



HY26 Results Investor Presentation

Sydney, 13 May 2026

Aristocrat Leisure Limited (**Aristocrat**) today provides the attached Aristocrat Half Year 2026 Results Investor Presentation.

Authorised for lodgement by: Emma Leske, Company Secretary

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Aristocrat Leisure Limited (ASX: ALL) is a global entertainment and gaming content creation company powered by technology. Our reporting segments span regulated land-based gaming (Aristocrat Gaming), social casino (Product Madness) and regulated online real money gaming (Aristocrat Interactive). Aristocrat offers a diverse range of products and services including electronic gaming machines, casino management systems, online real money games, including iLottery, and free-to-play mobile games, that serve customers and entertain millions of players worldwide every day. Our team of ~7,300 people across the globe is united by our company mission to bring joy to life through the power of play. For more: www.aristocrat.com



Half-Year 2026 Results

Investor Presentation

13 May 2026

Bringing joy to life through the power of play





Strong HY26 result positions Aristocrat well for the full year

Market share gains and revenue growth¹ in key markets



Active and disciplined capital management

Deploying capital for future growth and returning excess to shareholders



Interactive momentum building

Strengthening leadership; focused on delivering US\$1 billion FY29 Revenue Target²



Ongoing focus on operating leverage

Scale benefits and ONE Aristocrat to deliver efficiencies; target to deliver \$100 million of cost savings during FY27



Applying AI to our core strengths

Significant opportunity to further strengthen our strategic advantages

This page contains forward looking statements and statements of expectation. Please refer to the disclaimer on page 30

1. In constant currency
2. Revenue Target includes Interactive's share of revenues from the NPI JV

Strong HY26 delivered

19% HY26 EPSA growth through strategic execution and supportive environment

Revenue +6%

Complementary portfolio driving strong growth and share gains; Recurring Revenue over 70%

Segment Profit +7%

Revenue growth and disciplined cost management

NPATA +16%

Solid operating performance, with continued investment for growth

Cash returned to shareholders ~\$1 bn

through dividends and on-market share buy-backs

Outlook NPATA growth in FY26¹

Competitive portfolio and confidence in future performance



Period-on-period change to 31 March 2026. All figures in AUD unless otherwise stated. Refer to the Review of Operations for definitions and explanations of line items.

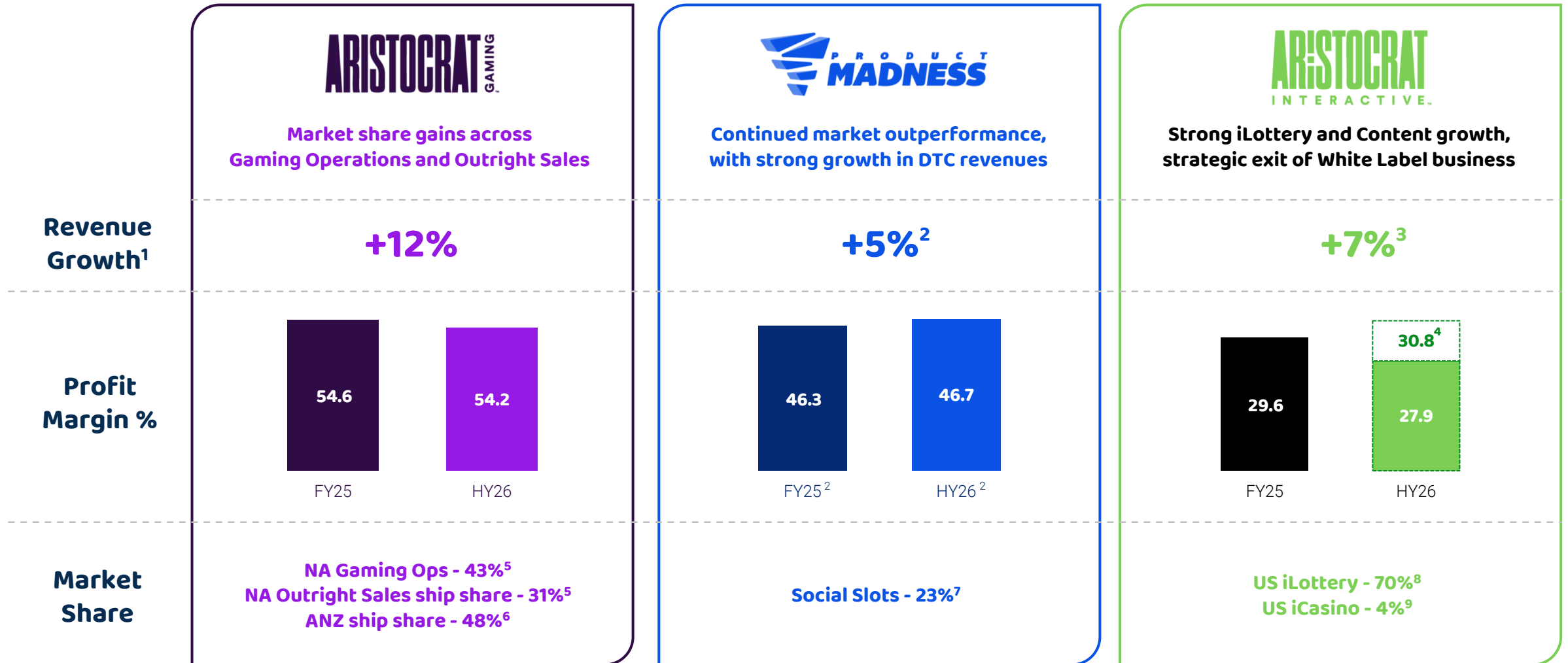
The normalised result and key performance metrics for the six months ended 31 March 2026 represent statutory results (before and after tax) from continuing operations in reported currency, excluding the impact of certain significant items and the discontinued operations of Plarium.

This page contains forward looking statements and statements of expectation. Please refer to the disclaimer on page 30

1. Aristocrat expects to deliver NPATA growth over the full year to 30 September 2026 on a constant currency basis



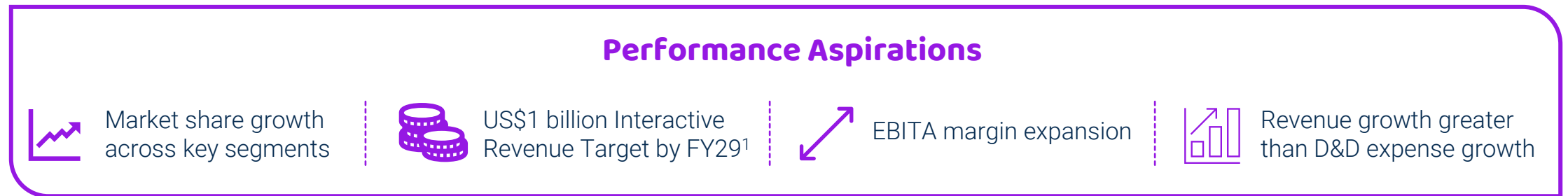
Strong revenue growth contributed to EBITA margin expansion across the Group



1. Revenue growth % vs PCP in constant currency (Gaming) or reported US\$ results (Product Madness and Interactive)
 2. Product Madness reflects the Social Casino business only and excludes Social Casual (Big Fish)
 3. Total Interactive revenue including share of NPI JV revenue
 4. Represents the underlying Profit Margin excluding the impact of recent acquisitions, including Awager & Gaming Analytics
 5. Eilers Gaming Supplier KPI Model 4Q25 and internal analysis across the five largest participants in North America

6. Based on NSW regulator data, QLD Max Gaming data and internal analysis
 7. Sensor Tower data, public company reports and Aristocrat estimates
 8. Eilers US iLottery Tracker 4Q25 Report
 9. Eilers Online Game Performance data and Aristocrat estimates

Strategy execution yielding results; remain focused on compelling growth opportunities



