Q1 2022

Gaming Innovation Group Inc.
Interim Report

GiG

10 May 2022

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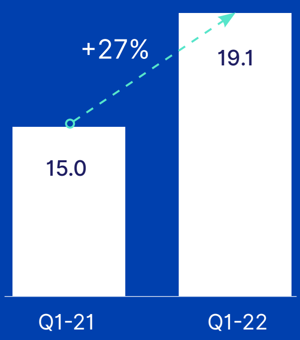
Q1 2022
Interim Report

€19.1m
Revenues*
+27% growth

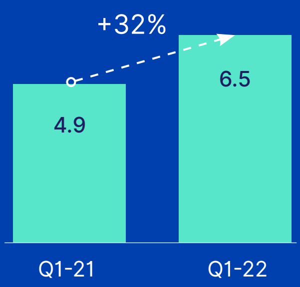
€6.5m
EBITDA
+32% growth

34.2%
EBITDA margin*
(32.8% in Q1 2022)

Revenues*
(MEUR)



EBITDA
(MEUR)



EBIT
(MEUR)

Highlights

Financial highlights

- The Group achieved all time high revenues* in Q1 2022 of €19.1m (15.0), an increase of 27% YoY, all organic growth
- EBITDA was €6.5m (4.9), up 32%, EBITDA margin* increased to 34.2% (32.8%)
- EBIT was €2.9m (1.9), up 53%, EBIT margin* increased to 15.1% (12.6%)
- Revenues in Media Services at all-time high of €14.1m (10.0), an increase of 40%, with an all-time high EBITDA of €6.8m (4.6)
- Revenues* for Platform Services were €5.0m (5.2), a decrease of 4%, with an EBITDA of €-0.3m (0.3), impacted by departure of HardRock and Dutch market in Q4 2021
- Excluding white-labels and premium fees related to historic B2C sales, Platform revenue increased by 20% YoY
- Positive net profit of €1.1m with an EPS of €0.01
- Positive cash flow from operations of €3.8m (-0.1)

Operational highlights

- Media Services reached a fifth successive all-time high in quarterly revenue and player intake, FTDs ended at 69,800 (43,700), up 60%
- Signed an extension to the long-term agreement with Betsson Group for the provision of Platform & Managed Services, taking the term of the contract to Q4 2025
- Two new brands were launched in Q1 taking the number of live brands to 25 at quarter end
- 3 new client projects completed in Q1 2022, all dev complete pending clients' decision to launch

Events after Q1 2022

- Acquisition of Sportnco completed on 1 April
- Signed a head of terms agreement with a Tier 1 retail operator in the UK for the provision of turnkey managed service solutions
- Signed agreement with existing Sportnco partner Betway for the provision of Sportnco's Sportsbook and PAM for Portgual
- Signed Full Game in Angola, first multi product contract and first move into new emerging regulated African continent
- Signed an extension with SkyCity, taking the term to May 2025
- GiG Media was awarded "best casino affiliate" award at the iGB Affiliate Awards in London
- April has developed positively, and revenues are up 42% compared to the same period last year, whereof 28% organic growth

*Revenues are adjusted for revenues from a platform client where GiG recognizes the full operations in its profit and loss statement, see Note 2 on page 26

Letter from the CEO

Dear shareholders,

We have made some significant strides in the first quarter of 2022, delivering all-time high revenues for the second consecutive quarter, up 27% year-on year, driven by continued outstanding performance of our Media unit. The EBITDA followed with year-on-year growth of 32% and the Company delivered positive cash flow and positive EPS. With the acquisition of Sportnco now completed, the business is well positioned to accelerate further towards its strategic objectives with a much increased near and long term growth in its addressable market and increasing strength in its product proposition. Our focus turns towards the execution of the post merger integration plan which we believe will deliver both significant revenue and cost optimisation synergies.

Our Media division continues to move from strength to strength, delivering revenues of EUR 14.1 million up 40 % year-on-year. The market expansion strategy and ever increasing improvement of product, the business continues to deliver strong organic growth. The team has executed extremely well and the sharp focus on ROI of marketing spend has shown high performance with EBITDA of EUR 6.8 million and EBITDA margin of 49%.

Media's footprint in the Americas continues to expand with revenues from North and South America up 200% year-on-year. The business launched several new projects and investment continues to continually improve our product and marketing technology which remains the strong underlying pillar for growth within the Media business.

Our Platform business managed to hold a steady rate and robust performance despite some temporary headwinds affecting the comparable period with the departure of HardRock and the closure of the Dutch market during Q4 2021 impacting the quarter's results. Despite this, excluding white-lables and premium fees related to the historical sale of the B2C businesses, revenues were up 20% year-on-year driven by new market entries and new client launches, and shows the strong trajectory of that underlying business. We are also pleased to have signed an extension to the Betsson contract taking the duration of that contract further towards the end of 2025. Two new clients went live and three additional client projects were completed in the first quarter.

Subsequent to the first quarter, a material contract with a tier 1 retail casino in the UK market has been signed. We continue to increase our geographical footprint with much time and investment placed on three upcoming North American market launches.

Now with the completion of Sportnco we turn our force of attention to the integration of the people and technologies. With the focus on driving revenue through the combined product and operational offering in conjunction with material cost savings for the Platform business on the back of the acquisition. We can see the strength of the combined offering in the first month with the signing our first joint contract combining the products and services from both GiG and Sportnco which has moved us for the first time into the emerging and high potential of the regulated African market.

I am satisfied with the Company's progress in the first quarter, and we now move toward an exciting second quarter where our global strategic position across multiple areas of high value within the iGaming industry creates truly exciting prospects for growth across the business units.

_ Richard Brown,
CEO at GiG

Summary and outlook

Media Services

Media Services delivered all-time-high revenues of €14.1 (10.0) million in the first quarter 2022, a 40% increase YoY, all organic, continuing the positive development seen over the past quarters. Both Paid and Publishing reaching all-time-high in revenues, up 39% and 41% YoY respectively. EBITDA for Media Services ended at €6.8 (4.6) million for the quarter, a 49% increase YoY.

First Time Depositors (FTD) ended at 69.800 (43,700) in the first quarter, a 60% increase YoY. Media Services' websites have overall developed positively during the past quarters, and positive search rankings, global expansion in campaigns and the increase in player intake indicates continued growth for Media Services going forward. Newer markets such as the Americas and Central and Eastern Europe are increasing their share of overall revenue and FTDs, building a more sustainable diversification going forward. The strong increase in player intake in the past quarters suggests further growth in revenue share earnings in future quarters.

Platform Services

Platform Services delivered revenues* of €5.0 (5.2) million in the first quarter 2022, a 4% decrease YoY. Excluding discontinued white-labels and premium fees related to historic B2C sales, revenues increased 20% YoY. EBITDA ended at €-0.3 (0.3) million, with an EBITDA margin of -6.8% (6.2%).

In the first quarter 2022, GiG signed an extension to the long-term agreement with Betsson Group for the provision of platform and managed Services. The contract extension is for an additional three years taking the term of the contract to Q4 2025. Subsequent to the quarter, a head of terms agreement with a Tier 1 retail operator in the UK for the provision of its turnkey managed service solutions were signed. Also in April, a contract was signed with existing Sportnco partner Betway for the provision of Sportnco's Sportsbook and PAM for Portgual. In May, SkyCity Entertainment Group signed an extension to their platform and managned services contract, extending the term to May 2025.

Two clients went live in the quarter with three additional brands being development complete, pending the clients' decision to launch. The number of live brands on the platform was 25 as of 31 March 2022, up from 21 in the same period last year (excluding white-labels), with an additional seven brands in the integration pipeline.

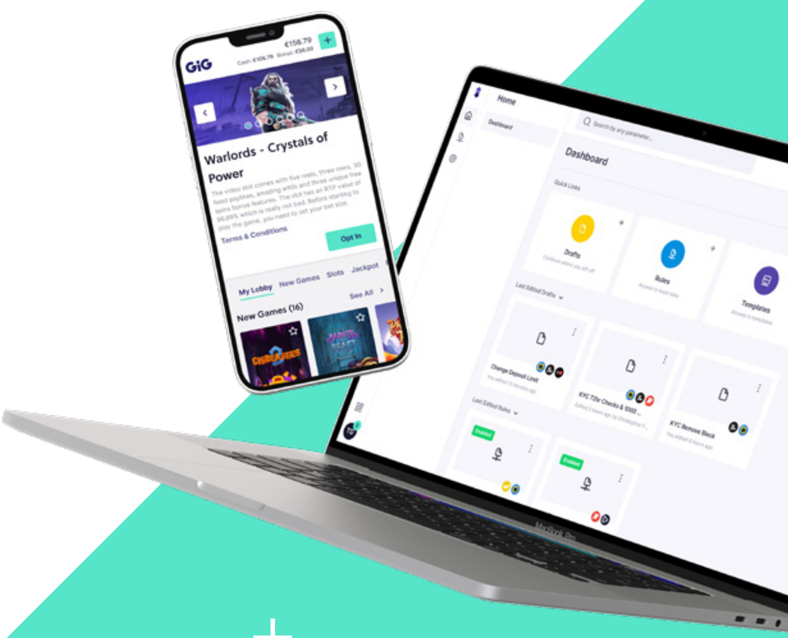
sportnco

Acquisition of Sportnco

GiG signed an agreement to acquire the iGaming company Sportnco Gaming SAS ("Sportnco") in December 2021, and the transaction was completed on 1 April 2022. Thus, Sportnco is not included in financial information in this report and will be consolidated from the second quarter onwards.

Sportnco is a leading platform provider of turnkey betting and gaming solutions for operators in regulated markets through its inhouse developed sportsbook and player account management platform (PAM). The combined company will enhance and strengthen GiG's position as one of the industry leading platforms and media providers with innovative and proprietary products and creating one of the largest and fastest growing providers in regulated iGaming with an unparalleled geographical footprint.

Sportnco is an independent sports betting and iGaming business with international presence in Europe, South America and the US through a combination of tier 1 clients and strong local players. The company has been successful in entering into new geographical markets and currently has around 30 partners working in 12 countries across Europe and Latin America and currently being launched in new regions in North America.



