International Game Technology PLC

2021 First Quarter Results

Period ended March 31, 2021

May 11, 2021

Cautionary Statement Regarding Forward-Looking Statements

This presentation may contain forward-looking statements (including within the meaning of the Private Securities Litigation Reform Act of 1995) concerning International Game Technology PLC and its consolidated subsidiaries (the "Company") and other matters. These statements may discuss goals, intentions, and expectations as to future plans, trends, events, dividends, results of operations, or financial condition, or otherwise, based on current beliefs of the management of the Company as well as assumptions made by, and information currently available to, such management. Forward-looking statements may be accompanied by words such as "aim," "anticipate," "believe," "plan," "could," "would," "should," "shall", "continue," "estimate," "expect," "forecast," "future," "guidance," "intend," "may," "will," "possible," "potential," "predict," "project" or the negative or other variations of them. These forward-looking statements speak only as of the date on which such statements are made and are subject to various risks and uncertainties, many of which are outside the Company's control. Should one or more of these risks or uncertainties materialize, or should any of the underlying assumptions prove incorrect, actual results may differ materially from those predicted in the forward-looking statements and from past results, performance, or achievements. Therefore, you should not place undue reliance on such statements. Factors that could cause actual results to differ materially from those in the forward-looking statements include (but are not limited to) the uncertainty of the duration, extent and effects of the COVID-19 pandemic and the response to governments, including government-mandated property closures and travel restrictions, and other third parties on the Company's business, results of operations, cash flows, liquidity and development prospects and the factors and risks described in the Company's annual report on Form 20-F for the financial year ended December 31, 2020 and other documents filed from time to time with the SEC, which are available on the SEC's website at www.sec.gov and on the investor relations section of the Company's website at www.igt.com. Except as required under applicable law, the Company does not assume any obligation to update these forward-looking statements. You should carefully consider these factors and other risks and uncertainties that affect the Company's business. Nothing in this presentation is intended, or is to be construed, as a profit forecast or to be interpreted to mean that the financial performance of International Game Technology PLC for the current or any future financial years will necessarily match or exceed the historical published financial performance of International Game Technology PLC, as applicable. All forward-looking statements contained in this presentation are qualified in their entirety by this cautionary statement. All subsequent written or oral forward-looking statements attributable to International Game Technology PLC, or persons acting on its behalf, are expressly qualified in their entirety by this cautionary statement.

Comparability of Results

All figures presented in this release are prepared under U.S. GAAP, unless otherwise noted.

Non-GAAP Financial Measures

Management supplements the reporting of financial information, determined under GAAP, with certain non-GAAP financial information. Management believes the non-GAAP information presented provides investors with additional useful information, but it is not intended to nor should it be considered in isolation or as a substitute for the related GAAP measures. Moreover, other companies may define non-GAAP measures differently, which limits the usefulness of these measures for comparisons with such other companies. The Company encourages investors to review its financial statements and publicly-filed reports in their entirety and not to rely on any single financial measure.

Adjusted EBITDA represents net income (loss) from continuing operations (a GAAP measure) before income taxes, interest expense, foreign exchange gain (loss), other non-operating expenses, depreciation, impairment losses, amortization (service revenue, purchase accounting and non-purchase accounting), restructuring expenses, stock-based compensation, litigation expense (income), and certain other non-recurring items. Other non-recurring items are infrequent in nature and are not reflective of ongoing operational activities. For the business segments, Adjusted EBITDA represents segment operating income (loss) before depreciation, amortization (service revenue, purchase accounting and non-purchase accounting), restructuring expenses, stock-based compensation, litigation expense (income) and certain other non-recurring items. Management believes that the non-GAAP measures just mentioned are useful in providing period-to-period comparisons of the results of the Company's ongoing operational performance.

Net debt is a non-GAAP financial measure that represents debt (a GAAP measure, calculated as long-term obligations plus short-term borrowings) minus capitalized debt issuance costs and cash and cash and equivalents. Cash and cash equivalents are subtracted from the GAAP measure because they could be used to reduce the Company's debt obligations. Management believes that net debt is a useful measure to monitor leverage and evaluate the balance sheet.