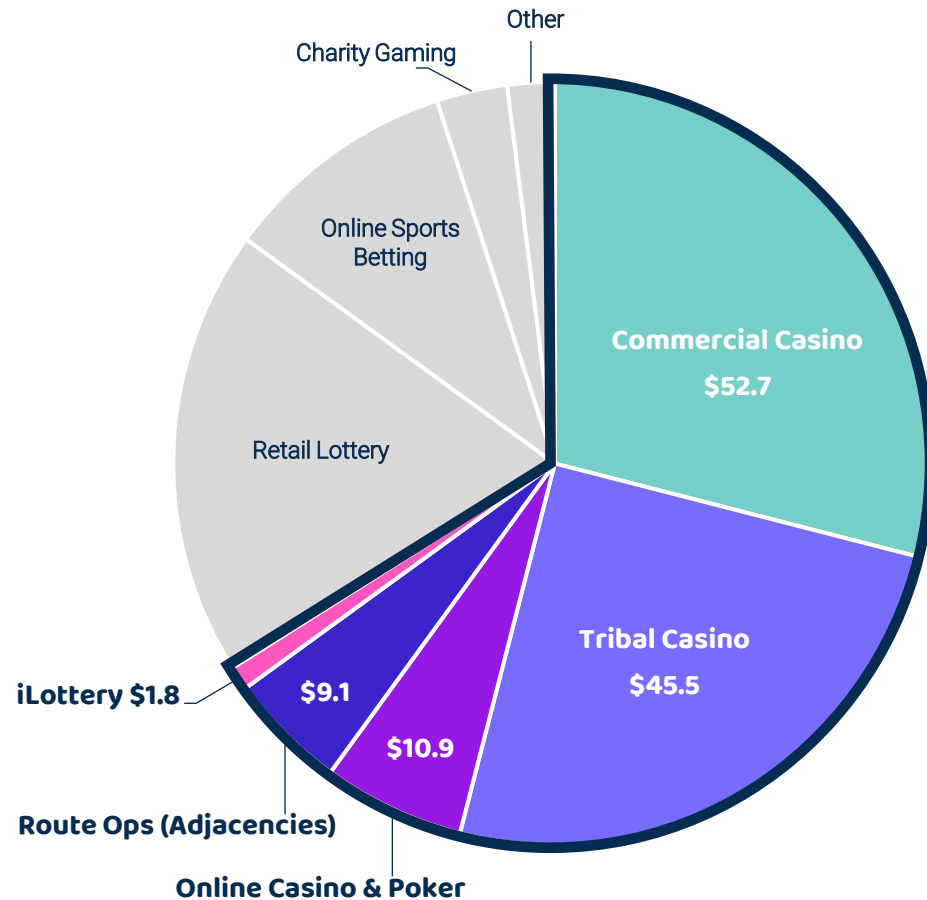
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1. Revenue Target includes Interactive's share of revenues from the NPI JV

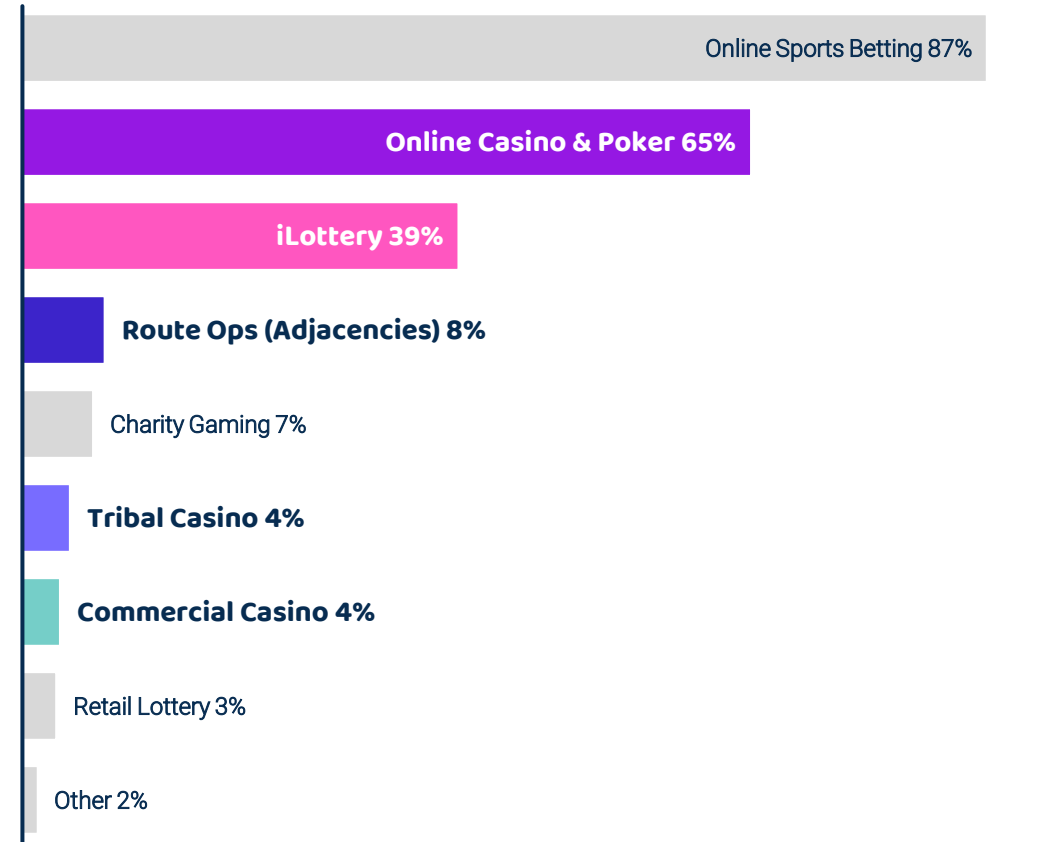


Our diversified portfolio allows us to serve players wherever they choose to play

We serve ~65% of the US\$182 billion regulated US Gaming market^{1,2}



We have opportunities in higher growth segments¹



Market Growth Rates – 6 year CAGR % to CY25

1. Eilers Total US Gambling Spend by Category – 2025
 2. Amounts in US\$ billions

Growth and consistent execution underpinned by a set of powerful differentiators



Leading Content, Brands & IP

Unparalleled portfolio of game content, iconic brands and proven game mechanics that drives player engagement and long-term value



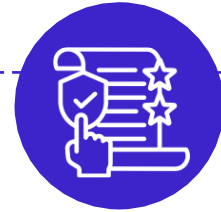
Creative Studios & Talent

Extensive network of world class creative studios delivering leading gaming portfolios for key markets and channels



Multichannel Distribution

Leading and growing presence across a diversified network of customer, player and government channels



Deep Regulatory Experience & Trust

Demonstrated regulatory expertise and compliance capabilities across over 350 licensed jurisdictions

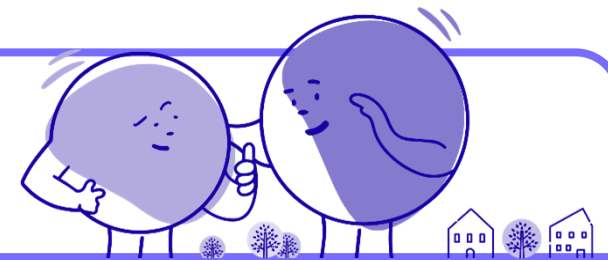


Long-standing Customer Partnerships

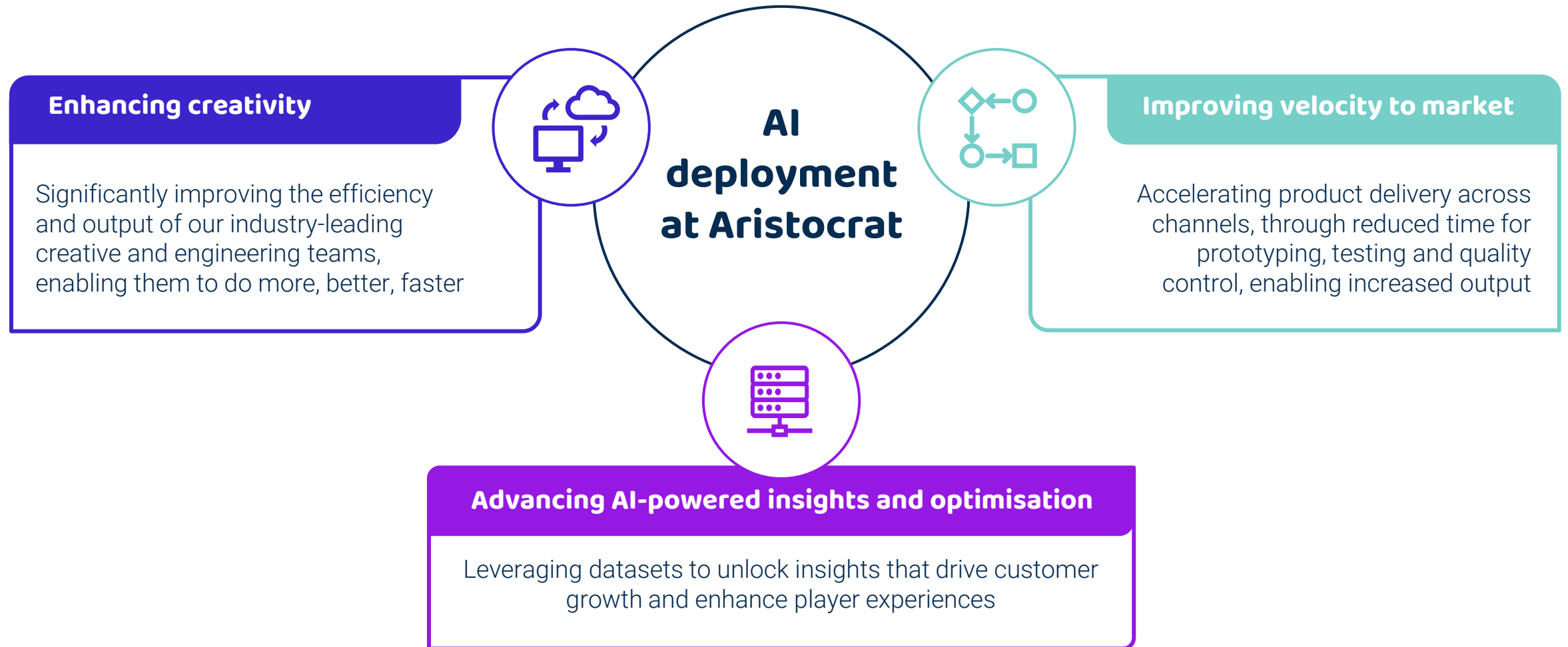
Proven commercialisation capabilities supported by a global distribution and sales network