Combined, GiG and Sportnco will be licensed in 25 markets as Sportnco's geographical presence is highly complementary to GiG's current offering. Sportnco's tier 1 sportsbook product is industry leading, supporting profitable operators in some of the most regulated markets in the world, such as France, Spain and across LATAM, and the acquisition is expected to create attractive commercial, operational, and technological synergies, as well as enable cost savings and accelerated growth. Sportnco will enable GiG to expand their addressable markets through the increase in regulated markets in addition to targeting partners looking for a standalone sportsbetting solution.

Outlook and guidance

Media Services has seen a strong performance over the last two years, delivering high growth levels, strong cash-flow and increasing diversity of earnings. The growth in player intake is a result of an increasing geographical diversification and with around 95% of new FTDs on revenue share or hybrid deals, increasing perpetual revenue share is expected from GiG's large player database. GiG will continue to increase its geographical diversification and continued sustainable future revenue growth for Media Services is expected going forward.

With the acquisition of Sportnco, GiG strengthens its position in the platform and sports segments of the iGaming industry and will have multiple possibilities going forward by increasing its product portfolio driving toward a profitable and cash generating business segment. The first agreement that combines the offering from both GiG and Sportnco Gaming SAS has been signed in May, immediately showing the power and synergies of combining both product and managed services offerings.

Initiatives has also been taken to reduce operating expenses for GiG's platform operations, including annual savings of around €1.5 million from the discontinuation of GiG's own sportsbook. Previously, anticipated costs savings and reduction in investments because of synergies and other initiatives related to the Sportnco acquisition was around EUR 5-6 million. As the business matures and work has been put in over past months, GiG believes this now sits at low end of anticipated savings and will target overall annualised savings in the region EUR 8 million.

For the full year 2022, the combined operations should generate revenues of €87-93 million with an EBITDA of €30-35 million.

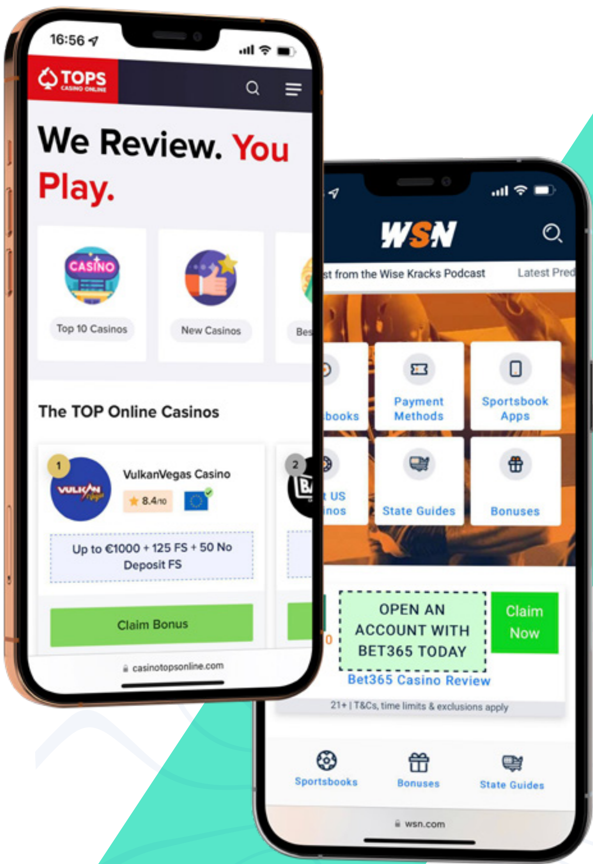
The Board of Directors will have a strong focus on overall operations, including the post-merger integration of Sportnco, and will continue to look at possible strategic options to increase shareholder value going forward.

The Company's long-term financial targets remains as follows:

Growth: To deliver an annual double digit organic revenue growth

Profitability: To achieve an EBITDA margin in excess of 40% by 2025

Leverage: Cash generated from the business will be used to lower leverage ratio while continually pursuing growth opportunities in the rapidly growing iGaming sector.



Financial highlights

Gaming Innovation Group Inc. (GiG) had all-time-high revenues* of €19.1m (15.0) in the first quarter 2022, a 27% increase year-over-year and 5% above the fourth quarter 2021.

Marketing expenses* were €3.8 (2.3) million in the quarter, mainly related to GiG's paid media operation, a 65% increase year-over-year.

Other operating expenses amounted to €8.7 (7.8) million in the first quarter 2022, an increase of 12% year-over-year impacted by increased investment in pursuing numerous new market entries including work toward four North America certifications.

EBITDA was €6.5 (4.9) million, a 32% increase year-over-year, corresponding to an EBITDA margin* of 34.1% (32.8%).

Depreciation and amortisation amounted to €3.6 (3.0) million in the first quarter 2022, whereof €1.1 (1.1) million relates to amortisation of assets from previous affiliate acquisitions. Continued investments into the development of new technology and new regulations in order to pursue the multitude of growth opportunities within the global gambling market resulted in capitalized salaries of €2.4 (1.9) million.

EBIT was positive at €2.9 (1.9) million in the first quarter, an improvement of 53%. The EBIT margin* was 15.1% (12.6%).

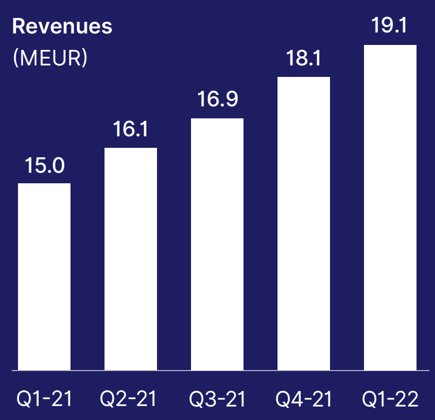
Net other expense was €-1.1 (-0.8) million in the first quarter 2022 and included an unrealized gain of €0.5 (0.8) million related to the bond due to the change in the SEK/EUR exchange rate in the quarter.

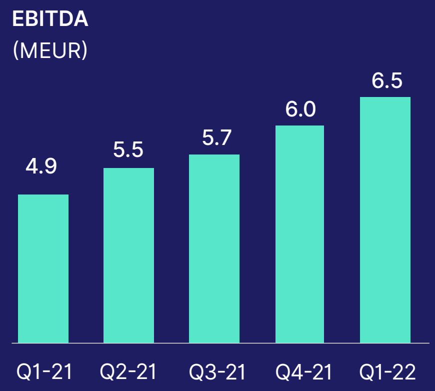
Results from continued operations were €1.6 (2.6) million. The first quarter 2021 included €1.5 million in recognition of a deferred tax asset as a result of a reassessment of prior year taxable losses that is expected to be utilised in the coming years.

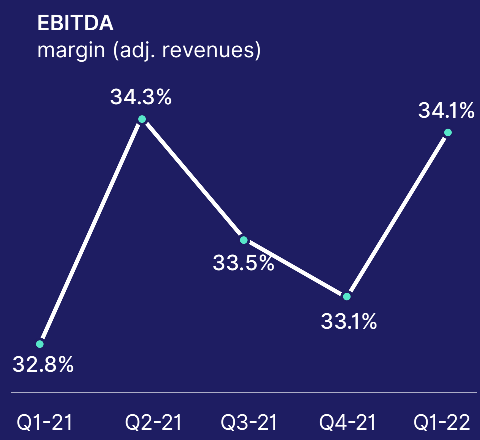
Loss from discontinued operations were €-0.5 (-0.5) million and the net result in the first quarter 2022 thus ended at €1.1 (2.1) million.

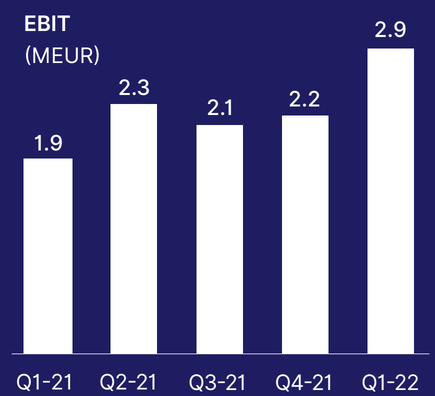
Cash flow from operations were €3.8 (-0.1) million with a cash balance as of 31 March 2022 of €16.5 (5.6) million.

*Revenues are adjusted for revenues from a platform client where GiG recognizes the full operations in its profit and loss statement, which are partly offset by related cost of sales and site overheads. Cost of sales, marketing expenses and EBITDA-margin are adjusted accordingly. See Note 2 on page 26 for more details









Operational review

Media Services

Media Services continues to deliver successive all-time highs in revenues, up 40% year-on-year and 10% quarter-over-quarter, all organic growth. Player intake continues to be strong and reached an all-time quarterly high at 69.800 in the first quarter 2022, up 60% year-on-year and 15% quarter-over-quarter. The strong growth in player intake implies a future increase in revenue as most players are generated on a revenue share contract (pure revenue share or hybrid).

Paid revenues increased 39% year-on-year and 21% quarter-over-quarter, reaching an all-time high. Player intake in Paid saw a significant growth, up 160% year-on-year and 34% quarter-over-quarter, also reaching an all-time high. The growth continues to be driven by a mix of expanding current campaigns while also expanding into new markets.

Publishing reached another all-time high in revenues in the first quarter 2022, up 41% year-on-year and 6% quarter-over-quarter. Player intake was slightly lower than the previous quarters, down 1% year-on-year and 6% quarter-over-quarter reflecting GiG Media's focus on generating players with higher lifetime values.

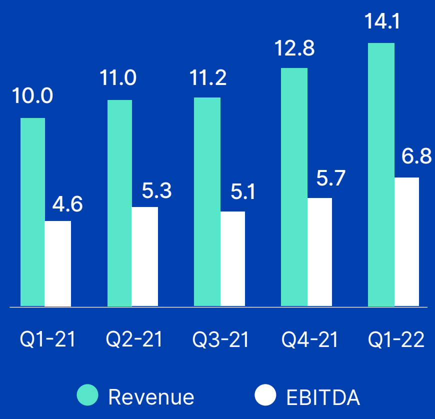
Media Services continued to increase marketing spend in the quarter (15% quarter-over-quarter and 55% year-on-year) in both Paid and Publishing in-line with the ambition to diversify and invest in a broader composition of markets and channels to drive sustainable long-term growth. Paid entered into four new markets in the first quarter, diversifying its portfolio and market risk.

