



Investor Presentation

August 2021

This presentation, and the accompanying oral presentation, contain forward-looking statements within the meaning of Section 27A of the Securities Act, Section 21E of the Exchange Act, and the safe harbor provisions of the U.S. Private Securities Litigation Reform Act of 1995, that relate to our current expectations and views of future events. These statements relate to events that involve known and unknown risks, uncertainties and other factors which may cause our actual results, performance or achievements to be materially different from any future results, performance or achievements expressed or implied by the forward-looking statements. In some cases, these forward-looking statements can be identified by words or phrases such as "may," "will," "expect," "anticipate," "aim," "estimate," "intend," "plan," "believe," "potential," "continue," "is/are likely to" or other similar expressions. These forward-looking statements are subject to risks, uncertainties and assumptions, including those described under the heading "Risk Factors" in the Registration Statement on Form F-1 (File No. 333-249683 (the "Registration Statement")), including a prospectus, which NeoGames S.A. (the "Company") has filed with the SEC in connection with its initial public offering of the Company's ordinary shares (the "Ordinary Shares"), some of which are beyond our control. In addition, these forward-looking statements reflect our current views with respect to future events and are not a guarantee of future performance. Actual outcomes may differ materially from the information contained in the forward-looking statements as a result of a number of factors.

Moreover, new risks emerge from time to time. It is not possible for our management to predict all risks, nor can we assess the impact of all factors on our business or the extent to which any factor, or combination of factors, may cause actual results to differ materially from those contained in any forward-looking statements we may make. In light of these risks, uncertainties and assumptions, the forward-looking events and circumstances discussed in this presentation may not occur and actual results could differ materially and adversely from those anticipated or implied in the forward-looking statements as a result of various factors described in this annual report, including factors beyond our ability to control or predict. We caution you therefore against relying on these forward-looking statements, and we qualify all of our forward-looking statements by these cautionary statements.

The forward-looking statements included in this presentation are made only as of the date hereof. Although we believe that the expectations reflected in the forward-looking statements are reasonable, we cannot guarantee that the future results, performance or events and circumstances reflected in the forward-looking statements will be achieved or occur. Moreover, neither we nor our advisors nor any other person assumes responsibility for the accuracy and completeness of the forward-looking statements. Neither we nor our advisors undertake any obligation to update any forward-looking statements for any reason after the date of this presentation to conform these statements to actual results or to changes in our expectations, except as may be required by law. You should read this presentation with the understanding that our actual future results, performance and events and circumstances may be materially different from what we expect.

We obtained the industry, market and competitive position data in this presentation from our own internal estimates and research as well as from publicly available information, industry and general publications and research, surveys and studies conducted by third parties such as the American Gaming Association, Eilers & Krejcie Gaming, Gambling Compliance, H2 Gambling Capital and La Fleur's TLF Publications, in addition to reports from state lottery commissions. Industry publications and forecasts generally state that the information they contain has been obtained from sources believed to be reliable, but that the accuracy and completeness of such information is not guaranteed.

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This presentation, and the accompanying oral presentation, includes EBIT, EBITDA, Adjusted EBITDA and Adjusted EBITDA Margin, which are financial measures not presented in accordance with International Financial Reporting Standards ("IFRS"), as issued by the International Accounting Standards Board, that we use to supplement our results presented in accordance with IFRS. We include these non-IFRS financial measures because they are used by our management to evaluate our operating performance and trends and to make strategic decisions regarding the allocation of capital and new investments. These measures are not intended to be substitutes for any IFRS financial measures and, as calculated, may not be comparable to other similarly titled measures of performance of other companies in other industries or within the same industry. These financial measures exclude certain expenses that are required in accordance with IFRS because they are non-cash or are not associated with the operational activity of the business. See the appendix for a reconciliation of these non-IFRS measures to the most directly comparable IFRS measure.

Except where the context otherwise requires or where otherwise indicated, the operational information in this presentation reflects the contracts and operations of NeoPollard Interactive LLC ("NPI") as though they were contracts and operations of the Company, and the revenues in this presentation reflect the consolidated revenues of the Company together with 50% of NPI's revenues and additional game royalties from certain games as compensation for the development of such games. We refer to these additional game royalties, together with 50% of NPI's revenues, as the Company's "NPI Revenues Interest".

Company Overview

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NeoGames provides a complete iLottery solution;
well positioned as a leader in the rapidly expanding North American iLottery market



100% Digital Business

Technology driven business transforming the traditional retail-based lottery market



Crucial Market

Lotteries provide much needed contributions to state budgets to fund public projects and initiatives



Market Leader

70% market share in U.S. iLottery Gross Wager¹



Proven Success

Our success in existing states points to our ability to increase our customers' iLottery penetration



Highly Scalable

SaaS business model with long-term contracts with recurring revenues tied to GGR / NGR



Significant Barriers to Entry

Complexities of regulatory and government contract environment along with specialized technology required for the lottery industry



Tech, Ops & Content

We contribute the iLottery tech, Games content, PAM, and Digital Ops to NeoPollard Interactive ("NPI"), 50/50 JV with Pollard Banknote through which we conduct our North American iLottery business



\$77.1mm

LTM as of June 2021
Revenue²



\$34.9mm

LTM as of June 2021
Adjusted EBITDA³

1. Source: Eilers & Krejcik Gaming's U.S. iLottery Tracker – 4Q20

2. As of 6/30/21. Includes NeoGames revenue plus 50% of NPI revenues plus incremental royalties from certain games as compensation for our development of such games (collectively referred to hereafter as "NPI Revenue Interest").

3. As of 6/30/21. See pg. 32 for Adjusted EBITDA reconciliation to net income.

Business Snapshot

NeoGames has multi-year contracts with state lotteries to develop and manage their iLottery program and has been recognized as one of the best in the industry



2014

Company Formed



~340

Work Force



17

Operationally
Licensed
Jurisdictions¹



3

Major Offices



66%

Market Share in U.S. iLottery
Gross Wager²

Complete offering



What do we do?

- Engaged by state lotteries as a turnkey iLottery solutions provider
 - Enables the addition of an online sales channel by operating the iLottery platform and games
 - Develops games in-house that are added to the lottery's suite of games

How do we make money?

- Revenue typically tied to gaming volumes
- Revenues calculated as a % of gross gaming revenue (GGR) or net gaming revenue (NGR) generated via iLottery platform
 - GGR means gross sales less winnings paid to players
 - NGR means GGR less any promotion dollar incentives granted to players³
- Adaptability of technology makes the business highly scalable

1. As of August 11, 2021
2. Source: Eilers & Krejcie Gaming's U.S. iLottery Tracker – 1Q21
3. In Europe, in certain jurisdictions taxes are also deducted.

