



NET ENTERTAINMENT

Year-End Report 2007



Net Entertainment NE AB (publ)

Net Entertainment year-end financial report 2007

January - December 2007

- Net sales increased by 32.2% to SEK 132.0 (99.8) million
- Result after taxes increased by 61% to SEK 45.9 (28.5) million
- Net profit margin 34.8% (28.5%)
- Profit per share SEK 1.16 (0.72)
- 18 new CasinoModule™ license agreements signed

October - December 2007

- Net sales increased by 17.1% to SEK 36.3 (31.0) million
- Result after taxes increased by 35% to SEK 13.8 (10.2) million
- Net profit margin 38.0% (33.0%)
- Profit per share SEK 0.35 (0.26)
- 5 new CasinoModule™ license agreements signed

Other

- Proposed dividends of SEK 0.75 (0.25) per share
- Decision made to apply for listing at OMX Exchange Stockholm, Small Cap

Comments from Johan Öhman, CEO

"Net Entertainment's Q4 development was good, and net sales increased 12.5% compared to Q3. The 32.4% total net sales increase for 2007 should be compared with an average 23% increase for European online gaming¹. Successful product development and continued strong market growth are major reasons for our success. Incoming orders continue to pour in, and we signed five new CasinoModule™ license agreements during Q4, for a total of 18 in 2007.

During 2007 we gradually reduced our dependency on consultants through a successful recruiting program. We hired 14 new staff, mostly to the technical department, which allowed us to increase development and produce more advanced games. We issued four product releases in 2007 with 23 new unique games (43 including variations), which gives us a major competitive advantage. Net Entertainment is established as a major player in online gaming – a position that we will continue to strengthen through our accelerated development rate and broad product portfolio. As a step in this direction, we are preparing to start development in the Ukraine during Q1 2008.

During Q4 2007, Net Entertainment divested its subsidiary Feliz Europa in Costa Rica and gathered all commercial-oriented operations into Net Entertainment Malta Ltd. Hosting will continue to be offered in Costa Rica through our company in Malta.

The online gaming market is predicted to continue to grow positively, which benefits us through the organic growth of our current licensees. I believe that we are also better equipped than ever to win new strategic deals and thereby further reduce our dependency on existing customers."

¹ Global Betting and Gaming Consultants, 15 Jan 2008

About Net Entertainment

Net Entertainment NE AB (Parent company with corporate identification number 556532-6443) and its subsidiary Net Entertainment Malta Ltd (together, the Group) is a leading supplier of digitally distributed software. The company was established in 1996 and has a customer base of more than 50 international gaming companies. Revenues consist of royalties based on income generated with the company's products as well as other sales revenues. Net Entertainment is a pure development company and therefore does not operate any gaming sites of its own. The company is internationally recognized as a vendor of innovative, high quality products and services.

The Group has its head office in Stockholm where all technical development is undertaken, and an office in Malta where all commercial operations including sales, marketing and product management is conducted.

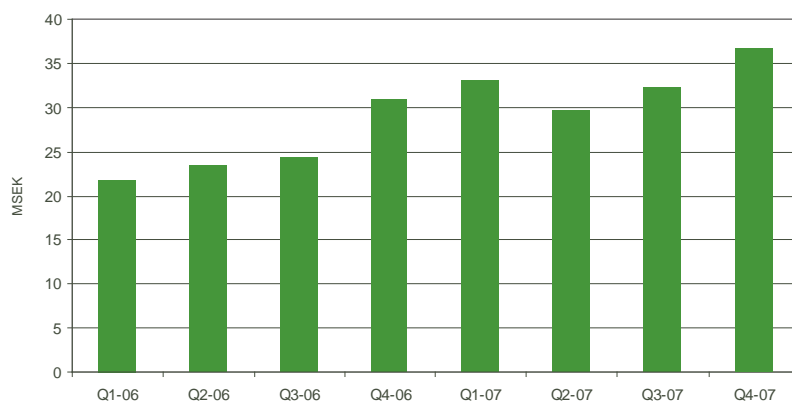
The parent company has been listed on Nordic Growth Market (NGM) Equity since April 5, 2007. The Board of Directors has decided to apply for listing at OMX Exchange Stockholm, Small Cap during 2008.