Sustainability & Responsible Gameplay

A responsible and sustainable operating model, underpinned by our aspiration to lead in ESP



Achieving operating leverage through transforming enterprise processes



Group Results & Financial Summary

Half-Year 2026 Results





Strong underlying revenue growth supporting double-digit NPATA growth (constant currency)

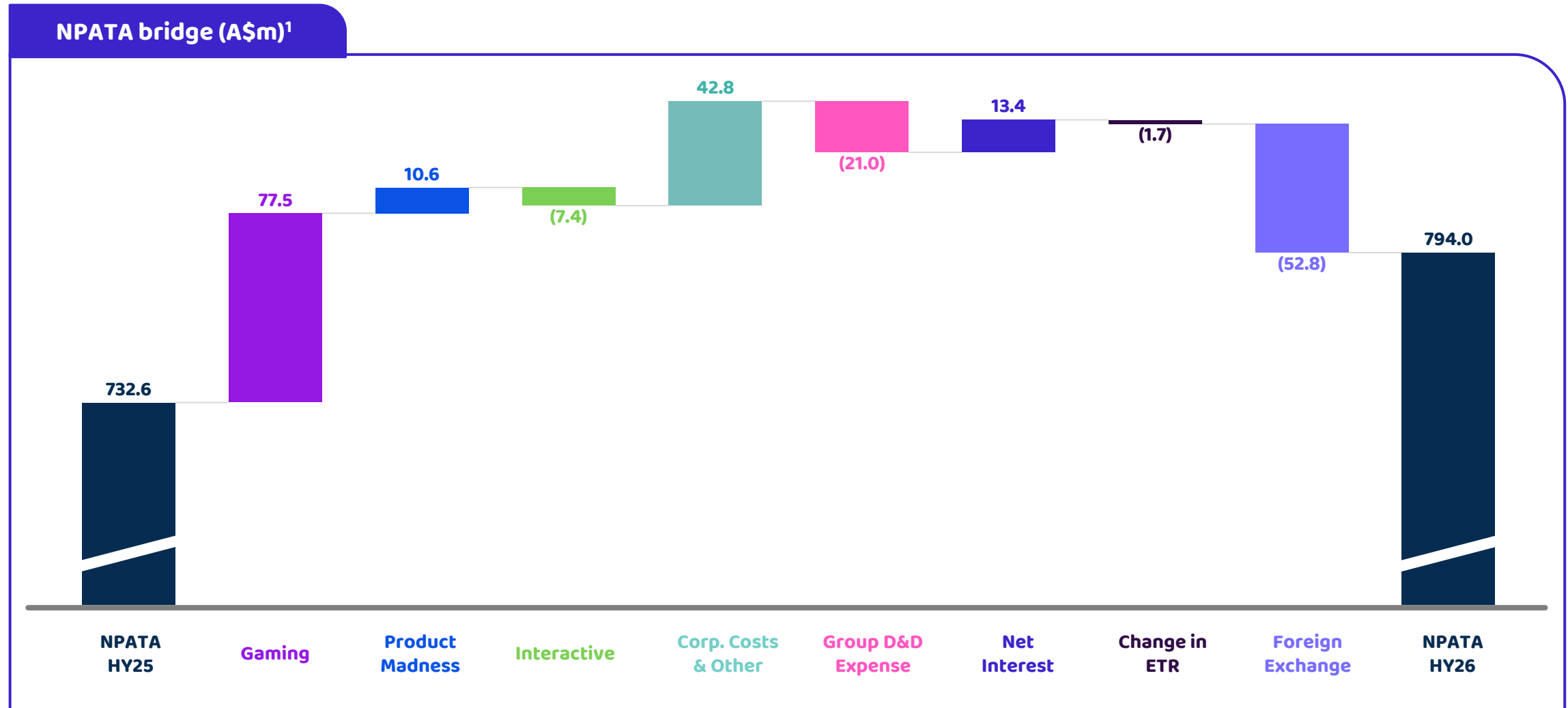
A\$ million	Reported Currency		Reported Currency	Constant Currency
	Six months to 31 March 2026	Six months to 31 March 2025	Variance %	Variance %
Normalised results¹				
Total segment revenue	3,028.2	3,034.5	(0.2)	6.4
Total segment profit	1,531.8	1,532.1	(0.0)	7.2
Unallocated expenses				
Group D&D expense	(407.0)	(402.4)	(1.1)	(7.2)
Corporate, foreign exchange and other	(7.4)	(77.4)	90.4	84.9
Total unallocated expenses	(414.4)	(479.8)	13.6	7.7
EBIT before amortisation of acq. intangibles (EBITA)	1,117.4	1,052.3	6.2	14.0
Amortisation of acquired intangibles	(88.2)	(87.2)	(1.1)	(8.9)
EBIT	1,029.2	965.1	6.6	14.5
Interest income	24.3	26.6	(8.6)	(3.4)
Interest expense	(56.2)	(79.9)	29.7	24.2
Profit before tax	997.3	911.8	9.4	17.4
Income tax	(271.9)	(246.9)	(10.1)	(18.1)
Net profit after tax (NPAT)	725.4	664.9	9.1	17.1
Amortisation of acquired intangibles after tax	68.6	67.7	1.3	9.2
Net profit after tax and before amortisation of acq. intangibles (NPATA)	794.0	732.6	8.4	16.3
Reported results from continuing operations				
NPATA	867.1	578.7	49.8	60.6
Key Metrics:				
EPSA (fully diluted)	129.0c	116.3c	10.9	19.1
Interim dividend per share	50.0c	44.0c	13.6	13.6
EBITDA	1,318.0	1,248.5	5.6	13.1
Effective tax rate	27.3%	27.1%	0.2 pts	0.2 pts

- Operating performance driven by strong Revenue growth across key segments and margin expansion
- D&D expense increased 7% (constant currency) to support the long-term growth strategy
- Decrease in Corporate Costs due to litigation cost recovery of ~\$45 million², disciplined cost management and other benefits
- Interest expense declined due to the repayment of Term Loan B in March 2025; Interest income declined due to lower average cash balances resulting from M&A and share buy-back activity
- The Directors have authorised an interim unfranked dividend of 50.0 cents per share for the period ended 31 March 2026

1. Normalised results represent statutory results (before and after tax) from continuing operations, excluding the impact of certain significant items and the discontinued operations of Plarium

2. The total Light & Wonder Settlement of \$184 million included \$45 million which was recognised in the normalised results representing the portion related to the recovery of legal expenses incurred to date; the remaining \$139 million was recognised as a significant item

Profit growth driven by strong Gaming and Social Casino performance, and legal cost recovery



1. Movements above are reported on a constant currency basis and are tax effected at the prior year effective tax rate. Numbers have been normalised to exclude significant items and discontinued operations outlined in the Review of Operations.



Growth driven by exceptional global Outright Sales performance and continued installed base expansion

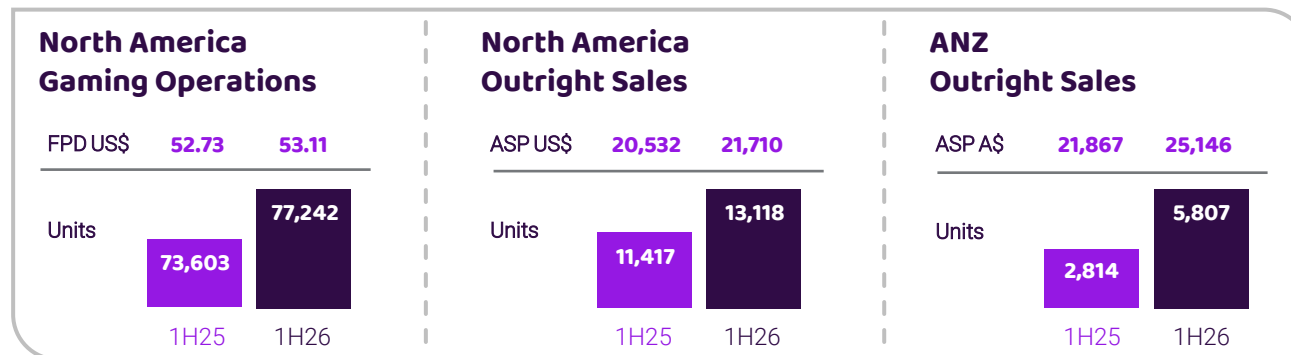
Summary Profit or Loss		Six months to 31 March 2026	Six months to 31 March 2025	Change %
Aristocrat Gaming				
Revenue	A\$m	1,960.6	1,869.9 ▲	4.9
EBITDA	A\$m	1,223.5	1,186.9 ▲	3.1
Profit	A\$m	1,063.3	1,031.9 ▲	3.0
Profit Margin	%	54.2	55.2 ▼	(1.0) pts
North America				
Revenue	US\$m	1,057.3	963.8 ▲	9.7
Profit	US\$m	601.8	560.0 ▲	7.5
Profit Margin	%	56.9	58.1 ▼	(1.2) pts
Rest of World				
Revenue	A\$m	403.7	341.2 ▲	18.3
Profit	A\$m	175.9	143.7 ▲	22.4
Profit Margin	%	43.6	42.1 ▲	1.5 pts