In the first quarter 2022, Media Services obtained a Non-Gaming and Non-Sports Wagering Vendor Licence in Maryland and renewed its iGaming Registration in West Virginia, and now holds 13 vendor registrations and licences in the US and is qualified to do business in a total of 20 US states. GiG will continue to invest in the US market to carry out our long-term strategy to claim the US market through our premium assets, Wsn.com and Casinotopsonline.com. The organic traffic to these assets increased 52% quarter-over-quarter and 268% year-on-year.

New projects in new markets such as South America and Central and Eastern Europe have gained momentum during the quarter, increasing revenues and FTDs. Media Services organic approach is starting to pay off, and GiG sees a positive future outlook in these markets.

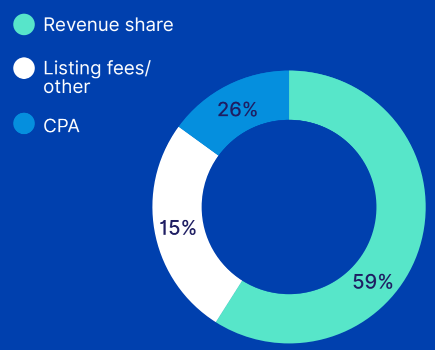
Media revenues from the Americas increased 200% year-over-year and 40% quarter-over-quarter, and these markets' share of Media Services revenues were around 17% in the first quarter 2022, up from 8% in the first quarter 2021. Media's traditional markets in the Nordics and Europe increased 36% year-over-year, and their share of revenues declined from around 66% in the first quarter 2021 to 60% in the first quarter 2022.

Media services
Revenue and EBITDA (MEUR)



Media services
Revenue (MEUR)

Media services
Revenue split Q1-22



GiG's proprietary compliance tool, GiG Comply, signed one new client in the quarter and re-signed two existing clients including a significant tier 1 client. Additionally, the product application suite grew with the addition of social media checks being made available to its users.

Revenues and EBITDA

Revenues for Media Services were €14.1 (10.0) million in the first quarter 2022, a 40% increase year-on-year and all organic growth. Paid Media represented 31% (31%) of Media Services' revenues in the quarter. EBITDA was €6.8 (4.6) million, an increase of 49% year-over-year, with an EBITDA margin of 49% (46%).

Marketing expenses includes Paid Media's "pay-per-click" and related costs (PPC) that were €2.6 (1.8) million in the first quarter 2022, a 43% increase, reflecting the growth in Paid Media. PPC' share of Paid Media's revenue was 60% (58%).

59% (63%) of revenues in the first quarter 2022 derived from revenue share agreements, 15% (17%) from CPA (Cost per Acquisition) and 26% (20%) from listing fees and other services.

FTDs

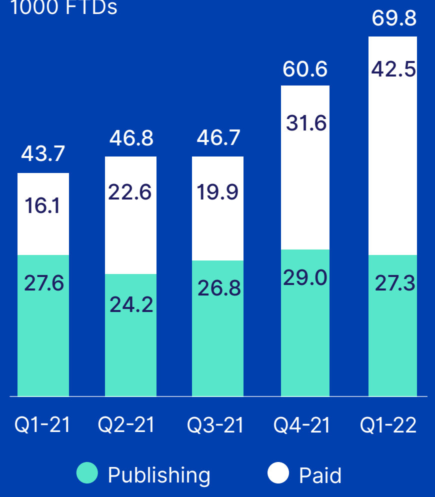
Media Services referred 69,800 (43,700) new FTDs (First Time Depositors) to operators in the first quarter 2022, a 60% increase year-on-year, and 15% up from the previous quarter. Paid Media increased 34% quarter-over-quarter, while Publishing was in line with previous quarters. With around 95% of the FTDs referred on revenue share agreements, the investment is expected to yield future revenues.

Strategy

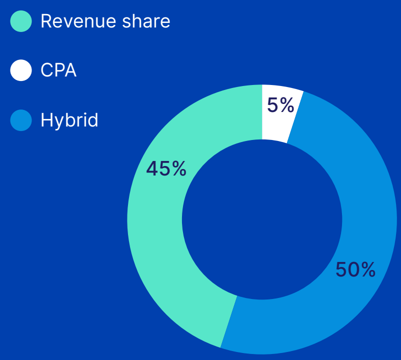
Media Services will continue to expand its global footprint in order to diversify business to drive sustainable long-term revenue growth and growing revenue outside of core markets in both Publishing and Paid Media. GiG Media is optimising the creation of website assets, the conversion of traffic and the monetisation of players generated while optimising SEO, content management and tech development.

The second quarter 2022 started positively with player intake in April up 70% compared to the same period in 2021.

Media services
1000 FTDs



Media services
FTDs Q1-22



Platform Services

Platform Services are comprised of the technical iGaming platform, front end development and other managed services such as player safety, customer operations and CRM/marketing.

In February 2022, GiG signed an extension to the long-term agreement with Betsson Group for the provision of Platform & Managed Services. The contract extension is for an additional three years taking the term of the contract to Q4 2025. GiG will also deliver several new growth market entries as part of the agreement, a testament to GiG's ability to take tier one brands into multiple regulated jurisdictions outside of their core markets.

In April 2022 GiG signed a head of terms agreement with a Tier 1 retail operator in the UK for the provision of its turnkey managed service solutions. The turnkey solution, powered by its leading technology and flexible architecture, includes the technical platform, fully managed services, gaming content, frontend development, CRM, compliance and marketing. GiG will provide its fully managed solution to operate the online casino as phase one with expansion into further verticals planned for the second phase of the partnership. It is anticipated that the full contract will be signed in the second quarter and will be for an initial fixed period of three years with go-expected in the second half of 2022.

Also after the first quarter 2022, GiG signed an agreement with an Angolan operator, Full Games SA, for the provision of full Sportsbook and platform services in the newly regulated market of Angola. This is the first agreement that combines the offering from both GiG and Sportnco Gaming SAS, immediately showing the power and synergies of combining both product and managed services offerings.

The new agreement in Angola marks a significant milestone for GiG signifying a new market entry, it's first into regulated African markets. Full Game SA is a JV between local partners and Grupo Valisa, one of the largest retail groups for gaming in Spain. GiG will also support Full Games SA with its end to end suite of turnkey managed services in order for the operator to have quick and efficient access to the online gaming market in Angola.

GiG also anticipates that by securing its first sportsbook and platform deal in Africa that the company will be able to build a presence on a broader scale in the exciting emerging African markets which are expected to grow significantly in the coming years as the market matures.

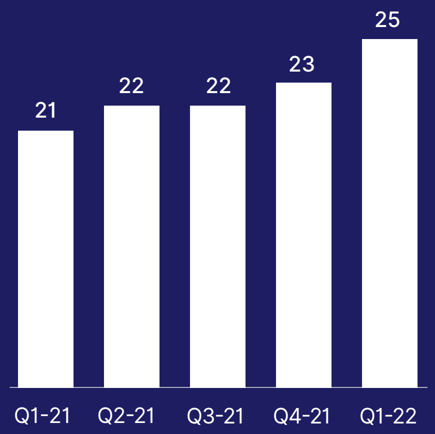
Finally, SkyCity Entertainment Group has signed an extension to their platform & managed services agreement, extending the term of the contract to May 2025.

Integration pipeline

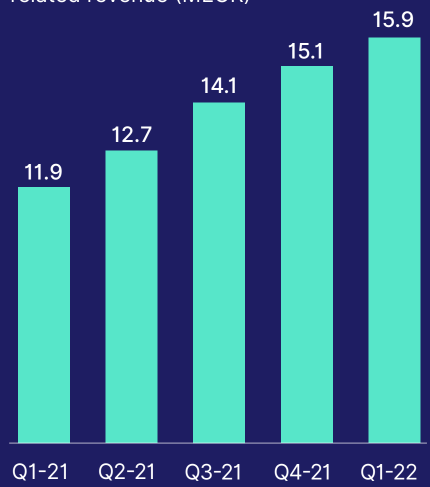
Two new clients went live on the platform in the first quarter, including TipWin in Germany. Three additional brands are development complete pending the client's decision to launch, expected in the second quarter 2022.

The integration pipeline stands at an additional seven brands as of today and consists of various clients ranging from existing online clients adding additional brands to larger land-based casinos going online in new regulatory environments. Complex licensing procedures impacts the onboarding process in some jurisdictions, issues that are mainly outside of GiG's control. Overall,

Platform services
Brands on the platform - SaaS



Platform services
LTM* underlying SaaS and related revenue (MEUR)



*Last twelwe months

the integration pipeline is developing positively.

Existing brands on the platform adds up to a total of 25 as of 31 March 2022. GiG's platform is currently live in 14 certified jurisdictions and has 5 new jurisdictions in the current integration pipeline. Combined with Sportnco, 55 brands are live as of today in 25 certified jurisdictions.

Revenues and EBITDA

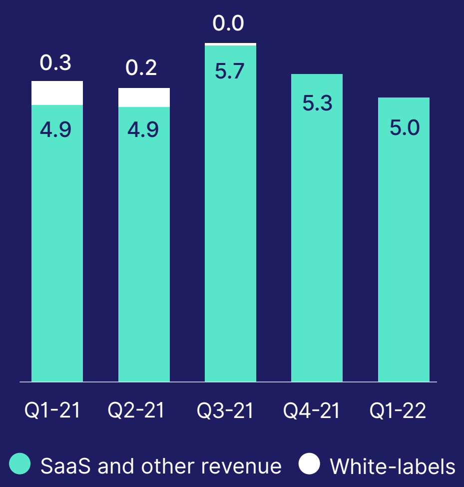
Revenues* for Platform Services were €5.0 (5.2) million, a 4% decrease year-over-year. Adjusted for premium fees, underlying SaaS and other revenues had a 20% year-over-year growth. EBITDA for the first quarter 2022 was €-0.2 (0.3) million, a weakening compared to the first quarter 2021. The exit of HardRock and the withdrawal of clients from the Dutch market created temporary headwinds in the quarter, but GIG is confident with its underlying business growth and large number of clients both in early stage of launch in the continued strength of position of this business unit. The business has also invested to position itself in five new markets this year including three North American market entries or certifications.

Aggregated gross gaming revenue (GGR) through the platform in the fourth quarter was €90 (86) million, a 4.3% increase year-on-year and a 9.6% decrease quarter-over-quarter. Some Platform clients are on fixed fee contracts, thus GGR will not fully correlate with revenues over time.

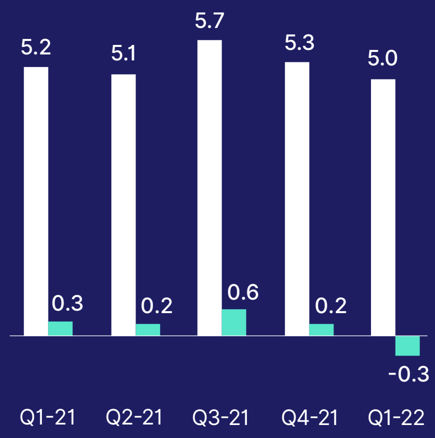
Strategy

GiG is well positioned as a turnkey and fully managed service provider across the main verticals in iGaming, including fully managed services. The acquisition of Sportnco has extended the product portfolio including a tier 1 sportsbook offering, and GiG's managed services will benefit Sportnco in their main markets. The overall addressable market is large, and the combined company will target regulated or soon-to-be regulated markets were including digital transformation from a land-based operation to an online presence. Platform Services has achieved a sustainable cost level to onboard 10-15 new clients per year, with limited additional cost needed when new clients are operational on the platform, which in combination with synergies and additional cost savings should improve results going forward.

Platform services
Revenue split (MEUR)



Platform services
Revenue and EBITDA (MEUR)



Sportnco Gaming SAS

GiG completed the acquisition of Sportnco Gaming SAS ("Sportnco") on 1 April 2022, and Sportnco will be consolidated from the second quarter 2022. In the first quarter 2022, Sportnco's operational performance was in line with expectations, with revenues of €2.4 million with an EBITDA of €1.4 million.

Sportnco has 30 clients live and their platform is licensed or certified to operate in 11 markets with an additional 5 in the integration pipeline.

Currently multiple teams across both companies are working through a detailed post-merger integration plan ensuring that the integration becomes successful in both short and long term, and achieves its targets of accelerating revenue growth and improving profitability across the business combination.

Work has begun on the integrations of Sportnco's Sportsbook and it is anticipated to complete this work in the third quarter 2022. The business will initially focus on new client onboardings prior to migrations of GiG's existing Sports clients post the football world cup.

The combined businesses offering has already seen an uplift in interest for combined solutions from both new and existing customers. Around 40% of the current combined sales pipeline are looking at the combined product offering, a strong start after only one month of collaboration.

Sports Betting Services

Following the acquisition of Sportnco GiG's own sportsbook will be phased out as a standalone product as Sportnco's sportsbook is expected to be the preferred product going forward. Thus, in accordance with IFRS 5, the results from Sports Betting Services are reported as a discontinued operation in the Company's financial statements. Revenues were €0.1 (0.2) million in the first quarter 2022 with an EBITDA equivalent of €-0.3 (-0.4) million.

Financial review

Reported revenues include revenues from a platform client where GiG recognizes the full operations in the profit and loss statements and these revenues are partly offset by related cost of sales and site overhead expenses (marketing). Below, normalised revenues, cost of sales and marketing cost are commented on, see Note 2 on page 26 for more details.

GiG divested its B2C operations in April 2020 and in accordance with IFRS 5, the B2C financial results are reported as a discontinued operation in the Company's financial statements. In addition, GiG's sportsbook will be phased out as a standalone product due to the acquisition of SportnCo and Sports Betting Services are reported as a discontinued operation. Previous periods have been restated accordingly, see Note 7 on page 26.

First Quarter 2022

Revenues

Consolidated revenues amounted to €19.1 (15.0) million, a 27% increase year-over-year and up 5% compared to EUR 18.1 million in the fourth quarter 2021.

Cost of sales and gross profit

Cost of sales amounted to €0.0 (0.0) million in the first quarter 2022. This resulted in a gross profit of €19.1 (15.0) million, an increase of 27% and a gross profit margin of 100% (100%). After discontinuation of for Sports Betting Services, the remaining businesses do not have any related cost of sales.

Marketing expenses

Marketing expenses were €3.8 (2.3) million in the first quarter, an increase of 65%. Marketing expenses' share of revenues were 20% (15%). Marketing expenses are mainly related to Media Services, consisting of pay-per-click for Paid Media of €2.6 (1.8) million, with a 43% increase year-over-year.

Operating expenses

Other operating expenses are mainly related to salaries and general corporate expenses and amounted to €8.7 (7.8) million in the first quarter 2022, a 12% increase from the first quarter 2021, and a 3% decline from €9.0 million in the fourth quarter 2021. Other operating expenses' share of revenues were 46% (52%).

Personnel expenses were €6.5 (6.2) million, an increase of 3.8%. Capitalised salaries related to the Company's development of technology, future products and new regulations amounted to €2.4 (1.9) million in the first quarter and are capitalised over 3 years. These costs are mainly related to Platform Services and the development of the product towards new market entries related to new platform client signings and future growth of the business global reach.

EBITDA

EBITDA for the first quarter 2022 was €6.5 (4.9) million, a 32% increase year-over-year, with an EBITDA margin of 34.1% (32.8%).

D&A

Depreciation and amortisation amounted to €3.6 (3.0) million in the first quarter 2022, an increase of 19%. The increase is mainly due to amortisation of capitalised development expenses.

Amortisation related to the affiliate acquisitions completed in 2015 - 2017 were €1.1 (1.1) million. Acquired affiliate assets have been conservatively amortised over 3 years for customer contracts and 8 years for domains/SEO, which is at a considerably faster pace than industry peers. The balance is mainly related to capitalised development expenses.

GiG is subleasing part of its office space, with rent of €0.3 (0.1) million in the first quarter 2022. Net depreciation expense related to IFRS16 was €0.5 (0.6) million.

EBIT

EBIT came in at €2.9 (1.9) million in the first quarter 2022, an increase of 53% from the first quarter 2021. The EBIT margin was 15.1% (12.6%).

Financial and other expenses

Interest on the Company's bonds were €-1.2 (-1.0) million in the first quarter 2022, and unrealized gain related to the bond due to the weakening of the SEK towards the EUR during the quarter was €0.5 (0.8) million. Other financial expenses were €-0.4 (-0.6) million in the first quarter 2022, including interest related to IFRS16 of €-0.2 (-0.2) million.

Tax

Net tax expense was €-0.2 million in the first quarter 2022, compared to a net tax income of €1.5 million in the first quarter 2021 which included recognition of a deferred tax asset as a result of a reassessment of prior year taxable losses that is expected to be utilised in the coming years.

Net result from continuing operations

The profit from continuing operations was € 1.6 (2.6) million in the first quarter 2022. Adjusted for the tax credit in the first quarter 2021, the improvement was €0.6 million or 59% year-over-year.

Discontinued operations

The loss from discontinued operations were €-0.5 (-0.5) million in the first quarter 2022 (see note 7 for more information). The net result after discontinued operations was €1.1 (2.1) million in the first quarter 2022.

Cash flow

The consolidated net cash flow from operating activities amounted to €3.8 (-0.1) million for the first quarter 2022. Cash flow from operations in the first quarter 2021 were negatively affected by the prepayment of platform fees in connection with the sale of the B2C.

The net cash flow used on investing activities was €-2.9 (-2.1) million, whereof €-2.4 (-1.9) million were capitalised development expenses.

The net cash flow from financing activities was €7.1 (-3.9) million in the first quarter 2022, which includes €9.0 million in net cash proceeds from the SEK 100 million bond tap in January 2022.

Cash and cash equivalents increased by €8.0 (-5.9) million in the first quarter 2022.

Financial position

As at 31 March 2022, holdings of cash and cash equivalents amounted to €16.5 (5.6) million. In addition, cash in transit from payment providers amounted to €0.6 (0.6) million. Customer monies, that are held in fiduciary capacity, amounted to €1.3 (1.6) million.

GiG held total assets of €96.2 (84.6) million as at 31 March 2022. Shareholders' equity was €13.1 (5.5) million with an equity ratio of 14% (6%). The Company's lease liability is included with €2.4 (2.2) million under current liabilities and €9.6 (11.8) million under long-term liabilities as per IFRS 16.

Personnel

By the end of the first quarter 2022, 464 (483) employees were spread throughout Malta, Spain, Denmark and Latvia. Approximately 230 people contributed towards Platform Services, 147 were focusing into Media Services and 16 in Sports Betting Services with the balance in corporate functions.
At present GiG collaborates with approximately 70 full time consultants (based across Europe and USA) and almost 100 outsourced resources dedicated to tech departments for the delivery of key projects.
The announced acquisition of Sportnco Gaming will increase GiG's workforce of approximately 140 employees with office presence in Toulouse, Madrid and Barcelona.

GiG is a people first organization, where the health and well-being of its workforce comes before anything else. After a year of restrictions, the company implemented a new flexi-working approach in 2021, giving much needed stability to employees and the ability to improve their work-life balance, whilst ensuring that productivity remains high.

Whilst always monitoring local and world-wide health issues, the company aims to hold more and more activities and events within its office walls and on digital platforms, breaking down social and geographical barriers experienced by GiGsters. Bringing people together at every opportunity.

Bonds

In June 2019, Gaming Innovation Group Plc. issued a SEK 400 million senior secured bond with maturity on 28 June 2022. In June 2021, the 2019-22 bond was refinanced through the issuance of a new 3-year SEK 450 million senior secured bond with a SEK 550 million borrowing limit and more favourable terms. The new bond has a floating coupon of 3 months STIBOR + 8.50% per annum and is listed on Nasdaq Stockholm.

The acquisition of Sportnco required the bond terms to allow for roll-over of the long-term loans in Sportnco as well as some other amendments to cater for the acquisition. A written resolution was adopted by the bondholders in January 2022.

Also in January 2022, GiG successfully completed a SEK 100 million subsequent bond issue under the existing bond framework, to be used towards partially finance the acquisition of Sportnco and general corporate purposes.

As at 31 March 2022, the outstanding bond amount was SEK 550 million (€53.2m). The leverage ratio as per the bond terms was 1.76 as at 31 March 2022, compared to 2.47 as 31 March 2021.

Shareholder matters

The GiG share is dual listed on Nasdaq Stockholm and Oslo Børs with the same ISIN code: US36467X2062. 96,675,626 shares (par value USD 1.00) and 3,420,000 options were outstanding as at 31 March 2022.

A Special Meeting of Shareholders were held on 20 January 2022, where the shareholders approved to increase the number of authorized shares from 110,000,000 to 150,000,000, to increase the number of board members and to authorize the board to appoint a new member to the Board of Directors. The reason for the increase in authorized shares is to cater for the share issues in relation to the acquisition of Sportnco.

In February 2022, 1,700,000 options were granted to key employees with an exercise price of NOK 22.00 per share. The options are exercisable with 20% after 1 January 2023, 30% after 1 January 2024 and 50% after 1 January 2025. All options expire on 31 December 2027 and are conditional upon employment at time of exercise. The options were granted under the option plan approved by the Annual Meeting of Shareholders in May 2019.

In December 2021, GiG entered into an agreement with SkyCity Entertainment Group Limited (“SkyCity”), whereby SkyCity agreed to invest €25 million in GiG through a directed share issue at NOK 18.00 per share, that will finance the main part of the cash consideration for the Sportnco acquisition.

On 1 April 2022, the acquisition of Sportnco was completed. 26,110,900 new shares were issued, whereof 12,623,400 to the shareholders of Sportnco at a share price of NOK 18.08 (total EUR 23.5 million), and 13,487,500 to SkyCity at a share price of NOK 18.00 (total EUR 25.0 million). The number of outstanding shares as of today is 122,786,526.

Michael Ahearne was appointed as new board member in April 2022, following the approval by the shareholders in the Special Meeting of Shareholders in January 2022. Mr. Ahearne is currently CEO of SkyCity Entertainment Group Limited (“SkyCity”).

Annual Meeting of Shareholders

The Annual Meeting of Shareholders will be held at 10:00 CET on Thursday 19 May 2022 at Scandic Anglais, Humlegårdsgatan 23, Stockholm, Sweden. The invitation and notice for the meeting were released on 22 April 2022 and sent to all shareholders registered in the Norwegian VPS system as of that date.

Documents related to the Annual Meeting of Shareholders including the attendance and proxy forms and the proposal from the nomination committee are available on www.gig.com/corporate-governance/shareholder-meetings

COVID-19

The COVID-19 virus 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 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.

So far, the Company's operations has not been materially negatively affected by COVID-19 and GiG has applied a work from home policy, operating in a work from home and hybrid office set up allowing, when possible and safe, to employees to work from the company's facilities which are constantly sanitised and respectful of all local and WHO's protocols and regulations. Given the inherent uncertainties, it is difficult to ascertain the longer term impact of COVID-19 on the Company's operations, or to provide a quantitative estimate of this impact.

For further description on risks related to COVID-19 and other risk factors, see GiG's 2021 Annual Report that is available on www.gig.com/ir.

GeoPolitical Conflict

Against the backdrop of Russia's actions in Ukraine, and the sanctions imposed, the Company may have an indirect impact through inflation, rising operational costs and general market challenges affecting the global financial markets and global economies. GiG has no offices in, or material business with, Ukraine, Russia or Belarus and the direct financial effects at this stage are not material to the Company.

About Gaming Innovation Group

Gaming Innovation Group is a leading iGaming technology company, providing solutions, products and services to iGaming Operators. Founded in 2012, Gaming Innovation Group's vision is 'To be the industry leading platform, sportsbook and media provider delivering world class solutions to our iGaming partners and their customers. GiG's mission is to drive sustainable growth and profitability of our partners through product innovation, scalable technology and quality of service. Gaming Innovation Group operates out of Malta and is dual-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.

Financial calendar

2022 Annual Shareholder Meeting	**19 May 2022**
Q2 2022 Interim Report	**16 Aug 2022**
Q3 2022 Interim Report	**9 Nov 2022**
Q4 2022 Interim Report	**15 Feb 2023**

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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 10 May 2022.

Our strategic approach to Sustainability

Our people and stakeholders are at the heart of every decision we make, as are the communities in which we live and work. We want to create sustainable growth for every internal and external stakeholder. By refocusing our efforts we believe we can deliver real impact together. Building on our already solid strategic approach, we have aligned our four key pillars and development areas, with the United Nations 2030 Agenda for Sustainable Development and the 17 Goals for People, for the Planet.

Innovation

Trust

Diversity and Inclusion

Education and ESG

SUSTAINABLE DEVELOPMENT GOALS

1. No Poverty
2. Zero Hunger
3. Good Health and Well-Being
4. Quality Education
5. Gender Equality
6. Clean Water and Sanitation
7. Affordable and Clean Energy
8. Decent Work and Economic Growth
9. Industry, Innovation and Infrastructure
10. Reduced Inequalities
11. Sustainable Cities and Communities
12. Responsible Consumption and Production
13. Climate Action
14. Life Below Water
15. Life on Land
16. Peace, Justice and Strong Institutions
17. Partnerships for the Goals

Our Q1 progress update under our four sustainability pillars are as follows:

Innovation - It's in our name.

From AI to ideation, we will continuously improve and build partnerships to give our stakeholders maximum outputs, such as improved products and systems, cutting edge technology, best practices and real sustainable growth.

Our product, platform, tech and commercial highlights from the first quarter are:

- Defining our 100-day plan for the integration of the Sportnco commercial team into GiG. This has involved sharing methods and outlooks and understanding the key areas we need to work on in order to be as efficient and potent as possible. This is currently a work in progress and shall be finalised in early Q2.
- Prepared ourselves for the first ICE event in two years. The last was in Feb 2020 and although this event had its challenges and the date has moved to April, the interest was vast and over 30 meetings were scheduled with prospective customers.
- Continued our expansion into new regulated markets by completing development on our platform for Serbia
- Finalised post live development and optimisation for Buenos Aires Market
- Launched new brand Fenibet for casino and sports.
- Working on the development to enter Ontario market. This is currently a work in progress.
- Finalised platform optimisation to relaunch in New Jersey market in Q2.

Trust - It's what we're building.

Through compliance and resilient technology we are developing best in class compliance products. Our expert in-house compliance, legal, information security and training teams focus on compliance analysis, emerging markets, responsible marketing and advertising, protecting our data and managing our vulnerabilities and embedding responsible gaming and AML - and everything in between.

Our highlights from the first quarter are:

- The successful integration of a 24/7 SOC team, enabled us to have full visibility of GiG servers, systems and network devices for all live environments, all offices and our Media business. Now together with our InfoSec engineers, we are expanding our alerting landscape and fine-tuning our alert filtering removing any false positives to achieve an optimum security detection and alerting system.
- Our Infosec engineering team has been working with GiG teams in order to increase the granularity of information visibility within our applications systems, this will mainly help us achieve further in-depth and effective security reporting and troubleshooting.
  - Improved our security automation testing system which enables the team to execute more efficiently automated tests at a specified cadence, for all of GiG's main products.
  - The Information Security - Governance, Risk, Compliance (GRC) vertical:
    - Improved the business continuity framework and initiated a stable governing function
    - Performed a rigorous maturity assessment of our awareness framework
    - Launched the internal Risk Management framework for all business units, to identify potential threats and risks, empowering GiG's risk owners to design and implement a successful Risk treatment plan.

Diversity, Equity and Inclusion - It's what we practice.

We respect and celebrate the uniqueness of every GiGster. Through updating our practices and implementing new policies and initiatives we recognise, raise awareness of and address every bias including gender, nationality, ethnicity, religion, age, sexual orientation or disability.

Our two DEI goals are to:

- Increase diversity of thinking and perspective by recruiting from an increasingly diverse talent pool and retaining the best talent
- Break down more barriers and bias by increasing development and education opportunities in our workforce and in our communities, utilising current programmes and creating progression initiatives

Our highlights from the first quarter are:

- **Improving employee experience.** Our people deserve a company without bias, who cares and provides them with the very best service and experience. We concluded our internal review and audit and as a result have updated and implemented a number of policies, best practices, improved process simplifications and introduced new initiatives, all to ensure our people felt supported and catered for in every way. This is ongoing.

- **Your Voice:** Our aim is to create an inclusive culture built on trust and provide the tools to support this vision. We've launched 'Your Voice' which is a tool available on Hibob designed to create opportunities to continuously improve, and to get to know what is working well and what might needs more focus. As part of the EU Whistleblower directive, we have provided this anonymous reporting tool that protects our people and enables them to speak up in a safe and secure environment. This directive was passed into national law on December 17 2021, for companies with more than 249 people.

- **Sportnco Integration Committees**. As one of 12 steering committees, our people committee is focussing on integrating systems and performance, talent acquisition, learning and development, culture, well-being and engagement approaches and practices, rolling out a staged integration based on low, medium and high priorities and aligned with budget expectations. We will have further updates in Q2.

- **Our numbers**. We have a percentage of 35% female, a percentage of 64.5% male and a 0.5% percentage of non-binary in our environment. And the diversity of nationalities working with us has increased to 60 in Q1.

- **Marketing recruitment**. We aim to increase diversity of thinking and perspective by recruiting from an increasingly diverse talent pool. We are building a multi-cultural global workforce independent from any preferences other than skill sets and talent. We are continuously assessing how and where we look for talent, and have been casting our net farther around the world creating a new marketing recruitment plan assessed and measured monthly. Always looking for new ways to increase diversity in the hiring process, from language, to working hours and all-round flexibility.

- **Well-being #Together.** At GiG we are committed to achieving a healthy and happy workforce by placing value on all five pillars of well-being - physical, mental, emotional, social and spiritual. Everyone's journey to achieving balanced well-being is different and personal. Our approach to wellbeing is holistic and company-wide with such things as the right to disconnect, with focus on personal resilience and stress management hosted by the world renowned stress management society, and localised activities. We support this with the Health and Well-being allowance, so people feel enabled to participate in their journey by purchasing something which helps them on their way. Our goal is to give our people the tools to evaluate their well-being, and enable them to travel on their personal journey to achieve their ultimate balance.

  - Two 120 min workshops hosted by internationally renowned stress and personal resilience specialists the Stress Management Society. Excelling under pressure and #Together with Ukraine, giving anyone impacted in any way the opportunity to discuss worries, their personal situations and more.

  - Implemented a full annual plan for localised and all company well-being activities to take part in and partnered up again with the Malta based Richmond Foundation and set private health insurance for all other locations, to cover all aspects of mental and emotional health support needed.

  - Increased the scope of the well-being allowance to anything from charity donations, environmental impact solutions like solar panels or planting trees, to personal grooming and experiences like travel, and have increased the opportunity for our people to top-up their balance by engaging in key well-being activities throughout the year.

  - Organised multiple internal competitions for all our people to take part in and topped up the well-being allowance for all the chosen winners.

- **Team building events.** Through feedback received from surveys, conversations and in general, where leaders asked to have a fund to recognise their teams, we changed the name of the team building event fund, to the team recognition fund and have given leaders full control of the budget to recognise their teams in whichever way they decide is best for morale and culture. The scope has been increased to include events, experiences, activities and gifts. We will report half year numbers.

- **GiG Allies:** With support from the All-in Diversity team, we want to create a safe, nurturing and discrimination free environment. We want to rid our company of all bias. We have a number of underrepresented groups, and although we will address all bias in this initiative, we particularly want to focus on those who identify as women, and the biases they face daily. GiG Allies endeavours to drive systemic improvements to workplace policies, practices, and culture, and our Allies will advocate for and speak up for others. This process began in Q4 2021, and we aim to launch in Q2 2022.

Education and ESG - It's what we believe in.

Quality education and reducing the impact we have on our planet is very important to us. From our expert in-house training and development team to our new GiG Gives Bridging the gap Education Incubator and community outreach projects, we are firmly focused on improving the lives of our people, the level of education available, and impacting poverty and economic growth in our communities. We will be working with NGOs like iGaming European Network together with 25 other gaming companies to enact change.

Our highlights from the first quarter are:

- **Training and education.** We believe in developing our people through investment in education and performance management support. We had 1,869 Course completions in Q1. The top five in order are: AML Recertification, Acceptable Use Policy Training, Treating Sensitive Information, Physical Security, and Information Security. In 2022, we also reintroduced our external courses. In Q1 26 GiGsters attended external courses online from Media, Platform and Group achieving certifications in communication, Cyber security, Javascript, ACCA, soft skills and leadership skills, and much more. We also have 35 GiGsters confirmed to attend external courses in the coming months.

- **Safer Gambling.** We are partnering up with **Betknowmore** through **YGAM** for this year's RG training. Betknowmore UK has launched BKM Evolve to create a new enterprise that aims to address the prevention and reduction of gambling harms through bespoke and accredited training and consultancy programs. It has been identified that areas such as the workplace, health services, and key front-line workers, require enhanced knowledge skills and resources to enable the safe and effective management of gambling health, risk and compliance issues. The top six highlights of safer gambling training include:

    - Understanding customer vulnerability
    - Understanding gambling harm
    - Understanding safeguarding and managing welfare
    - Enhanced skills for customers interactions
    - Awareness of gambling support services
    - Health and well-being

    We will also undergo our annual YGAM training - GiG operations and compliance team attend a workshop on Safer Gambling.

- **GiG Gives - Bridging the gap:**

    Education Incubator: We have now started the process of creating our proof of concept for this education incubator where we take digital problems from local charities and give them to our group of disadvantaged or discriminated against people from our local communities. They will solve the problem with the support of their paired mentor, our internal SMEs and our educational partner - thus giving them a portfolio of work to get them back into gainful employment or education. We intend to use our network of partners to create internships, giving opportunities and valuable work experience, creating true sustainability, equity and inclusion. We aim to complete our first proof of concept incubator by the end of Q4 2022. We have already established an internal committee of volunteers and currently having meetings together with our committee and partnered NGOs to discuss the next steps for Q2 2022.

- **Community Outreach:**
  We've donated

    - Almost 80kgs of food in Malta to a women and children's shelter
    - 1200 euros worth of IT equipment to a charity organisation and
    - 6308 euros to our GiG Gives charity account, as we sold this amount of preloved IT devices to our colleagues
    - **Ukraine Crisis Appeal**
        - Online fundraising on GoFundMe to focus our internal collections. This money has been used by GiGsters on the ground to support the emergency services and NGOs to purchase life saving supplies like medical kits, sleeping mats, baby supplies, food, water, medicine, fuel and transport to evacuate refugees, doctors visits and shelter. GiG has been doubling employee donations.
        - Supporting GiGsters directly or indirectly impacted with paid leave and well-being support, including emotional and mental health therapies.
        - Organised collections to be sent to camps or local charities and support refugees when they arrive in different locations, through collections, volunteering and well-being support - all aligned with local governments and aid organisations.
        - Appealed for GiGsters to donate their GiG Gives paid volunteer day to other GiGsters on the ground who were supporting directly on the borders.

This list of activities is ever evolving to keep pace with the situation. The safety of our people is paramount and we continue to offer a myriad of support to those impacted, and we will continue to protect the privacy of those involved. We are reporting these activities to reflect the immense sense of spirit and generosity of our GiGsters, not in any way to garner credit for these actions. We are extremely proud of everything our people have been doing.

- **ESG**

In 2021 we embarked on the journey every company should be taking to record and report on the 4 categories and 12 subcategories of ESG reporting. We are fully committed to reducing our impact on the global environment, and we are excited to begin our journey in earnest to achieve Net Zero through analysis, reduction and neutralisation. Based on initial indications we believe we can achieve this by 2030. We will publish our strategic roadmap in 2023, with comprehensive measurements and KPIs.

Our areas of focus in Q1 - Q4 2022

Environmental sustainability assessment, including full Environmental, Social Governance reporting:

a. Scope 1, 2 and 3 carbon emissions assessment, with the aim of becoming Net Zero by 2030 - we will publish the full strategy on how we will achieve this in 2023.

  i. **Reducing consumption and waste.** We are recycling paper, plastic, glass, organic material, printer toner and batteries in all of our locations, including electronic waste, and we have started to record all of our energy consumption. **We aim to reduce our energy and water consumption by 5% in 2022**, even though we have more people coming back into offices.

  i. Improving merchandise practices. We're also changing our current merchandise to sustainable products, and reducing CO^2 emissions caused by shipments, couriers by changing the shipment type and frequency and awarding digital prizes and rewards instead of physical items. **We will reduce our consumption of physical merchandise and related CO2 emissions by 25% in 2022.**

b. Focussing on improving our supplier chain ethics including full assessment

  i. We embarked upon an initial ESG supply chain rating analysis giving Net Positive observations from the top c.€28m spend;

  ii. GiG's Legacy measured c.€10.5m against substantially weighted ESG analyst data.

  i. With 66% of spend within the software and Internet sector, meaning the measured ESG investment combined with Microsoft excellent ESG rating performance, gives GiG.com **a good 58.96 ESG score.**

Consolidated Financial Statments

Gaming Innovation Group Inc.

Condensed Statements of Operations

EUR 1000 - Unaudited	Q1 2022	Q1 2021	2021
Revenues	23 053	18 145	82 155
Cost of sales	1 065	723	4 167
Gross profit	**21 988**	**17 422**	**77 988**
Marketing expenses	6 742	4 690	23 005
Other operating expenses	8 739	7 807	32 888
Total operating expenses	**15 481**	**12 497**	**55 893**
EBITDA	**6 507**	**4 925**	**22 095**
Depreciation & amortisation	2 520	1 948	9 336
Amortisation of acquired affiliate assets	1 107	1 090	4 313
EBIT	**2 880**	**1 887**	**8 446**
Financial income (expense)	-1 656	-1 570	-8 201
Unrealized exchange gain(loss) on the bond	507	792	1 064
Result before income taxes	**1 731**	**1 109**	**1 309**
Tax income/(expense)	-179	1 492	519
Profit/(loss) from continuing operations	**1 552**	**2 601**	**1 828**
Profit/(loss) from discontinuing operations	-479	-486	-1 890
Profit/(loss) for the period	**1 073**	**2 115**	**-62**
Exchange differences on translation of foreign operations	-33	129	-323
Fair value movement in available for sale investment		-	-
Total comprehensive income/(loss)	**1 040**	**2 244**	**-385**
Total comprehensive income/(loss) attributable to:			
Owners of the Company	1 039	2 246	-385
Non-controlling interests	1	(2)	-
Total comprehensive income/(loss)	**1 040**	**2 244**	**-385**
Weighted average shares outstanding (1000)	96 676	90 006	94 010
Diluted weighted average shares outstanding (1000)	96 676	90 006	94 010
Basic and diluted earnings (losses) per share:			
- from continuing operations:	0,02	0,03	0,02
- from discontinuing operations	0,00	-0,01	-0,02
- attributable to GiG Inc.	0,01	0,02	-0,00

Gaming Innovation Group Inc.

Condensed Statements of Financial Position

EUR 1000 - Unaudited

	Q1 2022	Q1 2021	2021
Assets			
Non-current assets:			
Goodwill	16 302	16 285	16 325
Intangible assets	31 720	32 884	31 732
Deposits and other non-current assets	12 533	15 594	13 482
Total non-current assets	**60 555**	**64 763**	**61 539**
Current assets:			
Trade and other receivables	19 151	14 242	17 569
Cash and cash equivalents	16 542	5 577	8 561
Total current assets	**35 693**	**19 819**	**26 130**
Total Assets	**96 248**	**84 582**	**87 669**
Liabilities and shareholders' equity			
Shareholders' equity:			
Share capital	84 323	78 915	84 323
Share premium/reserves	35 675	32 323	35 491
Retained earnings (deficit)	-106 873	-105 803	-107 912
Total equity attributable to GiG Inc.	13 125	5 435	11 902
Non-controlling interests	24	16	23
Total shareholders' equity	**13 149**	**5 451**	**11 925**
Liabilities:			
Trade payables and accrued expenses	19 029	18 560	20 485
Lease liabilities	2 388	2 180	3 156
Short term bond	4 451	3 455	3 853
Total current liabilities	**25 868**	**24 195**	**27 494**
Bond payable	47 296	35 259	38 850
Other long term liabilities	9 592	19 257	9 400
Deferred tax liability	343	420	-
Total long term liabilities	**57 231**	**54 936**	**48 250**
Total liabilities	**83 099**	**79 131**	**75 744**
Total liabilities and shareholders' equity	**96 248**	**84 582**	**87 669**

Condensed statements of changes in equity:

Equity at beginning of period	**11 925**	**3 606**	**3 606**
Adjustment in prior period	-	-260	8
Loan converted to shares	-	-	8 051
Share compensation expense	184	119	645
Exchange differences on translation of foreign operations	-33	129	-323
Net results from continuing operations	1 552	2 601	1 828
Net results from discontinuing operations	-479	-486	-1 890
Equity at end of period	**13 149**	**5 451**	**11 925**

Gaming Innovation Group Inc.

Condensed Statements of Cash Flows

EUR 1000 - Unaudited

	Q1 2022	Q1 2021	2021
Cash flows from operating activities:			
Results from continuing operations before income taxes	1 731	1 109	1 309
Income/(loss) from discontinued operations	-479	-486	-1 890
Adjustments to reconcile profit before tax to net cash flow:			
Tax expense	-179	1 492	519
Depreciation and amortization	3 627	3 038	13 649
Share based compensation	184	119	645
Transaction costs	-1 157	-67	-67
Other adjustments for non-cash items and changes in operating assets and liabilities	87	-5 320	-1 234
Net cash provided by operating activities	**3 814**	**-115**	**12 931**
Cash flows from investing activities:			
Purchases of intangible assets	-2 872	-1 983	-8 625
Purchases of property, plant and equipment	-43	-96	-577
Acquisition of associates	-	-	-26
Net cash from investing activities	**-2 915**	**-2 079**	**-9 228**
Cash flows from financing activities:			
Lease liability principal payments	-831	-636	-2 993
Interest paid on bonds	-1 100	-898	-3 801
Repayment of loans	-	-2 328	-2 328
Proceeds from bond issue	9 046	-	42 431
Repayment of bonds	-	-	-39 632
Net cash from financing activities	**7 115**	**-3 862**	**-6 323**
Translation loss	-33	129	-323
Fair value movements	-	-	-
Net increase (decrease) in cash	**7 981**	**-5 927**	**-2 943**
Cash and cash equivalents - beginning	8 561	11 504	11 504
Cash and cash equivalents attributable to discontinued operations	-	-	-
Cash and cash equivalents - end	**16 542**	**5 577**	**8 561**

Gaming Innovation Group Inc.

Selected Notes to Condensed Consolidated Financial Statements as of and for the Periods Ending 31 March 2022 and 2021

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 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, Triq Id-Dragunara, St. Julian's STJ 3148, Malta.

The Company's principal activities during 2021 and 2022 were the provision of online gaming services, primarily a remote gaming platform and affiliate marketing operations.

2. Revenue recognition

Reported revenues include revenues from a platform client where GiG recognizes the full operations in the profit and loss statements and these revenues are partly offset by related cost of sales and site overhead expenses. By assuming standard white-label accounting principles, normalised revenues, cost of sales and marketing cost will, in the opinion of management, give a more comparable view on the Company's operational performance. The differences are shown in the table below, and in the narrative part of the report, the normalised revenue, cost of sales and marketing expenses are comment on.

Reported numbers - EUR 1000 - Unaudited	Q1 2022	Q1 2021	2021
Revenues	23 053	18 145	82 155
Cost of sales	1 065	723	4 167
Gross profit	**21 988**	**17 422**	**77 988**
Marketing expenses	6 742	4 690	23 005
Other operating expenses	8 739	7 807	32 888
Total operating expenses	**15 481**	**12 497**	**55 893**
EBITDA	**6 507**	**4 925**	**22 095**

Normalised numbers - EUR 1000 - Unaudited	Q1 2022	Q1 2021	2021
Revenues	19 054	15 019	66 343
Cost of sales	29	-10	868
Gross profit	**19 025**	**15 029**	**66 475**
Marketing expenses	3 779	2 297	11 208
Other operating expenses	8 739	7 807	32 172
Total operating expenses	**12 518**	**10 104**	**43 380**
EBITDA	**6 507**	**4 925**	**22 095**

3. 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 2022 and 2021 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 2022 and 2021 have not been audited by the Company's auditors.

The Company's condensed consolidated financial statements are presented in Euro (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).

The condensed consolidated financial statements of the Company as at and for the periods ended 31 March 2022 and 2021 are comprised of its subsidiary Plc and Plc's related accounting basis subsidiaries.

4. 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 2022 and 2021 are consistent with those used in preparing the Company's consolidated financial statements as of and for the year ended 31 December 2021. See the 2021 Annual Report for more details, hereunder the Company's Revenue Recognition Policy.

Discontinued Operations

In accordance with IFRS 5, the B2C and Sports financial results are reported as discontinued operations in the Company financial statements as of and for the periods ended 31 March 2022 and 2021 and full year ended 31 December 2021 and 2022 respectively.

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

In 2022, there are no new standards, amendments and interpretations to existing standards that are mandatory for the Company's accounting periods beginning 1 January 2022. 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.

5. 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 recognize 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. There were no impairments in periods covered by this interim report.

6. Segment information

IFRS 8 defines segments as business activities that may earn revenues or incur expenses, whose operating results are regularly monitored by the chief operating decision maker and for which discrete financial information is available. Reported information is based on information that management uses to direct the business. Segment disclosures are based on information management has reported to the chief operating decision maker.

Up until the divestment of the Business to Consumer ("B2C") segment in 2020, the Group operated two segments; B2C, which included the gaming operations directed towards end users, and the Business to Business ("B2B"), which included its platform offering front-end services ('Platform') and affiliate marketing ('Media'). The Group's internal reporting to its management team now focuses on Platform and Media, and accordingly the segment information below discloses financial information for these two segments. Prior periods have been restated for comparison.

Q1 2022 (EUR 1000)	Media	Platform	Total
Revenue	14 055	8 998	23 053
Cost of sales	-	-1 065	-1 065
Marketing costs	-3 761	- 2 981	-6 742
Other operating costs	-3 447	-5 291	-8 738
EBITDA	6 847	-340	6 508
Depreciation & amortisation	-1 805	-1 822	-3 627
Operating profit/(losses)	**5 042**	**-2 162**	**2 880**

Q1 2021 (EUR 1000)	Media	Platform	Total
Revenue	10 034	8 111	18 145
Cost of sales	-	- 723	-723
Marketing costs	-2 433	-2 257	-4 690
Other operating costs	-3 000	-4 807	-7 807
EBITDA	4 601	324	4 925
Depreciation & amortisation	-1 805	-1 233	-3 038
Operating profit/(losses)	**2 796**	**-909**	**1 887**

2021 (EUR 1000)	Media	Platform	Total
Revenue	44 970	37 185	82 155
Cost of sales	-	-4 167	-4 167
Marketing costs	-10 959	-12 046	-23 005
Other operating costs	-13 306	-19 583	-32 888
EBITDA	20 705	1 389	22 095
Depreciation & amortisation	-7 259	-6 389	-13 648
Operating profit/(losses)	**13 446**	**-5 000**	**8 446**

7. Discontinued operations

B2C Operations

In April 2021, the Company completed the sale of its B2C assets to Betsson Group (Betsson). In accordance with IFRS 5, the B2C financial results are reported as discontinued operations in the Company's financial statements as of and for the periods ended 31 March 2022 and 2021.

As a result of the sale of the B2C assets, the Company has surplus office space, and in the third quarter of 2021, the Company accelerated the amortisation of EUR 1.1 million to leasehold investments in relation to these offices as part of discontinued operations.

Sports

In December 2021, the Company signed a Share Purchase Agreement to acquire the iGaming company Sportnco Gaming SAS. Sportnco is a leading provider of turnkey betting and gaming solutions for operators in regulated markets through its inhouse developed sportsbook and PAM. On 1 April 2022 the transaction was completed. As a result, the Company took the decision to discontinue its own sportsbook as Sportnco's sportsbook will be the preferred solution going forward.

The following is the breakdown of the profit/(loss) from discontinued operations for the periods ended 31 March 2022 and 2021. There were no assets and liabilities classified as held for sale as at 31 March 2022 and 2021:

(EUR 1000)	Q1 2022	Q1 2021	2021
Net revenue	-	160	419
Other income	-	-	-
Expenses	-479	-646	-2 309
Impairment losses	-	-	-
Loss on disposal of B2C segment	-	-	-
Operating profit/(losses)	**-479**	**-486**	**-1 890**
Loss from discontinued operations attributable to:			
Owners of the Company	-479	-486	-1 890
Non-controlling interest	-	-	-
	-479	**-486**	**-1 890**
Net cash flow from operating activities	-479	-486	-1 890
Net cash flow from investing activities	-	-	-
Net cash inflow/(outflow) from financing activities	-	-	-
Net increase in cash generated by discontinued operations	**-479**	**-486**	**-1 890**

8. 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 2022, the Company had 3,420,000 options outstanding.

9. Changes in equity

A Special Meeting of Shareholders on 20 January 2022 approved to increase the number of authorized shares from 110,000,000 to 150,000,000, to cater for the share issues in relation to the acquisition of Sportnco.

In February 2022, the Board of Directors granted 1,700,000 options to key employees with an exercise price of NOK 22.00 per share, exercisable with 20% after 1 January 2023, 30% after 1 January 2024 and 50% after 1 January 2025. All options expire on 31 December 2027 and are conditional upon employment at time of exercise. The options were granted under the option plan approved by the Annual Meeting of Shareholders in May 2019. After the grant, a total of 3,420,000 options are outstanding.

As at 31 March 2022, the number of authorised shares was 110,000,000 whereof 96,675,626 shares and 3,420,000 options were outstanding.

10. Loans payable to shareholders

In June 2020, the Company entered a NOK 25,000,000 credit facility with a shareholder on market terms with maturity in January 2021. NOK 14,000,000 was drawn under the facility in July 2020, and NOK 11,000,000 in November 2020. The credit facility was paid down in January 2021.

In December 2020, the Company issued a subordinated convertible loan of EUR 8.5 million to two Nordic investment funds with an interest rate of 8% per annum, convertible into shares in the Company at NOK 15 at the option of the lenders, or repayable on 18 June 2023. On 28 May 2021, this loan was converted into equity.

Long term loans outstanding balances at 31 March 2022 and 2021 were EUR 0 and EUR 7.5 million, respectively with accrued interest of EUR 0 and EUR 0.3 million, respectively.

11. Senior secured bonds

In June 2021, the Group issued a 3-year SEK 450 million senior secured bond with a SEK 550 million borrowing limit. The net proceeds were used to refinance the existing SEK 400 million 2019-2022 bond including transaction costs with the balance applied towards general corporate purposesThe 2021-2024 bonds has a floating coupon of 3 months STIBOR + 8.5% per annum and are registered in the Norway Central Securities Depository and listed on Nasdaq Stockholm and Frankfurt Stock Exchange Open Market.

The acquisition of SportnCo required the bond terms to allow for roll over of long-term loans in Sportnco as well as some other amendments to the bond terms. The proposed resolutions were adopted by the bondholders in January 2022 through a written resolution.

Also in January 2022, the Group successfully completed a SEK 100 million subsequent bond issue under the above bond framework, to be used towards partially finance the acquisition of Sportnco and general corporate purposes. The borrowing limit of SEK 550 million was therefore fully utilised.

The outstanding balance of the short-term bond at 31 March 2022 and 2021 was EUR 4,450,894 (2021: EUR 3,455,360) with accrued interest of EUR 598,138 (2021: EUR 582,936). The outstanding balance of the long-term bond on 31 March 2022 was EUR 47,295,701 (2021: EUR 35,259,266) with accrued interest of EUR 0 (2021: EUR 132,862).

12. Acquisitions

There were no acquisitions during the first quarter of 2022.

13. 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.

14. Related party transactions

There were no material related party transactions in the first quarter 2022 other than the loans mentioned in Note 10.

15. Subsequent events

On 1 April 2022, GiG completed the acquisition of Sportnco Gaming SAS, hereunder to issue new shares to the shareholders of Sportnco and to SkyCity Entertainment Group Limited ("SkyCity"). GiG acquired 100% of the shares in Sportnco Gaming SAS for a consideration of EUR 51.37 million, whereof EUR 27.87 million was paid in cash and EUR 23.50 million in 12,623,400 new shares in GiG at a share price of NOK 18.08. In addition, Sportnco retains EUR 18.63 million of its existing long-term loans. Also on 1 April 2022, GiG concluded a EUR 25 million directed share issue towards SkyCity issuing 13,487,500 new shares in GiG shares at a share price of NOK 18.00 per share. Following the share issues, the number of outstanding shares increased from 96,675,626 to 122,786,526.

As part of the transaction, GiG acquired the legal title of certain B2C assets and liabilities owned by Sportnco. The B2C net assets have been carved out in the SPA and have not been taken into consideration by both parties in determining the consideration price. The contractual arrangements between GiG and the vendor are such that GiG has no substantive decision-making power over the B2C net assets and are fully indemnified with respect to any lawsuits related to B2C net assets that may emanate. The B2C net assets must be disposed by the vendor within twelve months from closing date. If no vendor is identified after a period of twelve months, B2C net assets are transferred back to current shareholders at no consideration.

As per the Share Purchase Agreement for Sportnco, closing statements need to be completed within ninety days from date of closing. As at reporting date, the status of the closing statements are work in progress and the Company is only in possession of the estimated closing statements. Therefore, other disclosures relating to this business combination are deemed impracticable by management as it is not yet in a position to accurately quantify goodwill, fair value of each major class of assets and liabilities.

Any other subsequent events were already addressed in other sections within this report.

16. 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.

Deposits: Money deposited in the customer accounts

EBIT: Operating profit

EBIT margin: EBIT in percent of revenues

EBITDA: Operating profit less depreciation, amortization and impairments

EBITDA margin: EBITDA in percent of revenues

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 Gaming Revenue (GGR): Total cash deposits less all wins payable to customers

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

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

Normalised revenues: See description in Note 2

Organic growth: Growth excluding acquisitions

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

Gaming Innovation Group plc.

Condensed statement of operations

In June 2021, Gaming Innovation Group Plc issued a new SEK 450 million senior secured bond with a SEK 550 million borrowing limit. The bond matures in June 2024 and is listed on on Nasdaq Stockholm and Frankfurt Stock Exchange Open Market. A SEK 100 million subsequent bond issue was completed in January 2022, increasing the outstanding bonds to SEK 550 miilion.

As per the bond terms, the interim condensed consolidated accounts for the issuer for the first quarters 202 and full year 2021 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

	Q1 2022	Q1 2021	2021
Revenues	23 053	18 145	82 135
Cost of sales	1 065	723	4 167
Gross profit	**21 988**	**17 422**	**77 968**
Operating expenses			
Marketing expenses	6 742	4 690	23 009
Other operating expenses	8 496	7 486	31 700
Total operating expenses	**15 238**	**12 176**	**54 709**
EBITDA	**6 750**	**5 246**	**23 259**
Depreciation & amortisation	2 520	1 948	9 280
Amortisation on acquired affiliate assets	1 107	1 090	4 367
EBIT	**3 123**	**2 208**	**9 611**
Financial income (expense)	-1 133	-484	-6 571
Result before income taxes	**1 990**	**1 724**	**3 040**
Tax income/(expense)	-179	-80	-631
Profit/(loss) from continuing operations	**1 811**	**1 644**	**2 409**
Profit/(loss) from discontinuing operations	-479	-486	-1 890
Profit/(loss) for the period	**1 332**	**1 158**	**518**
Exchange differences on translation of foreign operations	-33	129	24
Fair value movement in available for sale investment	-	-	-
Total comprehensive income (loss)	**1 299**	**1 287**	**542**
Total Comprehensive income (loss) attributable to:			
Owners of the Company	1 298	1 282	534
Non-controlling interests	1	5	8
Total comprehensive income (loss)	**1 299**	**1 287**	**542**

Gaming Innovation Group plc.

Condensed statements of financial position

EUR 1000 - Unaudited	Q1 2002	Q1 2021	2021
Assets			
Non-current assets:			
Goodwill	5 854	5 837	5 877
Intangible assets	31 720	32 554	31 732
Deposits and other non-current assets	12 222	15 269	13 171
Total non-current assets	**49 796**	**53 660**	**50 780**
Current assets:			
Trade and other receivables	18 885	14 212	17 565
Cash and cash equivalents	8 197	5 501	8 484
Total current assets	**27 082**	**19 713**	**26 049**
Total assets	**76 878**	**73 373**	**76 829**
Llabilities and shareholders' equity			
Shareholders' equity:			
Share capital	51	51	51
Share premium/reserves	88 385	87 135	88 208
Retained earnings (deficit)	-90 972	-91 390	-92 241
Total equity attributable to GiG Inc.	-2 536	-4 204	-3 982
Non-controlling interests	24	14	23
Total shareholders' equity	**-2 512**	**-4 190**	**-3 959**
Llabilities:			
Trade payables and accrued expenses	15 402	24 738	20 485
Lease liabilities	2 388	1 922	3 156
Bond payable	4 451	3 455	3 853
Total current liabilities	**22 241**	**30 115**	**27 494**
Bond payable	47 296	35 259	38 850
Deferred tax liability	9 510	11 769	9 313
Other long term liabilities	343	420	5 131
Total long term liabilities	**57 149**	**47 448**	**53 294**
Total liabilities	**79 390**	**77 563**	**80 788**
Total liabilities and shareholders' equity	**76 878**	**73 373**	**76 829**

Gaming Innovation Group plc.

Condensed statement of cash flows

EUR 1000 - Unaudited

	Q1 2022	Q1 2021	2021
Cash flows from operating activities:			
Results from continuing operation before income taxes	1 990	1 724	3 040
Results from discontinued operations	-479	-486	-1 890
Adjustments. to reconcile profit before tax to net cash flow:			
Tax expense	-179	-80	-234
Depreciation and amortization	3 627	3 038	13 647
Share based compensation	177	80	642
Loss on disposal of B2C division	-	-	36
Other adjustments for non-cash items and changes in operating assets and liabilities	-9 590	-3 761	-2 660
Net cash provided by operating activities	**-4 454**	**515**	**12 581**
Cash flows from investing activities:			
Purchases of intangible assets	-2 872	-1 983	-8 596
Purchases of property, plant and equipment	-43	-96	-577
Disposal/acquisition of associates	-	-	-26
Net cash from investing activities	**-2 915**	**-2 079**	**-9 199**
Cash flows from financing activities:			
Proceeds from/repayment of loans	-	579	-
Lease payments	-831	-788	-3 237
Interest paid on bonds	-1 100	-898	-2 991
Proceeds from/repayment of bonds	9 046	-	3 263
Net cash from financing activities	**7 115**	**-1 107**	**-2 965**
Translation loss	-33	129	24
Fair value movements	-	-	-
Net increase (decrease) in cash	**-287**	**-2 542**	**441**
Cash and cash equivalents - beginning	8 484	8 043	8 043
Cash and cash equivalents - end	**8 197**	**5 501**	**8 484**

We are
Gaming Innovation Group

Gaming Innovation Group Inc. (“GiG” or “the Company”) is a technology company operating in the iGaming industry. Offering cutting edge cloud-based services and performance marketing through their B2B solutions. Founded in 2012, Gaming Innovation Group’s vision is “to be the industry leading platform and media provider delivering world class solutions to our iGaming partners and their customers”. GiG’s agile iGaming platform is adaptable to change, providing partners with the choice and flexibility of selecting content and services tailored to their specific market requirements, delivering a seamless omnichannel experience. Furthermore GiG is a lead generation and marketing provider with a 360 degree digital offering, supplying high value leads with global reach. All driving sustainable growth and profitability through product innovation, scalable technology and quality of service. GiG’s strategy is centered on three customer focused business areas, which is key to be a relevant supplier, supported by its group ambition for top performance and operational excellence

Media
Digital Marketing

- Finding leads through online media buys and publishing and refer these lead to operators
- Successful track record in multiple markets, sending traffic to leading iGaming operators

Platform
Platform Services

- Offering state of the art PAM services and games from multiple vendors, to casino operators
- Providing casino, sportsbook and data technology to operators globally as well as full managed services capability

Sportnco
Sports Services

- End to end Sportsbook solution
- Odds, trading and risk management platform and mobile first front end for sportsbooks

Managed Services

Supportive services to fulfil GiG’s partner’s operational needs across complex industry needs

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

Malta (Headquarters)

@GiG Beach
Golden Mile Business Centre
Triq Id-Dragunara

St Julian's STJ 3148

Spain

Avenida Ricardo Soriano 21
Marbella

Malaga 29601

Denmark

Nannasgade 28

2200 Copenhagen N

United States

8359 Stringfellow Rd

St James City, FL 33956

Norway

Fridjtof Nansens Plass 6

0160 Oslo

Latvia

Audēju street 15, floor 5th

Riga, LV-1050