Technology Platforms

Complete tech platforms for Lotteries with full support of iLottery and iGaming verticals



1

 **neosphere®**

Player account management and marketing platform for iLottery and iGaming



2

 **neodraw®**

One of only four US certified Draw Games systems

3

 **neoplay®**

Sophisticated and flexible instant games server



350+
proprietary games



15 years of experience



30+ new games per year



Award winning games



Driving the majority of iLottery GGR



Operational Services

Full suite of operational services through experienced teams of experts



100%

Operational excellence

Complete operational services



Payments
Management



Compliance



Tech
operations



Customer support



Data analysis



Marketing & CRM

Global Customer Base



Industry Overview

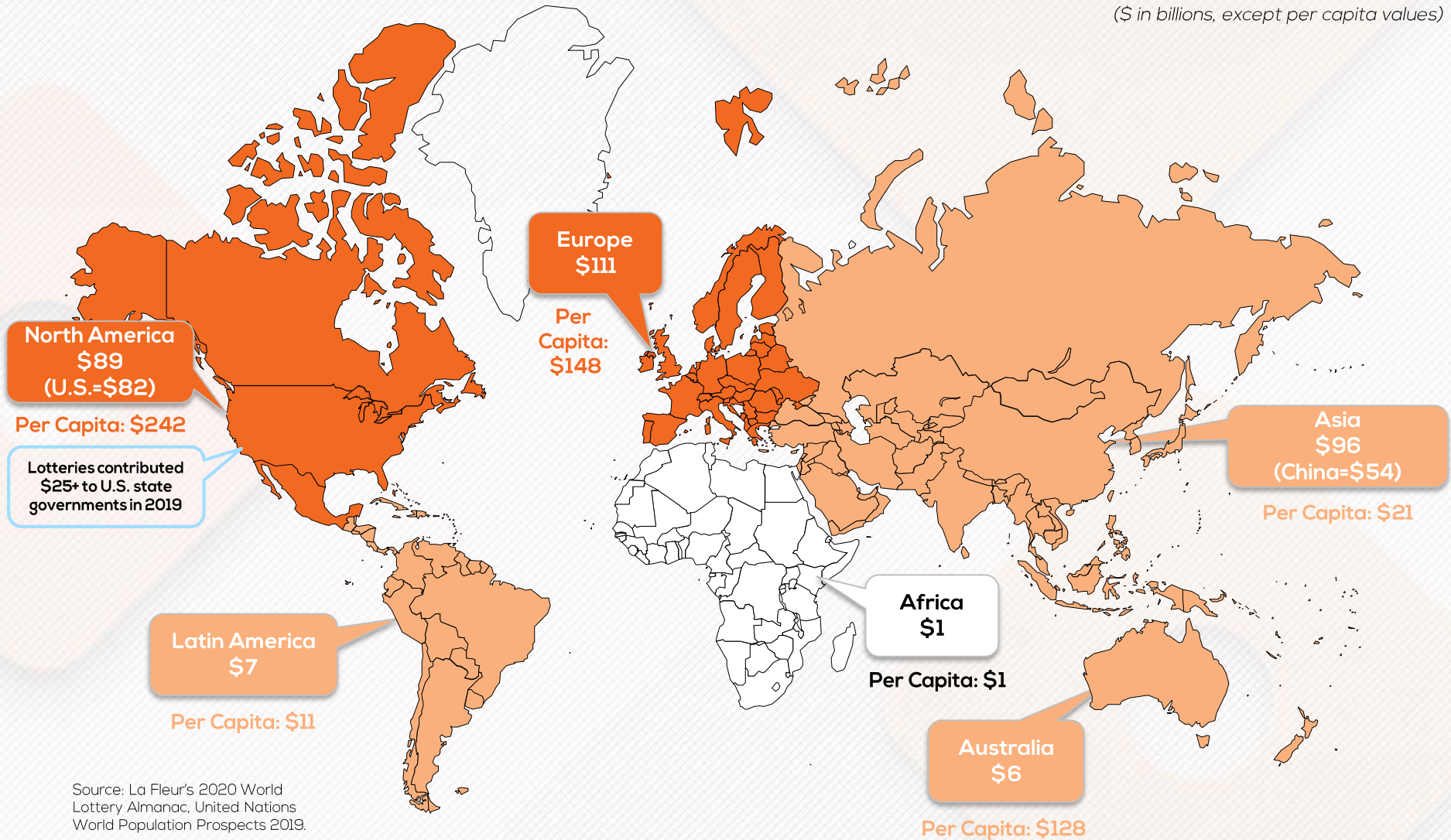
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Global Lottery Market

The global lottery market was worth approximately \$310 billion in gross sales in 2019

(\$ in billions, except per capita values)



Source: La Fleur's 2020 World Lottery Almanac, United Nations World Population Prospects 2019.

iLottery Market Model

Technological improvements and changing player preferences are driving the shift of traditional “brick and mortar” lottery model to iLottery

Characteristics of the iLottery model

- 1 Long sale cycles and substantial upfront investments
- 2 Long-term relationships (4-7 year contracts with embedded extension options)
- 3 High vendor switching costs
- 4 Growth alongside traditional lottery and other forms of gambling
- 5 Preference for turnkey solutions
- 6 Revenue share contracts – customer (state lotteries) responsible for marketing spend

Key Industry Growth Drivers

- 1 **Technological improvements** – increased internet access, ownership of mobile devices, and an improved entertainment experience
- 2 **Changing player preferences** – consumers spend an increasing amount of time on smartphones seeking instant access to sources of entertainment
- 3 **Deregulation** – deregulation for lotteries and online gambling activities has contributed to industry growth, particularly in the United States
- 4 **COVID-19** – significant growth in revenues from existing and new players in recent months, as players shift to online entertainment

Business Overview

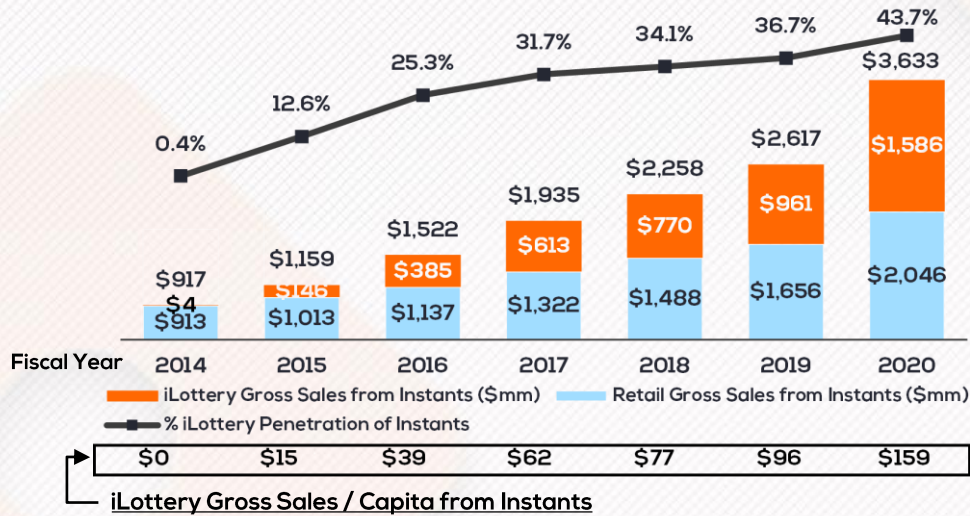
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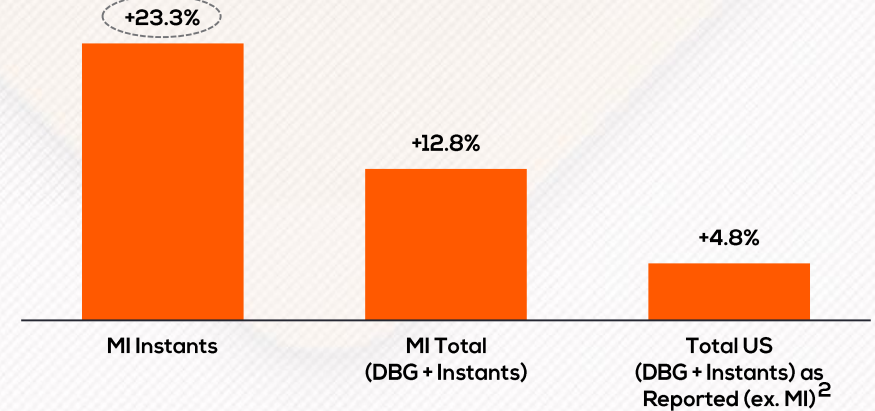
Michigan Case Study

