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**ASX Release**
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**Ainsworth Game Technology Limited**  
**Full Year Results to 30 June 2014 and Dividend Announcement**

Ainsworth Game Technology Limited (AGT) today announced an audited profit after tax of \$61.6 million for the year ended 30 June 2014, an increase of 18% on the prior corresponding period in 2013.

Based on the results, the Board has declared a final dividend of \$0.05 per ordinary share, resulting in full year dividends of \$0.10 per ordinary share. The dividend is unfranked with Nil Conduit Foreign Income (CFI) and is expected to be paid on 26 September 2014.

The financial results for the year ended 30 June 2014 are summarised as follows:

<i>Amounts expressed in A\$ millions (unless otherwise stated)</i>	<b>FY14</b>	<b>FY13</b>	<b>Movement %</b> ▼ ▲
<b>Revenue</b>	244.1	198.1	▲ 23%
Earnings before interest, tax, depreciation and amortisation (EBITDA)	89.4	74.1	▲ 21%
Earnings before interest and tax (EBIT)	79.1	66.0	▲ 20%
Net profit before tax	82.0	69.3	▲ 18%
Net profit after tax	61.6	52.2	▲ 18%
Earnings per share (basic) – dollars	\$0.19	\$0.16	-
Dividends per share (unfranked) - dollars			
- Interim (paid 8 April 2014)	\$0.05	\$0.03	-
- Final (declared 26 August 2014)	\$0.05	\$0.05	-
	\$0.10	\$0.08	-

Sales revenue achieved for the financial year ended 30 June 2014 was \$244.1 million, a 23% increase over the previous corresponding period in 2013. This increase represents the fifth consecutive year of double digit revenue growth achieved by the Group and is consistent with the objective of increasing shareholder value and the vision to become a globally recognised provider of gaming solutions.

Domestic revenue was \$143.3 million (59% of total revenue), an increase of 15% compared to \$124.4 million in the prior corresponding period (63% of total revenue). This result benefited from continued growth within the Victorian market which contributed 75% of domestic revenue growth and was an increase of 84% on the prior corresponding period in 2013. Continued high performance of the Group's range of equipment, including the release of branded products *Players Paradise*<sup>™</sup>, the highly successful *Quad Shot*<sup>™</sup> game range and the A560 wide boy *Reels of Wheels*<sup>™</sup> cabinet variant assisted to secure market share gains across domestic markets.

International revenue for the period was \$100.8 million (41% of total revenue), an increase of 37% compared to \$73.7 million in the prior corresponding period (37% of total revenue). Significantly, the Americas recorded an increase of 44%. Continued progress to gain market share and revenue growth within the key international market of North America in FY14 resulted in revenue of \$58.5 million, a 36% increase on the same period in 2013. The release of the A560SL<sup>™</sup> in the second half of FY14 with game brands such as *Sweet Zone*<sup>™</sup> and *Whopper Reels*<sup>™</sup> solidified revenue opportunities.

Other international revenue comprising Asia, New Zealand and Europe contributed \$10.4 million in revenue, a slight decrease of 6% compared to 2013. This decrease in revenue was primarily attributable to delays experienced within Asia due to the introduction of new gaming standards and dual language requirements in Macau. New venue openings and the replacement of gaming machines under these new standards are expected to provide revenue opportunities in the medium term as they are progressively established.

Chief Executive Officer, Mr Danny Gladstone said, "I am pleased with the momentum and results achieved to date, particularly the feedback following the installation of products within the Americas".

"We continue to pursue opportunities to establish gaming operations in the Americas with products under participation or of a recurring revenue nature. At 30 June 2014, the Group had a total of 1,989 machines within the Americas on participation, rental and/or lease, an increase of 72% over the number of units under gaming operation at 30 June 2013," Mr Gladstone said.

Continued progress within the real money online gaming segment has occurred in the current period. The Group has secured the distribution of content via the *GameConnect*<sup>™</sup> Remote Gaming Server (RGS) with selected operators in both European and North American regulated markets.

In addition, the Group has partnered with a social casino application provider to offer its extensive range of slot content to the growing social casino sector.

It is expected that both initiatives will be launched and operational towards the end of calendar year 2014. "This strategic investment in current social platform technology will provide further opportunities to provide AGT's recognised brands to a greater number of users through social and mobile channels," Mr Gladstone said.

A gross margin of 64% was achieved in the current period consistent with the margin reported at the half year ended 31 December 2013. The Company noted that margins within domestic markets remained strong and the margin decrease was primarily due to the increased contribution to total revenue from the Americas in the period. Overall segment profit margins were maintained at 52% of revenue across the Group despite these competitive pressures across the gaming industry. Continued cost reduction initiatives combined with higher sales volumes, production efficiencies and a greater concentration of premium progressive recurring revenue games are expected to assist in offsetting competitive pressures and the potential negative margin impacts as international revenue increases its contribution to total revenue of the Group.

Operating costs, excluding cost of sales, financing costs and other expenses were \$77.3 million, an increase of 17% on 2013. This increase was primarily due to the full year impact of previous expansion of resources within the Group's American facility. Further expansion will be aligned to the achievement of revenue growth within international market segments.

Research and development (R&D) was \$26.4 million (11% of total revenue), an increase of 14% on the \$23.2 million (12% of total revenue) in the previous corresponding period. Continued investment in R&D initiatives in the current period, including investment in online strategies, has fallen as a percentage of revenue as previous development initiatives for global markets are commercialised. "This investment is expected to position the Group for revenue growth and continue to provide high performing, innovative and technically advanced gaming products for our customers," Mr Gladstone said.

Consistent with the previously stated intentions, the Board has declared a final dividend after considering growth opportunities and a commitment to return profits to shareholders. The dividend results in a full year payout ratio of 52% (2013: 49%) of profit after tax, within the previously stated payout range of 40-60%.

Executive Chairman, Mr LH Ainsworth said, "The final dividend payment is a result of the continued strong trading in the current period. The Company continues to actively pursue opportunities to deliver growth and the payment of dividends is not expected to impact upon AGT's ability to invest in new development initiatives which is a key driver of profitability."

The key dates for the declared final dividend were as follows:

Shares trade ex-dividend	8 September 2014
Record date	10 September 2014
Payment date	26 September 2014

The Company advised that an update on the first half profitability expectations for FY15 will be provided at the Company's Annual General Meeting to be held on Wednesday 19 November 2014. A conference call for the Group's full year results has been scheduled for Wednesday 27 August at 9.30am (AEST). The conference call details are:

Conference Title:	FY14 Full Year Results
Conference ID:	3587392
Local Numbers:	Sydney +61 2 8113 1400 and Melbourne +61 3 8338 0900
Toll Free:	1800 554 798
USA (Dial In):	1866 839 8029

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