Developments during Q4 2007

Net sales for Q4 2007 increased to SEK 36.3 (31.0) million, a 17.1% rise compared to Q4 2006. Operating profit rose to SEK 15.2 (12.6) million, which resulted in an operating margin of 41.9% (40.8%). During the quarter, five new CasinoModule™ license agreements were signed.

Net Entertainment repaid the remaining SEK 4.7 million of a loan from its previous parent company Betsson. Net Entertainment is now completely debt-free.

Sales trend for 2006 & 2007:



Licensing revenues for Q4 2007 increased due to good market growth that benefited most of our licensees. Two very well-received product releases containing 8 new games were issued in Q4. Our focus on games with high entertainment value has been a successful strategy that is reflected in the licensing revenues. The company signed five new agreements in Q4 that generated revenues in the form of setup fees.

The model for calculating capitalised time has been reworked during Q4 to better reflect the organisation's actual working methods. As a result, more development time was capitalised compared to previous periods. The management team has also evaluated the financial length of life for the gaming platforms. Against the background of the existing and expected market and the competitive situation, they have determined that it is difficult to motivate a 5 year depreciation period, so it will be shortened to 3 years starting 1 January 2008. The new assessment does not cause a write-down requirement for existing platforms in addition to the regular planned depreciation.

During the quarter, four new casinos were launched that will generate licensing revenues in the future.

The market

The market for online gaming has grown strongly during past years and global sales for internet gaming are expected to exceed USD 16 billion in 2008. In the next few years, Europe is expected to represent more than 50% of total gaming revenues and grow by 15-20% annually, making it by far the largest gaming market.²

Net Entertainment views the conditions for continued market expansion as good. The market for online gaming is maturing and resulting in consolidations and increased competition between operators. This means that the long-term market will be dominated by fewer players, which will increase demand for “best-of-breed” solutions. Online operators continue to add new products, making them more and more like gaming portals. This attracts new players while increasing revenues from existing customers through cross-sales. All in all, this development benefits Net Entertainment and the company means to take an active role in market restructuring.

Net Entertainment’s customers are mainly sport betting sites, where the average end users are 25-35 year-old males. Meanwhile the percentage of women is gradually increasing due to changes in operator positioning and marketing focus³. In addition, Net Entertainment has signed agreements with several operators who primarily target women (e.g. bingo sites). The company works actively to develop games geared toward various types of players – a very successful strategy.

Legal developments within the EU provide increasing business opportunities for Net Entertainment's customers. The European Court of Justice continues to act against state gaming monopolies, and the company believes gaming markets will be regulated in the long term. This will open new opportunities for the market operators, while introducing new requirements. Net Entertainment is well equipped for this development. For instance, CasinoModule™ already supports the player protection standards set by the organisation G4.

Competitors

Even if the market for online gaming is large and growing, the supplier side is dominated by a small number of players. Net Entertainment has six primary competitors: Boss Media, Chartwell, Cryptologic, Playtech, Microgaming and Real Time Gaming. All have a significantly wider product portfolio than Net Entertainment, and many have focused on the poker market in recent years.

Net Entertainment’s focus on casino games as a clearly delimited market segment allows it to develop casino solutions of the absolute highest class. This has proved to be a very successful strategy. Management estimates that the company has a 10% market share, based on Net Entertainment’s supplying casino software to 10 of the 100 largest sport betting sites.

Pricing

The licensing fees for casino solutions have risen in absolute terms during recent years. This trend is driven by the operators’ increasing business volumes. The royalty levels have decreased somewhat during the same period, but this trend seems to have stabilised.

New agreements and customers

During Q4, agreements to deliver CasinoModule™ were signed with five new operators: Gaming VC, Glimmer, Stryke, Goldvictory and a yet-anonymous Eastern-European online operator. In addition, licensing agreements with Bet 24 and Entraction (previously 24hPoker) were renewed. In total, 18 new license agreements for CasinoModule™ were signed in 2007.