Powering the Michigan iLottery since 2014, with an award winning solution extended through 2026

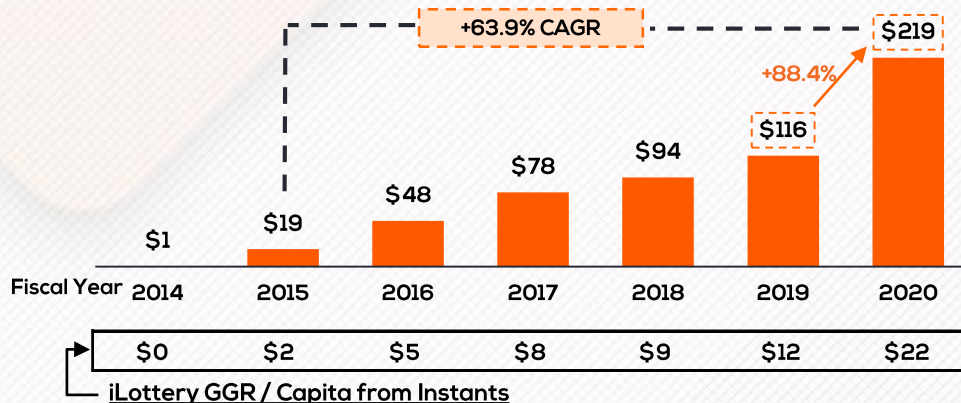
Michigan Gross Sales and iLottery Penetration¹



Michigan Lottery Outperformance: Gross Sales CAGR (2014-2019)¹



Michigan iLottery GGR from Instants^{1,3}



Michigan Lottery – Winner, Lottery Operator of the Year 2020



“Very impressive performance. To be so far ahead [of] other U.S. iLottery operators is testament to excellent performance across the board. Clearly many well-thought and well executed innovations across payments, product, and marketing.”

EGR Judges Panel

- In 2019, MSL won the Gaming Intelligence lottery operator of the year award

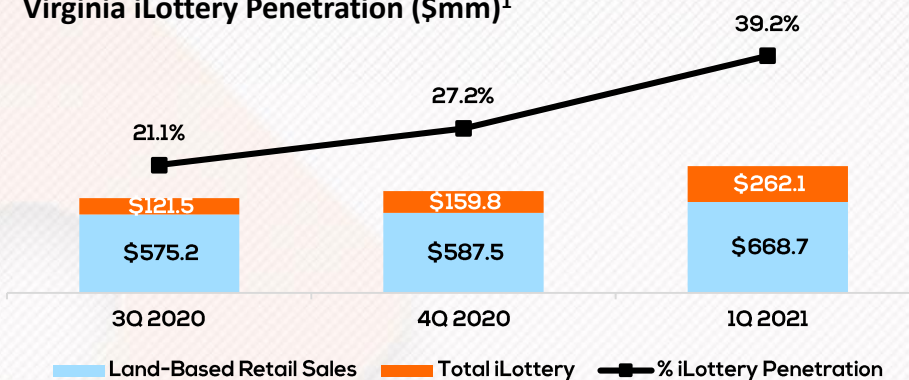
1. Source: Michigan Lottery, Gambling Compliance. Represents fiscal years.
 2. Some states calculate gross sales in different ways than others. In New Hampshire, for example, the reported total lottery gross sales includes the GGR from iLottery Instants as opposed to the gross sales from iLottery instants. Due to lack of uniform disclosure and available information, we have taken the sales as reported for all states excluding Michigan.
 3. Figures in \$mm, except per capita

Continued Success

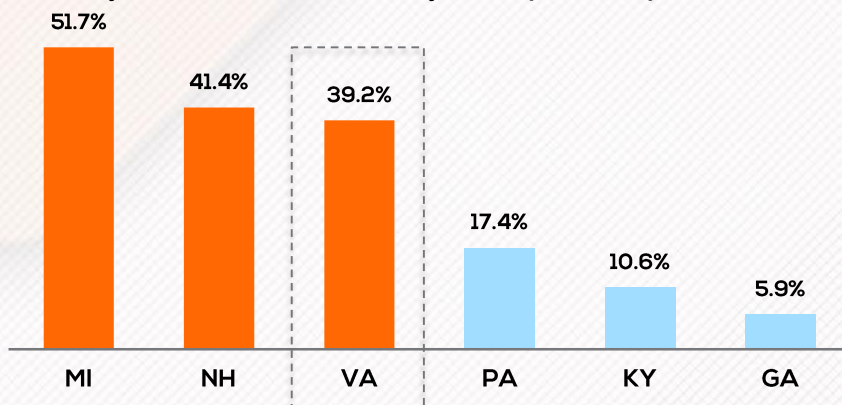
Since its full iLottery launch, Virginia has experienced rapid growth in per capita iLottery sales

- In March 2020, VA moved from a draw games subscription-only offering to a full iLottery offering including Instant and DBG
 - This offering launched in July 2020 and contracted through 2026 (with an option to extend through 2031)

Virginia iLottery Penetration (\$mm)¹



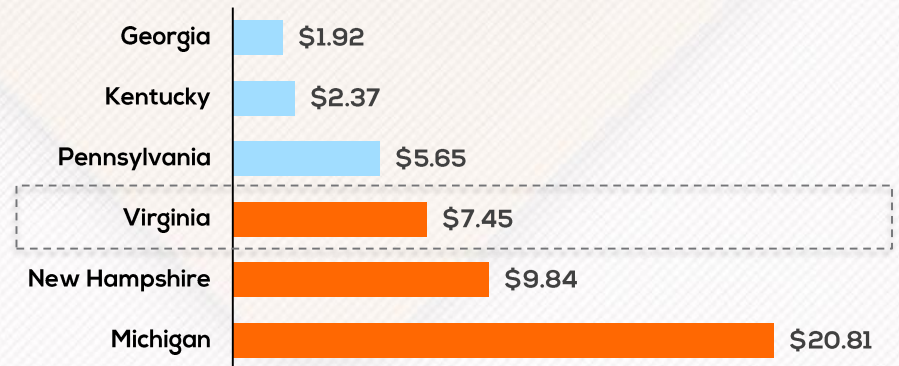
iLottery Instant Penetration by State (1Q 2020)¹



Source: Company data, Gambling Compliance.

1. Source: Eilers & Krejlik Gaming's U.S. iLottery Tracker - 1Q21

December 2020 Gross iLottery Sales per Capita¹



“It is remarkable that we stood up in about 13 weeks what might’ve been expected to require 13 months of work in any other circumstance... We’re certainly pleased that the result was the strongest US iLottery launch of any state so far. And that’s due to our very talented team and our experienced gaming partner, NeoPollard.”¹

“By week three we had achieved month-three sales goals... So now three months in since flipping the switch, we’ve seen about \$90m in iLottery sales activity from more than 60,000 unique bettors. We’re focusing on new account registrations; in August new accounts were up more than 30% versus July.”¹

