

Investor Presentation

November 2015



EVERI

Disclaimer

Forward-Looking Statements; Non-GAAP Financial Measures

Throughout this presentation, which includes references to Everi Holdings Inc.'s (formerly known as Global Cash Access Holdings, Inc.) ("Everi") acquisition of Everi Games Holdings, Inc. (formerly known as Multimedia Games Holding Company, Inc.) ("Everi Games") that closed on December 19, 2014 (the "Merger"), we make forward-looking statements within the meaning of the U.S. Private Securities Litigation Reform Act of 1995. The forward-looking statements are generally accompanied by words such as "plan," "estimate," "expect," "intend," "believe," "should," "would," "could," "potential," "anticipate," "project" or other words that convey uncertainty of future events or outcomes. Everi's actual results could differ materially from those stated or implied by these forward-looking statements due to risks and uncertainties associated with Everi's business. Factors which could cause Everi's actual results to differ from those projected or contemplated in any such forward-looking statements include, but are not limited to, the following factors: (1) synergies, benefits and expected results actually achieved in connection with the Merger; (2) a change in plans for the Games business and/or the Payments business, including the Games' business plans to expand into new and existing markets; (3) risks that the integration of Everi Games by Everi disrupts the current plans and operations of the combined company; (4) the ability of the combined company to retain and hire key personnel; (5) competitive responses to the Merger; (6) unexpected costs, charges or expenses resulting from the Merger; (7) potential adverse reactions or changes to business relationships resulting from the Merger; (8) expectations regarding our existing and future installed base and win per day; (9) expectations regarding development and placement fee arrangements; (10) expectations regarding customers' preferences and demands for future gaming offerings; (10) expectations regarding our product portfolio; (11) the overall growth of the gaming industry, if any; (12) our ability to replace revenue associated with terminated contracts; (13) margin degradation from contract renewals; (14) our ability to successfully complete the conversion of our third-party processor; (15) our ability to comply with the Europay, MasterCard and Visa global standard for cards equipped with computer chips; (16) our ability to introduce new products and services; (17) gaming establishment and patron preferences; (18) national and international economic conditions; (19) changes in gaming regulatory, card association and statutory requirements; (20) regulatory and licensing difficulties; (21) competitive pressures; (22) operational limitations; (23) gaming market contraction; (24) changes to tax laws; (25) interest rate fluctuations; (26) inaccuracies in underlying operating assumptions; (27) expenditures and product development; (28) unanticipated expenses or capital needs; and (29) technological obsolescence. The foregoing review of important factors that could cause actual events to differ from expectations should not be construed as exhaustive and should be read in conjunction with statements that are included herein and elsewhere, including the risk factors included in Everi's most recent Annual Report on Form 10-K filed by Everi with the U.S. Securities and Exchange Commission ("SEC"). Except as required by applicable law, Everi undertakes no obligation to revise or update any forward-looking statement, or to make any other forward-looking statements, whether as a result of new information, future events or otherwise. Everi does not intend, and assumes no obligation, to update any forward-looking statements. Readers are cautioned not to place undue reliance on forward-looking statements, which speak only as of the date of this communication.

Additional Notes

This presentation contains industry market data, industry forecasts and other statistical information. Such information has been obtained from publicly available information and industry publications. Everi has not independently verified such information and makes no representations as to the accuracy of such information.

Non-GAAP Financial Measures

This presentation includes financial measures that were not prepared in accordance with United States generally accepted accounting principles (GAAP). As used herein, Adjusted EBITDA is a non-GAAP measurement presented herein as a supplemental disclosure. Everi Payments Inc. (formerly known as Global Cash Access, Inc.) ("Everi Payments") defines Adjusted EBITDA as earnings before net interest expense, income taxes, depreciation, amortization, loss on extinguishment of debt, non-cash stock compensation, asset impairment, acquisition expenses, other merger related costs and purchase accounting adjustments less a benefit from one-time legal settlement proceeds. Everi Games defines Adjusted EBITDA as net income before net interest expense, income taxes, depreciation, amortization, non-cash stock compensation, acquisition expenses, other merger related costs and purchase accounting adjustments and accretion of contract rights. Everi defines Free Cash Flow in this presentation as Adjusted EBITDA taking into consideration the combined capital expenditures, estimated cash taxes and cash interest inclusive of vault cash usage fees, but exclusive of interest income. The Company provides a Free Cash Flow bridge on slide 10.

Company Overview

- In December 2014, Global Cash Access (GCA) acquired Multimedia Games, combining the global leader in cash access services with the then fastest-growing US-based manufacturer and supplier of gaming machines and systems
- On August 24, 2015, GCA rebranded as Everi to reflect the broad business operations offered to our casino customers.
- Two business segments (Everi Games and Everi Payments)
- Combined company focuses on leveraging slot gaming experiences, cash access service and information and compliance solutions to enhance the full enterprise value proposition to casino operators
- Approximately 90% of combined company revenues (TTM 9/30/15) were recurring in nature
- Cash flow prioritized for debt reduction

Investment Highlights

Combination of Games and Payments Accelerates Growth Opportunities



Highly Differentiated, Complementary Products on the Casino Floor



Significant Recurring Revenue Across Business Segments



Free Cash Flow Generation and Deleveraging Profile



Achievable Cost Synergies



Investment Overview



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Financial Rationale of Multimedia Games Acquisition

- **As of September 30, 2015, approximately 90% of the TTM combined company revenue is recurring in nature, providing predictable and stable cash flow generation**
- **Cash flow expected to drive deleveraging**
 - Everi expects to use NOL's of approximately \$180 million over the next 5-6 years along with continued ability to use Everi's tax deductible goodwill through 2019
 - Leverage target of under 4.0x
 - Combination creates meaningful cost synergies with approximately 80% of estimated annual cost synergies to be achieved during year 1
 - As of September 30, 2015, Everi has already achieved approximately \$23.2 million of synergies on an annual run-rate basis, or over 96% of year-1 target