² *Global Betting and Gaming Consultants, 15 Jan 2008.*

³ *Customer data and Net Entertainment Management.*

8 new casinos were opened during 2007. During the year, a review of existing clients resulted in the termination of 6 casino agreements due to low turnover. At the end Q4, 16 casinos were in various phases of the integration process. Most of these are expected to open during Q1 2008.

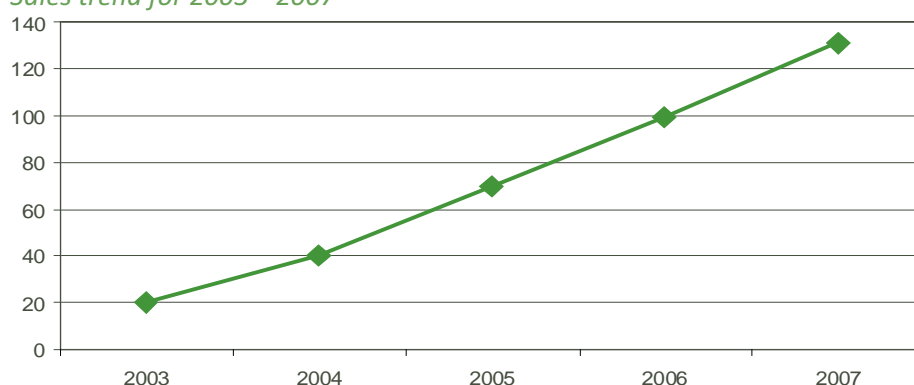
Proposed dividends

As a result of the good financial trend and the company's liquidity, the Board of Directors proposes that the Annual General Meeting approves dividends of SEK 0.75 (0.25) per share for the 2007 financial year.

Net sales and profit/loss for the 2007 financial year

The Group's combined sales for 2007 totalled SEK 132.0 (99.8) million, a 32.2% increase compared to 2006. Operating profit for 2007 rose 24.0% to SEK 50.6 (40.8) million. Profit after tax amounted to SEK 45.9 (28.5) million, which corresponds to SEK 1.16 (0.72) per share.

Sales trend for 2003 – 2007



Cash and cash equivalents, financing and financial position

The Group's cash flow from operating activities during 2007 amounted to SEK 35.9 (36.4) million. Cash flow from investment activities was negative in an amount of SEK 13.4 (negative 18.6) million. Cash flow from financing activities was negative in an amount of SEK 9.9 (negative 9.9) million. On 31 December 2007, the Group's cash and cash equivalents stood at SEK 25.9 (13.1) million, including SEK 5.4 million of funds held on behalf of licensees.

Investments

Net investments in intangible assets during the year reached SEK 10.5 (14.6) million. Net investments in property, plant, and equipment totalled SEK 3.0 (4.5) million.

Employees and organisation

There were 67 (53) active employees in the Group at the end of the financial year; 31% (28%) are women. The total head-count including subcontractors was 77 persons at the period's end. Employee costs during the period totalled SEK 44.3 (26.0) million.

At the end of the year, the subsidiary Net Entertainment Malta Ltd employed 9 persons. The Maltese company is responsible for sales, account management, business development, product management and marketing.

Parent company

The parent company's sales for Q4 2007 were SEK 15.5 million, compared with SEK 44.5 million for Q4 2006. Sales for the 2007 year totalled SEK 78.1 million, compared with SEK 110.0 million for 2006. Operating profit/loss for Q4 amounted to SEK -3,4 (28.3) million, and SEK 4.9 (41.6) million for the year. Profit after tax for the quarter reached SEK 27.0 (19.3) million, and SEK 33.0 (27.9) million for January-December. On 31 December 2007, cash and cash equivalents in the parent company totalled SEK 12.4 million. During Q4 2007, an anticipated dividend of €3,122,000 from Net Entertainment Malta Holding was entered as financial earnings.

