

FINANCIAL REPORT

## Q4 2021 AND FULL YEAR 2021

February 23, 2022

## **PRESENTERS**

## Q4 2021 AND FULL YEAR 2021







Anton Lin, CFO



Eva Sparr, Head of IR



## **KEY TAKE-AWAYS**

#### Q4 2021 AND FULL YEAR 2021

- Strong growth based on past product investments
- Investing for the next level of growth
- Positive cashflow, fully debt free
- Key progress in the U.S. market
- Sports milestone: +€100m in placed bets monthly
- Successful launches of new client brands
- Ongoing and growing environmental, social and governance work



## **WHO WE ARE**

#### PURE PLAY B2B PROVIDER FOR TIER 1 GAMING OPERATORS



## **Strong Customer Base**

















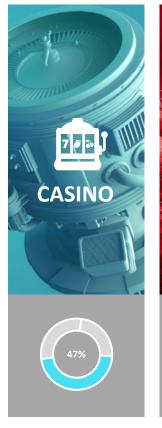




<sup>(</sup>b) Figures represent peak traffic/volume recorded to date in Sports and Casino.

## **THREE CORE PRODUCT CATEGORIES**

## PROVIDING A FULL-SERVICE OFFERING







O Share of gross profit 2021 (excl. discontinued business units)