Free cash flow is a non-GAAP financial measure that represents cash flow from operations (a GAAP measure) less capital expenditures. Management believes free cash flow is a useful measure of liquidity and an additional basis for assessing IGT's ability to fund its activities, including debt service and distribution of earnings to shareholders.

Constant currency is a non-GAAP financial measure that expresses the current financial data using the prior-year/period exchange rate (i.e., the exchange rates used in preparing the financial statements for the prior year). Management believes that constant currency is a useful measure to compare period-to-period results without regard to the impact of fluctuating foreign currency exchange rates.

A reconciliation of the non-GAAP measures to the corresponding amounts prepared in accordance with GAAP appears in the tables in this release. The tables provide additional information as to the items and amounts that have been excluded from the adjusted measures.

Business Update

Strong Player Demand, Cost Discipline Drive Outstanding Q1'21 Results

- Record Lottery sales fueled by double-digit gains across games and regions
- Accelerating momentum in Gaming, both for slots and Digital & Betting activities
- Excellent progress on structural cost reductions
- Among highest Adjusted EBITDA[(1)] in Company history ($ and margin[(2)])
- Return to 2019 levels for key financial metrics this year

+32% Lottery SSS Growth

40% increase in US & Canada machine units sold

Digital & Betting revenue up 85%

$450M in Adjusted EBITDA[(1)] (44% margin [(2)])

(1) Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details
(2) Margin defined as Adjusted EBITDA divided by revenue

Global Lottery Reaches Record Levels

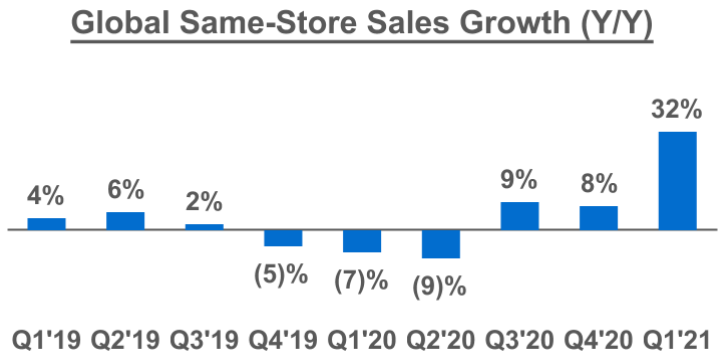
Over 30% SSS growth and a 24% increase over Q1’19

- 28% growth in North America & Rest of World
- 52% increase in Italy
- Double-digit gains across games, including substantial contribution from jackpots

Complete recovery from pandemic confirmed

- Highest revenue and profit levels in segment history
- Nearly 60% Adjusted EBITDA margin

Q2-to-date SSS trending up 20%+ versus Q2'19 levels



MEGA MILLIONS

POWERBALL

POWERPLAY

EuroMillions

Global Lottery: Spotlight on Broad-Based Growth

Macro dynamics supporting higher play levels

- Fewer entertainment options
- Increased U.S. disposable income
- Closure of Italy gaming halls & betting shops

Lottery is a content-driven business; new games offer fresh opportunities for player engagement

Game innovation is a powerful growth driver

- Draw-based: add-on games, progressive jackpot games, 10eLotto Extra
- Instants: higher-priced tickets, second chance games

High jackpot activity across Mega Millions, Powerball, and EuroMillions











Global Gaming Recovery Underway

The U.S. is broadly open; remaining restrictions expected to end in June

- Pace of vaccinations driving confidence; core players returning
- Substantial improvement in GGR since January

Recurring revenue recovering swiftly; delivered 95% of PY

- Stable installed base; over 75% of U.S. casino units active in Q1
- U.S. yields up sequentially even with more active units
- Strong-performing new MLPs: *Dragon Lights, Gong Xi Fa Cai*®

Improved unit sales both Y/Y and sequentially; stable ASPs

- *Regal Riches™, Lion Dance* among top core video titles
- VLTs resilient; top titles include *Wild Life Extreme*, *Big City 5's*

Expect continued, progressive improvement throughout year





Global Gaming: Spotlight on Digital & Betting Growth

GGR across main Digital activities growing 2-3x prior-year levels

- Primarily driven by expanding player base
- Mostly fueled by increases in existing markets
- No signs of cannibalizing land-based business

Global Digital & Betting revenue[(1)] up 85% in Q1'21, the fastest rate in the last year