Kevin Hall, executive director at Virginia Lottery
10/9/20

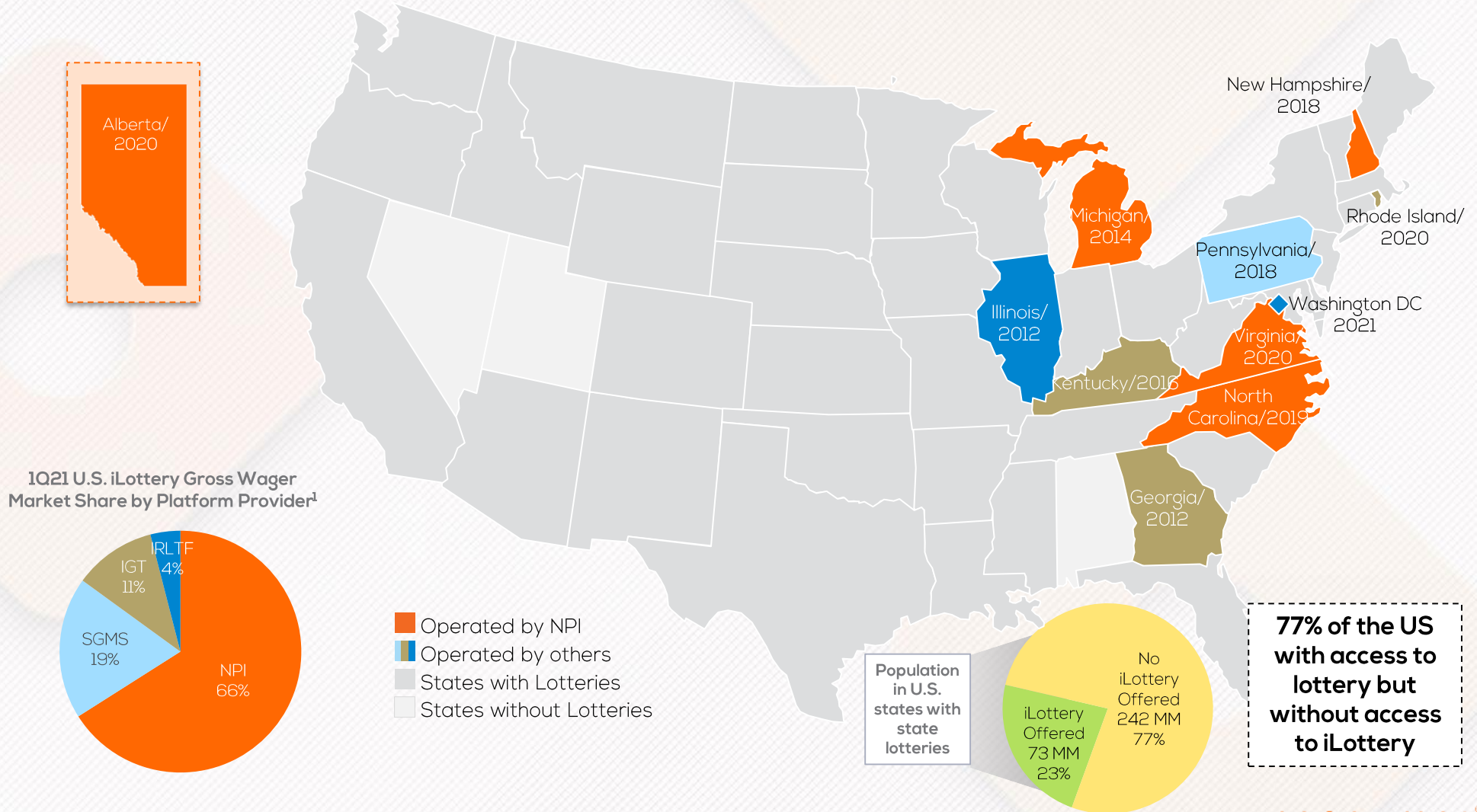
“Importantly, however, retail sales continued to post year-on-year rises in July and August, following the iLottery launch.”¹

iGB North America
10/9/20

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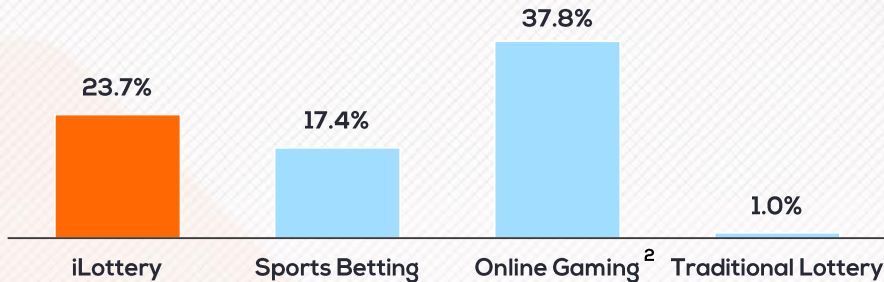
Current North America iLottery Landscape

66% market share¹ of U.S. iLottery Gross Wagers. Well positioned to further increase market share

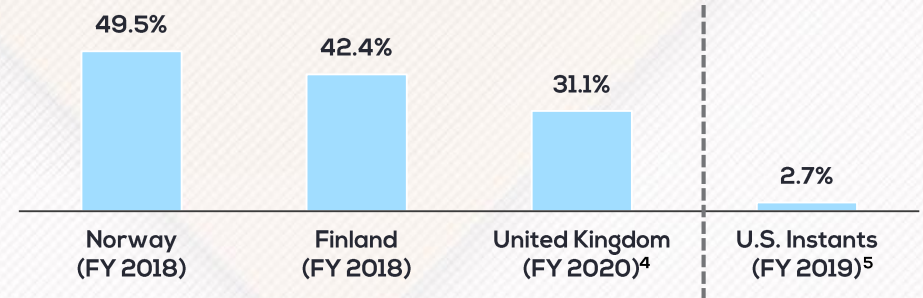


US iLottery Market Potential

European Market Gaming Vertical GGR CAGR Comparison (2003 – 2019)¹



iLottery Penetration in U.S. and Select Mature European Markets³



Selected Key U.S. Lottery Metrics⁶

\$91.1bn

U.S. Retail Gross Sales
(CY 2020)

10.5%

MI Gross Sales CAGR
(FY 2014-2020)

39.1%

MI iLottery Penetration
(FY 2020)

1. Source: H2GC. Includes European Union and United Kingdom.
2. Online Gaming for 2007-2019 (as 2007 was the first year of available data in H2GC for the United Kingdom).
3. Source: GamblingCompliance, state lottery commissions.
4. Represents digital sales as a % of total sales for the national lottery.
5. Represents iLottery gross sales from Instants in MI, PA, NH, GA, and KY in fiscal year 2019 divided by total gross sales from Instants in all U.S. states during fiscal year 2019.
6. Source: Eilers & Krejcik Gaming, La Fleur's, Michigan Lottery.



Expanding Our Offering with iGaming

Leveraging our experience and success with full iGaming and iLottery to Sazka and AGLC



Sazka is our largest European lottery customer

- 2015 signed contract with Sazka s.a. in the Czech Republic to provide a turn-key online solution
- We provide Sazka with a full suite tech to run iLottery and iGaming
- In 2020, we earned a 6-year extension to 2025
- 30% of Sazka's GGR generated from its online channel in 2020

Solution Verticals Include



Casino



Sport



iLottery
(Instants)



iLottery
(DBG)

Additional metrics

- Czech Republic has a population of 10.7 million
- Sazka GGR of €286mm in Czech Republic in FY2019¹

1. Source: Sazka 2019 annual report.
2. Source: AGLC 2020 annual report.



Sept. 30, 2020, AGLC officially launched PlayAlberta!