Decreased revenues in the parent company compared with the previous periods and years result from Net Entertainment currently having a higher share of revenues in Malta where the company's customers are located. Development costs are no longer capitalised in the parent company either, since projects are ordered and owned by the Maltese subsidiary. However, the original software platform remains and generates royalties. Invoicing is almost entirely intra-group, so this has positively effect capital tied up in accounts receivable.

Events after the end of the financial year

Since the end of the quarter, four licensees received their gaming licences from the gaming authority in Malta and opened their casinos. In addition, Net Entertainment signed an agreement to deliver CasinoModule™ to a Scandinavian bingo operator.

The development during the first part of quarter one has been strong.

Outlook ahead

Net Entertainment sees a bright future, and it is the company's assessment that the market will develop well during 2008. The company has a strong, growing customer base that includes several leading operators, and a strong sales chain. Net Entertainment's market-leading products and strong service offerings improve their existing customers' competitiveness, while attracting new operators.

In 2008, Net Entertainment aims to grow more than the market and show strong profitability.

Accounting principles

Preparation of the report

This year-end report has been prepared in accordance with IAS 34, Interim Financial Reporting, and follows the provisions of the Swedish Financial Accounting Standards Council's recommendation RR31, Interim Financial Reporting for Groups. The parent company's report has been prepared in accordance with the Swedish Annual Accounts Act and RR 32, Accounting for Legal Entities. The same accounting principles and definitions for key ratios and calculation methods have been used as in the previous annual report. All figures are given in SEK thousands if not indicated otherwise.

No new standards have come into effect that affect Net Entertainment's position or result.

Segment reporting

The company's core product, CasinoModule™, represented the majority of revenues during the period. Geographically, Net Entertainment's partners (the operators) offer gaming to their customers in many different countries. Net Entertainment does not have access to information about the end customer (the player) and therefore can not determine where gaming revenues originate geographically. Net Entertainment's direct customer's domicile is governed by other reasons than proximity to the local market - for instance suitable gaming legislation, taxation reasons, or other reasons. The benefit of the Internet is that it is a global, cross-border distribution form where gaming site owners can be domiciled

anywhere in the world and still serve many local markets around the world. To divide operations into geographical segments according to these companies' addresses would fail to provide relevant information. Even the Net Entertainment Group's operations are spread geographically in the same way for primarily legal and market reasons.

Risks and uncertainties

Net Entertainment is exposed to certain risks in its operation that can affect the result to a smaller or larger extent. These can be divided into industry/operational risks, and financial risks. The management's general view of the risks that may affect operations has not changed significantly compared with the description given in the most recently published annual report. The description below is a summary. For a detailed description of the risk profile, see Net Entertainment's annual report 2006, pp 10-11 and p 32.

Industry and operational risks

As specific industry-related operational risks it is noted that since gaming is regulated by law on most national markets, Net Entertainment as casino game supplier and its customers are dependent on the legal situation of the gaming industry, and can be significantly affected by political decisions and legal changes. Net Entertainment has a class 4 license in Malta, which means that the company is permitted to operate hosting for its customers. It is crucial that this license is maintained and extended. Since 2005, Net Entertainment is a member of the organisation G4, which works to prevent gaming addiction (this membership is despite the fact that the company itself does not have any gaming operations). CasinoModule™ has been adapted to follow the organisation's guidelines.

Other operational risks include the company's dependency on maintaining employees' technical skills, retaining major customer contracts, and protecting internally developed products, other intellectual property and contracts. Net Entertainment's competitors and general market swings naturally also affect the company's situation.

Financial risks

The Group's results are exposed to changes in exchange rates – the majority of its sales are in Euro, and its costs (transaction exposure) are in Swedish kronor. Net Entertainment does not currently hedge this portion.

Profit/loss and shareholder equity are also affected by changes in exchange rates when foreign subsidiaries' results as well as assets and liabilities are translated to SEK (translation exposure). Foreign subsidiaries' equity is not currently hedged. The Group's operation in Malta has so far been exempted from VAT.

