

# Strong growth in 2022 annual turnover: € 388.8 M Sustained dynamics with the normalization of the operations Growth of +2.0% vs 2019 at a constant scope

Paris, 13<sup>th</sup> December 2022, 06:00 p.m. – Groupe Partouche, a European leader in gaming, publishes today its consolidated turnover for the 4<sup>th</sup> quarter 2022 (August – October 2022) together with the entire fiscal year (November 2021 – October 2022).

## Very good dynamics during the 4th quarter

In the 4<sup>th</sup> quarter of 2022, **Gross Gaming Revenue (GGR) rises by +20.3% to \in 178.8 M,** compared to  $\in$  148.7 M a year earlier. At constant scope ( $\in$  178.0 M), it increases by +21.7% compared to the 4<sup>th</sup> quarter of 2021 and by +8.3% compared to the 4<sup>th</sup> quarter of 2019.

In France, 4<sup>th</sup> quarter 2022 GGR increases by +21.3% over one year to € 162.3 M, driven by all forms of games: +18.1% for slot machines, +44.4% for non-electronic table games and +28.1% for electronic games.

Abroad, GGR is up +11.4% compared to the 4<sup>th</sup> quarter of 2021, at € 16.5 M, with the growth of Swiss online games (+89.2%) mitigating the scope effects (see below). On a like-for-like basis, GGR abroad increases by +14.9% compared to 2019.

In total, Net Gaming Revenue after levies, increases by +5.5% to  $\in 77.1$  M in the 4<sup>th</sup> quarter 2022. **Turnover for the 4<sup>th</sup> quarter** 2022 amounts to  $\in$  100.7 M, up +6.7% year-on-year, after taking into account turnover from other activities.

## Return to pre-crisis level of activity (+2.0% vs 2019 at a constant scope)

Since the lifting of all health restrictions relating to Covid-19 in all geographical areas, and more particularly in France in mid-March 2022, **the Group's activities have recorded sustained and regular growth.** 

Gross Gaming Revenue amounts to € 636.7 M in fiscal year 2022, up +81.8% year-on-year. The growth of the GGR is mainly explained by the resumption of the operations of all the establishments (the previous financial year having been marked by almost no operation in its first half).

The GGR also takes into account the following scope effects:

- in Belgium, the cessation of the operation of online games and bets and the management of the Ostend casino since 29<sup>th</sup> July 2021 (GGR of € 72.6 M in 2021 and € 46.4 M in 2019 note, however, particularly high charges which will also be extinguished) and the entry into the Group of the Middelkerke casino from 1<sup>st</sup> July 2022, for an opening on 8<sup>th</sup> July 2022 after some renovation works (GGR of € 1.0 M in 2022);
- in Switzerland, the disposal of the stake held in the Crans-Montana casino on 31<sup>st</sup> January 2022 (GGR of € 5.3 M in 2021 and € 13.0 M in 2019).

Thus, Net Gaming Revenue amounts to  $\leq$  305.5 M, up +41.5% vs. 2021 after taking into consideration the increase in levies taking into account the progressive scale.

Non-gaming revenue rises sharply by +109.2% to  $\in$  86.1 M, driven by restaurants and hotels due to the good momentum of the casinos. A good progression of the Aquabella hotel in Aix-en-Provence (+82.5%) should be noted in particular.

In total, annual turnover for 2022 amounts to € 388.8 M, up +52.0% compared to 2021. At constant scope, it increases by +108.2% compared to 2021 and by +2.0% compared to 2019, the last pre-Covid financial year.

#### **Upcoming event:**

Income of fiscal year at 31st October 2022: Tuesday 24th January, following stock market closure.

Groupe Partouche was established in 1973 and has grown to become one of the market leaders in Europe in its business sector. Listed on the stock exchange, it operates casinos, a gaming club, hotels, restaurants, spas and golf courses. The Group operates 41 casinos and employs nearly 3,900 people. It is well known for innovating and testing the games of tomorrow, which allows it to be confident about its future, while aiming to strengthen its leading position and continue to enhance its profitability. Groupe Partouche was floated on the stock exchange in 1995, and is listed on Euronext Paris, Compartment . ISIN: FR0012612646 - Reuters PARP.PA - Bloomberg: PARP.FP Reuters: PARP.PA - Bloomberg: PARP.FP

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#### **ANNEX**

#### 1- Consolidated turnover

In €M	2022	2021	Variation 2022/2021	2019
1st quarter (November N-1 to January N)	98.1	23.5	+317.0%	116.6
2 <sup>nd</sup> quarter (February to April)	89.1	23.6	+276.8%	105.3
3 <sup>rd</sup> quarter (May to July)	100.9	114.2	-11.6%	104.9
4 <sup>th</sup> quarter (August to October)	100.7	94.3	+6.7%	106.7
Total consolidated turnover	388.8	255.7	+52.0%	433.5

#### 2- Construction of the consolidated turnover

## 2.1 – 4<sup>th</sup> quarter

In €M	2022	2021	Variation 2022/2021	2019
Gross Gaming Revenue (GGR)	178.8	148.7	+20.3%	178.7
Levies	-101.7	-75.5	+34.6%	-97.4
Net Gaming Revenue (NGR)	77.1	73.1	+5.5%	81.2
Turnover excluding NGR	24.0	21.9	+9.2%	26.4
Fidelity Programme	-0.4	-0.7	-39.3%	-0.9
Total consolidated turnover	100.7	94.3	+6.7%	106.7

## 2.2 - Aggregate 12 months

In €M	2022	2021	Variation 2022/2021	2019
Gross Gaming Revenue (GGR)	636.7	350.2	+81.8%	672.7
Levies	-331.1	-134.2	+146.7%	-334.6
Net Gaming Revenue (NGR)	305.5	215.9	+41.5%	338.1
Turnover excluding NGR	86.1	41.1	+109.2%	98.8
Fidelity Programme	-2.8	-1.4	+107.3%	-3.4
Total consolidated turnover	388.8	255.7	+52.0%	433.5

## 3- Breakdown of turnover by activity

# 3.1 – 4<sup>th</sup> quarter

In €M	2022	2021	Variation 2022/2021	2019
Casinos	90.1	85.9	+4.9%	95.6
Hotels	7.6	3.1	+144.6%	2.7
Other	2.9	5.3	-45.3%	8.4
Total consolidated turnover	100.7	94.3	+6.7%	106.7

#### 3.2 - Cumul 12 mois

In €M	2022	2021	Variation 2022/2021	2019
Casinos	351.4	206.9	+69.8%	394.1
Hotels	24.9	6.2	+301.7%	8.5
Other	12.5	42.6	-70.7%	30.8
Total consolidated turnover	388.8	255.7	+52.0%	433.5

## 4- Glossary

The "Gross Gaming Revenue" corresponds to the sum of the various operated games, after deduction of the payment of the winnings to the players. This amount is debited of the "levies" (i.e. tax to the State, the city halls, CSG, CRDS).

The «Gross Gaming Revenue» after deduction of the levies, becomes the "Net Gaming Revenue ", a component of the turnover.