Games Benefits from Payments Infrastructure

- **Payments licensing and compliance platform expected to drive expansion of total addressable market**
 - Planned entry into new markets (Colorado, Missouri, West Virginia)
 - Continued ship share gains
- **Combined compliance platform expected to drive increased product throughout**
 - Ability to navigate more new titles through the regulatory approval process
 - 8 fully staffed content studios expanding to 16 studios
 - Ramping up staffing in 2 new studios in Reno and Chicago
 - Expansion of games portfolio to include third party licensed titles
 - 3 new premium participation cabinets launched in 2014; New Core HDX cabinet and EveriBet launched at G2E 2015
- **Significant cross-selling potential**
 - Everi Payments customer base is substantially larger
 - Larger sales organization with longer-term casino relationships
- **Collaborative sales and service approach to address gaming operator payment and casino supply needs**

Highly Differentiated Products



CXC 4.0 R

JackpotXchange®

Casino Cash Plus® ATM

CentralCredit™

High Rise Games® Topbox

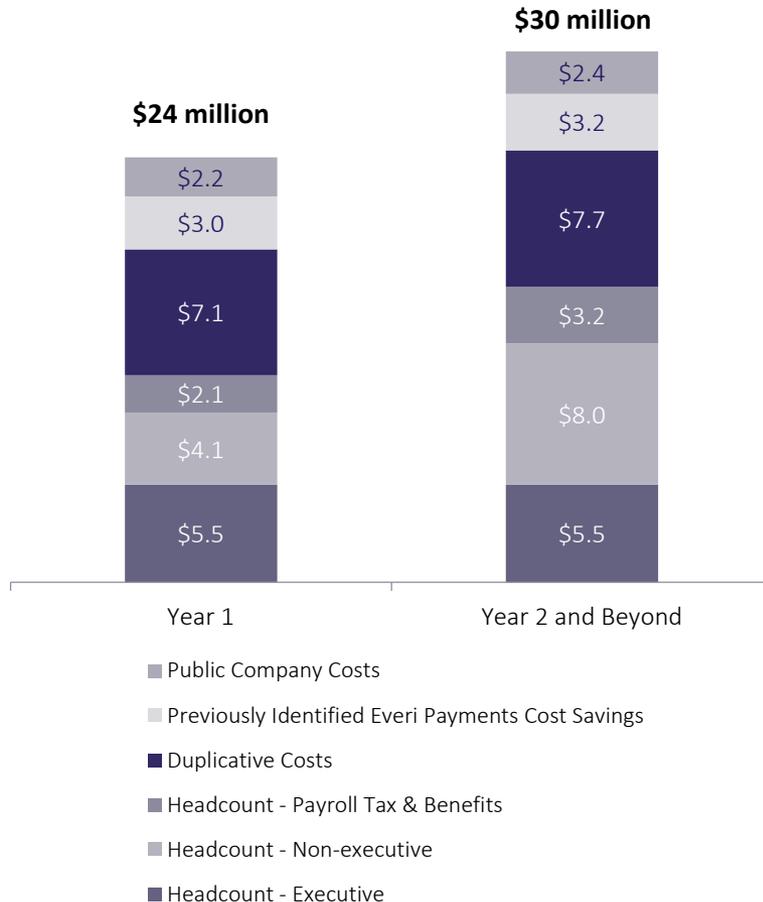
Platinum MPX®



ComplianceManager™

Achievable Cost Synergy Targets

\$23.1 million of annualized synergies implemented as of September 30, 2015



Public Company Costs (approximately \$2 million)

- Audit, tax, board of directors and legal fees; D&O liability insurance

Previously Identified Payments Cost Savings (approximately \$3 million)

- \$2.2 million related to SG&A
- \$1.0 million in former executive continuation payments
- Non-deal-related cost savings (~\$1 million already implemented)

Duplicative Costs (approximately \$8 million)

- ~30% reduction in duplicative/overlapping operations
- COGS, advertising & promotion, dues & subscriptions, insurance, rent, supplies, etc.

Total Headcount (approximately \$17 million)

- Salaries and wages, annual incentive bonus, employee benefits & taxes and long term incentive plans
- 17% reduction in combined headcount
- \$1.7 million related to Games executive compensation program

Source: Everi management analysis

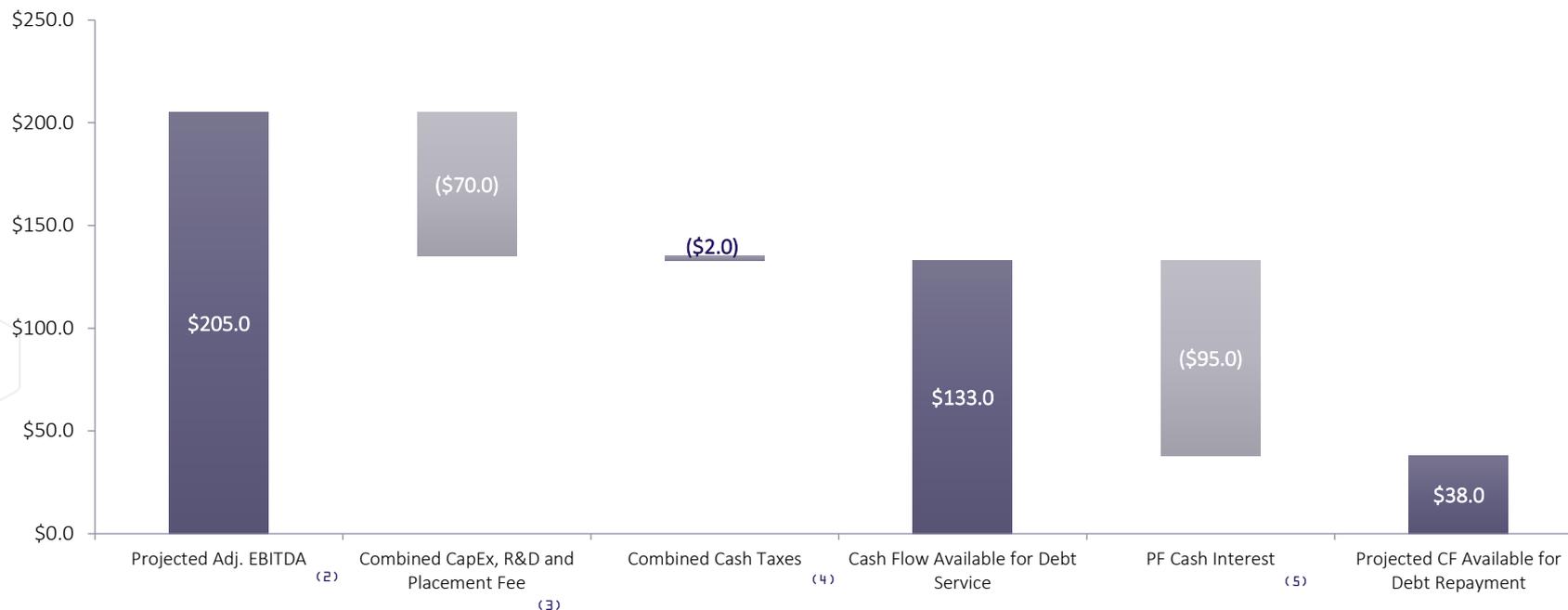
\$ in millions. Reflects annualized run-rate synergies

Previously identified Everi cost savings were to be implemented independent of the transaction

Strong Free Cash Flow Generation & Deleveraging Profile

Illustrative Projected 12/31/15 Free Cash Flow Bridge

- Maintain disciplined approach to deploy capital under new policy
 - Free cash flow prioritized to pay debt
 - Already reduced original total indebtedness by \$22.5 million from excess cash balances⁽¹⁾
 - Focus on deleveraging, expecting to achieve leverage of under 4.0x



The pro forma business is expected to generate strong cash flow for deleveraging

- 1) In February 2015, Everi redeemed \$15 million of the then outstanding \$350 million secured notes from the proceeds of the settlement of a then outstanding litigation matter. In April 2015, Everi redeemed \$335 million of secured notes with proceeds from a private placement of a similar amount of secured notes. In 9 months ended September 30, 2015, Everi has made Term Loan repayments of \$7.5 million
- 2) Includes the effects of achieved cost synergies, increased development costs and rebranding expenses.
- 3) Management's estimate of combined Cap-Ex (exclusive of certain ATM portfolio acquisitions), capitalized R&D and Placement Fees related to installed base within Oklahoma for 2015. Normalized placement fees assumes \$10 million per year based on \$50 million of payments to secure Chickasaw unit placement every five years.
- 4) Reflects pro forma utilization of the combined company's NOLs and Everi's tax deductible goodwill, which are expected to shield Everi from federal taxes over the next 5 to 6 years.
- 5) Includes Everi Payments projected cash usage fees on vault cash and projected cash interest expense on debt.

3Q15 and YTD Financial Results

3Q15

- Consolidated revenues of \$208.7 million
 - Games revenue of \$54.0 million, up 7% Y/O/Y
 - Payments revenue of \$154.7 million, up 6% Y/O/Y
- Adjusted EBITDA of \$51.5 million
 - Games Adjusted EBITDA of \$32.2 million, up 14% Y/O/Y
 - Payments Adjusted EBITDA of \$19.3 million, up 1% Y/O/Y

3Q15 YTD

- Consolidated revenues of \$622.6 million
 - Games revenue of \$163.9 million, up 2% Y/O/Y
 - Payments revenue of \$458.7 million, up 4% Y/O/Y
- Adjusted EBITDA of \$154.5 million
 - Games Adjusted EBITDA of \$96.3 million, up 9% Y/O/Y
 - Payments Adjusted EBITDA of \$58.2 million, up 4% Y/O/Y

2015 Projected Results of Operations

- In 3Q15, the Company reaffirmed its 2015 Adjusted EBITDA guidance of \$200 million - \$205 million
- Full-year operating expenses are expected to include approximately:
 - \$2 million in rebranding costs
 - \$2 million in patent infringement litigation costs
 - \$5 million in additional game development investments
 - \$4 million gain from the sale of the PokerTek assets
- Capital expenditures are expected to be approximately \$70 million, excluding approximately \$4 million for the acquisition of certain ATM portfolios in Q3 and Q4
- Full-year depreciation and amortization expense is expected to be \$126 million - \$130 million
 - Could be impacted by Everi's final allocation of the Multimedia purchase price to certain depreciable and amortizable assets, as well as non-amortizable goodwill
- Full-year interest expense of approximately \$93 million, exclusive of amortization of debt issuance costs and note discounts

Long Term Debt Analysis

(\$ in thousands)

Debt	Expected Balance 12/31/15	Maturity Date	Rate	
Term Loan	\$490,000	12/19/2020	6.25%	Libor plus 5.25% with a 1% floor
Revolver	\$0	12/19/2019	0.50%	Commitment rate - Borrowings at Libor plus 4.75%
Senior Secured Notes	\$335,000	4/15/2021	7.25%	Fixed Rate
Senior Unsecured Notes	\$350,000	1/15/2022	10.00%	Fixed Rate
	<u>\$1,175,000</u>		7.65%	Weighted Average Rate of Estimated Outstanding Debt

Debt Covenant:

The Company's required maintenance covenant, which covers Secured Debt only, as of December 31st of each period presented (\$ in thousands):

	2015	2016	2017	2018
Secured Leverage Ratio	4.75	4.25	4.00	3.75
Secured Debt (1)	\$825,000	\$815,000	\$805,000	\$795,000
Required Adj. EBITDA (2)	\$173,684	\$191,765	\$201,250	\$212,000
Secured Debt w/ FCF Pmt (3)	\$825,000	\$800,000	\$775,000	\$750,000
Required Adj. EBITDA (2)	\$173,684	\$188,235	\$193,750	\$200,000

Assumptions:

- (1) Assumes no additional Free Cash Flow ("FCF") Paydown and only the required 2% amortization of \$10M per year.
- (2) Required Adjusted EBITDA per the Term Loan Agreement to remain in compliance with leverage ratio.
- (3) Assumes \$15M additional FCF Paydown and the required 2% amortization of \$10M per year. FCF payment due Q1 of following year.