Gaming Operations (North America):

- Total installed base 77,242 units after ~2,000 net additions in the period, growing market share to 43%¹
- Maintained stable market-leading FPD of US\$53.11
- Positive momentum driven by the launch of *Buffalo Mega Stampede*TM and *Lightning 10 Year Storm*TM, along with continued demand for other top performing titles across the portfolio

Outright Sales:

- North America Outright Sales units increased 15%, with strong ASP further supporting growth, both driven by continued high demand for *The Baron*TM *Portrait* cabinet and exceptional game performance led by *Spooky Link*TM
- Clear Revenue leadership maintained in North America, with 31%¹ ship share
- Increased penetration into adjacencies, particularly in the Georgia COAM and Illinois VLT markets
- Ship share in ANZ increased from 30% to 48%², with unit sales more than doubling



1. Eilers Gaming Supplier KPI Model 4Q25 and internal analysis across the five largest participants in North America

2. Based on NSW regulator data, QLD Max Gaming data and internal analysis

Continued momentum in Social Casino with margin improvement; #1 in Social Slots with 23%¹ market share

Summary Profit or Loss		Six months to 31 March 2026	Six months to 31 March 2025	Change %
Product Madness				
Social Casino Revenue	US\$m	541.7	517.4	▲ 4.7
Social Casual Revenue	US\$m	4.5	52.2	▼ (91.4)
Revenue	US\$m	546.2	569.6	▼ (4.1)
Profit	US\$m	253.0	244.3	▲ 3.6
Profit Margin	%	46.3	42.9	▲ 3.4 pts

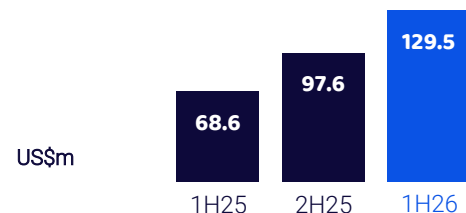
UA Spend

% of revenue **17.6%** **16.6%** **20.1%**



DTC Revenues²

% of Social Casino revenue **13.3%** **18.2%** **23.9%**



- Social Casino continued to outperform the market, with Revenue growth of 5% compared to a Social Slots market decline of 11%¹
- Excluding Social Casual, Product Madness' Profit Margin increased 1% to 47%, driven by higher Revenue and an increase in DTC Revenue from 13% to 24%, partially offset by higher UA spend
- UA spend increased from 18% to 20% of Revenue with targeted investment to support ongoing bookings growth and market share gains

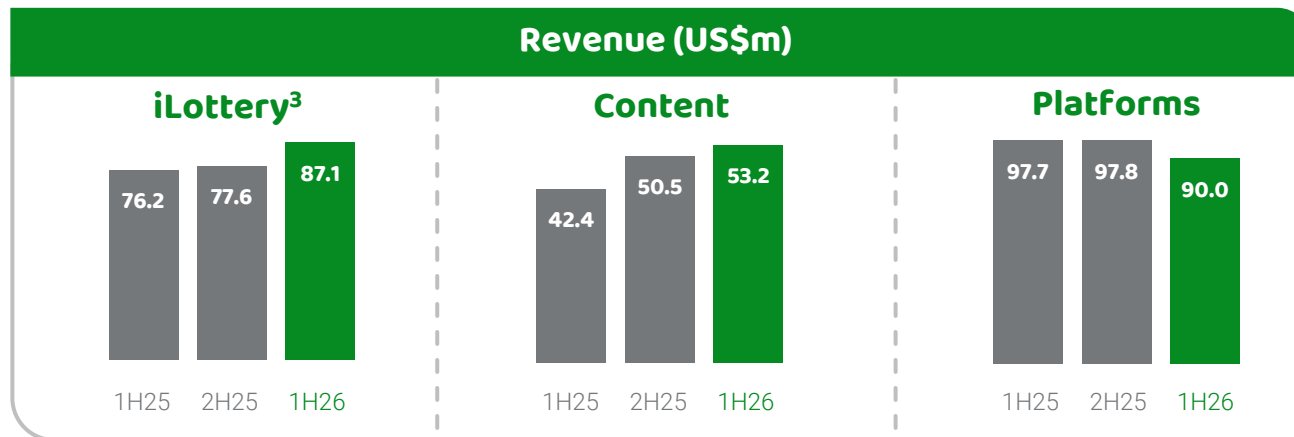
1. Sensor Tower data, public company reports and Aristocrat estimates

2. Direct to Consumer; In App revenues generated outside the core digital ecosystem (e.g. Apple, Google, Meta, Amazon). The consumer must leave the core platform and make their In-App Purchase "off-platform" using a third-party website and payment option



Strong growth in iLottery and Content; positioning Platforms for future growth

Summary Profit or Loss		Six months to 31 March 2026	Six months to 31 March 2025	Change %
Aristocrat Interactive				
Reported Revenue ¹	US\$m	177.8	166.7 ▲	6.7
iLottery share of NPI JV Revenue	US\$m	52.5	49.6 ▲	5.8
Total Revenue (incl. share of NPI JV Revenue)	US\$m	230.3	216.3 ▲	6.5
Profit ²	US\$m	64.3	71.9 ▼	(10.6)
Profit Margin as a % of Total Revenue	%	27.9	33.2 ▼	(5.3) pts



- Strong Revenue growth in iLottery and Content, partially offset by the White Label exit
- Margins impacted by acquisition-related investments and the reclassification of costs from D&D. Adjusting for these factors, margins increased 2.8% from favourable iLottery and Content mix

iLottery:

- Total iLottery Revenue increased 14% reflecting strong growth in North America; remains market leader in the US, with 70% share of gross wager⁴

Content:

- Content Revenue growth of 25% driven by expansion of contracted market access to ~94%⁵, and new content launches with major operators
- iCasino market share increased ~2% YoY to 3.7% in HY26⁶

Platforms:

- Decline in Revenue reflects the strategic decision to exit the White Label business
- Excluding this, CXS (casino systems) delivered a stable performance
- Platforms includes the recently acquired Gaming Analytics and Awager businesses

1. Reported Revenue excludes share of the NPI JV revenues
 2. Profit includes share of profit from the NPI JV
 3. iLottery revenue includes share of NPI JV revenue

4. Eilers US iLottery Tracker 4Q25 Report
 5. Eilers iCasino monthly data and Aristocrat estimates
 6. Eilers Online Game Performance data and Aristocrat estimates

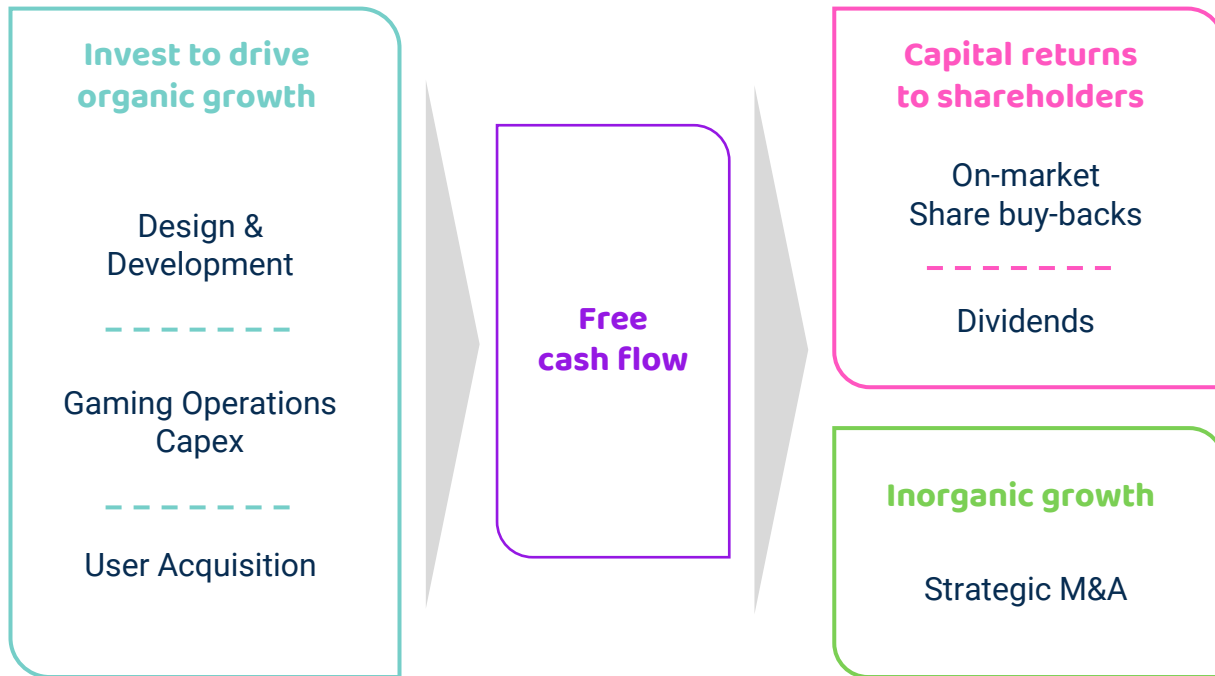
Strong cash generation; Operating cash flow of \$820m

A\$ million	Six months to 31 March 2026	Six months to 31 March 2025	Change %
EBITDA from continuing operations	1,318.0	1,248.5	5.6
Change in net working capital	(197.6)	(275.3)	28.2
Interest and tax	(419.5)	(318.8)	(31.6)
Other cash and non-cash movements	119.2	118.2	0.8
Operating cash flow	820.1	772.6	6.1
Net capital expenditure	(189.2)	(230.9)	18.1
Acquisitions and divestments	(169.4)	880.8	n/a
Investing cash flow	(358.6)	649.9	n/a
Dividends and cash returned to shareholders	(981.3)	(533.3)	(84.0)
Repayments of borrowings	(49.8)	(454.3)	89.0
Other financing activities	(22.0)	(24.6)	10.6
Financing cash flow	(1,053.1)	(1,012.2)	(4.0)
Net (decrease) / increase in cash	(591.6)	410.3	n/a

- Change in net working capital reflects higher receivables from Revenue growth in Gaming, increase in inventory and lower accounts payable and accruals due to timing and foreign currency movements
- Net capital expenditure reflects priority investment to support continued growth in the Gaming Operations installed base, partly offset by proceeds relating to the sale of the Big Fish assets
- Acquisitions and divestments reflect the acquisitions (net of cash acquired) of Awager and Gaming Analytics
- \$981 million returned to shareholders in HY26 through \$302 million of dividends and \$679 million of shares acquired in the on-market share buy-back program

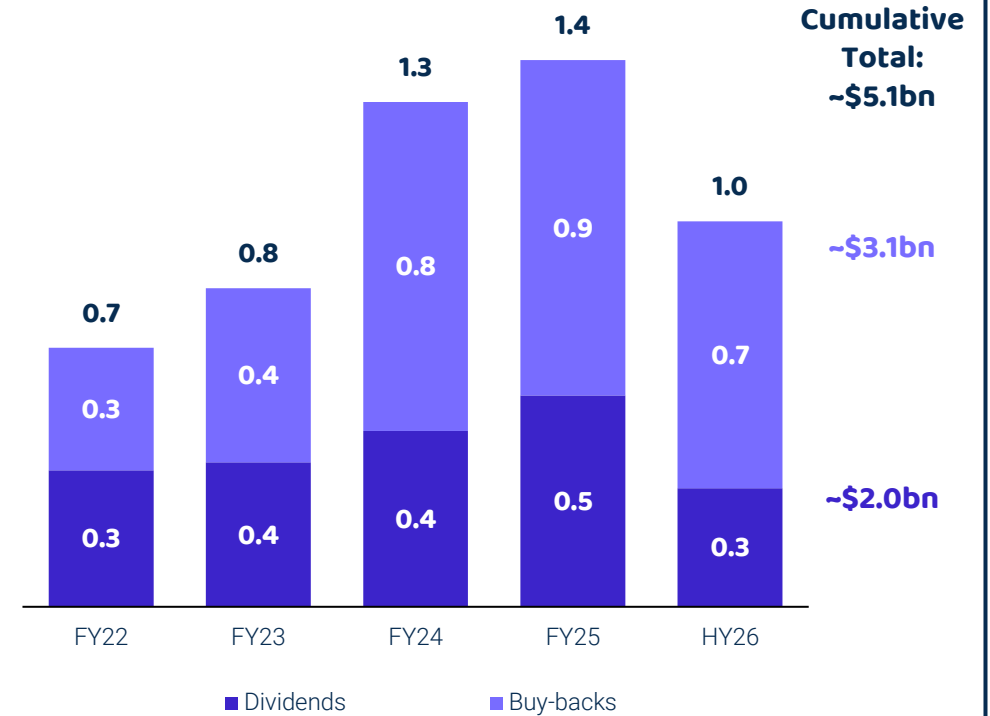


Investment drives growth to support free cash flow and shareholder returns



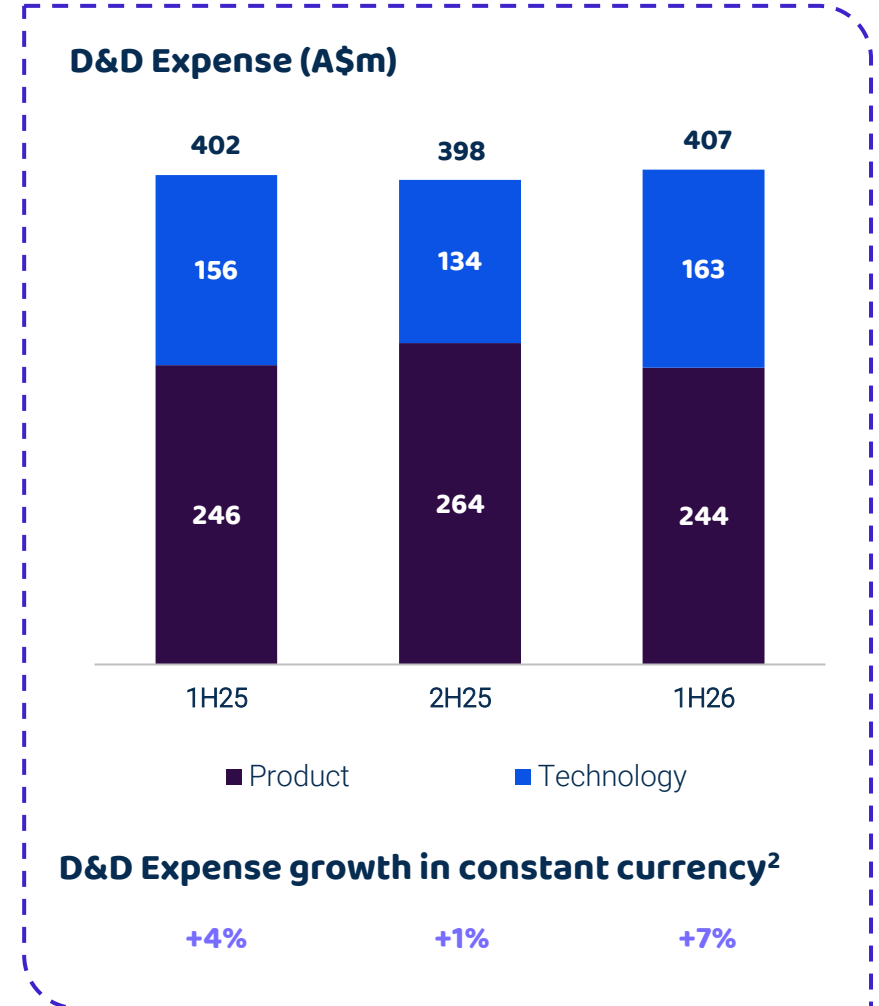
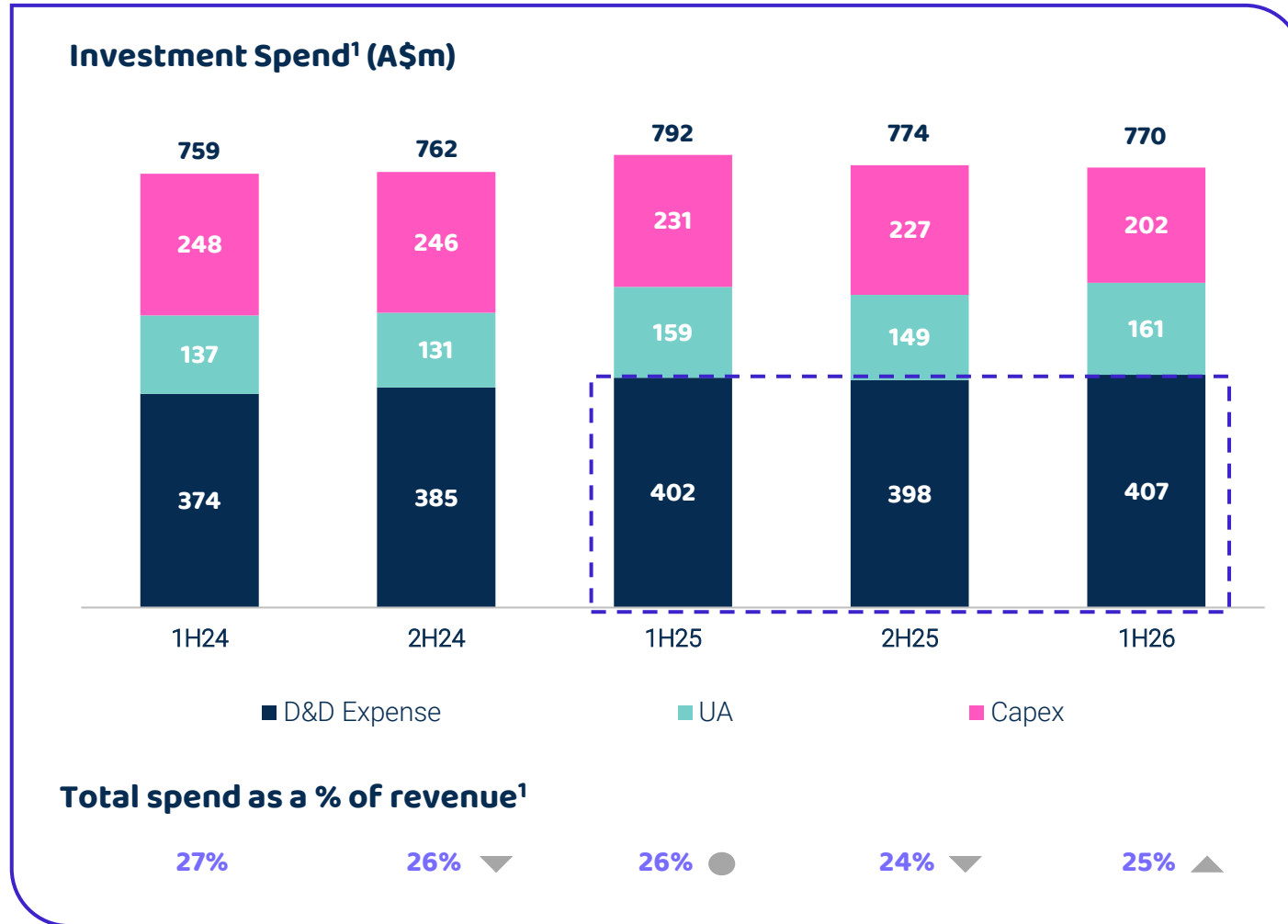
Supported by a strong balance sheet to provide strategic optionality

Strong free cash flow generation has supported investment while returning ~\$5.1bn to shareholders since FY22





Ongoing capital investment to support growth, with discipline across D&D and UA to optimise returns

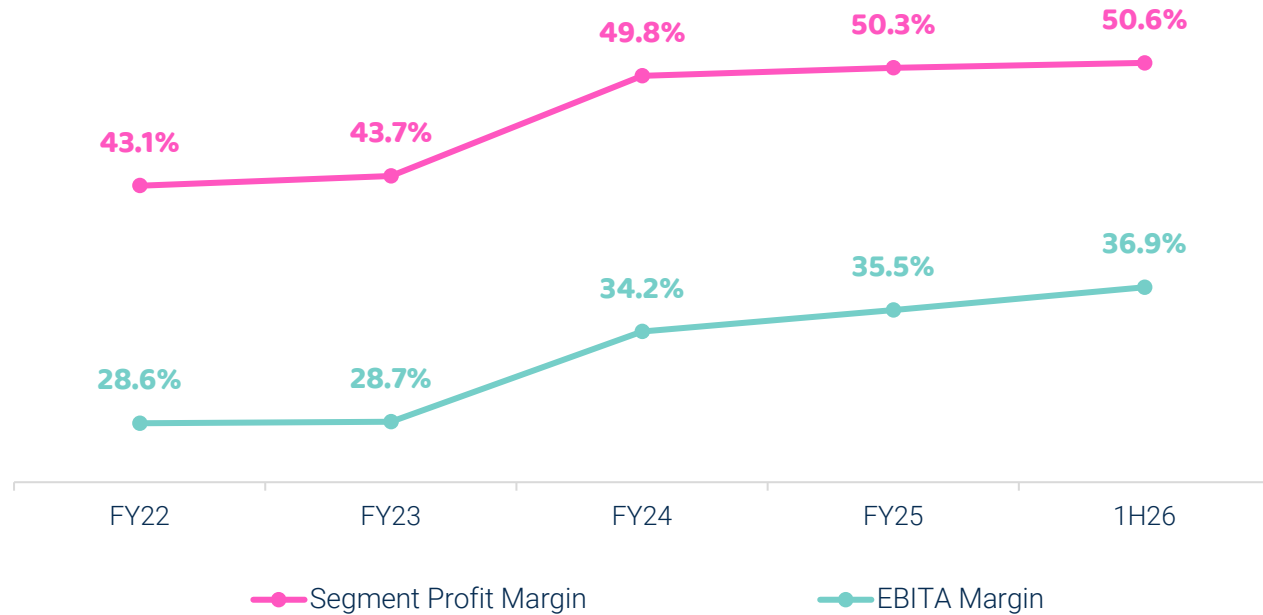


Note: UA Spend has been converted to A\$m based on reporting currency

- 1H24 and 2H24 restated to exclude Plarium from Revenue, D&D and UA
- Growth compared to the PCP in constant currency

Margin expansion and delivery of ongoing operating leverage remains a focus as we continue to scale

Group Profit Margins¹



Operating Leverage Drivers

ONE Aristocrat

Enterprise focused product, technology & corporate functions



Cost discipline



AI & Process



DTC migration & UA efficiency



Scaling Interactive

Aristocrat Gaming

+1.0 pts

53.2%

FY22

54.2%

1H26

Product Madness

+13.3 pts

33.0%

FY22²

46.3%

1H26

Aristocrat Interactive

+1.9 pts

26.0%

FY22³

27.9%

1H26

1. FY22 and FY23 as previously reported (including Plarium), FY24 restated to exclude Plarium (~3% Group Segment Profit Margin accretion from divesting Plarium in FY24)

2. FY22 Product Madness Segment Profit Margin as previously reported (including Plarium)

3. Based on the previous CXS and iGaming business (Anaxi), prior to the NeoGames acquisition

Aristocrat expects to deliver NPATA growth over the full year to 30 September 2026 on a constant currency basis, reflecting:

ARISTOCRAT GAMING

Continued revenue and market share growth from Aristocrat Gaming, supported by net unit growth in Gaming Operations at the upper end of the 4,000 to 5,000 target range



PRODUCT
MADNESS

Continued market share growth from Product Madness, with an increasing contribution from DTC



ARISTOCRAT
INTERACTIVE

Accelerating performance at Aristocrat Interactive toward our FY29 US\$1 billion Revenue Target¹ through further scaling of Content and investing in iLottery to support broader market access in North America and Europe



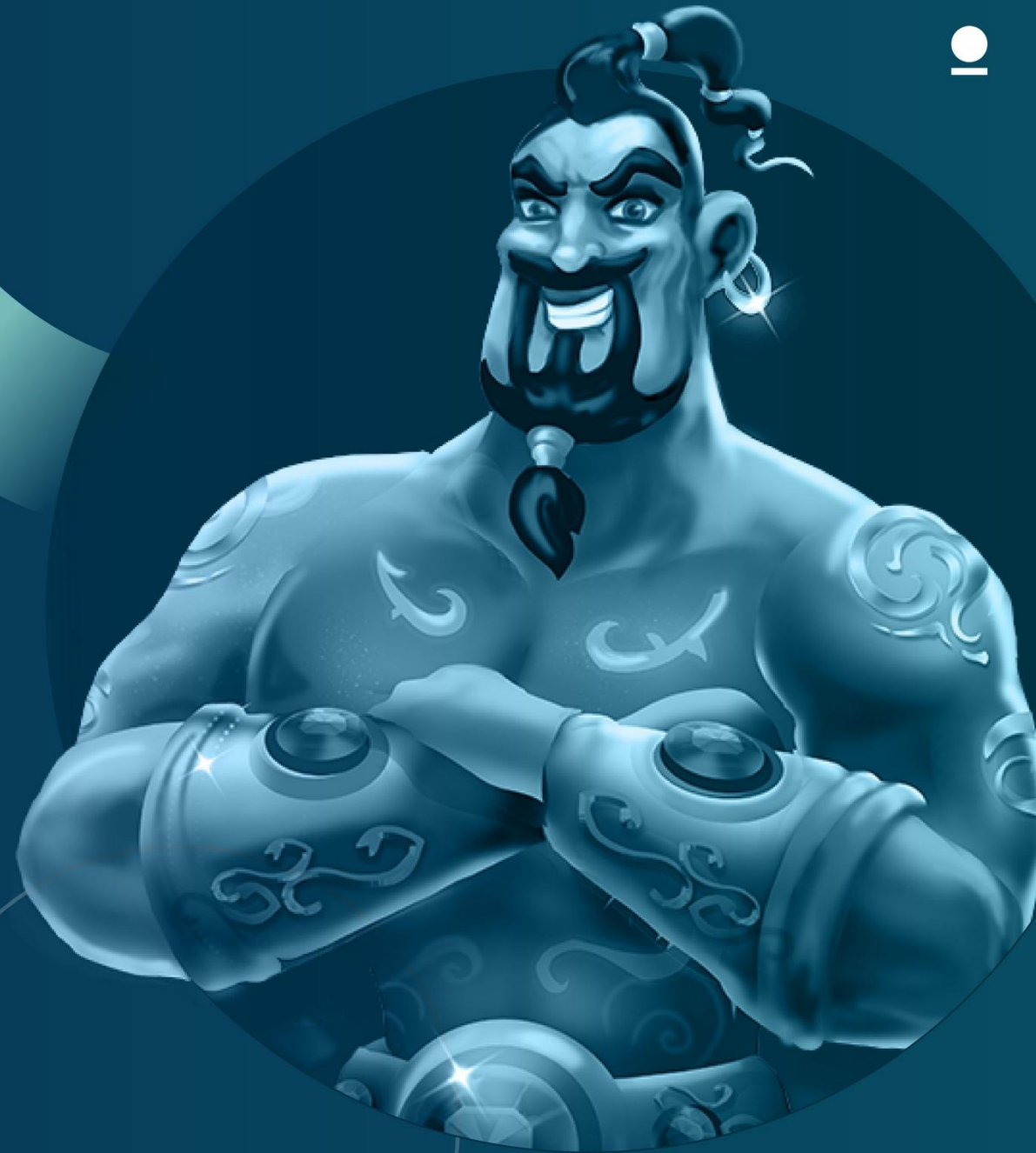
Note: Additional detail for FY26 modelling inputs is included in the first page of the Appendices
This page contains forward looking statements and statements of expectation. Please refer to the disclaimer on page 30

1. Revenue Target includes Interactive's share of revenues from the NPI JV



Q&A

Half-Year 2026 Results





Appendices

Half-Year 2026 Results



Operating items:

- D&D investment expected to increase at mid-single digits compared to FY25 on a constant currency basis
- Product Madness UA spend expected to be in the range of 18 - 21% of revenue

Non-operating items:

- Net interest expense to include interest paid on US dollar borrowings, hedging costs, hedging benefits and other finance fees, with an all-in rate of approximately 6 - 7% of US dollar borrowings
- Amortisation of acquired intangibles – Circa US\$110 million pre-tax relating to assets previously acquired
- Income tax expense – Normalised ETR of approximately 26 - 28% reflective of regional earnings mix and acquisition-related transitional changes, which are expected to moderate over time



Group results summary



Group Performance¹

A\$ million	Reported Currency		Reported Currency	Constant Currency ²
	Six months to 31 March 2026	Six months to 31 March 2025	Variance %	Variance %
Segment revenue				
Gaming	1,960.6	1,869.9	4.9	11.8
Product Madness	805.6	901.0	(10.6)	(4.1)
Interactive	262.0	263.6	(0.6)	3.9
Total segment revenue	3,028.2	3,034.5	(0.2)	6.4
Segment profit				
Gaming	1,063.3	1,031.9	3.0	10.3
Product Madness	373.3	386.6	(3.4)	3.8
Interactive	95.2	113.6	(16.2)	(8.9)
Total segment profit	1,531.8	1,532.1	(0.0)	7.2
Unallocated expenses				
Group D&D expense	(407.0)	(402.4)	(1.1)	(7.2)
Corporate, foreign exchange and other	(7.4)	(77.4)	90.4	84.9
Total unallocated expenses	(414.4)	(479.8)	13.6	7.7
EBIT before amortisation of acq. intangibles (EBITA)	1,117.4	1,052.3	6.2	14.0
Amortisation of acquired intangibles	(88.2)	(87.2)	(1.1)	(8.9)
EBIT	1,029.2	965.1	6.6	14.5
Interest income	24.3	26.6	(8.6)	(3.4)
Interest expense	(56.2)	(79.9)	29.7	24.2
Profit before tax	997.3	911.8	9.4	17.4
Income tax	(271.9)	(246.9)	(10.1)	(18.1)
Net profit after tax (NPAT)	725.4	664.9	9.1	17.1
Amortisation of acquired intangibles after tax	68.6	67.7	1.3	9.2
Net profit after tax and before amortisation of acq. intangibles (NPATA)	794.0	732.6	8.4	16.3

Foreign exchange rates

A\$	31 Mar 2026	30 Sep 2025	31 Mar 2025	HY26 Average ³	HY25 Average ³
USD	0.6890	0.6616	0.6250	0.6790	0.6325

Reconciliation of statutory profit to Normalised NPATA

A\$ million	Six months to 31 March 2026	Six months to 31 March 2025
Profit after tax from continuing operations	798.5	511.0
Profit after tax from discontinued operations	7.0	459.3
Statutory profit as reported in the financial statements	805.5	970.3
Add Amortisation of acquired intangibles (tax effected)	68.6	67.7
Reported profit after tax before amortisation of acquired intangibles (reported NPATA)	874.1	1,038.0
(Less) gain from significant items after tax	(80.1)	(234.7)
(Less) net profit from discontinued operations after tax	-	(70.7)
Normalised profit after tax before amortisation of acquired intangibles (normalised NPATA)	794.0	732.6

Significant Items

A\$ million	Six months to 31 March 2026		Six months to 31 March 2025	
	Before tax	After tax	Before tax	After tax
Litigation settlement proceeds - Light & Wonder ⁴	138.7	100.3	-	-
Net gain on sale of Big Fish game assets and Plarium	66.9	50.8	388.6	388.6
Transaction, integration and tax expenses arising from acquisitions	(46.8)	(39.2)	(11.0)	(26.7)
Costs associated with the exit of the White Label business	(27.1)	(26.1)	-	-
Impairment of assets and net costs associated with the Big Fish restructure	-	-	(125.6)	(109.1)
Changes in deferred tax asset relating to historical Group structure changes	-	(5.7)	-	(18.1)
Net gain from significant items	131.7	80.1	252.0	234.7

1. Group Performance: Normalised results represent statutory results (before and after tax) from continuing operations, excluding the impact of certain significant items detailed above and the discontinued operations of Plarium
2. Results for the six months to 31 March 2026 are adjusted for translational exchange rates using rates applying in 2025
3. Average of monthly exchange rates only. No weighting applied
4. The total Light & Wonder Settlement of \$184 million included \$45 million which was recognised in the normalised results representing the portion related to the recovery of legal expenses incurred to date, the remaining \$139 million was recognised as a significant item



Normalised Results

A\$ million	Six months to 31 March 2026	Six months to 31 March 2025	Change %
Normalised results			
Revenue	3,028.2	3,034.5	▼ (0.2)
EBITDA	1,318.0	1,248.5	▲ 5.6
EBITDA margin	43.5%	41.1%	▲ 2.4 pts
EBITA	1,117.4	1,052.3	▲ 6.2
NPAT	725.4	664.9	▲ 9.1
NPATA	794.0	732.6	▲ 8.4
Earnings per share (fully diluted)	117.9c	105.6c	▲ 11.6
EPSA (fully diluted)	129.0c	116.3c	▲ 10.9
Interim dividend per share	50.0c	44.0c	▲ 13.6
Reported results from continuing operations			
Revenue	3,028.2	3,034.5	▼ (0.2)
Profit after tax	798.5	511.0	▲ 56.3
NPATA	867.1	578.7	▲ 49.8
Balance sheet and cash flow			
Net working capital / revenue from continuing operations	8.7%	7.8%	0.9 pts
Operating cash flow	820.1	772.6	6.1
Net debt	948.6	425.2	123.1
Net debt to Consolidated EBITDA ¹	0.3x	0.2x	(0.1)x

EBITDA Reconciliation

A\$ million	Six months to 31 March 2026	Six months to 31 March 2025
Statutory profit before tax excluding discontinued operations	1,119.6	775.2
Add back interest	31.9	53.3
Add back / (Less) net loss / (gain) from significant items before tax excluding discontinued operations	(122.3)	136.6
Profit before interest and tax (EBIT)	1,029.2	965.1
Add back depreciation and amortisation	288.8	283.4
EBITDA	1,318.0	1,248.5

Capital Management & Balance Sheet

	HY26	HY25
D&D Investment	\$407m	\$402m
UA Investment <i>as % of Product Madness revenue</i>	US\$110m 20.1%	US\$100m 17.6%
Total Capex ²	\$202m	\$231m
	31 March 2026	31 March 2025
Total Debt	\$1,590m	\$1,858m
Net Debt	\$949m	\$425m
Net Debt to EBITDA	0.3x	0.2x
Liquidity	\$1.4bn	\$2.2bn
Cash returned to shareholders	\$981m	\$533m

1. Consolidated EBITDA for the Group as defined in Aristocrat's Syndicated Facility Agreement (also referred to as Bank EBITDA)

2. Capex largely driven by investment to support continued growth in the North America Gaming Operations installed base

Summary of Performance	Aristocrat Gaming (A\$m)		North America (US\$m)		Rest of World (A\$m)	
	31 March 2026	31 March 2025	31 March 2026	31 March 2025	31 March 2026	31 March 2025
Revenue	1,960.6	1,869.9	1,057.3	963.8	403.7	341.2
EBITDA	1,223.5	1,186.9	704.9	653.5	184.1	150.9
Depreciation and Amortisation	(160.2)	(155.0)	(103.1)	(93.5)	(8.2)	(7.2)
Profit	1,063.3	1,031.9	601.8	560.0	175.9	143.7
Profit Margin %	54.2	55.2	56.9	58.1	43.6	42.1
Amortisation of acquired intangibles	(26.0)	(26.4)	(17.7)	(16.7)	-	-
Profit after amortisation of acquired intangibles	1,037.3	1,005.5	584.1	543.3	175.9	143.7
Gaming Operations						
Revenue	1,081.8	1,096.6	733.6	693.6		
Class III Premium	Units	43,510	47,644	43,510		
Class II	Units	30,093	29,598	30,093		
Total units	Units	73,603	77,242	73,603		
Total average fee per day	US\$/unit	52.73	53.11	52.73		
Outright Sales & Other						
Revenue		773.3	323.7	270.2	403.7	341.2
Revenue – ANZ only					230.8	153.1
Units	Units	17,195	13,118	11,417	8,606	5,778
North America excluding Adjacencies	Units		10,327	8,716		
North America Adjacencies	Units		2,791	2,701		
RoW excluding ANZ	Units				2,799	2,964
ANZ	Units				5,807	2,814
ASP	\$/unit					
North America	US\$/unit		21,710	20,532		
RoW excluding ANZ	US\$/unit				22,548	22,118
ANZ	A\$/unit				25,146	21,867



Summary of Performance	Product Madness (US\$m)	
	31 March 2026	31 March 2025
Bookings	545.9	569.8
Revenue	546.2	569.6
EBITDA	254.2	249.4
Depreciation and Amortisation	(1.2)	(5.1)
Profit	253.0	244.3
Profit Margin	46.3	42.9
Amortisation of acquired intangibles	(4.0)	(4.8)
Profit after amortisation of acquired intangibles	249.0	239.5
Other Operational Metrics		
UA spend	(109.7)	(100.0)
% of Revenue	20.1	17.6
Direct to Consumer Revenues¹		
Revenue	129.5	68.6
% of Social Casino Revenue	23.9	13.3
Active Users		
DAU by genre (period end):	Millions	
Social Casino	1.3	2.1
Social Casual	-	0.7
ABPDAU (incl. Social Casual)	US\$	2.34

Bookings	Product Madness (US\$m)	
	31 March 2026	31 March 2025
Bookings by Genre		
Social Casino	541.9	518.0
Social Casual	4.0	51.8
Total	545.9	569.8
Bookings by Game – Social Casino		
<i>Lightning Link™</i>	174.3	169.1
<i>Cashman Casino™</i>	134.9	120.1
<i>Heart of Vegas™</i>	91.2	87.5
<i>Big Fish Casino™</i>	72.4	81.4
<i>Jackpot Magic Slots™</i>	43.5	46.8
<i>Mighty Fu Casino™</i>	23.5	12.6
Other Games	2.1	0.5
Bookings by Game – Social Casual		
Social Casual Games	4.0	51.8
Total	545.9	569.8

The financial information presented reflects the continuing business and exclude discontinued operations following the divestment of Plarium.

1. In-app revenues generated outside the core digital ecosystem (e.g. Apple, Google, Meta, Amazon). The consumer must leave the core platform and make their In-app purchase "off-platform" using a third-party website and payment option



Summary of Performance	Interactive (US\$m)	
	31 March 2026	31 March 2025
Reported Revenue ¹	177.8	166.7
Total Revenue (incl. share of NPI JV revenue)	230.3	216.3
EBITDA	66.7	73.6
Depreciation and Amortisation	(2.4)	(1.7)
Profit ²	64.3	71.9
Profit Margin as a % of Total Revenue	% 27.9	33.2
Amortisation of acquired intangibles	(38.3)	(33.6)
Profit after amortisation of acquired intangibles	26.0	38.3

Summary of Performance	Interactive (US\$m)	
	31 March 2026	31 March 2025
Revenue		
iLottery	34.6	26.6
Content	53.2	42.4
Platforms	90.0	97.7
Total Revenue (excl. share of NPI JV revenue)	177.8	166.7
iLottery share of NPI JV revenue	52.5	49.6
Total Revenue (incl. share of NPI JV revenue)	230.3	216.3
Profit		
Profit (excl. share of NPI JV profit)	34.2	42.0
Share of NPI JV profit	30.1	29.9
Total Profit	64.3	71.9

1. Reported Revenue excludes share of the NPI JV revenues

2. Profit includes share of profit from the NPI JV



Gaming

Adjacencies	Established, regulated markets outside traditional markets where Aristocrat competes to take share by bringing innovation in games and technology
ANZ	Australia and New Zealand
ASP	Average Selling Price (Outright Sales)
CDS	Central Determination System. A collection of secured computers located at a casino that randomises the electronic scratch ticket outcomes (wins/losses) of a game and delivers them in a predetermined order to the player terminals on the casino floor
COAM	Coin Operated Amusement Machine
Class II	Games of chance based off bingo
Class III	Games of chance based off poker, using random number generator software programs to determine results
EGM	Electronic Gaming Machine
FPD	Fee Per Day. The amount Aristocrat receives per day for Gaming Operations EGMs. Often expressed as an average fee per day
Gaming Operations	Continued operation and maintenance of leased land-based gaming machines
GGR	Gross Gaming Revenues. The difference between gaming wins and losses before the deduction of casino operating costs and expenses
HHR	Historical Horse Racing
MSP / SSP	Multi site progressive / Single site progressive
North America	US and Canada
NYL	New York Lottery
Outright Sales	The outright sale of an EGM
Rest of World	Markets outside North America (includes ANZ, EMEA, Asia Pacific & LATAM)
Stepper	A slot machine with a mechanical reel
Video	A slot machine with a video reel
VLT	Video Lottery Terminals
Washington CDS	Washington (State) Central Determination System

Mobile Gaming

ABPDAU	Average bookings per Daily Active User. Total bookings in each period, divided by the number of days in that period, divided by the DAU during the period
Bookings	Amount paid by customers
DAU	Daily Active Users or number of individuals who played during a particular day. 'Active' means a player had at least one game session during the day
Direct to Consumer (DTC)	In-app revenues generated outside the core digital ecosystem (e.g. Apple, Google, Meta, Amazon). The consumer must leave the core platform and make their in-app purchase "off-platform" using a third-party website and payment option
Features	Added elements of the game to attract, engage and retain users
IDFA	Identifier for Advertisers on iOS (Apple). Used to measure marketing campaigns, value ads, find new app users, and segment users, or aggregate access to ads (Google equivalent is GAID, Google Ad Identifier)
Live Ops	Live game operations. A layer of gameplay which sits on top of the base core game and is time limited. They usually do not impact the outcomes of the core game. These can be one-time contests, tournaments, bonuses or social club events
LTV	Lifetime Value. The value of a player over the lifetime of the game
Mobile	Mobile Device
Product Madness	Aristocrat's Social Casino business
Social Casino	Social digital casino style games that give players free access to content through downloads. Monetisation typically generated from in-app purchases and/or advertising revenues
Social Casual	Social digital entertainment style games that give players initial free access to content through downloads. Monetisation typically generated from in-app purchases and/or advertising revenues
UA	User Acquisition (Digital Marketing Investments)

Online Real Money Gaming

B2B	Business-to-Business. That is, business activities carried out between two or more companies without consumer contact
B2C	Business-to-Consumer. That is, businesses carried out with the direct consumer
CXS	Customer Experience Solutions. A business-to-business software platform providing casino operators with a customer experience management solution for players
iGaming	Online gaming; a component of the online RMG business. Ability for a customer to play their favourite slots/poker or bingo game online, for real money
iLottery	Online lottery, part of online RMG, where individuals can buy state or other lottery tickets online
LIVE Casino	Ability to play online casino games, in real time and with real live dealers, to imitate experience of actual casino attendance
NPI JV	NeoPollard Interactive Joint Venture
OSB	Online Sports Betting. Individual wagers on the outcome of racing games and sports events (including digital games and horse racing)
PAM	Player Account Management system. iGaming technology platform managing all aspects of player interaction, including tracking, monitoring, communication and compliance
RMG	Real Money Gaming. Refers to gaming online, including OSB, iGaming (table games, poker/slots, bingo), LIVE casino. Excludes casino-based gaming and Social Free to play casino games
White Label	A non-branded system available for B2B customers to provide services to their customers (end-consumers)

Financial & Other

Amortisation of acquired intangibles	Amortisation of acquired intangibles arises from acquisitions of controlled entities and joint ventures
Capex	Capital expenditure
D&A	Depreciation and amortisation
D&D	Design & Development investment
Discontinued operations	Discontinued operations refers to the results of Plarium and the gain on sale net of transaction costs
EBITA	Earnings Before Interest, Tax, Amortisation of Acquired Intangibles and Significant Items
EBITDA	Earnings Before Interest, Tax, Depreciation and Amortisation and Significant Items
EPS	Earnings Per Share
EPSA	Earnings Per Share before Amortisation of Acquired Intangibles
ESG	Environmental, Social, and Governance
ESP	Empowering Safer Play. Aristocrat's core Responsible Gameplay program encouraging players to make good gaming decisions
Normalised ETR	Effective Tax Rate before significant items
FX	Foreign Exchange
JV	Joint Venture
M&A	Mergers and Acquisitions
NPAT	Net Profit After Tax
NPATA	Net Profit After Tax before amortisation of acquired intangibles (excludes significant items)
PCP	Prior corresponding period
Recurring Revenue	Predictable, stable components of a company's revenue. For Aristocrat, includes for example, Gaming Operations, Social Free-to-Play revenues, and online RMG
RG	Responsible Gameplay
SG&A	Selling, General and Administrative expenses
TAM	Total Addressable Market

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