The Maltese authorities are currently reviewing their regulations on foreign gaming companies, but it is not currently possible to gain a definite understanding of possible pending regulatory changes. If portions of the company's operations become subject to VAT, it will most likely affect the result negatively.

Future reporting

The interim report for the period January–March 2008 will be published 5 May 2008.

Net Entertainment NE AB will hold its Annual General Meeting on Thursday, 10 April 2008 at 13:00 CET in Spårvagnshallarna, Birger Jarlsgatan 57B, Stockholm, Sweden.

Net Entertainment NE AB is required to make the information in this year-end report public as per the Securities Market Act and/or Financial Instruments Trading Act. The information was submitted for publication on 18 February 2008 at 08:30 CET.

Stockholm, 15 February 2008.

Johan Öhman
CEO

This interim report has not been reviewed by the company's auditor.

For more information, please contact:

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Condensed income statement – Group

	Q4 2007	Q4 2006	Jan-Dec 2007	Jan-Dec 2 006
Sales	36 028	30 167	131 145	99 475
Other income	292	792	875	298
Capitalized work for own use	3 298	1 924	9 967	6 600
Other external expenses	-9 860	-10 183	-39 263	-33 915
Staff costs	-12 192	-7 656	-44 250	-26 007
Depreciation, amortisation and impairment	-2 327	-1 164	-7 839	-4 407
Other operating expenses	-25	-1 243	-55	-1 243
Operating profit	15 214	12 637	50 580	40 801
Financial revenue	111	236	411	237
Financial expenses	-4	90	-187	-1 195
Profit before taxes	15 321	12 963	50 804	39 843
Taxes	-1 506	-2 762	-4 893	-11 361
Profit for the period	13 815	10 201	45 911	28 482
<i>Attributable to:</i>				
Parent company's shareholders	13 815	10 201	45 911	28 482
Earnings per share (before/after dilution, SEK)	0.35	0.26	1.16	0.72

Condensed income statement – parent company

	Q4 2007	Q4 2006	Jan-Dec 2007	Jan-Dec 2 006
Sales	15 528	44 539	78 050	110 022
Other income	-2 160	160	874	293
Capitalized work for own use	-2 049	1 924	4 620	6 600
Other external expenses	-6 041	-9 212	-32 827	-43 976
Staff costs	-9 751	-7 585	-40 509	-25 963
Depreciation, amortisation and impairment	-1 361	-1 032	-5 208	-4 275
Other operating expenses	2 410	-485	-56	-1 127
Operating profit/loss	-3 424	28 309	4 944	41 574
Financial revenue	29 559	133	29 710	193
Financial expenses	-3	92	-186	-1253
Profit before taxes	26 132	28 534	34 468	40 514
Allocations	-	-1 702	-	-1 702
Taxes	876	-7 531	-1 458	-10 885
Period's profit	27 008	19 301	33 010	27 927

Condensed balance sheet – Group

ASSETS	2007-12-31	2006-12-31
Intangible non-current assets	24 246	19 534
Property, plant and equipment	5 860	4 722
Other long-term receivables	18	42
Total non-current assets	30 124	24 298
Accounts receivable	11 143	5 386
Prepaid expenses and accrued revenues	15 874	7 889
Current income tax recoverable	12 953	-
Other receivables	2 085	5 935
Cash and cash equivalents	25 915*	13 053
Total current assets	67 970	32 263
TOTAL ASSETS	98 094	56 561
EQUITY AND LIABILITIES	2007-12-31	2006-12-31
Share capital	1 191	1 187
Other capital contributions	34 200	34 204
Reserves	801	-232
Retained earnings including profit/loss for the year	16 953	-19 069
Total equity	53 145	16 090
Deferred tax liabilities	2 195	835
Total non-current liabilities	2 195	835
Accounts payable	4 739	3 159
Current tax liabilities	21 875	5 172
Other liabilities	7 399	21 047
Accrued expenses and prepaid revenues	8 741	10 258
Total current liabilities	42 754	39 636
TOTAL EQUITY AND LIABILITIES	98 094	56 561

*Of which SEK 5.438 million refer to funds held on behalf of licensees.

