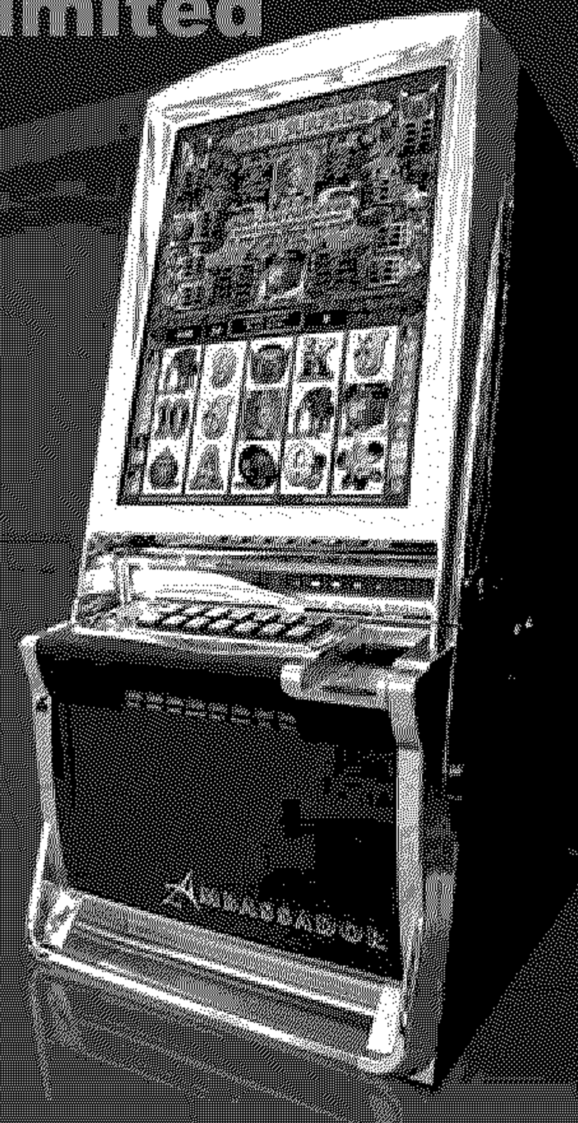
Ainsworth Game Technology Limited

H Zeidler
Chief Operating Officer

ML Ludski
Chief Financial Officer and
Company Secretary



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Agenda

- Results Snap Shot
- Financial Summary
- Company Overview
- Global Opportunities
- Company Strategy

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Results Snap Shot

	FY04		FY03	
Units Sold	5,550		1,875	
	$'m		$'m	
Sales revenue	64		32	
Cost of goods sold	(36)		(22)	
Gross profit	28	(43%)	10	(32%)
Overheads	(26)	(41%)	(25)	(78%)
Result	2		(15)	

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Financial Summary

Sales Revenue (by geographical region)

	FY04	%	FY03	%
Domestic	22,762	36	25,643	80
International				
- Europe	22,622	35	1,305	4
- Americas	8,346	13	1,759	6
- Asia, South Africa, New Zealand	9,997	16	3,198	10
	40,965	64	6,262	20
	63,727	**100**	**31,905**	**100**

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Financial Summary

Results Summary

	FY04	FY03
• Units sold		
- Domestic	1,388	1,418
- International	4,162	457
	5,550	1,875
• Total revenue ($'000)	64,140	32,104
• Gross margin	43%	32%
• EBITDA ($'000)	4,588	(13,379)
• EBIT ($'000)	2,755	(14,705)
• Net profit / (loss) after tax ($'000)	2,122	(14,820)
• EPS – undiluted (cents)	1.6	(12.9)
• Debt / equity	46%	39%

Financial Summary
Balance Sheet

(30 June 2004, A$'000)

ASSETS		**LIABILITIES**	
Current		*Current*	
Cash	2,443	Payables	15,599
Receivables	30,496	Borrowings	1,702
Inventories	17,612	Provisions	917
Other	688	Other	42
	51,239		18,260
Non-Current		*Non Current*	
Receivables	2,436	Borrowings	15,280
Property, plant & equipment	18,217	Provisions	198
			15,479
Intangibles	2,000	**Total Liabilities**	**33,739**
Other	90	**NET ASSETS**	**40,243**
	22,743	**EQUITY**	
Total Assets	**73,982**	Contributed equity	72,807
		Reserves	7
		Accumulated losses	(32,571)
			40,243

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Financial Summary

Statement of Cash Flows

	FY04 $'000	FY03 $'000
Operating activities	(17,442)	(4,456)
Investing activities	(2,067)	(16,504)
Financing activities	20,857	6,958
Net increase in cash held	1,348	(14,002)
Cash at the beginning of the financial year	1,093	15,095
Effect of exchange rate fluctuations	2	-
Cash at the end of the financial year	**2,443**	**1,093**

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Company Overview

Current Capital Base

- Issued Shares 147 million
- Market Capitalisation $74 million (approx)
- Renounceable rights issue of 32 million shares at an issue price of $0.41 in December 2003 (2 for 7)

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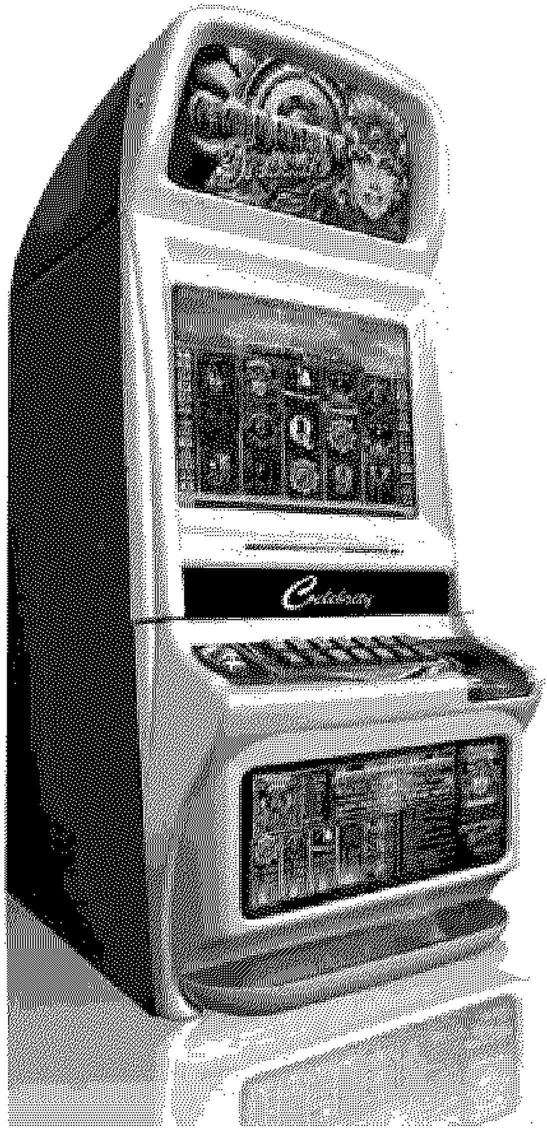
Company Overview
Product

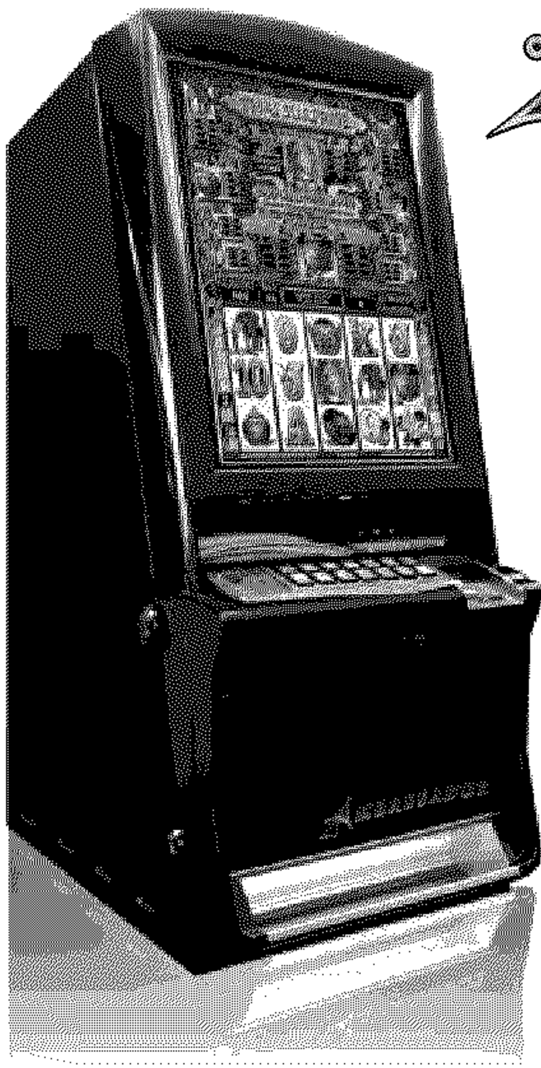


Celebrity

- Competitively priced
- Games available in a range of languages
- Recommended retail price A$12,500

Company Overview

Product



AMBASSADOR

- Available in Console and compact bench top model
- Proven performance in domestic market
- Games available in a range of languages
- Linked progressive system performing well across a range of markets
- Low conversion cost due to intelligent design
- Recommended retail price A$17,500

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Company Overview

License Status

- Licences obtained in Australia, New Zealand, France, Germany, Puerto Rico and South Africa.
- 6 National Indian Gaming licences approved in California, 8 pending
- Applications in process for Wisconsin and Oregon.
- Applications submitted for UK, New Jersey, Minnesota and Venezuela.
- Not all European jurisdictions have formal licencing processes
- Agents
  - Russia, Unicum
  - California, USA – Dick Vink
  - Mid West, USA – Reel Gaming
  - South Africa – Omega Gaming
  - Asia, RGB
  - South America, Caravell
  - France, Caro

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Sales and Distribution Network

- Domestic sales
  - Newington, Sydney
  - Labrador, Queensland
  - Huntingdale, Victoria
  - Adelaide, South Australia*

- International sales
  - New Zealand
  - The Americas
    - North America
    - South America*
    - Mexico
    - Central America
    - Caribbean
  - Europe
    - France
    - Germany
    - UK
    - Ukraine
    - Russia
  - Asia*
    - Vietnam
    - Malaysia
    - Cambodia
    - Philippines
    - Macau

* Denotes Agents

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Global Opportunities

Our objective is to increase our share of the global electronic gaming machine market.

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Global Opportunities

Market Region	*Current EGMs	^Population millions	Machines Per million
Australasia	225,611	24	9,400
Asia	+29,078	3,766	8
Europe	1,019,999	728	1,401
Africa	22,637	840	27
North America	602,893	310	1,945
South & Central America	61,994	560	111
	1,962,262	6,228	315

*Source: ABN-AMRO Global Slot Market Year ending December 2002
+ Asian machine number excludes Japan
^ Source: Nation Online, World Population www.nationsonline.org

Company Strategy

1. Increased volume and market share
2. Hold prices
3. Reduce costs of production
4. Reduce overheads

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Q & A