- March 2020: NPI awarded multi-vertical online offering contract to create and power the only regulated gaming website in Alberta
 - 7-year initial term plus 5-year optional extension
- First North American customer where NPI is servicing the entire online gaming suite
 - NPI is also responsible for marketing initiatives allowing us to enhance the overall omni-channel experience

Solution Verticals Include



Casino



Sport



iLottery
(Instants &
DBG)



Poker
Live
Dealer
Bingo

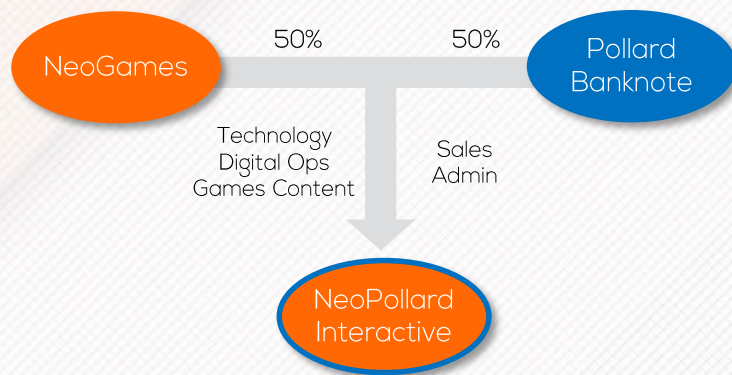
Additional metrics

- Alberta has a population of 4.4 million
- AGLC gross sales of C\$918 million in FY2020²

NeoPollard Interactive (NPI) Joint Venture

NeoPollard Interactive Overview

- Following a successful joint win of the Michigan Lottery contract, NeoGames and Pollard Banknote formed NeoPollard Interactive (NPI) in July 2014, a 50/50 joint venture, to pursue iLottery contracts in North America
- NeoGames provides the complete technology solution, games content, technology development services and certain gaming operations services, while Pollard provides sales, marketing, and administrative support
- NPI has since expanded to become a leading iLottery supplier in North America
 - NPI provides iLottery solutions in Virginia, New Hampshire, North Carolina, and Alberta
- NeoGames and Pollard split revenues and costs on a 50/50 basis, as adjusted for certain game development expenses related to exclusive iLottery content



EGR | NORTH AMERICA VIRTUAL
EAST COAST BRIEFING & AWARDS 2020

NEOPOLLARD
INTERACTIVE



- NPI has been named Lottery Supplier of the Year for the second consecutive year in the eGaming Review ("EGR") North America Awards
- The Lottery Supplier of the Year category celebrates suppliers who have demonstrated outstanding performance and innovation in the delivery of market-leading solutions for lottery operators

“NPI is the most successful iLottery vendor in the US overall, with the largest distribution and a broad range of offerings”

EGR Judges Panel

“Hugely impressive entry and their recent contract success backs up the words. Their US focus means they are clearly a deserving winner”

EGR Judges Panel

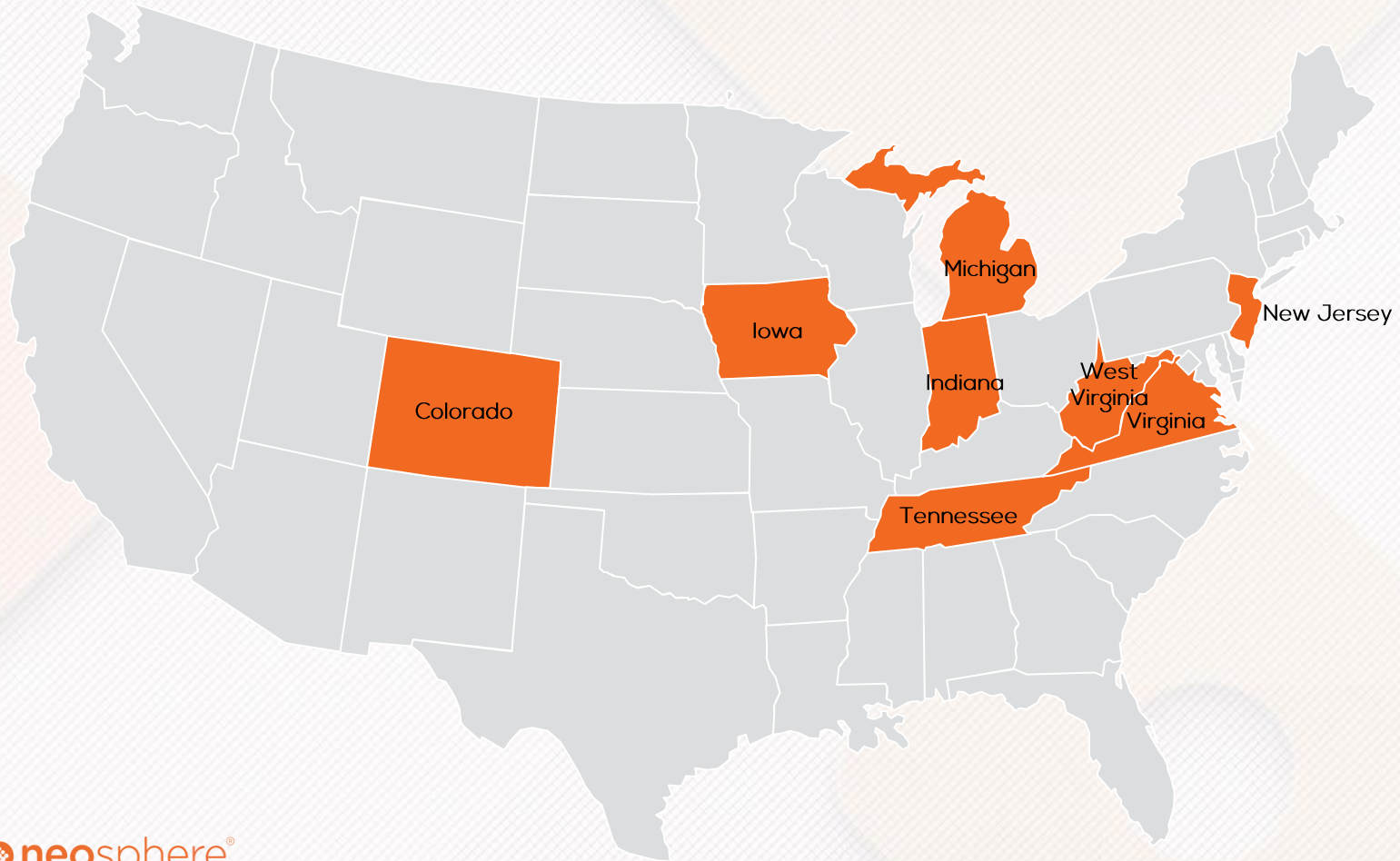


Caesars Entertainment Relationship




CAESARS
ENTERTAINMENT®

Providing our NeoSphere PAM to Caesars Entertainment iGaming and OSB solution



 **neosphere®**

 NeoGames Live and certified with our PAM Tech

Financials

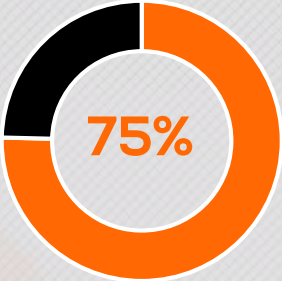
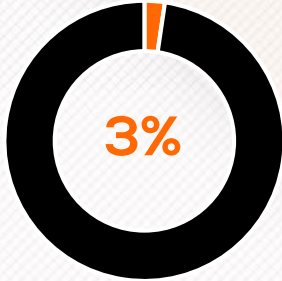
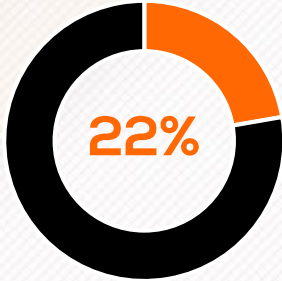
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Revenue Streams

Turnkey Solutions make up a majority of our revenue and are expected to increase in weighting with additional contracts recently launched