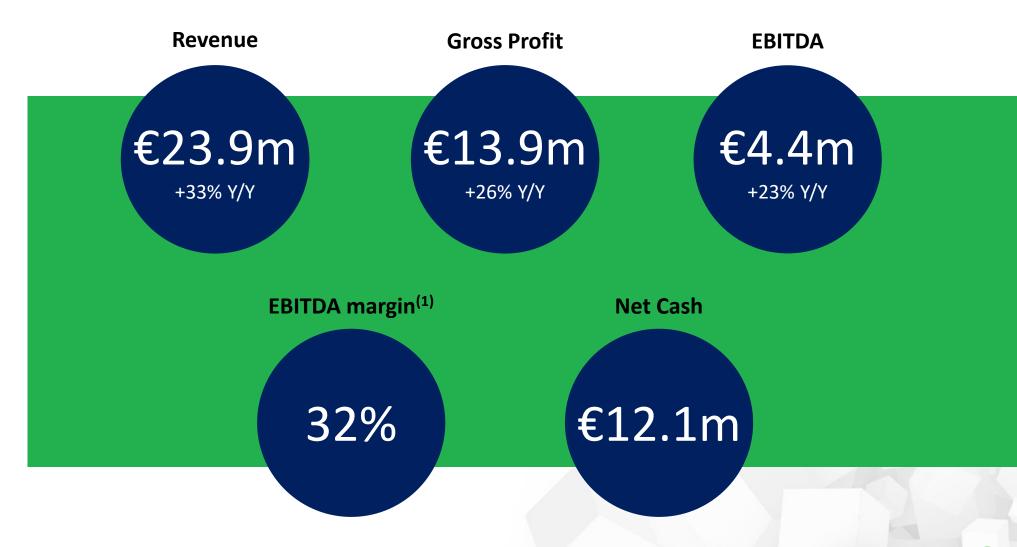


## FINANCIALS

Q4 2021 AND 2021

## **FINANCIAL HIGHLIGHTS Q4 2021**

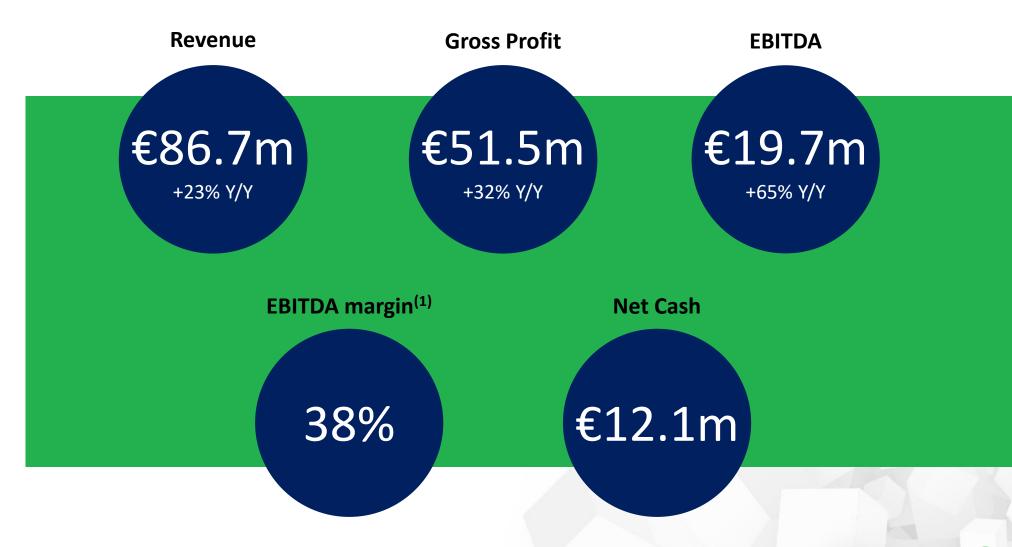
#### CONTINUED PROFITABLE GROWTH





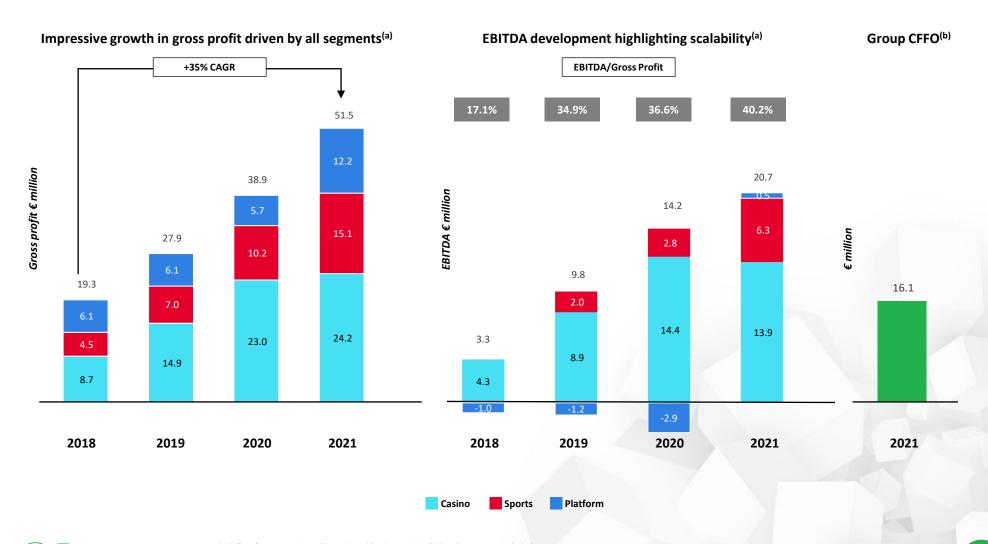
## **FINANCIAL HIGHLIGHTS YEAR 2021**

## STRONG GROWTH





## **ATTRACTIVE FINANCIAL PROFILE**



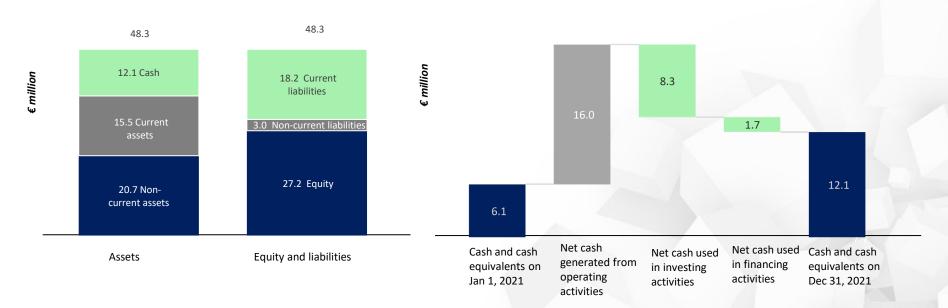


a. Cash flow from operations. Discontinued business units, B2C and payment, excluded b. Discontinued business units, B2C and payment, excluded