Games Segment Overview



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Games Segment Overview

Rapidly Growing Manufacturer With Strong Recurring Revenue Base and Significant Upside Potential

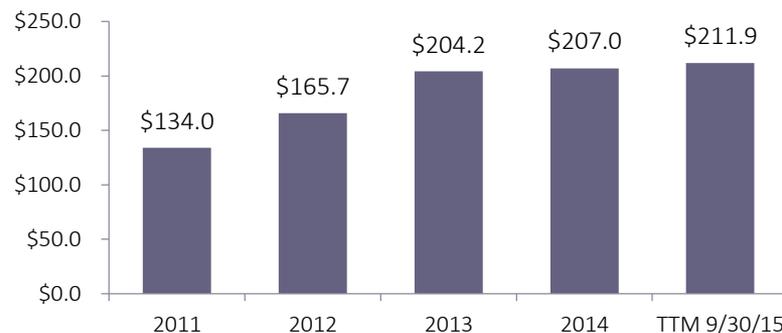
Gaming Operations

- 20% of total TTM 9/30/15 revenue
- 13,148 gaming units installed throughout North America as of September 30, 2015
- Revenue derived from revenue-sharing arrangements or lease fees on the installed base
- Supplies the central determinant system for approximately 18,100 video lottery terminals ("VLTs") in New York

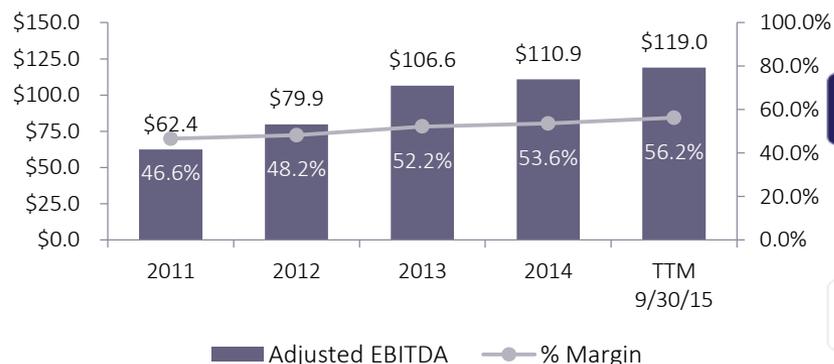
Machine Sales and Other

- 6% of total TTM 9/30/15 revenue
- Broad portfolio of gaming machine products sold to casino customers
- Game themes historically focused on in-house, proprietary content; Expected to introduce third party licensed content in 2016 to add a new product segment
- Sold 2,714 slot machines in twelve months ended September 30, 2015

Revenue (\$ in mm)



Adjusted EBITDA



Games Product Overview

Class II Games

- Games controlled by servers physically located on tribe property
- Company provides a variety of linked interactive slot games and back-office systems
- Customers require ongoing support to operate game system/network

TournEvent®



- Award-winning slot tournament product with dominant share
- System installation includes average of 14-16 machines at \$19K+ each
- Approximately 4,600 units in 307 locations as of September 30, 2015

Class III Video Slots



- Include some of Company's most popular titles and newest hits
- Games leverage the Player HD cabinet to deliver eye-catching graphics and full, rich sound

Class III Mechanical Reel Slots

- Leverage new and enduring brands
- New features include linked 11-tier progressive game and a unique 24-inch top box
- Games represent a unique take on traditional 3-reel mechanical slot games

Core HDX



- Dual widescreen 23" monitors
- Custom premium 3-way sound system
- Game-controlled cabinet lighting

High Rise Games®



- Combines video and traditional mechanical reel games
- Developed to look "licensed" without the added cost and with more game flexibility

Platinum MPX®



- 40" 1080 HD display with an interactive sound chair
- Creates a more interactive experience with great features

Skyline™ Series Top Box



- Premium mechanical reel series with a vintage-inspired bezel showcasing RGB lighting and a 24" LCD display
- Addresses an underserved need for high-denomination, mechanical slots

Peer Recurring Revenue and Margin Comparison

Everi Games has the highest proportion of recurring revenue and Adj. EBITDA margins of its public peers



Recurring Revenue Ending Installed Base

13,148

2,627⁽¹⁾

29,585⁽³⁾

40,919⁽⁴⁾

67,772⁽⁵⁾

LTM Time Period

9/30/15

6/30/15

3/31/15

12/31/14

12/31/14

LTM Revenue (\$mm)

\$212

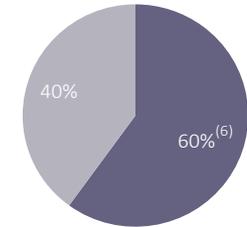
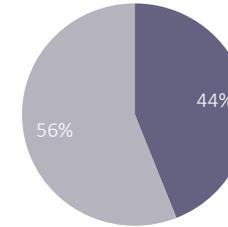
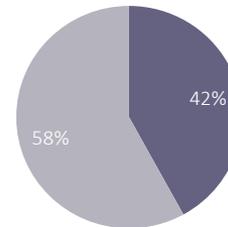
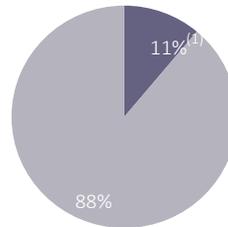
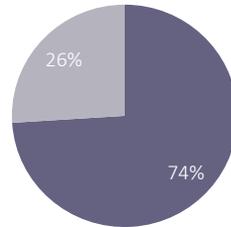
\$171

\$1,161

\$1,968

\$2,946

■ Recurring
■ Non-Recurring



Total Adjusted EBITDA (\$mm)

\$111

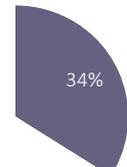
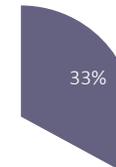
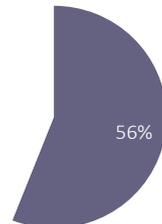
\$74

\$343

\$640

\$989

■ Adjusted EBITDA Margin



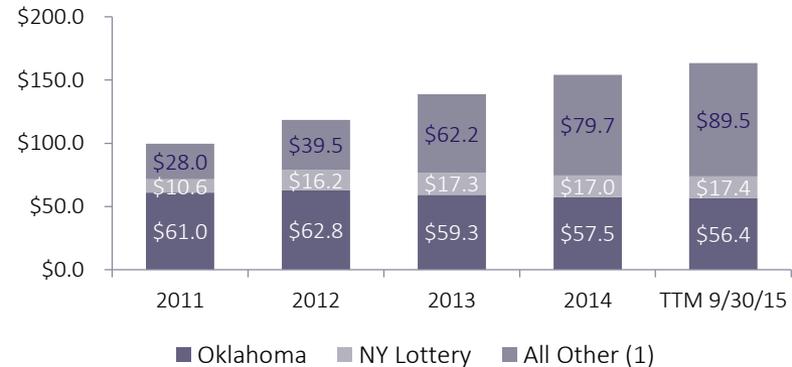
Note: Listed comps include publicly listed companies only; Source: Publicly available information

- As of 6/30/2015; Exchange rate for \$AUS to \$USD @ 0.71 \$USD to 1 \$AUS
- Pro forma for acquisition of VGT which closed on 10/20/2014. Except where otherwise noted, reflects fiscal year ending 9/30/2014 for Aristocrat and fiscal year ending 12/31/2013 for VGT as provided in VGT acquisition investor presentation
- Ending installed base represents data reported by Aristocrat on 5/26/15
- Ending Installed Base as of 9/30/15; includes only North America installed base
- Installed recurring revenue unit count as of 9/30/15; excludes units from the table products segment
- Recurring revenue based on SGMS Lender Presentation filed with the SEC on 9/3/2014. SGMS figures include only the gaming segment and exclude the lottery segment

Gaming Operations

- Substantial recurring revenue stream
 - Highest percent of recurring revenue amongst the major slot manufacturers
- Provides strong return on cash
 - Participation revenue generally covers machine cost within 9 – 12 months
- Growth driven by licensing in new jurisdictions, increased R&D, new premium products and further penetration of recently entered markets
- Expansion of premium game installations
 - Approximately 1,610 units installed since entering the category in 2012 (represents about 12.3% of total installed units)
- Premium games have enabled company to enter new markets, expand footprint and provide broad and fresh content across the installed base

Gaming Operations Revenue (\$ in mm)



Installed Participation Base⁽²⁾



1) All Other category of Gaming Operations Revenues includes all revenues generated for TournEvent of Champions regardless of state it was generated.
 2) Unit count for quarters ended 12/31/14, 3/31/15 and 6/30,15 includes 123 machines under contract that were temporarily removed in Q3 2014 due to renovations. These units were reinstalled in Q3 2015.

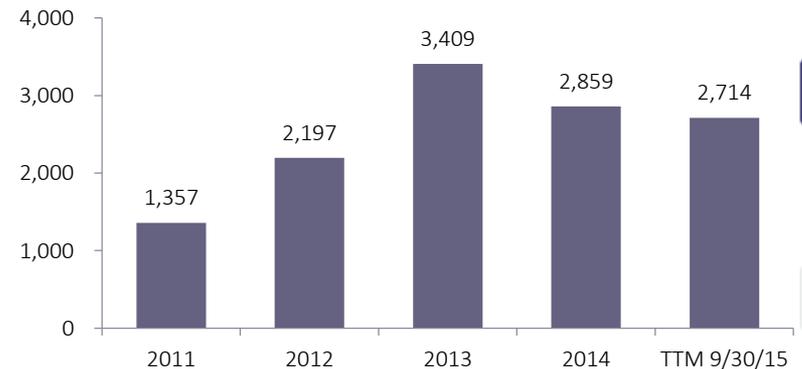
Machine Sales and Other

- In 3Q15, Everi Games had a ship share of approximately 5%, which represents about 28% of non-Big 4 sales⁽¹⁾
- Current floor share outside core OK and WA markets is ~1.6%, below 3Q15 ship share
 - Significant room for potential growth as operators refresh slot product
- Gaming Equipment & System Sales revenue grew at 15.4% CAGR from 2011-2014
 - Continuing to penetrate new markets
 - Slot machine ASP decline in past year driven by shift in machine sales mix, competition and reduced operator capital spend
 - 1H14 positively impacted by 303 installed base units converted to sale
- Gaming Equipment & System Sales includes gaming systems, maintenance and service contracts

Gaming Equipment & System Sales (\$ in mm)



Annual Unit Sales



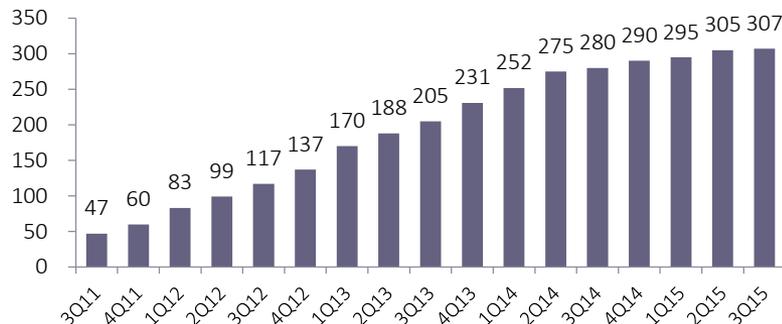
1) Source: EILERS-Fantini Quarterly Slot Survey (3Q15)