— Q2 2021 Revenue of \$21.4mm (\$12.9mm NeoGames revenues and \$8.5mm NeoGames' NPI Revenues Interest)

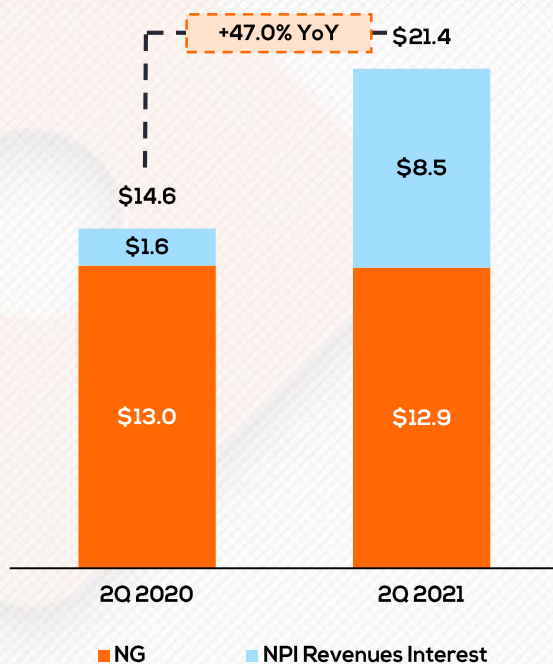
	Turnkey Solutions	Games	Fee for Services
2020 Revenue ¹			
Revenue Composition	<ul style="list-style-type: none"> Royalties from turnkey contracts, including NPI Revenues Interest 	<ul style="list-style-type: none"> Royalties from games contracts 	<ul style="list-style-type: none"> Fees for use of technology, development and other services
Business	<ul style="list-style-type: none"> Full service turnkey online solution – technology platforms, gaming content and operational services 	<ul style="list-style-type: none"> Gaming content only 	<ul style="list-style-type: none"> Tailored software development services
Summary	<ul style="list-style-type: none"> Full service turnkey online lottery solution including all existing North American customers as well as Sazka 	<ul style="list-style-type: none"> Active contracts with several European lotteries to provide content from NeoGames Studio 	<ul style="list-style-type: none"> Provider of software development services to other businesses in the gaming space
Revenue model	<ul style="list-style-type: none"> Revenue typically tied to GGR/NGR generated from all online lottery and gaming sales 	<ul style="list-style-type: none"> Revenue typically tied to GGR/NGR generated from the games provided 	<ul style="list-style-type: none"> Fees for services provided to William Hill, Aspire Global, and NPI

1. Turnkey Solutions and total revenue include NeoGames' NPI Revenues Interest.

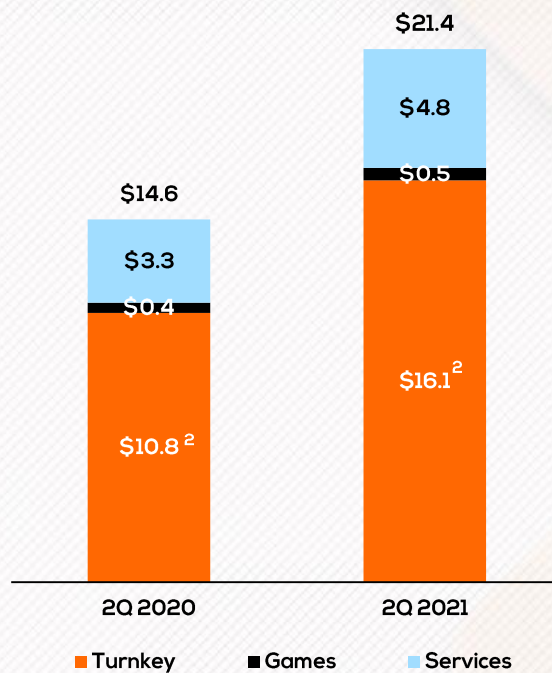
Quarterly Financial Snapshot

Strong revenue and Adjusted EBITDA growth¹ compared to second quarter of 2020

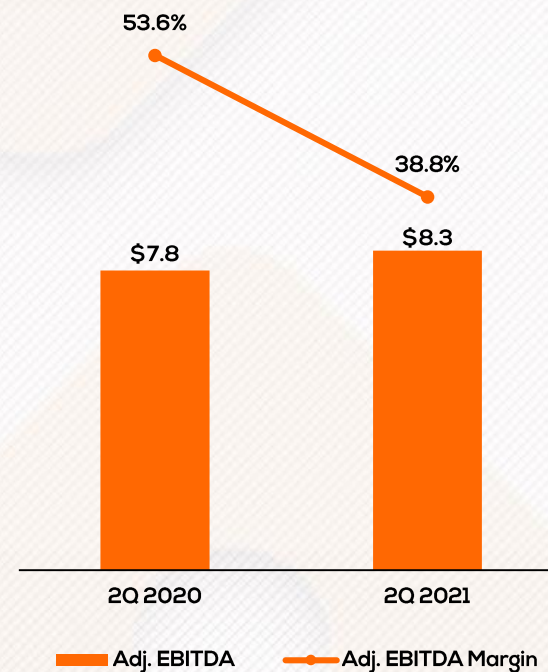
Quarterly Revenues (\$mm)



Quarterly Revenue by Stream (\$mm)²



Quarterly Adjusted EBITDA (\$mm)³

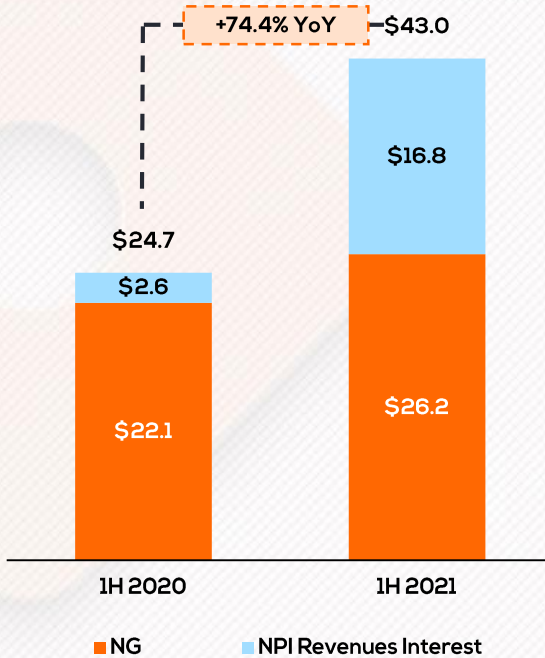


1. See pg. 32 for Adjusted EBITDA reconciliation to net income.
2. Includes \$1.6mm, and \$8.5mm of NeoGames' NPI Revenues Interest in 2Q 2020 and 2Q 2021, respectively.
3. Adjusted EBITDA reflects the adoption of IFRS 16 lease standards.

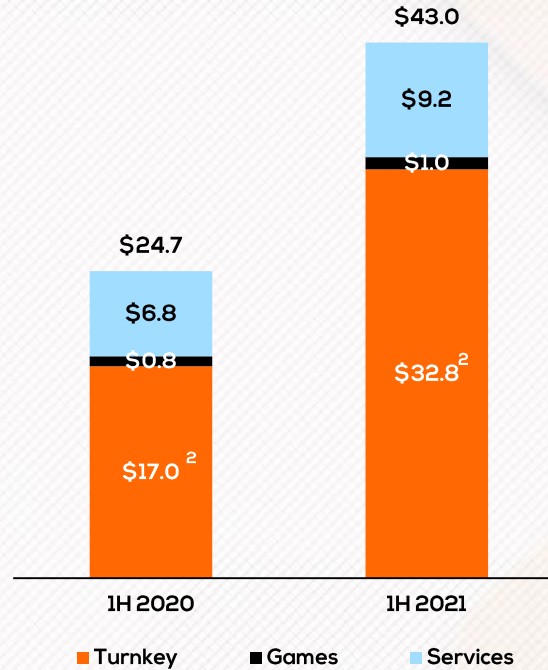
Year to Date Financial Snapshot

Strong revenue and Adjusted EBITDA growth¹ compared to the first half of 2020

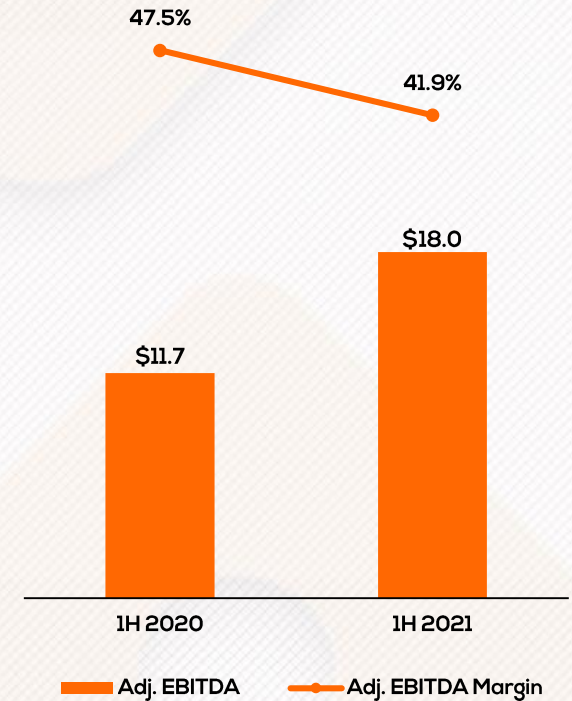
Year to Date Revenues (\$mm)



Year to Date Revenue by Stream (\$mm)²



Year to Date Adjusted EBITDA (\$mm)³



1. See pg. 32 for Adjusted EBITDA reconciliation to net income.
2. Includes \$2.6mm, and \$16.8mm of NeoGames' NPI Revenues Interest in 1H 2020 and 1H 2021, respectively.
3. Adjusted EBITDA reflects the adoption of IFRS 16 lease standards.

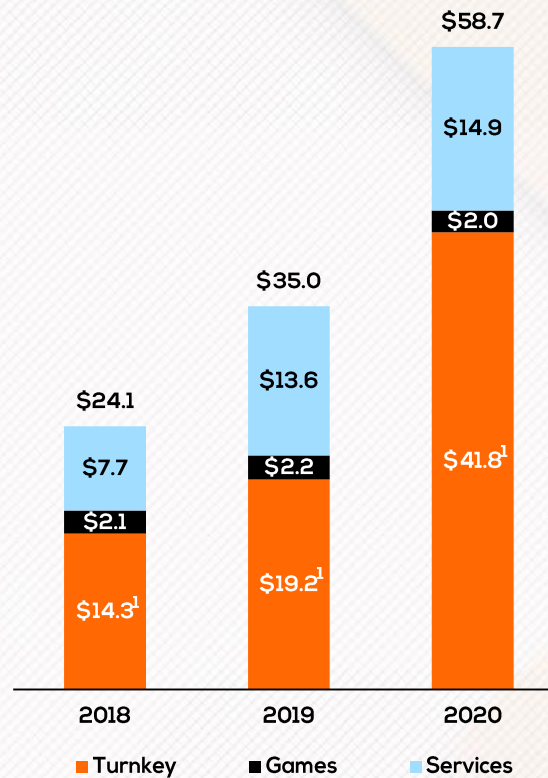
Annual Financial Snapshot

Delivering consistent historical revenue and Adjusted EBITDA growth

Annual Revenues (\$mm)



Annual Revenue by Stream (\$mm)¹



Annual Adjusted EBITDA (\$mm)²



1. Includes \$0.6mm, \$2.0mm, and \$9.5mm of NeoGames' NPI Revenues Interest in 2018, 2019 and 2020, respectively.

2. Adjusted EBITDA reflects the adoption of IFRS 16 lease standards.

Growth Strategies

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Growth Strategies

1

Existing Market Penetration Expansion

- Demonstrated ability to drive significant expansion of iLottery penetration in our existing markets
- Most customer markets in infancy stage with significant growth opportunity
- Proven success in Michigan, Virginia, and New Hampshire plus the experience in certain European markets approaching 50% iLottery penetration

3

Growing Game Studio Customer Base

- Strong performance of games places us in a good position to capitalize on the content expansion trend
- Expanded offering of games expected to be enhanced by upward trends in the market related particularly to Instant

2

Winning New US Turnkey Contracts

- While lottery is offered in 46 states and the District of Columbia, full turnkey iLottery solutions are currently offered in only ten states
- We look to leverage our success and our leading position to win more turnkey solutions contracts as the rest of the 37 jurisdictions move to adopt iLottery programs

4

Expanding Scope into iGaming

- Convergence of Lotteries into iGaming and OSB around the world presents opportunity
- Demonstrated strong performance and success with a complete online gaming offering for Sazka and AGLC
- Powering Caesars Entertainment with PAM

5

Expanding Geographical Presence and Range of Offerings

- The opportunity to pursue other iLottery markets beyond North America and Europe, and other products such as online casino and sports betting provides additional areas for growth

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Thank you!



Appendix

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Consolidated Statements of Income

	Quarter ended June 30,		Year to date June 30,	
	2021	2020	2021	2020
Revenues	\$12,887	\$12,961	\$26,236	\$22,071
Distribution expenses	2,440	1,596	5,086	2,863
Development expenses	1,936	1,553	4,174	3,436
Selling and marketing expenses	329	318	607	764
General and administrative expenses	2,881	1,702	5,542	3,252
Initial public offering expenses	-	1,089	-	1,089
Depreciation and amortization	3,552	2,832	6,907	5,539
	11,138	9,090	22,316	16,943
Profit from operations	1,749	3,871	3,920	5,128
Interest expenses with respect to funding from related parties	1,230	1,037	2,414	2,053
Finance income	-	-	-	(22)
Finance expenses	11	169	235	482
Profit before income taxes expenses	508	2,665	1,271	2,615
Income taxes expenses	(412)	(99)	(1,069)	(426)
Profit after income taxes expenses	96	2,566	202	2,189
The Company' share in profits (losses) of Joint Venture	2,679	(175)	6,523	(676)
Net and total comprehensive income (loss)	\$2,775	\$2,391	\$6,725	\$1,513
Net income per ordinary share outstanding, basic	\$0.11	\$0.11	\$0.27	\$0.07
Net income per ordinary share outstanding, diluted	\$0.10	\$0.10	\$0.25	\$0.06
Weighted average number of ordinary shares outstanding:				
Basic	25,150,311	21,994,489	25,067,083	21,994,408
Diluted	26,629,500	23,392,060	26,611,557	23,402,028



