment fees.

The Company expects its financial position to improve following the repayment of the bond. At the same time, GIG acknowledges that pressures on liquidity will continue to prevail, until actions emanating from the Company's strategic review are successfully implemented. These include rationalisation of costs and operations in line with the Company's new focus. As described in note 10, an advance payment of EUR 8.7million on B2B support services, will be used to settle the bond in Q2 of 2020, giving rise to increased liquidity pressures in the short term.

All of the above factors, combined with the advent of COVID-19 pandemic further described below, increase the Company's liquidity risk exposures, and may lead to uncertain scenarios, where liquidity shortfalls can occur. Notwithstanding the uncertainties, management continues to believe that these financial statements should be drawn up on a going concern basis, primarily due to cost mitigation measures already initiated as well as new initiatives that they consider could be introduced relatively quickly to alleviate pressures on liquidity.

Impact on the going concern due to COVID-19

The occurrence of extraordinary events, such as natural disasters, and the outbreak of disease epidemics, has an adverse impact on the global economy, and may lead to a global recession. In early 2020, the existence of a new virus, now known as COVID-19, was confirmed, and since this time COVID-19 has spread across the world. COVID-19 has caused disruption to businesses and economic activity, which has also adversely impacted global stock markets. The Company considers the emergence and spread of COVID-19 to be a non-adjusting post balance sheet event. Given the inherent uncertainties, it is difficult to ascertain the impact of COVID-19 on the Company, or to provide a quantitative estimate of this impact. Management has, however, considered the potential impact based on the known circumstances as at the date of reporting, and their assessment of potential future developments, and continues to believe that these financial statements should be drawn up on a going concern basis.

The Company closely monitored the progress of the Coronavirus (COVID-19) outbreak and introduced contingency measures to reduce the risk for its staff, and to ensure business continuity. The Company successfully deployed its Business Contingency Plan (BCP), and systems and operations continued to perform. The Company operates from various offices in several countries, and local measures have been adopted in line with recommendations made by the respective authorities.

The Company has a robust BCP to ensure continuity of operations and working from home is an integral part of day to day operations. Proactive steps were taken to advise employees to work from home prior to any announcements by governments. As part of the BCP, production environments require an extra level of approval to protect both the Company's business and its customers. COVID-19 did not result in disruption to the Company's operating model as a result of its agility.

For more information on the potential impact on the Company's business units, see note 2 to the 2019 Annual Report.

3. Summary of significant accounting policies

Accounting Policies

The accounting policies adopted and used in preparing the condensed consolidated financial statements as of and for the periods ended 31 March 2020 and 2019 are consistent with those used in preparing the Company's consolidated financial statements as of and for the year ended 31 December 2019.

Discontinued Operations

In accordance with IFRS 5, the B2C financial results are reported as discontinued operations in the Company financial statements as of and for the periods ended 31 March 2020 and 2019 and the year ended 31 December 2019.

Revenue Recognition Policy

Revenue comprises the fair value of the consideration received or receivable for the supply of services in the ordinary course of the Company's activities. The Company recognizes revenue, including other operating revenue, when the amount of revenue can be reliably measured, it is probable that future economic benefits will flow to the Company and when specific criteria have been met as described below.

GiG Gaming Operators

Gaming transactions that are not deemed to be financial instruments, where the Company revenues stem from commissions. The revenue recognised in this manner relates to Poker. Such revenue represents the commission charged at the conclusion of each poker hand in cash games (i.e. rake). The Company's performance obligation in this service is the provision of the poker game to the individual players. The performance obligation is satisfied and the Company is entitled to its share of the pot (i.e. the rake) once each poker hand is complete. In this respect, revenue recognition under IFRS 15 is consistent with that under IAS 18 (i.e. to recognise revenue as each hand is complete).

Revenue from gaming transactions that are deemed to be financial instruments, where the Company takes open positions against players, are recognised as a net fair value gain or loss after the deduction of players' winnings, bonuses and gaming taxes. The revenue recognised in this manner relates to sports betting and casino. These are governed by IFRS 9 and thus out of the scope of IFRS 15.

Revenue from transactions where the Company is taking positions against players, such as sports betting and online casino, is recognised when the outcome of an event is known. Revenue from commission arising on transactions where the Company does not take open position against players, such as poker, is recognised when players place wagers in a pool.