Condensed balance sheet – parent company

ASSETS	2007-12-31	2006-12-31
Intangible non-current assets	12 656	11 921
Property, plant, and equipment	3 635	4 722
Shares in subsidiary	142	142
Other long-term receivables	5	42
Total non-current assets	16 438	16 827
Accounts receivable	4	2 965
Receivables from Group companies	29 619	15 528
Prepaid expenses and accrued revenues	2 024	4 528
Other receivables	2 083	5 935
Cash and cash equivalents	12 462	6 127
Total current assets	46 192	35 083
TOTAL ASSETS	62 630	51 910
EQUITY AND LIABILITIES	2007-12-31	2006-12-31
Share capital	1 191	1 187
Reserve fund	38	38
Profit brought forward	3 650	-14385
Profit for the year	33 010	27 927
Total equity	37 889	14 767
Untaxed reserves	2 982	2 982
Deferred tax liabilities	-	-
Total non-current liabilities	-	-
Accounts payable	4 504	3 159
Liabilities to Group companies	1 806	377
Current tax liabilities	6 763	5 172
Other liabilities	924	21 048
Accrued expenses and prepaid revenues	7 762	4 405
Total current liabilities	21 759	34 161
TOTAL EQUITY AND LIABILITIES	62 630	51 910

Key data – Group

	Q4 2007	Q4 2006	Jan-Dec 2007	Jan-Dec 2 006
Sales (SEK thousands)	36 320	30 959	132 020	99 773
Operating profit (SEK thousands)	15 214	12 637	50 580	40 801
Profit before tax (SEK thousands)	15 321	12 963	50 804	39 843
Profit for the period (SEK thousands)	13 815	10 201	45 911	28 482
Operating margin (percent)	41.9	40.8	38.3	40.9
EBIT margin (percent)	42.2	41.6	38.6	41.1
Profit margin (percent)	42.2	41.9	38.5	39.9
Net profit margin (percent)	38.0	33.0	34.8	28.5
Return on investment on shareholders' equity (percent)	30.24	44.14	100.49	123.25
Equity/assets ratio (percent)	54.2	28.4	54.2	28.4
Quick ratio (percent)	159.0	81.4	159.0	81.4
Net interest-bearing liabilities (SEK thousands)	-25 915	-13 053	-25 915	-13 053
Net debit/equity ratio (times)	-1.6	-0.8	-1.6	-0.8
Average number of employees	60	37	60	35
Number of employees at period's end	59	36	59	36
Profit/loss per share	0.35	0.26	1.16	0.72
Shareholders' equity per share (SEK)	1.34	0.41	1.34	0.41
Cash flow per share (SEK)	0.07	-0.07	0.33	0.20
Average number of outstanding shares	39 553 716	39 553 720	39 553 716	39 553 720
Number of outstanding shares at the period's end	39 553 716	39 553 720	39 553 716	39 553 720

Change in shareholders' equity for the period – Group

	Share capital	Other capital contributions	Reserves	Accumulated profit/loss incl. year's profit/loss	Total equity
Opening equity, 1 January 2007	1 021	34 204	-	-23 096	12 129
Translation differences for the year			-232		-232
Total changes in value recognized directly in equity, excl. transactions with company owners			-232		-232
Profit for the year				28 482	28 482
Total changes in value, excl. transactions with company owners			-232	28 482	28 250
Dividends to former parent company (Betsson AB)				-9 889	-9 889
Group contributions to former parent company (Betsson AB)				-20 000	-20 000
Tax effects of group contributions				5 600	5 600
Bonus issue and split	166			-166	-
Closing equity 31 December 2007	1 187	34 204	-232	-19 069	16 090
Translation differences for the year			1 033		1 033
Total changes in value recognized directly in equity, excl. transactions with company owners			801		801
Profit for the year				45 911	45 911
Total changes in value, excl. transactions with company owners			801	45 911	46 712
Dividends paid				-9 889	-9 889
Bonus issue	4	-4			-
Closing equity 31 December 2007	1 191	34 200	801	16 953	53 145

There is no minority interest in the Group. All equity is therefore attributed to parent company shareholders.