TournEvent® & TournEvent of Champions®

TournEvent is the Category Leader

- Majority of polled casinos said TournEvent is the best slot tournament solution on the market(1)
- Greater performance and efficiency with in-revenue and out-of-revenue tournament play
- Each system installation includes, on average, 14-16 machines at \$19,000+
- Approximately 4,600 units in 307 locations
- Deployed in ~53% of former Multimedia Games' customer base but only ~30% of total North American casinos

TournEvent Installations (# of locations)



1) Source: Company information, Eilers-Fantini Quarterly Slot Survey (3Q15)

TournEvent of Champions

- Generates buzz and excitement for TournEvent & Everi
- Participants qualify through their player status at local casinos or through special event promotions and reaches over 220,000 players annually
- **Phase 1:** Semi-Finals (January – September) - In-Casino TournEvent tourneys & promos
- **Phase 2:** In-Casino-Finals (May – September) - 50,000-mile cross-country tour across 23 states
- **Phase 3:** Championship Event (September) - \$1.3 million guaranteed cash prize pool



Market Share by Market Stage and State

- Core OK and WA markets provide earnings foundation and leadership share
- Early stage of penetration in many markets provides significant growth opportunity
- Licenses obtained for key markets (including NV, CA, PA and SD) and transactional waivers in NJ over the past few years
- Everi expects to receive license in Colorado later this year & Missouri in 1H2016

Market Stage	Jurisdiction	Estimated Units in Market	Everi Games Estimated Market Share	Total Everi Games Units	Cumulative Share by Stage
Mature	Oklahoma	70,642	11.9%	12,173	12.2%
	Washington	29,375	12.8%		
Ramping	California	69,534	3.5%	8,814	2.8%
	Louisiana	44,304	1.7%		
	Michigan	33,516	1.7%		
	Mississippi	31,938	2.4%		
	New York	29,726	3.3%		
	Florida	21,920	5.7%		
	Indiana	19,984	1.7%		
	Wisconsin	17,482	4.0%		
	Arizona	15,802	2.4%		
	Ohio	18,351	2.4%		
	New Jersey	16,539	1.1%		
Early Stage	Nevada	169,628	0.5%	1,515	0.4%
	Illinois	31,140	0.6%		
	Pennsylvania	26,388	0.8%		
	Oregon	19,633	0.4%		
	South Dakota	14,764	0.2%		
	Canada	97,801	0.2%		
Other	Total Other States	194,083	1.8%	3,546	1.8%
Total North American Market Share		972,550	2.7%	26,048	
Total North American Market Share (w/o mature)		872,533	1.6%	13,875	

Games Segment Opportunities

- **Leverage, evolve and expand the “made in Austin” culture of the Games segment**
- **Implement new product development roadmap and identify new opportunities**
 - Plan to double studio base to 16 studios
 - Two new development studios located in Chicago and Reno
 - Broaden games library with licensed content
- **Purposeful expansion into new markets based on Everi Payments compliance/licensing capabilities**
- **Commercialization of new platforms (Core HDX, Platinum MPX, Skyline and Texan HDX)**
- **Continue to support long-term relationship with the Games segment’s largest customers**
- **Build awareness for TournEvent/TournEvent of Champions (TOC)**
 - Award-winning TournEvent remains best-in-class slot tournament product
 - TOC gains international presence with participation from 3 casinos in Peru
 - \$1,000,000 prize for 2015 TOC winner

Payments Segment Overview



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Payments Segment Overview

Market Leading Provider of Cash Access Products and Services

ATM (36% of total TTM 9/30/15 revenue)

- Enables cash withdrawals using ATM, debit, or credit cards
- Processed 75 million transactions totaling \$14.8 billion in dollar volume⁽¹⁾ in the twelve months ended September 30, 2015

Cash Advance (29% of total TTM 9/30/15 revenue)

- Enables cash advances through credit card cash access and POS debit card transactions
- Processed 8.9 million transactions totaling \$5.1 billion in dollar volume in the twelve months ended September 30, 2015

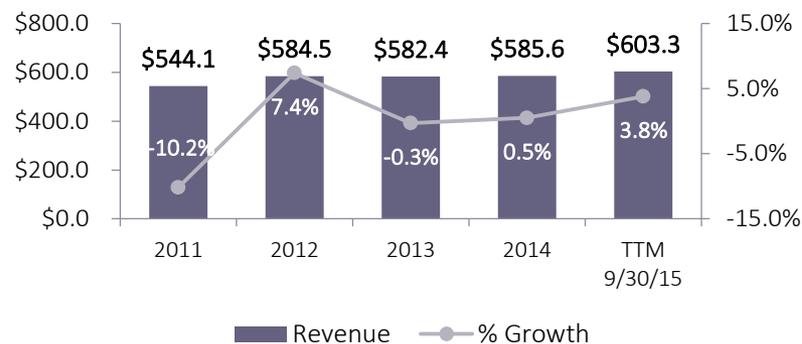
Check Services (3% of total TTM 9/30/15 revenue)

- Check verification and warranty services allow casinos to manage and reduce risks on patron checks cashed
- Processed 3.5 million transactions totaling \$1.1 billion in dollar volume in the twelve months ended September 30, 2015