GiG Platform Services

In contracting with white label operators (operators that are rebranded under another name), the Company considers that it is acting as an intermediary between the third party platform and the related service providers. On this basis revenue is recognised net of payments made to service providers.

Costs that are not reported as part of the net gain or loss within revenue include inter alia bank charges, fees paid to platform and payment providers and certain gaming taxes.

In contracting with own license operators (operators that own their own licences), the Company generates revenue by entering into a revenue share or a fixed arrangement where such revenue is apportioned on an accrual basis over the whole term of the contract. The consideration for such services is generally split between an initial setup to configure the software as per the customer's requirements and on-going charge invoiced monthly.

The uncertainty on the amount of revenue to be received is resolved at each calendar month end since the contracts are such that the amounts reset to zero on a monthly basis. Accordingly, it is appropriate for the Company to recognise the monthly amounts invoiced in the P&L.

The only difference between accounting for such arrangements under the previous revenue standard and IFRS 15 pertains to the set-up fees. Under IAS 18, the set-up fees were deferred over a period of (generally) six months until the go-live date. In accordance with IFRS 15, the set-up is not seen as a distinct PO as the customer cannot benefit from the set-up itself but for the agreement as a whole. Accordingly, the set-up fee is simply seen as being part of the consideration receivable for the software as a service (SAAS) agreement and should therefore be deferred over the period of the agreement.

Management performed a detailed analysis of IFRS 15 impact and concluded that this has an immaterial affect for the Company.

GiG Media Services

For a revenue share arrangement, the Company receives a share of the revenues that the gaming operator has generated as a result of a player playing on their iGaming site. Revenue is recognised in the month that it is earned by the respective gaming operator.

For a cost acquisition arrangement, a client pays a one-time fee for each player who deposits money on the client's site. Cost per acquisition contracts consist of a pre-agreed rate with the client. Revenue from such contracts is recognised in the month in which the deposits are made.

For a listing arrangement, a client pays a fixed fee to be listed and critically reviewed on the Company's websites. Such revenue is apportioned on an accrual basis over the term of the contract.

The Company's performance obligation in this respect can be viewed as a series of distinct performance obligations to stand ready to redirect players on a constant basis. Such contacts give rise to variable consideration from an IFRS 15 point of view since the revenues are not fixed at the outset. In view of the nature of the service provided as a monthly stand-ready obligation, the Company recognises the income in the month in which it has a contractual right to bill the iGaming operators.

Other

Interest income is recognised in profit or loss for interest-bearing instruments as it accrues, on a time proportion basis using the effective interest method, unless collectability is in doubt.

Dividend income is recognised when the right to receive payment is established.

Standards, Interpretations and Amendments to Published Standards Effective in 2019

In 2019, the Company adopted new standards, amendments and interpretations to existing standards that are mandatory for the Company's accounting periods beginning 1 January 2019. The adoption of these revisions to the requirements of IFRSs as adopted by the EU did not result in substantial changes to the Company's accounting policies.

IFRS 16 Leasing arrangement

IFRS 16 Leasing agreements replaced the previous IAS 17 Leasing agreements and IFRIC 4 determining whether an arrangement contains a Lease or related agreements. The standard is mandatory from 1 January 2019. The new standard requires that all contracts which fulfil the definition of a leasing agreement, except contracts of less than 12 months duration and those with low values be recognised as an asset and liability in the financial statements. The accounting according to IFRS 16 is based upon the approach that the lessee has the right to use the assets under a specific time period and simultaneously have an obligation to pay for the rights. The assets and liabilities are accounted for as a discounted present value of the future leasing payments. The cost regarding the leased assets consists of amortization of the assets and interest cost towards the leasing liability. Contracts that earlier have been classified as operating leases will thereby be accounted for in the balance sheet with the effect that the current operating costs, leasing cost for the period, will be replaced with amortization of the right-to-use asset and interest expense in the income statement.

Standards, Interpretations and Amendments to Published Standards that are not yet Effective

In the opinion of management, there are no other standards that are not yet effective and that would be expected to have a material impact on the Company in the current or future reporting periods and on foreseeable future transactions.

4. Impairment of intangible assets

The Company reviews the carrying amounts of its tangible and intangible assets on an annual basis (or more frequently if events or changes in circumstances indicate a potential impairment) to determine if there are any indications that the assets have decreased in value. If any such indications exist, the recoverable amount is set to determine the need to recognise an impairment. When calculating the recoverable amount. Future cash flows are discounted to present value using a discount rate before tax. If the recoverable amount is determined to be lower than the carrying amount an impairment is recorded through a charge to the statement of operations.

Following the strategic decision to halt investments into building its proprietary game studio, GIG Games, an impairment of intangible asset value was completed in the third quarter 2019. This resulted in a non-cash write-down of EUR 2.5 million. The impairment represents write-offs of development cost in terms of salaries capitalized, trademarks, llicenses and a prior year investment into a start-up game studio.

The Company also impaired a prior year investment into a technology start-up company, Infobot Limited, due to the start-up company going into financial difficulties. This resulted in a non-cash write down of EUR .4 million.

In the fourth quarter 2019, the Company recorded an impairment of EUR 1 million which was related to an intangible of Sports.

5. Discontinued operations

On 14 February 2020, the Company signed a Share Purchase Agreement (SPA) with Betsson Group (Betsson) for the divestment of its B2C assets. On 16 April 2020, the Company completed the sale of its B2C assets to Betsson.

In accordance with IFRS 5, the B2C financial results are reported as discontinued operations in the Company financial statements as of and for the periods ended 31 March 2020 and 2019. The 31 March 2019 Statement of Operations has been restated for comparability.

B2B and B2C financial data is also presented for comparative and informational purposes.

The following is the breakdown of the profit/(loss) from discontinued operations for the quarters ended 31 March 2020 and 2019 and the year ended 31 December 2019:

(EUR 1000)	Q1 2020	Q1 2019	2019
Revenue	19 979	20 179	78 972
Expenses	-18 162	-18 916	-70 507
Impairment losses	-	-	-40 185
Operating profit/(losses)	**1 817**	**1 263**	**-31 720**
Loss from discontinued operations attributable to:			
Owners of the Company	1 817	1 263	-31 720
Non-controlling interest	-	-	-
	1 817	**1 263**	**-31 720**
Net cash flow from operating activities	749	746	4 135
Net cash flow from investing activities	-197	-199	-1 368
Net cash inflow/(outflow) from financing activities	-	-	-
Net increase in cash generated by discontinued operations	**552**	**547**	**2 767**

The following is a breakdown of the assets and liabilities classified as held for sale at 31 March 2020 and 2019 and 31 December 2019:

(EUR 1000)	31 Mar 2020	31 Mar 2019	2019
Goodwill	22 300	-	24 827
Prepayments	341	-	341
Other trade receivables	60	-	60
License guarantee	-	-	2 000
Players cash	5 738	-	5 738
	6 139	**-**	**8 139**
Trade and other payables	-2 572	-	-2 572
Players liability	-4 341	-	-4 341
Jackpot liability	-1 606	-	-1 606
	-8 519	**-**	**-8 519**
Net liabilities directly associated with assets classified ass	-2 380	-	-380

6. Segment information

Effective with the sale of the Company's B2C assets, and in accordance with IFRS 5, the Company has restated its financial statements to report the B2C results as discontinued operations. Effectively, the Company operates one segment Business to Business ("B2B") for the periods ended 31 March 2020 and 2019. The following tables are included for informational purposes only.

Q1 2020 (EUR 1000)	B2C	B2B	Elimination	Total
Revenue	19 979	12 739	-1 577	31 141
Cost of sales	7 411	267	-879	6 799
Marketing cost	7 848	1 676	-606	8 918
EBITDA	1 225	1 307	4	2 536
EBIT	746	-3 634	4	-2 884

Q1 2019 (EUR 1000)	B2C	B2B	Elimination	Total
Revenue	20 180	14 151	-1 908	32 423
Cost of sales	7 087	271	-911	6 447
Marketing cost	7 821	1 497	-736	8 582
EBITDA	1 141	2 982	-13	4 110
EBIT	388	-2 831	-13	-2 456

2019 (EUR 1000)	B2C	B2B	Elimination	Total
Revenue	78 972	51 330	-7 276	123 026
Cost of sales	26 702	906	-3 518	24 090
Marketing cost	28 739	5 272	-2 906	31 105
EBITDA	8 089	6 196	-121	14 164
EBIT	-35 421	-18 917	-1 499	-55 837

7. Earning (loss) per share

Basic earnings (loss) per share are calculated by dividing the net income (loss) for the period, plus or minus applicable dividends, by the weighted number of shares outstanding. Diluted earnings (loss) per share utilize the same numerator, but outstanding shares in profitable periods include the dilutive effect of outstanding warrants and options determined by the treasury stock method. As of 31 March 2020, the Company had 896,000 options outstanding.

8. Changes in equity

In the first quarter 2020, 115,000 options were cancelled resulting in 896,000 options outstanding as of 31 March 2020. GIG borrowed shares for the immediate transfer of the option shares to the employees during the first and second quarters of 2019 and will issue new shares at a later date.

As at 31 March 2020, 90,005,626 shares were outstanding, where of the Company owned no treasury shares. When new shares are issued for the options 2019, the outstanding number of shares will increase to 90,085,626.

9. Loans payable to shareholders

IIn December 2015, the Company entered into a revolving loan facility in the amount of NOK 9,700,000 with a shareholder owning more than 10% of the Company with an interest rate of 10% per annum due on demand at monthly intervals. This facility was increased to NOK 19,200,000 in July 2016. In December 2017, the Company, utilized the revolving loan facility and borrowed NOK 10,000,000 and in December 2018, an additional NOK 9,000,000. The outstanding amount, NOK 19,000,000, was repaid in July 2019.

In December 2018, the Company entered into a loan agreement for NOK 6,000,000 with an interest rate of 10% per annum with maturity on 30 November 2019. The loan was repaid in July 2019.

Short-term loans outstanding balances at 31 December 2019 and 2018 were EUR 0 and EUR 616,770, respectively with accrued interest of EUR 0 and 4,562, respectively. Long term loans outstanding balances at 31 December 2019 and 2018 were EUR 0 and EUR 1,953,105, respectively with accrued interest of EUR 0 for both periods.

10. Senior secured bonds

In March 2017, GIG issued a SEK 400 million senior secured bond in the Nordic bond market, with a SEK 1,000 million borrowing limit and fixed interest of 7% per annum with maturity in March 2020. Net proceeds from the bond issue were used for acquisition of affiliate markets, paying off existing debt in full, as well as towards general corporation purposes. The bond was initially drawn on 6 March 2017 with a subsequent issue of SEK 250 million on 14 September 2017 for a total of SEK 650 million.

In June 2019, the Company issued a new SEK 400 million senior secured bond with a SEK 1,000 million borrowing limit and fixed interest of 9% per annum with maturity on 28 June 2022. SEK 350 million of the net proceeds were used to refinance part of the existing SEK 650 million bond for a new bonds total of SEK 700 million (SEK 300 million due March 2020 and SEK 400 due June 2022). The balance of the new issue was used to pay down the Company loans in July 2019.

The outstanding balance of the short term bond at 31 March 2020 and 2019 was EUR 30,866,367 and EUR 0 respectively, with accrued interest of EUR 735,395 and EUR 0 respectively. The outstanding balance of the long term bond at 31 March 2020 and 2019 was EUR 33,028,252 and EUR 62,366,822 respectively, with accrued interest of EUR 322,801 and 1,208,656, respectively. The bonds are registered in the Norway Central Securities Depository. The 2017-20 bond is listed on the Oslo Stock Exchange (GIGLTD01) and the 2019-22 bond is listed on Nasdaq Stockholm in Q4 2019.

The Company has repaid the 2017 - 2020 tranche of borrowings on 22 April 2020 following receipt of the proceeds due from the Company's divestment of its B2C vertical to Betsson Group. As a result of this transaction, the Company has used part of the funds generated from the sale to repay Company's SEK300 million 2017 - 2020 bond together with the cost incurred of SEK 1.1 million for extending maturity date of the bond from 6 March 2020 to 22 April 2020.

The remaining bond is redeemable at par (SEK 1,000,000). The Company has the option to early redeem the SEK 400 million bond, at a fee, before its maturity date on 28 June 2022. The Company will not avail of the option and will redeem at maturity.

The amount of transaction costs which were capitalised as part of borrowings during 2019 was EUR 718,000.

11. Acquisitions

There were no acquisitions in the first quarter 2020.

12. Litigations

From time to time, the Company is involved in litigation brought by previous employees or other persons. The Company and its legal counsel believe that these claims are without merit.

13. Related party transactions

There were no material related party transactions in 2019 other than the loans mentioned in Note 9.

14. Subsequent events

The Company has completed the sale of its B2C assets and has repaid the bond balance due in 2020 as disclosed in Note 1.

The Company has a minor shareholding in the payment provider Easy Payment Gateway Ltd. (“EPG”), and an agreement has been entered into in April 2020 to sell GiG's interest to third parties. The sale is subject to final due diligence and GiG expects the transaction to be completed in Q2-2020. GiG will receive a cash consideration of aproximately EUR 568k for its shares when the transaction is completed.

There have been no other material subsequent events that occurred after 31 March 2020.

15. Alternative performance measures

Certain financial measures and ratios related thereto in this interim report are not specifically defined under IFRS or any other generally accepted accounting principles. These measures are presented in this report because they are the measures used by management and they are frequently used by other interested parties for valuation purposes. In addition, the Company provides information on certain costs in the income statement, as these are deemed to be significant from an industry perspective.

Active customers: A customer having played with money deposited or with winnings from free spins or bonuses during the three month period

Casino margin: Customers’ total bets less winnings and jackpot contribution, divided by customers’ total bets

Deposits: Money deposited in the customer accounts

EBIT: Operating profit

EBITDA: Operating profit less depreciation, amortization and impairments

First Time Depositor (FTD): A first time depositor is a person who places wagers or deposits an amount of money for the very first time.

Gaming tax: Taxes paid on revenues in regulated markets

Gross profit: Operating revenue less cost of sales

Gross margin: Gross profit in percent of revenues

Interest bearing debt: Other long-term debt and short-term borrowings

Organic growth: Growth excluding acquisitions.

Net Gaming Revenue (NGR): Total cash deposits less all wins payable to customers after bonus costs and external jackpot contributions

Sports Betting Margin: Customers’ total bets less winnings, divided by customers’ total bets

Gaming Innovation Group plc.

Condensed statement of operations

Gaming Innovation Group Plc issued a SEK 650 million senior secured bond with a SEK 1,250 million borrowing limit in 2017. The bond had a fixed coupon of 7.0% p.a. and was repaid in April 2020.

In June 2019, Gaming Innovation Group Plc issued a new SEK 400 million senior secured bond with a SEK 1,000 million borrowing limit. The new bond has a coupon of STIBOR + 9.0% p.a. with maturity in June 2022. The new bond was used to repay SEK 350 million of the old bond, reducing the balance to SEK 300 million. The bond is listed on Nasdaq Stockholm.

As per the bond terms, the interim condensed consolidated accounts for the issuer for the first quarter 2020 are stated below. Please refer to the selected notes to condensed consolidated financial statements for the parent Gaming Innovation Group Inc. for more information.

EUR 1000 - Unaudited	B2C included as discontinued operations			B2C included as continued operations		
	Q1 2020	**Q1 2019**	**2019**	**Q1 2020**	**Q1 2019**	**2019**
Revenues	11 162	12 244	44 054	31 141	32 423	123 026
Cost of sales	425	271	906	6 799	6 447	24 090
Gross profit	**10 737**	**11 973**	**43 148**	**24 342**	**25 976**	**98 936**
Operating expenses						
Marketing expenses	1 676	1 498	5 272	8 918	8 582	31 105
Other operating expenses	8 097	7 776	33 042	12 513	12 890	52 278
Total operating expenses	**9 773**	**9 274**	**38 314**	**21 431**	**21 472**	**83 383**
EBITDA	**964**	**2 699**	**4 834**	**2 911**	**4 504**	**15 553**
Depreciation & amortization	5 290	6 024	23 650	5 420	6 566	25 905
Impairment of intangibles	-	-	3 911	-	-	38 856
EBIT	**-4 326**	**- 3 325**	**-22 727**	**-2 509**	**-2 062**	**-49 208**
Financial income (expense)	350	-191	-8 094	350	-191	-8 094
Other income (expense)	-	-18	-	-	-18	-
Result before income taxes	**-3 976**	**-3 534**	**-30 821**	**-2 159**	**-2 271**	**-57 302**
Tax income/(expense)	-60	-135	-627	-60	-135	-627
Loss from continuing operations	**-4 036**	**-3 669**	**-31 448**	**-2 219**	**-2 406**	**-57 929**
Income/(loss) from discontinuing operations	**1 817**	**1 263**	**-26 481**	**-**	**-**	**-**
Loss for the period	**-2 219**	**-2 406**	**-57 929**	**-2 219**	**-2 406**	**-57 929**
Exchange differences on translation of foreign operations	-1 328	-32	-245	-1 328	-32	-245
Fair value movement in available for sale investment	3	40	-1 284	3	40	-1 284
Total comprehensive income (loss)	**-3 544**	**-2 398**	**-59 458**	**-3 544**	**-2 398**	**-59 458**
Total Comprehensive income (loss) attributable to:						
Owners of the Company	-3 541	-2 393	-59 456	-3 541	-2 393	-59 456
Non-controlling interests	-3	-5	-2	-3	-5	-2
Total comprehensive income (loss)	**-3 544**	**-2 398**	**-59 458**	**-3 544**	**-2 398**	**-59 458**

Gaming Innovation Group plc.

Condensed statements of financial position

EUR 1000 - Unaudited	B2C included as discontinued operations			B2C included as continued operations		
	31 MAR 2020	31 MAR 2019	31 DEC 2019	31 MAR 2020	31 MAR 2019	31 DEC 2019
ASSETS						
Non-current assets:						
Goodwill	4 667	53 859	5 547	26 967	53 859	30 374
Intangible assets	38 920	66 163	40 912	38 920	66 163	40 912
Deposits and other non-current assets	19 548	14 818	19 856	19 548	14 818	20 731
Total non-current assets	**63 135**	**134 840**	**66 315**	**85 435**	**134 840**	**92 017**
Current assets:						
Trade and other receivables	21 555	19 970	20 464	21 957	19 970	21 990
Cash and cash equivalents	5 033	13 016	4 508	10 771	13 016	10 246
Total current assets	**26 588**	**32 986**	**24 972**	**32 728**	**32 986**	**32 236**
Assets classified as held for sale	28 440	-	32 966	-	-	-
TOTAL ASSETS	**118 163**	**167 826**	**124 253**	**118 163**	**167 826**	**124 253**
Liabilities and shareholders' equity						
Shareholders' equity:						
Share capital	51	51	51	51	51	51
Share premium/reserves	85 909	94 479	87 289	85 909	94 479	87 289
Retained earnings (deficit)	-79 189	-22 206	-76 973	-79 189	-22 206	-76 973
Total equity attributable to GiG Inc.	6 771	72 324	10 367	6 771	72 324	10 367
Non-controlling interests	21	21	24	21	21	24
Total shareholders' equity	**6 792**	**72 345**	**10 391**	**6 792**	**72 345**	**10 391**
Liabilities:						
Trade payables and accrued expenses	26 339	26 733	24 634	34 858	26 733	33 153
Short term loans	-	-	-	-	-	-
Bond payable	30 866	-	30 035	30 866	-	30 053
Total current liabilities	**57 205**	**26 733**	**54 669**	**65 724**	**26 733**	**63 188**
Bond payable	33 028	62 367	36 908	33 028	62 367	36 908
Deferred tax liability	11 289	5 325	12 496	11 289	5 325	12 496
Other long term liabilities	1 330	1 056	1 270	1 330	1 056	1 270
Total long term liabilities	**45 647**	**68 748**	**50 674**	**45 647**	**68 748**	**50 674**
Total liabilities	**102 852**	**95 481**	**105 343**	**111 371**	**95 481**	**113 862**
Liabilities directly associated with assets classified as held for sale	8 519	-	8 519	-	-	-
TOTAL LIABILITIES AND SHAREHOLDERS' EQUITY	**118 163**	**167 826**	**124 253**	**118 163**	**167 826**	**124 253**

Gaming Innovation Group plc.

Condensed statement of cash flows

EUR 1000 - Unaudited	B2C included as discontinued operations			B2C included as continued operations		
	Q1 2020	Q1 2019	2019	Q1 2020	Q1 2019	2019
Cash flows from operating activities:						
Results from continuing operation before income taxes	-3 976	-3 534	-30 821	-2 159	-2 271	-57 302
Results from discontinued operations	1 817	1 263	-26 481	-	-	-
Adjustments. to reconcile profit before tax to net cash flow:						
Tax expense	-60	-135	-627	-60	-135	-627
Depreciation and amortization	5 290	6 566	23 650	5 420	6 566	25 905
Impairment of intangibles	-	-	38 857	-	-	38 857
Other adjustments for non-cash items and changes in operating assets and liabilities	5 394	2 877	-600	5 264	2 877	8 621
Net cash provided by operating activities	**8 465**	**7 037**	**3 978**	**8 465**	**7 037**	**15 454**
Cash flows from investing activities:						
Purchases of intangible assets	-1 921	-2 363	-7 697	-1 921	-2 363	-7 697
Purchases of property, plant and equipment	-1 086	-1 717	-2 704	-1 086	-1 717	-2 704
Acquisition of associates	-	-100	-100	-	-100	-100
Net cash used by investing activities	**-3 007**	**-4 180**	**-10 501**	**-3 007**	**-4 180**	**-10 501**
Cash flows from financing activities:						
Loan from related party	-452	-2 675	-	-452	-2 675	-
Lease payments	-1 336	-935	-2 796	-1 336	-935	-2 796
Interest paid on bonds	-1 820	-835	-4 897	-1 820	-835	-4 897
Cash flow from other investing activities	-	-	-80	-	-	-80
Net cash provided by financing activities	**-3 608**	**-4 445**	**-7 773**	**-3 608**	**-4 445**	**-7 773**
Translation loss	-1 328	-32	-245	-1 328	-32	-245
Fair value movements	3	40	-1 284	3	40	-1 284
Net increase (decrease) in cash	**525**	**-1 580**	**-15 825**	**525**	**-1 580**	**-4 349**
Cash and cash equivalents - beginning	4 508	14 596	14 595	10 246	14 596	14 595
Cash and cash equivalents attributable to discintinued operations	-	-	5 738	-	-	-
Cash and cash equivalents - end	**5 033**	**13 016**	**4 508**	**10 771**	**13 016**	**10 246**

We are GiG

Gaming Innovation Group Inc. ("GiG" or "the Company") is a technology company providing innovative and connected products and solutions throughout the entire value chain of the iGaming industry.

Founded in 2012, Gaming Innovation Group's vision is "Opening up iGaming to make it fair and fun for all". Throughout its ecosystem of products, services and solutions, GiG is connecting operators, suppliers and end users with the ambition of creating the best iGaming experiences in the world.

GiG Media B2B

Digital Marketing
Finding leads through online media buys and publishing and refer these lead to operators

GiG Core B2B

Platform Services
Offering cloud based platform services and games, from multiple vendors, to casino operators

GiG Sports B2B

Sports Services
Odds, trading and risk management tools and mobile first front end for sportsbooks

GiG Data B2B

Data as a service
Compliant real time data and insights at your fingertips. Rich set of AI-enabled self service tools available to help you stay ahead of the game

Managed Services B2B

Business Model

An online casino and or sportsbook operation is made up of many different products and services which need to work together harmoniously to be as efficient as possible. GiG offers a full end to end solution, from the Data and Core platform through to the CMS and website itself, supporting GiG partners in offering a world class gaming experience to their customers. All of these in house developed products are supported by our managed services, including media and CRM.

GiG realises that all partners do not have the same needs and offers all products and services agnostically so the partner can pick and choose what products and services fit their needs at different times through their igaming journey. The same agnostic approach is also extended to content suppliers and auxiliary providers, where partners can choose the best tools and content for their operation and target market.

The team at GiG has extensive operational experience and with this experience works with the partner to create and execute a product and supplier strategy that works the best for their business and what the partner wants to achieve. All products that GiG offers are available on a fixed monthly recurring fee where managed services are priced on an individual basis, based on the needs of the partner.

Casino Supplier
Compliance
Ancillary Service Providers
Game Providers
Payment Providers
Sports Providers
Odds Providers

GiG

VIP Management
Support
Media
SEO
Google Ads/SEM
Social Media
Permission Marketing
Affiliates

Our Offices

Malta (Headquarters)

@GiG Beach
Golden Mile Business Centre
Triq Id-Dragunara
St Julian’s STJ 3148

Malta

@GiG Sky
Pendergardens Business Centre - Level 4
St Andrew's Road
St Julian's STJ 1902

Spain

Avenida Ricardo Soriano 21
Marbella
Malaga 29601

Gibraltar

Mavrix Services Limited
11A Cornwall’s Lane
Gibraltar GX1 1AA

Norway

Tangen 76
4608 Kristiansand

Norway

Fridjtof Nansens Plass 6
0160 Oslo

Denmark

Nannasgade 28
2200 Copenhagen N

United States

8359 Stringfellow Rd
St James City, FL 33956