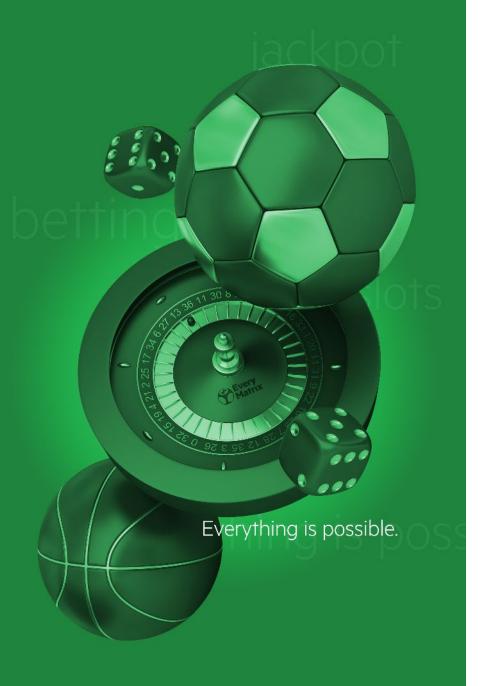
## **STRONG CASH POSITION**

#### CASH POSITION AND CASH BALANCE

- Cash position at end of Q4'21 was €12.1 m.
- The Working Capital Requirement was cash generative at 3% of Revenue for 2021, providing no problems for organic expansion.
- Our cash balance is stable and provides the company with operating liquidity and a sizeable buffer.





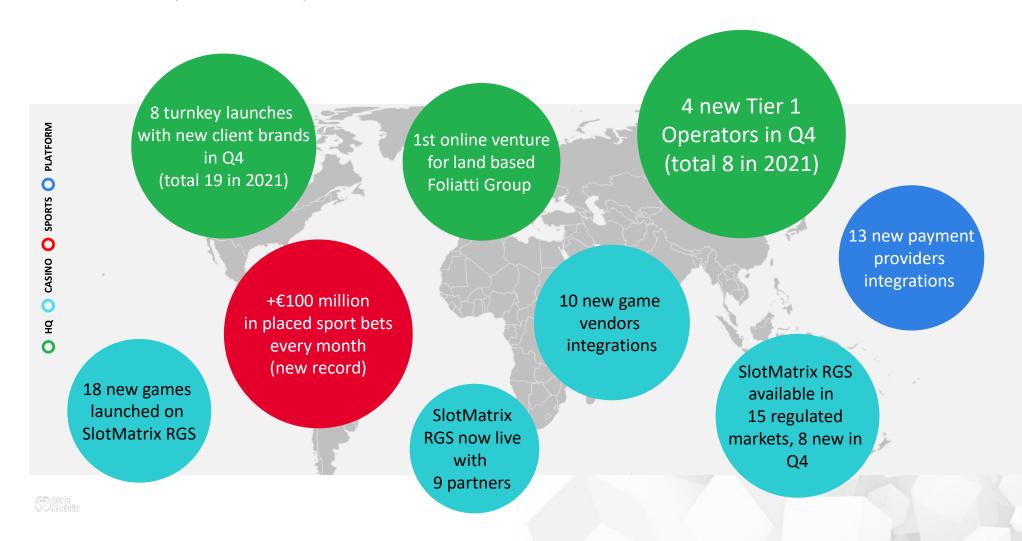


# OPERATING REVIEW

Q4 2019 - Q4 2021

## **KEY EVENTS IN THE FOURTH QUARTER**

## NEW CLIENTS, LAUNCHES, INTEGRATIONS AND CERTIFICATIONS





## **KEY EVENTS IN THE FOURTH QUARTER**

EXPANDED PRESENCE IN THE U.S.