Expect B2B Digital & Betting revenue to continue to increase through organic growth, including new jurisdictions





[(1)] *Reported Digital & Betting revenue reflects activity across the Company's business portfolio and includes iLottery*

Growing Digital & Betting Market Positions

We are investing to support growth and maintain leadership positions across our three main verticals

- iGaming
  - Expand content portfolio, including third-party content
  - Maintain 20%-30% share of U.S. market, penetrate emerging international markets
- iLottery
  - Build out portfolio of games
  - Enhance platform capabilities
  - Increase marketing to support player acquisition and retention
- U.S. Sports Betting
  - Maintain status as most widely used land-based platform
  - Turnkey solutions for commercial and tribal casino operators
  - Proactively securing partnerships ahead of formal legislation to ensure swift market access







Return to 2019 Levels for Key Financial Metrics This Year



Record Lottery sales and profits confirm high entertainment value of games and bolster long-term industry outlook



Gaming recovery materializing quickly in the U.S. and high-growth Digital & Betting activities add to revenue and profit momentum



Substantial cost savings enhance profit margin and cash flow outlook



Completed sale of Italy B2C gaming businesses on May 10, 2021

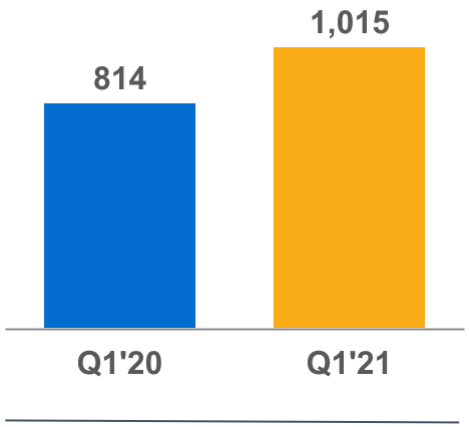


Expect to significantly reduce debt and improve leverage this year

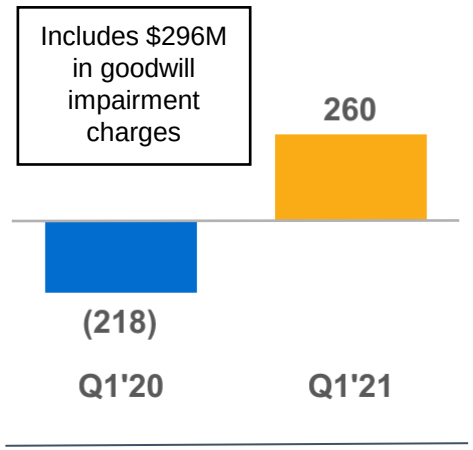
Financial Results

Q1'21 Financial Highlights: Outstanding Lottery Results, Gaming on Path to Recovery

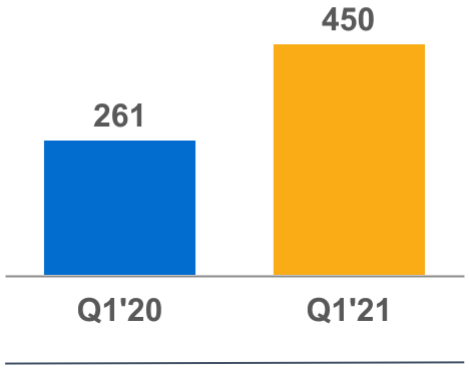
Revenue



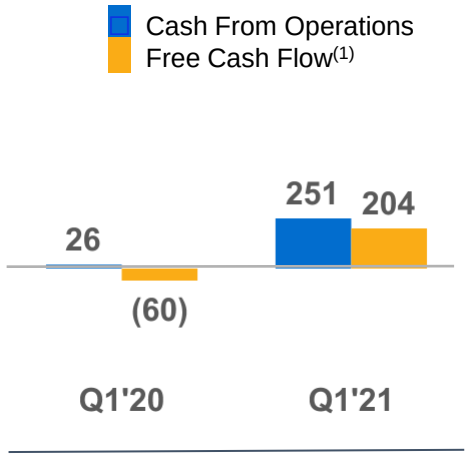
Operating Income



Adjusted EBITDA(1)



Cash Flow

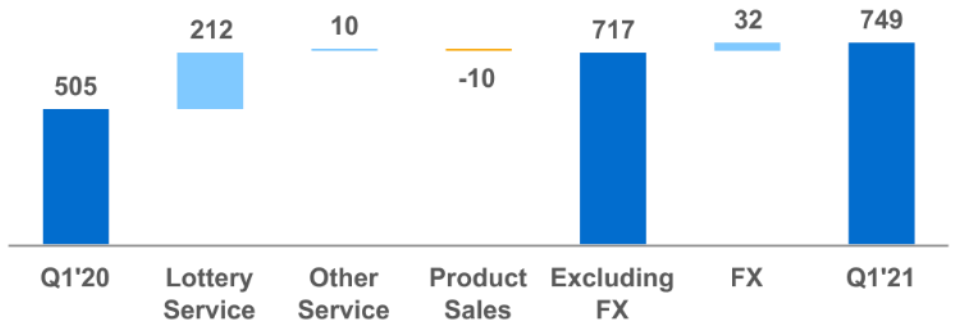


- Achieved among the highest revenue and profit levels ever, fueled by Global Lottery performance
- Sequential improvement in Global Gaming including continued momentum in Digital & Betting
- On track to deliver $200M+ in structural cost savings in 2021
  - Achieved ~1/3 of target in Q1'21 led by product simplification and margin improvement initiatives
  - Added benefits from operational excellence initiative to crystallize as production volumes return
- Strong cash flows and cash conversion(2) for a Q1 period

Note: $ in millions; EUR/USD FX daily average: 1.21 in Q1'21, 1.10 in Q1'20; all amounts presented reflect continuing operations
(1) Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details
(2) Cash conversion defined as Cash from Operations divided by Adjusted EBITDA

Q1'21 Global Lottery Highlights: Strong Player Demand Drives Impressive Profit Growth

Revenue



	Q1'21	Q1'20	Y/Y % change as reported	Y/Y % change at constant FX	Q4'20	Sequential % change as reported
Revenue	749	505	48%	42%	630	19%
Operating Income	337	144	133%	121%	195	73%
Adjusted EBITDA[(1)]	447	243	84%	74%	313	43%

Global SSS growth	% change at constant FX
Instants & Draw Games	27.4%
Multi-jurisdiction jackpots	94.7%
Total	**32.4%**

North America & Rest of world SSS growth	% change at constant FX
Instants & Draw Games	20.9%
Multi-jurisdiction jackpots	94.7%
Total	**27.8%**

Italy SSS growth	% change at constant FX
Instants & Draw Games	**52.2%**

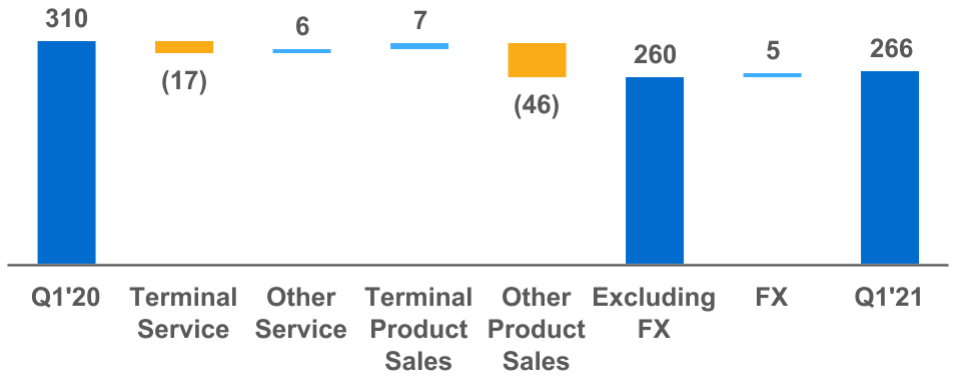
- Significant increase in lottery service
  - 32.4% global SSS growth; up double-digits in all main geographies; includes elevated jackpot activity
  - Contribution from LMA incentives
- Product sales dynamics (less than 5% of total revenue, naturally lumpy)
  - Significant software license sale in PY
  - Partly offset by higher instant ticket printing revenue
- Operating income more than doubles on high profit flow-through of SSS growth