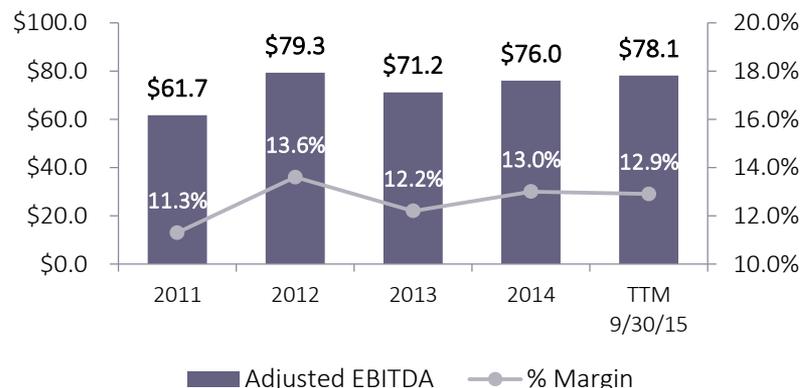
Other (6% of total TTM 9/30/15 revenue)

- Includes integrated kiosk and jackpot kiosk sales and services, Central Credit reporting services, casino marketing services and compliance software solutions
- Other revenue increased ~13% Y/Y during the twelve months ended September 30, 2015

Revenue (\$ in mm)



Adjusted EBITDA



Note: \$ in millions; fiscal year ending December 31

1) Includes ATM processing activity for 3rd party ATM partner portfolios, which were acquired by Everi in Q3 & Q4 2015

Payments Product and Solution Overview

Xchange Kiosks

CXC 4.0

- Ticket/Multi-Ticket Redemption
- Bill Breaking
- ATM, Credit Card, POS Debit Transactions, Check
- Everi Patented ATM 3-in-1 Rollover™ process
- Points to Cash/ Points to Voucher
- Ticket-Out – Coinless Operation (where approved)
- EveriTicket – Slot Ticket or Cash Option (where approved)



JackpotXchange®

- Process gaming jackpots in the casino system and dispense the cash or tickets for player payment; integrate Tax reporting into Everi Compliance



Player Loyalty and TITO Interface

- Broad suite of casino solutions interface with a multitude of player loyalty and Ticket-In/Ticket-Out (TITO) systems of gaming payments

Integrated Solutions

CentralCredit™/Check Warranty

- Only credit bureau exclusively focused on gaming patrons
- Established communication link with 3rd Party Credit Bureaus (Experian and Trans Union)
- Check Warranty Services allows casinos to cash more checks for larger amounts
- Designed to collect on delinquent checks

Casino Cash Plus® ATM

- Easy casino cash access through simple casino ATM cash withdrawals, casino credit card advance and POS debit card transactions

CasinoDirect™

- All international cards accepted with payment in home currency
- Higher limits than ATMs

AML and Tax Compliance Software

- Comprehensive suite of software solutions to ensure casinos' compliance with AML, FinCEN and IRS requirements for patron activity

Marketing Intelligence

Uses patron cash access data across establishments to develop, implement and refine customer loyalty programs

- **Casino Share Intelligence and QuikMarketing** - database services that allow Everi to query proprietary patron transaction database using criteria supplied by the gaming establishment

ATM

Overview

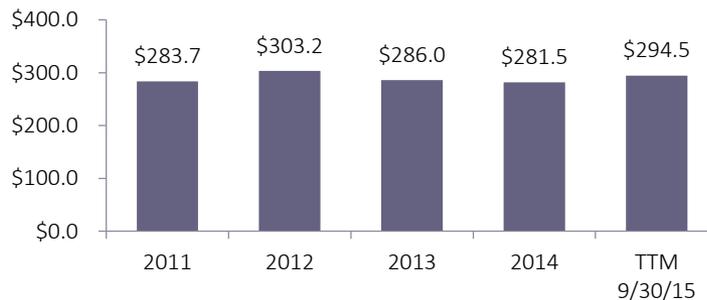
- **Segment revenue driven by volume of ATM withdrawals**
- **Everi charges patrons a fixed-fee when ATM withdrawal is processed**
 - ATM fee is paid to Everi by the patron
 - Interchange fee (Reverse Interchange) is paid to Everi from the card issuing bank
 - Commission is paid to the gaming operator for the right to operate on the premises
- **Contracts include ability to pass through reverse interchange fee changes through commission adjustments**

Illustrative Transaction Economics

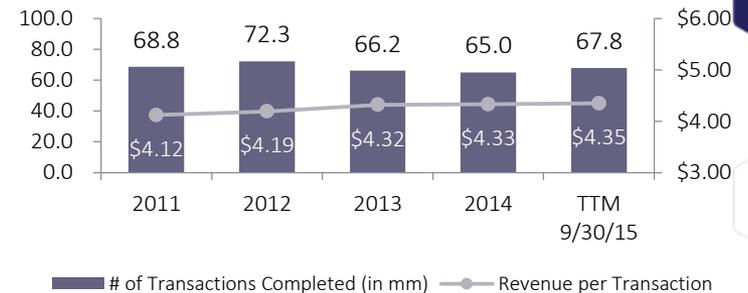
Withdrawal/Transaction Summary		Everi Fee Split		Everi P&L Impact	
Patron Withdrawal	\$200.00	Service Fee	\$4.00	Gross Revenue	\$4.40
Service Fee	4.00	Reverse Interchange	0.40	COGS:	
Total \$ Processed to Patron	<u>\$204.00</u>	Total Fees	<u>\$4.40</u>	Gaming Operator Commission	<u>(3.80)</u>
		Gaming Operator Commission	<u>(3.80)</u>	Gross Profit⁽¹⁾	<u>\$0.60</u>
		Net Everi Fee	\$0.60		

Financial Metrics

Revenue (\$ in mm)



Number of Transactions



1) Illustrative gross profit excludes processing costs

Cash Advance

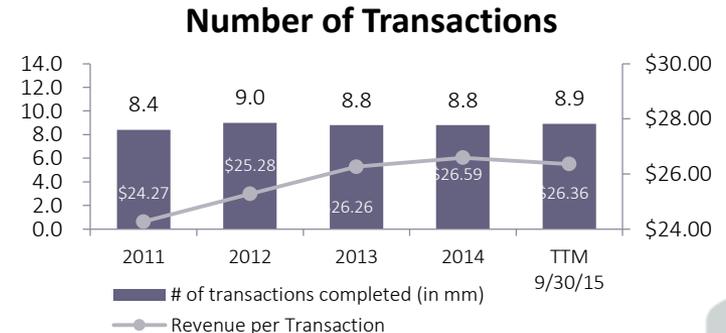
Overview

- Segment revenue driven by number of card transactions and average value of the transaction - pursuant to multi-year contracts
- Patrons charged a fee generally based upon a percentage of the cash amount requested
- Interchange is paid by Everi to the card issuing banks
- Contracts include the ability to pass through changes in interchange fees through commission adjustments

Illustrative Transaction Economics

Withdrawal/Transaction Summary		Everi Fee Split		Everi P&L Impact	
PIN Debit					
Patron Requested Amount	\$200.00	Service Fee	\$7.00	Gross Revenue	\$7.00
Service Fee	7.00	Interchange	(0.60)	COGS:	
Total \$ Processed to Patron	\$207.00	Net Service Fees	\$6.40	Interchange	(0.60)
		Gaming Operator Commission ⁽¹⁾	(3.80)	Gaming Operator Commission	(3.80)
		Net Everi Fee	\$2.60	Gross Profit⁽³⁾	\$2.60
Signature Credit and Debit					
Patron Requested Amount	\$200.00	Service Fee	\$16.00	Gross Revenue	\$16.00
Service Fee	16.00	Gaming Operator Commission	(10.00)	COGS:	
Total \$ Processed to Patron	\$206.00	Everi Fee ⁽²⁾	\$6.00	Interchange	(3.50)
		Interchange	(3.50)	Gaming Operator Commission	(10.00)
		Net Everi Fee	\$2.50	Gross Profit⁽³⁾	\$2.50

Financial Metrics



- 1) Commission is generally determined as split of the net service fee collected (i.e. Service Fee less interchange).
- 2) The fee assessed to the casino, or buyrate, is generally based upon a % of the total processed transaction amount.
- 3) Illustrative gross profit excludes processing fees.

Check Services and Other

Overview

- Revenue driven by checks approved/guaranteed for acceptance
- Fee paid to Everi is a fixed percentage of total check amount warranted

Financial Metrics

Check Services

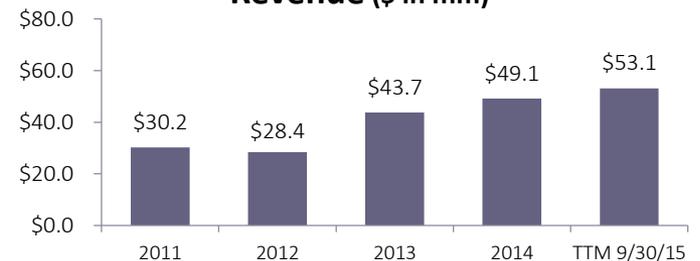
Other

- Consists of revenue primarily derived from:
 - Kiosk sales, parts and services
 - Central Credit reporting services
 - Subscription service provides access to database of patron credit histories (helps manage credit risk)
 - Compliance Product Suite
 - AML and tax filing software used in casino cages

Revenue (\$ in mm)



Revenue (\$ in mm)



Number of Transactions



Solution-Based Sales Strategy

- **More aggressive cross-sell of product suite in response to customer demand**
- **Focuses on integrated solution sales approach (i.e. combining integrated kiosks, ATM, cash advance, Central Credit and compliance software) over individual product sale transactions**
- **Typically yields higher margins and longer term contracts**
 - **Transitioning to 5 year contracts from current average of 3 years**
 - New solution-based strategy has been well received by current clients, as evidenced by renewals with a term of approximately 5 years, including the Seminole Tribe of Florida, Station Casinos, Foxwoods, Penn National Gaming and others



- **New multi-year agreement with Las Vegas Sands to extend existing cash access services and expand relationship to include deployment of integrated kiosks**
 - Highlights Company's product differentiation which creates significant barriers to entry



Competitive Landscape

- Competitors include providers of cash access products and services, equipment manufacturers, financial institutions and other regional and local banks that operate ATMs on the premises of gaming establishments
- Everi is the only company to provide a comprehensive product suite across cash access, kiosk and information services platforms

	Cash Access Services	Kiosks	Information Services
	<ul style="list-style-type: none"> ✓ Standard ATM ✓ 3-in-1 ATM ✓ Cash Advance ✓ Check Warranty 	<ul style="list-style-type: none"> ✓ Fully Integrated Kiosks ✓ Reporting ✓ Marketing 	<ul style="list-style-type: none"> ✓ CentralCredit™ ✓ Marketing ✓ AML and Tax Compliance Software
	<ul style="list-style-type: none"> ✓ Cash Advance ✓ Check Warranty 	✗	✗
	<ul style="list-style-type: none"> ✓ Standard ATM 	✗	✗
	<ul style="list-style-type: none"> ✓ Standard ATM ✓ Cash Advance 	<ul style="list-style-type: none"> ✓ Full Service Kiosks 	✗
	<ul style="list-style-type: none"> ✓ Standard ATM ✓ Cash Advance ✓ Check Warranty 	✗	✗

Payments Segment Opportunities

- **Platform change**
 - Represents a more robust and stable transaction processing platform
 - Supports long-term growth
- **Upgrade of our customer interface to CashClub®**
 - Support of EMV and Windows 7
 - Required support of EMV in 2015 provides competitive advantage
 - Check cashing application added to Cash Club and integrated into full-service kiosks
- **Integrate kiosk manufacturing with games manufacturing**
- **Evaluation/identification of future kiosk design opportunities**

Q&A



EVERI