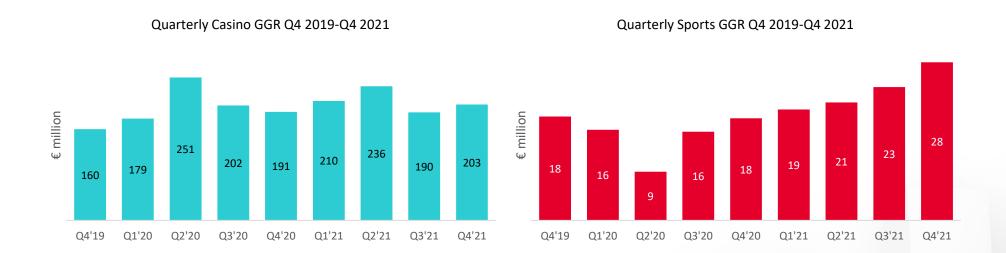
Tier 1 clients and license applications





## **GROSS GAMING REVENUE (GGR) DEVELOPMENT**

#### **EVERYMATRIX'S OPERATORS**



- EveryMatrix's operators' GGR comes from both Casino and Sports gaming.
- Casino was impacted by the regulatory changes in Germany Q3, Q4 and the full year 2021.
- Sports benefitted in Q4 from the most complete match schedules since the pandemic started.

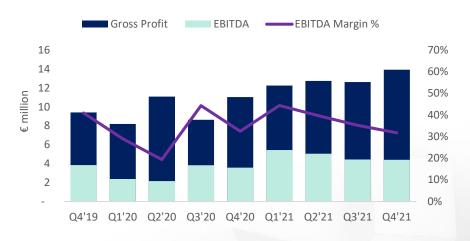


## STRONG RESULTS ACROSS THE GROUP

#### CONSOLIDATED REVENUE AND GROSS PROFIT DEVELOPMENT



#### Consolidated Gross Profit, EBITDA, EBITDA Margin %

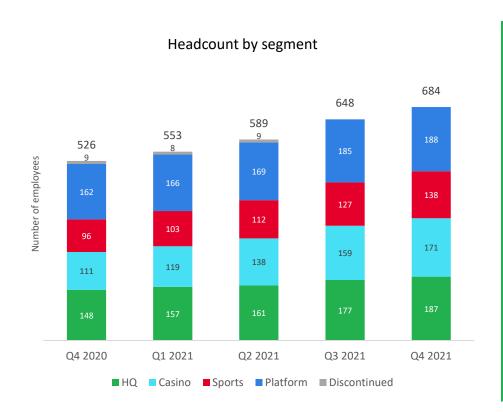


- Gross Profit is the best reflection of the underlying performance of the group.
- Continued strong results across the group in Q4'21 leading to a 26% increase in Gross Profit Y/Y.
- For the full year, Gross Profit increased by 32% compared to 2020.
- Continued hiring and investment in development has taken place throughout the pandemic.



## **INVESTMENTS INTO FUTURE GROWTH**

#### INCREASING HEADCOUNT FOR THE NEXT LEVEL OF GROWTH



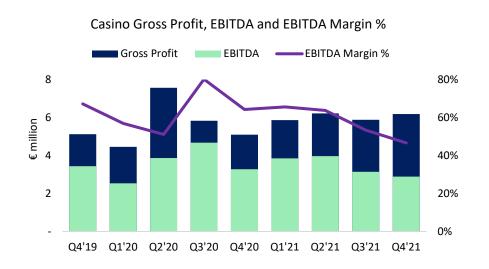
#### Main investments made:

- Sports. Product expansions to enable us to win larger opportunities.
- Casino. Opening of a 2nd studio, Armadillo Studios, dedicated to building games for the U.S. market.
- HQ. Increasing resources in legal, finance, compliance to cater for further expansion into regulated markets, and preparing for capital market activities.



#### **CASINO**

#### STRONG GROSS PROFIT GROWTH DESPITE IMPACT FROM GERMANY

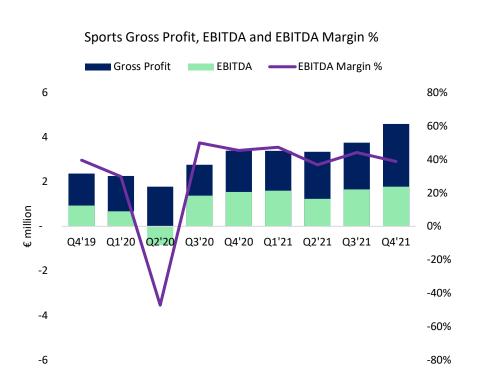


- Strong gross profit growth in Q4, up 21%, compared to Q4'20 despite the regulatory changes in Germany which impacted gross profit in Q3, Q4 and the full year 2021.
- Sustained investment into products and an increase in headcount meant an increase in operating expenses.
- The impact on gross profit from Germany and increased operating expenses led to a lower EBITDA for Q4 and for the full year.
- The EBITDA margin was 47% in Q4, down from 64% Q4'20, the decrease attributable to an increase in investment into our game studios.
- Investing in an ever-wider library of content for clients.



## **SPORTS**

#### BENEFITTED FROM A COMPLETE MATCH SCHEDULE

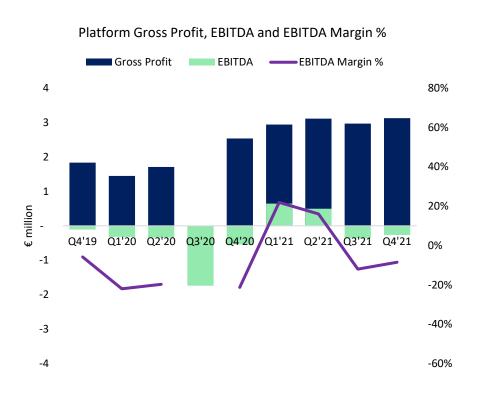


- Sports benefitted from the most complete match schedules since the pandemic started.
- Gross profit increased by 35% in Q4 compared with Q4'20. For the full year 2021, gross profit increased by 48% compared to 2020.
- EBITDA for Q4 increased by 15% compared to Q4'20. For the full year EBITDA increased by 127%.
- Continuing to invest in a high-quality development team, releasing continuous product upgrades for all clients.



## **PLATFORM**

#### RUN AS AN EBITDA-NEUTRAL SEGMENT



- Gross Profit for Q4 was €3.1 million (2.5). For the full year 2021, Gross Profit was €12.1 million (5.7), an increase of 114% compared with 2020.
- The strategy for Platform is to run it as an EBITDAneutral, or nearly neutral, segment that enables and retains operators.



## **ENVIRONMENTAL, SOCIAL AND GOVERNANCE**

## ONGOING ACTIVITIES AND Q4 HIGHLIGHTS

KidsAcademy launched as a fully and independent NGO kidsacademy.org





Joined the World Lottery Association



Ongoing work for safe and fair iGaming



Donation to Foundation
Conservation Carpathia
(FCC) to actively
preserve the forests of
the Romanian
mountains
www.carpathia.org





Q&A

## **GOING FORWARD**

#### NEXT LEVEL OF GROWTH

- Monetise investments for next level of growth
- Continue to expand in the U.S.
- Active M&A engagement, mainly content driven
- Strict controls on non-profitable products
- Strong presence with Tier 1 operators
- Grow in new markets





# Thank you!

EveryMatrix is delivering iGaming software, solutions, content and services for casino, sports betting, payments, and affiliate/agent management to Tier 1 operators as well as to newer brands. The platform is highly modular, scalable, and compliant, allowing operators to choose the optimal EveryMatrix solution depending on their needs and existing in-house technology and capabilities.

EveryMatrix empowers clients to unleash bold ideas and deliver outstanding player experiences in regulated markets. The company has 650+ employees across ten offices and serves 140 customers worldwide, including the regulated U.S. market.

EveryMatrix is a member of the World Lottery Association, European Lotteries Association, and iDEA Growth in the U.S.

Find out more at <u>everymatrix.com</u>

For investors related enquiries please write to <a href="mailto:investors@everymatrix.com">investors@everymatrix.com</a>