Note: $ in millions, except where noted otherwise

(1) Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details

Q1'21 Global Gaming Highlights: Recovery Drives Sequential Growth in Revenue and Profit

Revenue



Results from continuing operations	Q1'21	Q1'20	Y/Y % change as reported	Y/Y % change at constant FX	Q4'20	Sequential % change as reported
Revenue	266	310	(14)%	(16)%	255	4%
Operating loss	(19)	(6)	(208)%	(177)%	(39)	51%
Adjusted EBITDA[1]	19	31	(39)%	(35)%	(2)	NA

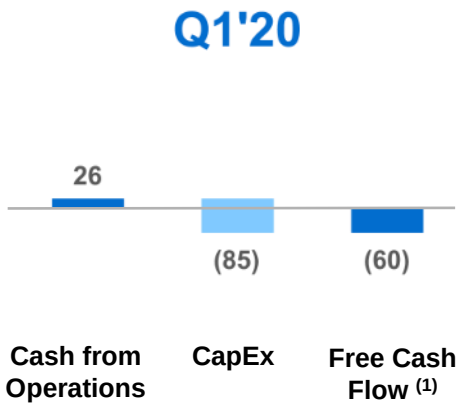
Installed Base (units)	Q1'21	Q1'20	Q4'20
US & Canada	34,138	35,065	34,275
Rest of world	15,227	14,763	15,025
Total	**49,365**	**49,828**	**49,300**
Yields[3]	**$22.93**	**$25.67**	**$20.32**

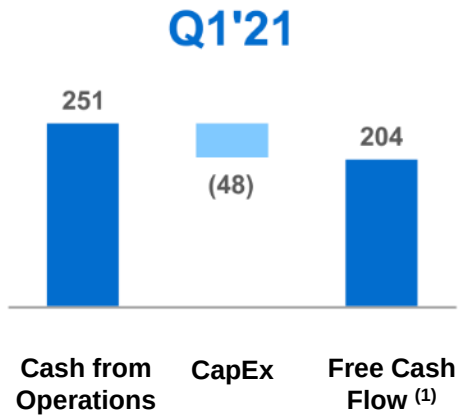
Machine Units Sold	Q1'21	Q1'20	Q4'20
New & expansion	884	119	666
Replacement	3,521	3,563	3,662
Total	**4,405**	**3,682**	**4,328**
Average selling price	**$13,800**	**$14,000**	**$13,300**

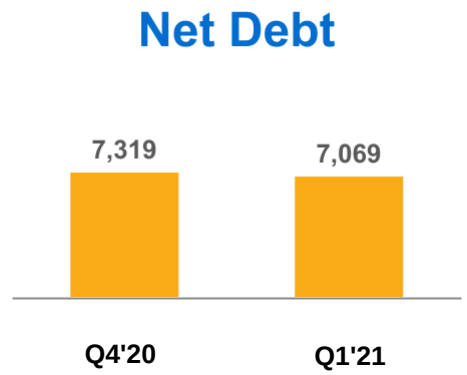
- Delivered over 85% of PY revenue
  - Supported by sequential increase in number of active units and yields
  - Solid machine unit sales
- Digital & Betting[1] up 85%, led by growth across all verticals
- Other Product Sales reflects multi-year strategic agreement and Italy AWP upgrades in PY
- Sequentially lower operating loss reflects
  - Improving operating leverage as revenue levels recover
  - Positive contribution from Digital & Betting growth and disciplined cost management

Note: $ in millions, except where noted otherwise; all amounts presented reflect continuing operations
[1] Reported Digital & Betting revenue reflects activity across the Company's business portfolio and includes iLottery
[2] Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details
[3] Excludes L/T lease units treated as sales-type leases; comparability on a Y/Y basis hindered due to fewer active units

Strong Cash Generation Continues; Return to Pre-pandemic Leverage[2] by Year End







Leverage[2]	6.39x	5.40x

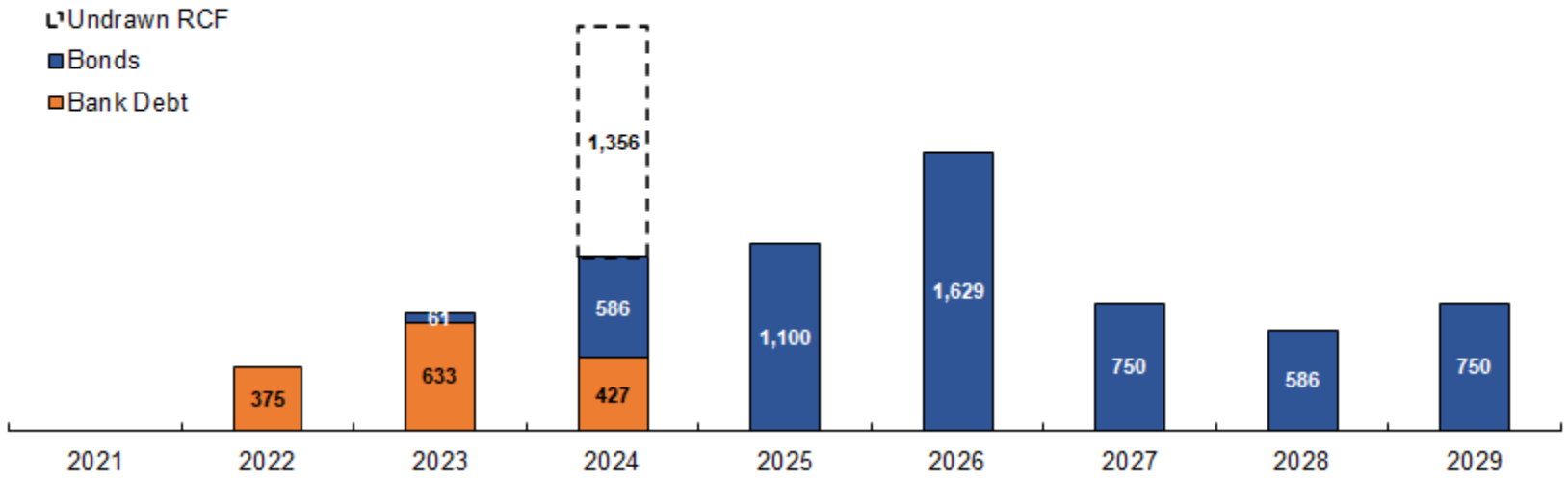
- Strong cash flows driven by Lottery performance and invested capital discipline
- Reduced net debt by $251 million as reported, $78 million excluding favorable foreign currency impact
- Sequential improvement in leverage[2] driven by strong financial results and cash flow generation
- Expect to return to pre-pandemic leverage[2] levels by end of year

Note: $ in millions, except where noted otherwise; all amounts presented represent continuing operations
(1) Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details
(2) Leverage defined as Net Debt divided by LTM Adjusted EBITDA

Solid Liquidity With No Significant Near-Term Debt Maturities

- At 3/31/21, total liquidity of $2.1B; $748M in unrestricted cash and $1.4B in additional borrowing capacity
- During Q1'21, successfully refinanced ~$1.0B in 6.25% Notes due 2022 with $750M 4.125% Notes due 2026 and draw on revolving credit facilities
- Net proceeds from sale of Italy gaming businesses to partially fund full redemption, by make-whole call, of €850 million 4.75% Senior Secured Euro Notes due February 2023

Debt Maturity Profile at March 31, 2021
Pro-forma for Make-whole Call of 4.75% Euro Bonds Due 2023



Note: $ in millions, except where noted otherwise

Summary of Key Takeaways



Outstanding Global Lottery performance drives strong results; progressive recovery in Global Gaming led by U.S. and Digital & Betting activities



On Track for $200M+ OPtiMa savings in 2021



Strong cash flow generation continues



Expect to return to pre-pandemic leverage[(1)] levels by end of year

[(1)] *Leverage defined as Net Debt divided by LTM Adjusted EBITDA*

Q2'21 Expectations

For Q2'21, revenue and operating income are expected to be meaningfully higher Y/Y; lower sequentially due to positive LMA incentive and jackpot activity in Q1'21

- Global Lottery SSS growth 20%+ QTD versus Q2'19 levels
- Global Gaming up sequentially
- CapEx sequentially accelerating to support growth, but remaining below 2019 levels
- Depreciation and amortization stable Y/Y

Key Upcoming Events Including Investor Day in November



August 3, 2021 - Q2'21 Earnings



October 4-7, 2021 - G2E



November 9, 2021 - Q3'21 Earnings and Investor Day

Q&A

Appendix

Q1'21 Select Performance and KPI Data

GLOBAL LOTTERY	Q1'21	Q1'20	Y/Y Change (%)	Constant Currency Change (%) [1]
Revenue				
Service				
Operating and facilities management contracts	695	454	53 %	47 %
Upfront license fee amortization	(52)	(48)	(9)%	— %
Operating and facilities management contracts, net	643	406	58 %	52 %
Other	83	66	24 %	15 %
Total service revenue	**725**	**472**	**54 %**	**47 %**
Product sales	**23**	**32**	**(28)%**	**(30)%**
Total revenue	**749**	**505**	**48 %**	**42 %**
Operating income	**337**	**144**	**133 %**	**121 %**
Adjusted EBITDA[1]	**447**	**243**	**84 %**	**74 %**

	Q1'21 Constant Currency Change (%) [1]	Q1'20 Constant Currency Change (%) [1]
Global same-store sales growth (%)		
Instant ticket & draw games	27.4 %	(4.8)%
Multi-jurisdiction jackpots	94.7 %	(30.0)%
Total	**32.4 %**	**(7.2)%**
North America & Rest of world same-store sales growth (%)		
Instant ticket & draw games	20.9 %	0.3 %
Multi-jurisdiction jackpots	94.7 %	(30.0)%
Total	**27.8 %**	**(3.5)%**
Italy same-store sales growth (%)		
Instant ticket & draw games	**52.2 %**	**(19.8)%**

$ in millions except otherwise noted

[1] Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details

Q1'21 Select Performance and KPI Data

GLOBAL GAMING	Q1'21	Q1'20	Y/Y Change (%)	Constant Currency Change (%) [1]
Revenue				
Service				
Terminal	90	106	(16)%	(16)%
Systems, software, and other	86	77	11 %	8 %
Total service revenue	**175**	**184**	**(5)%**	**(6)%**
Product sales				
Terminal	62	53	17 %	14 %
Other	29	73	(61)%	(62)%
Total product sales revenue	**91**	**126**	**(28)%**	**(30)%**
Total revenue	**266**	**310**	**(14)%**	**(16)%**
Operating loss	**(19)**	**(6)**	**(208)%**	**(177)%**
Adjusted EBITDA[1]	**19**	**31**	**(39)%**	**(35)%**
Installed base units				
Casino	48,230	48,911	(1)%	
Casino - L/T lease [2]	1,135	917	24 %	
Total installed base units	**49,365**	**49,828**	**(1)%**	
Installed base units (by geography)				
US & Canada	34,138	35,065	(3)%	
Rest of world	15,227	14,763	3 %	
Total installed base units	**49,365**	**49,828**	**(1)%**	

$ in millions except otherwise noted

[1] Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details

[2] Excluded from yield calculations due to treatment as sales-type leases

Q1'21 Select Performance and KPI Data

GLOBAL GAMING (Continued)	Q1'21	Q1'20	Y/Y Change (%)
Yields (by geography)[1], in absolute $			
US & Canada	$32.27	$33.72	(4)%
Rest of world (ex-Italy)	$2.58	$6.55	(61)%
Total yields (ex-Italy)	**$22.93**	**$25.67**	**(11)%**
Global machine units sold			
New/expansion	884	119	NM
Replacement	3,521	3,563	(1)%
Total machine units sold	**4,405**	**3,682**	**20 %**
US & Canada machine units sold			
New/expansion	620	36	NM
Replacement	2,276	2,036	12 %
Total machine units sold	**2,896**	**2,072**	**40 %**
Rest of world machine units sold			
New/expansion	264	83	218 %
Replacement	1,245	1,527	(18)%
Total machine units sold	**1,509**	**1,610**	**(6)%**
Average Selling Price (ASP), in absolute $			
US & Canada	$13,900	$14,300	(3)%
Rest of world	$13,700	$13,600	1 %
Total ASP	**$13,800**	**$14,000**	**(1)%**
Gaming Systems Revenue	**30**	**44**	**(32)%**

$ in millions except otherwise noted

[1] Excludes Casino L/T lease units due to treatment as sales-type leases; comparability on a Y/Y basis hindered due to fewer active units

Q1'21 Select Performance and KPI Data

CONSOLIDATED	Q1'21	Q1'20	Y/Y Change (%)	Constant Currency Change (%) [1]
Revenue (by geography)				
US & Canada	542	447	21 %	21 %
Italy	348	202	72 %	58 %
Rest of world	124	166	(25)%	(29)%
Total revenue	**1,015**	**814**	**25 %**	**20 %**
Digital & Betting Revenue [2]	**58**	**32**	**85 %**	**78 %**

$ in millions except otherwise noted
[1] Non-GAAP measure; see disclaimer on page 2
[2] Included within consolidated revenue

Q1'21 Summarized Income Statement

	Q1'21	Q1'20	Y/Y Change (%)
Service revenue	901	656	37 %
Product sales	114	158	(28)%
Total revenue	**1,015**	**814**	**25 %**
Adjusted EBITDA[(1)]	450	261	72 %
Operating income (loss)	**260**	**(218)**	**NA**
Interest expense, net	94	100	
Foreign exchange gain, net	(145)	(70)	
Other expense, net	25	—	
Total non-operating (income) expenses	**(27)**	**30**	
Income (loss) from continuing operations before provision for (benefit from) income taxes	**287**	**(248)**	
Income (loss) from continuing operations	**138**	**(247)**	
Net income (loss) attributable to IGT PLC	**92**	**(248)**	
Net income (loss) from continuing operations attributable to IGT PLC per common share - diluted	**$0.38**	**$(1.28)**	

$ in millions except per share amounts; all amounts presented reflect continuing operations
(1) Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details

Q1'21 Summarized Cash Flow Statement

	Q1'21	Q1'20
Net Cash Flows Provided by Operating Activities	**251**	**26**
CapEx	(48)	(85)
Free Cash Flow[1]	**204**	**(60)**
Debt Proceeds/(Repayment), Net	(206)	666
Other - Net	(89)	11
Other Investing/Financing Activities	**(295)**	**676**
Net Cash Flow	(91)	616
Effect of Exchange Rates/Other	(36)	(10)
Net Change in Cash and Restricted Cash	(127)	607

$ in millions except per share amounts; all amounts presented reflect continuing operations

[1] Non-GAAP measure; see disclaimer on page 2 and reconciliations to the most directly comparable GAAP measures in Appendix for further details

Reconciliations of Non-GAAP Measures

	For the three months ended March 31, 2021				
	Global Lottery	Global Gaming	Business Segment Total	Corporate and Other	Total IGT PLC
Income from continuing operations					138
Provision for income taxes					148
Interest expense, net					94
Foreign exchange gain, net					(145)
Other non-operating expense, net					25
Operating income (loss)	337	(19)	318	(58)	260
Depreciation	47	35	83	(1)	82
Amortization - service revenue [1]	55	—	55	—	55
Amortization - non-purchase accounting	8	1	9	1	10
Amortization - purchase accounting	—	—	—	39	39
Stock-based compensation	1	1	2	2	4
Other	—	—	—	—	—
Adjusted EBITDA	447	19	466	(16)	450
Cash flows from operating activities - continuing operations					251
Capital expenditures					(48)
Free Cash Flow					204

	For the three months ended March 31, 2020				
	Global Lottery	Global Gaming	Business Segment Total	Corporate and Other	Total IGT PLC
Loss from continuing operations					(247)
Benefit from income taxes					(1)
Interest expense, net					100
Foreign exchange gain, net					(70)
Other non-operating expense, net					—
Operating income (loss)	144	(6)	138	(356)	(218)
Depreciation	46	40	85	—	86
Amortization - service revenue [1]	50	—	50	—	50
Amortization - non-purchase accounting	7	1	8	1	9
Amortization - purchase accounting	—	—	—	47	47
Restructuring	—	1	1	3	4
Stock-based compensation	(4)	(5)	(9)	(4)	(13)
Other	—	—	—	—	—
Adjusted EBITDA	243	31	274	(13)	261
Cash flows from operating activities - continuing operations					26
Capital expenditures					(85)
Free Cash Flow					(60)

$ in millions; all amounts presented reflect continuing operations

[1] Includes amortization of upfront license fees