Balance Sheet

	June 30, 2021 Unaudited	December 31, 2020 Audited
ASSETS		
CURRENT ASSETS		
Cash and cash equivalents	\$ 65,395	\$ 59,767
Designated Cash	2,917	-
Restricted deposits	12	12
Prepaid expenses and other receivables	2,312	1,446
Due from Aspire Group	787	56
Due from the Michigan Joint Operation and NPI	2,827	3,192
Trade receivables	3,869	3,701
Total Current Assets	\$ 78,119	\$ 68,174
NON-CURRENT ASSETS		
Restricted deposits	159	164
Restricted deposits - Joint Venture	3,773	3,773
Property and equipment	1,308	1,301
Intangible assets	19,875	17,835
Right-of-use assets	2,389	3,127
Deferred taxes	273	211
Total Non-Current Assets	27,777	26,411
Total assets	\$ 105,896	\$ 94,585
LIABILITIES AND EQUITY		
CURRENT LIABILITIES		
Trade and other payables	\$ 4,619	\$ 4,910
Lease liabilities	1,486	1,651
Capital notes, loans and accrued interest due to Aspire Group	19,337	-
Loans and other due to William Hill, net	-	1,972
Employees withholding payable	2,917	-
Employees' related payables and accruals	4,241	3,562
Total Current Liabilities	\$ 32,600	\$ 12,095
NON-CURRENT LIABILITIES		
Capital notes, loans and accrued interest due to Aspire Group	\$ -	\$ 17,739
Loans and other due to William Hill, net	11,766	10,666
Company share of Joint Venture net liabilities	1,101	1,025
Lease liabilities	1,198	1,855
Accrued severance pay, net	414	384
Total Non-Current Liabilities	\$ 14,479	\$ 31,669
EQUITY		
Share capital	44	44
Reserve with respect to transaction under common control	(8,467)	(8,467)
Reserve with respect to funding transactions with related parties	20,072	20,072
Share premium	70,450	68,608
Share based payments reserve	3,336	3,907
Accumulated losses	(26,618)	(33,343)
Total Equity	58,817	50,821
Total liabilities and equity	\$ 105,896	\$ 94,585



Adjusted EBITDA Reconciliation

	Quarter ended June 30,		Year to date June 30,	
	2021	2020	2021	2020
Net and total comprehensive income	\$2,775	\$2,391	\$6,725	\$1,513
Income Taxes	412	99	1,069	426
Interest and finance-related expenses	1,241	1,206	2,649	2,513
EBIT	4,428	3,696	10,443	4,452
Depreciation and amortization	3,552	2,832	6,907	5,539
EBITDA	7,980	6,528	17,350	9,991
Initial public offering costs	-	1,089	-	1,089
Share based compensation	274	126	540	523
Company share of NPI depreciation and amortization	55	51	108	100
Adjusted EBITDA	\$8,309	\$7,794	\$17,998	\$11,703



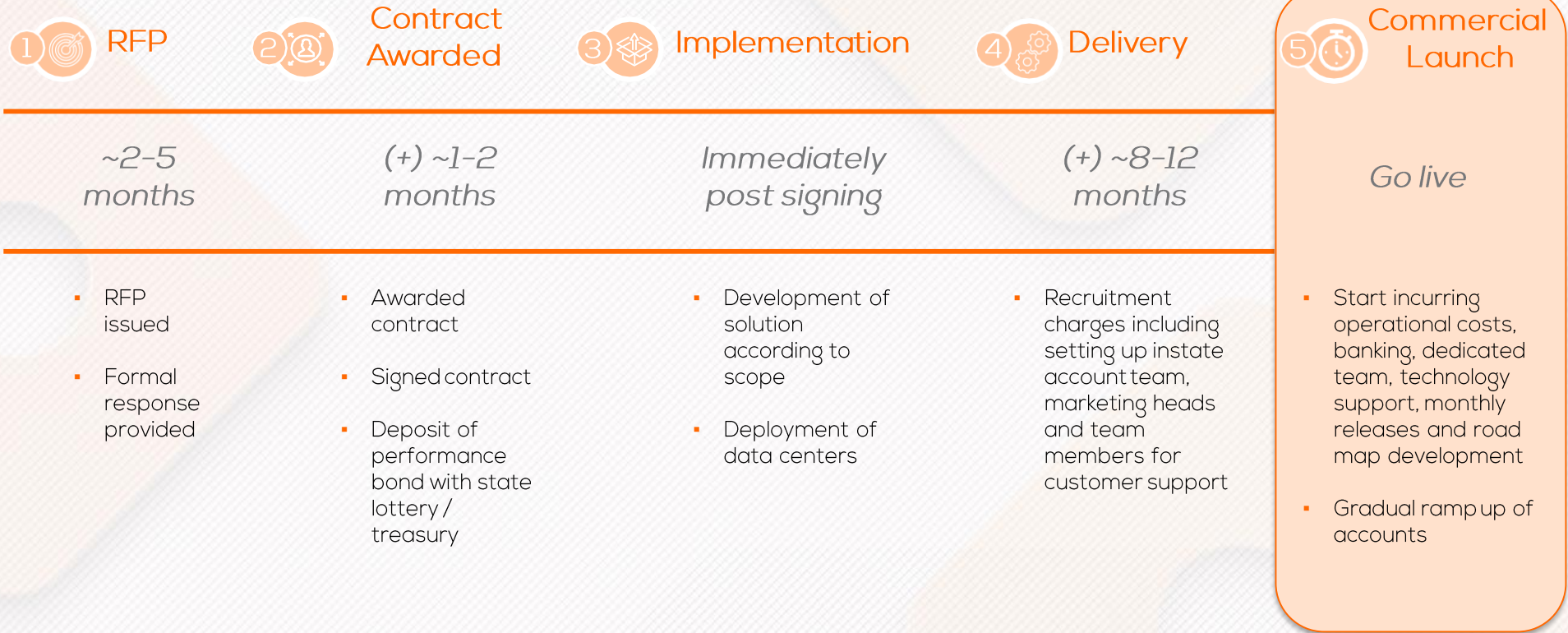
Capitalization Summary

\$ and shares in millions		As of June 30, 2021
Aspire Global Loan		\$21.8
William Hill Loan		\$11.2
Total Debt		\$33.0
Less: Cash and Cash Equivalents		\$65.4
Net Debt		\$32.4
Total Common Shares Outstanding		25,479,728



Indicative iLottery Onboard Timeline

Illustrative evolution of an iLottery contract





Management Team

Senior executives with long employment tenure at the Company

Position	Experience and Qualifications
Moti Malul Chief Executive Officer	<ul style="list-style-type: none">▪ Joined in 2008 and has been serving as CEO since 2018▪ Previously Executive Vice President of Sales and Business Development▪ Prior to joining NeoGames, Moti served in key marketing and management positions in the telecom and internet sectors for more than 12 years, including at companies such as Ericsson, Smile Media, and others▪ Holds an MBA from Tel Aviv University
Raviv Adler Chief Financial Officer	<ul style="list-style-type: none">▪ Joined in 2010 as Director of Finance and has served as CFO since 2013▪ More than a decade of experience in key finance positions in a range of multinational technology and IT enterprises, such as Hewlett Packard and Ernst & Young, as well as start-up companies▪ Holds a BA in Economics and Accounting and CPA certification issued by the Israel Ministry of Justice
Oded Gottfried Chief Technology Officer	<ul style="list-style-type: none">▪ Joined NeoGames as Chief Technology officer in 2008▪ Specializes in critical information systems, internet technologies and databases▪ Most recently worked as an engineer for the Israel Defense Forces
Rinat Belfer Chief Operations Officer	<ul style="list-style-type: none">▪ Joined NeoGames in 2009▪ Leads customer design, delivery and implementation▪ Has managed numerous complex technology development and delivery projects
Oren Tamir Managing Director of NeoGames Ukraine	<ul style="list-style-type: none">▪ Acted as Chief Operations Officer from 2008 to 2018▪ More than 20 years of experience in human resources and operational management prior to joining NeoGames, including previous experience at San Disk