Condensed cash flow statement – Group

	Q4 2007	Q4 2006	Jan-Dec 2007	Jan-Dec 2 006
Cash flows from operating activities before changes in working capital	19 158	22 264	59 388	43 723
Changes in working capital	-12 545	-5 963	-23 509	-7 341
Cash flows from operating activities	6 613	16 301	35 879	36 382
Acquisition of intangible assets	-3 791	-7 558	-10 460	-14 560
Acquisition of property, plant, and equipment	-210	-1 965	-3 003	-4 461
Sales of property, plant, and equipment	-	61	-	190
Divestment of shares and participating interests, subsidiary	-	-	-	-
Divestment of other financial assets	24	-8	24	-8
Change in long-term receivables	-	315	-	278
Cash flow from investing activities	-3 977	7 146	-13 439	-18 561
Dividends paid	-	-9 889	-9 889	-9 889
Cash flows from financing activities	-	-2 743	-9 889	-9 889
Exchange rate differences	223	-	311	-
Cash flow for the period	2 859	-2 743	12 862*	7 932

*Of which SEK 5.438 million refer to funds held on behalf of licensees.

Definitions

Acid test ratio

Current assets divided by current liabilities, including proposed but not yet adopted dividends.

Average number of employees

The number of employees converted into full-time equivalents.

Cash flow per share

Cash flow for the year, divided by the weighted average number of shares outstanding during the year, adjusted for additional shares in the event of conversion of outstanding warrants.

EBIT margin

Operating profit/loss plus financial income, divided by revenues for the period.

Equity/assets ratio

Equity at the end of period as a percentage of total assets at the end of period.

Net debt/equity ratio (times)

Net of interest-bearing earnings and liabilities minus financial assets incl. cash and cash equivalents divided by shareholder's equity.

Net interest-bearing liabilities

Net of interest-bearing earnings and liabilities minus financial assets incl. cash and cash equivalents.

Net profit margin

Profit/loss after tax, divided by revenues for the period.

Number of employees at end of year

The number of employees at the last monthly wage-payment day.

Operating margin

Operating profit/loss, divided by revenues for the period.

Outstanding number of shares

The number of shares outstanding at the end of the respective period, adjusted for bonus issue and share split.

Profit margin

Profit/loss after financial items, divided by revenues for the period.

Profit/loss per share

Profit/loss after tax divided by the average number of shares outstanding during the period.

Return on investment on shareholders' equity

Year's profit/loss divided by average shareholder equity for the period.

Shareholders' equity per share

Shareholders' equity divided by the number of shares outstanding at the end of the period.

Products and services

Casino

CasinoModule™, the company's core product, is a complete gaming platform consisting of more than 50 casino games and a powerful administration system. Games are divided into four categories: table games, video poker, slot machines and other games (including scratch cards, keno, etc).

The games are customized for each licensee and are perceived as integral parts of the gaming site. Net Entertainment also provides assistance with graphical design of the website where the games are presented.

Multiplayer games

In 2006, Net Entertainment acquired a multiplayer platform which was used to develop a poker solution for the Turkish market. In Q2 2008, a multiplayer blackjack based on this platform will also be released.

CasinoCafé™

CasinoCafé™ is a product that creates an environment for gaming. A very small initial investment allows an operator to set up a mini casino using standard PCs on which gaming can be operated through one-time accounts.

Service

Net Entertainment offers a number of secondary services including technical support, hosting, account management and system surveillance, making it possible for the licensee to focus on their core business.

Development

Net Entertainment issues a new product release every 12 weeks, ensuring that licensees can continuously offer a new, exciting selection of games. Each product release includes 4-6 new games which are included to existing licensees within the framework of their existing license agreement.

Two new games released in the CasinoModule™ release 3.10 (December 15) were TXS Holdém™ and Icy Wonders™:

