

Source: GBGC Analysis, net figures of prize payout

systems for the sports-betting market. The GTECH G2 business unit produces interactive platforms for offering remote gaming services. These activities involve: the design and supply of technologies for the management of transactions and information for sports betting; the development of software and systems that allow customers to offer games to the public through interactive digital channels; and the design and management of websites through which the Group's clients offer games.

In 2010, the GTECH G2 sector had revenues of €75 million.

World gaming market

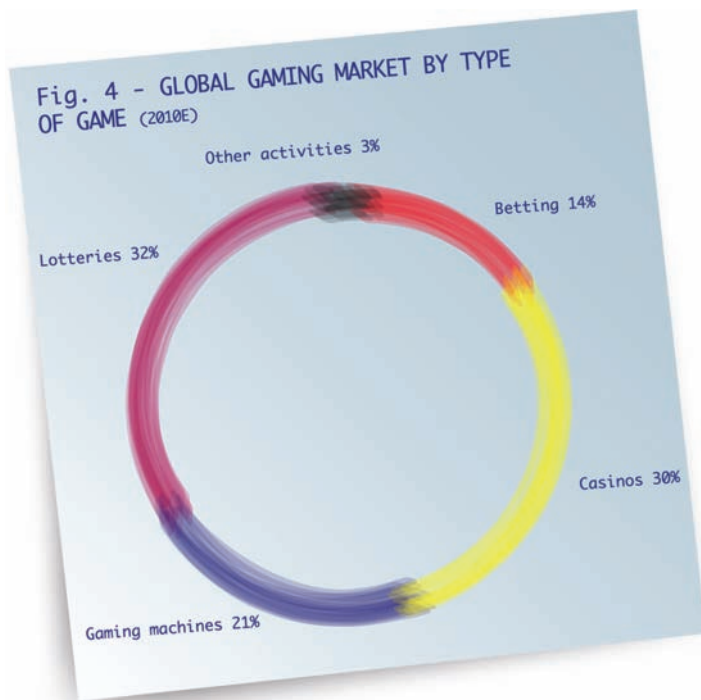
World

In 2010⁽¹⁾, the worldwide gaming sector had substantially stable results compared to 2009, with net prize payouts of US \$ 367 billion. However, in 2009 there was a 4.1% decrease in wagers compared to 2008 (US\$382 billion) primarily due to decreases in the casino segment.

Forecasts provided by GBGC include a recovery in the gaming market starting in 2011, with revenues in 2012 exceeding the 2008 maximum.

🗨️ The global gaming market in 2010 was stable compared to 2009; an increase of around **4%** has been forecast for 2011. 🗨️

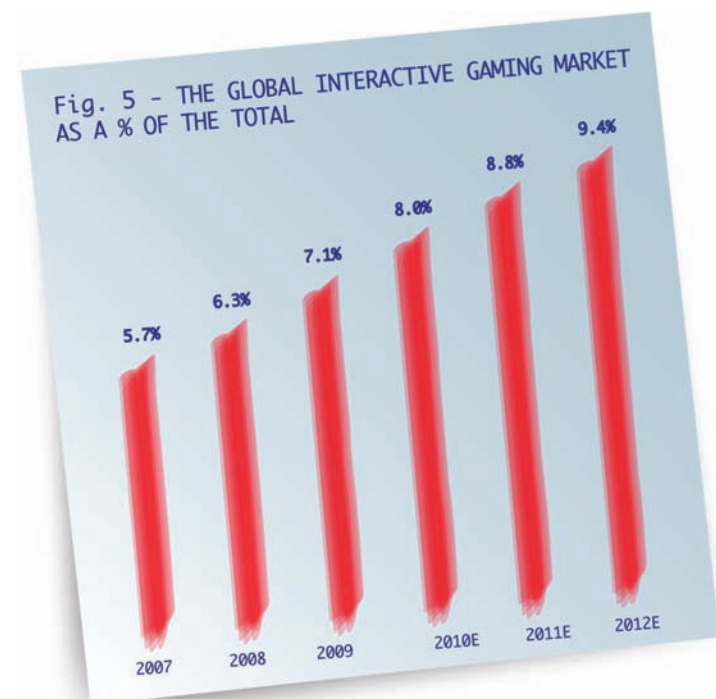
(1) Figures for 2010, 2011 and 2012 for the World and Europe are estimated data by GBGC



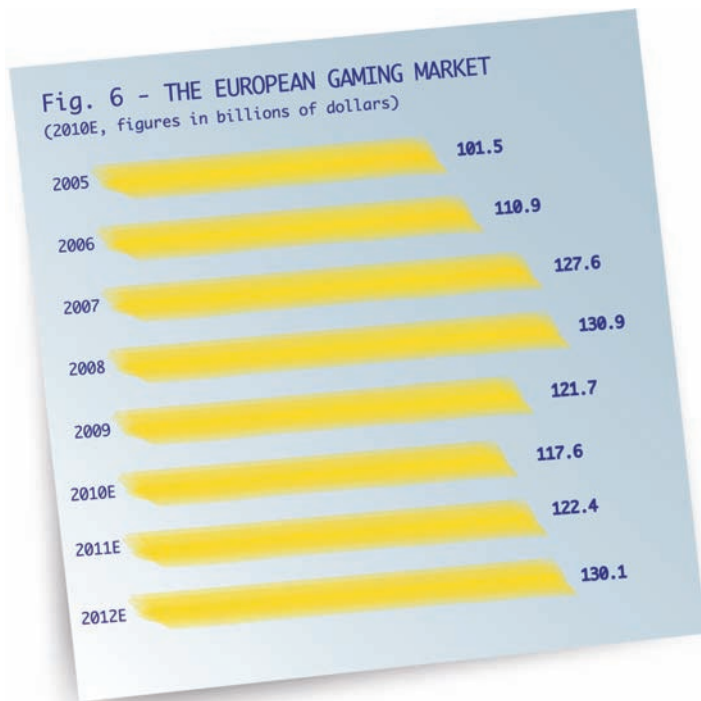
Source: GBGC Analysis, net figures of prize payout

After the 2008 decline, which primarily affected casino operations, lotteries currently make up the largest share of total activities in the sector.

Worldwide, the dynamics of online games will increase at a faster rate than other types of games and will account for an increasing share. The value of online wagers in 2010 came in at US \$ 29.3 billion, net prize payouts.



Source: GBGC Analysis, net figures of prize payout



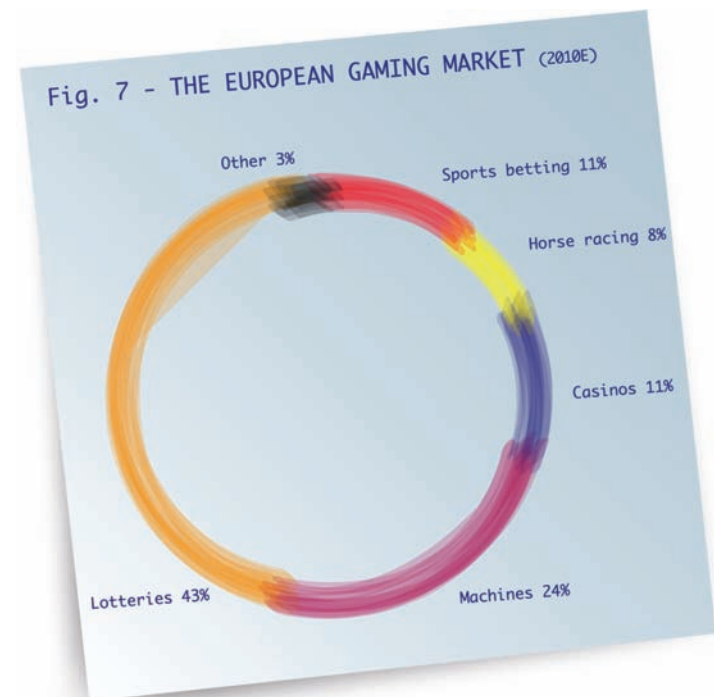
Source: GBGC Analysis, net figures of prize payout

☞ In 2010, the European gaming market showed a slight negative trend, reflecting the global financial crisis. (-3% compared to 2009) ☞

Europe

At the European level, net prize payouts came in at US \$ 117 billion, with the lottery segment accounting for the bulk of these receipts, followed by gaming machines.

The forecast for the next few years indicates a more moderate trend for all types of gaming in Europe, compared to worldwide figures.



Source: GBGC Analysis, net figures of prize payout. 2010 data not available



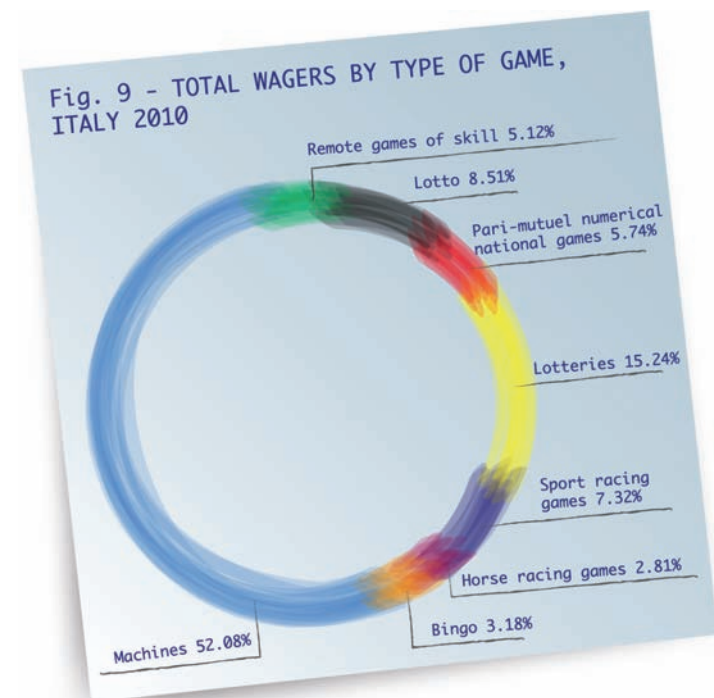
Source: AAMS 2011, gross figures of prize payouts

Unlike the European gaming market, the Italian market was not affected by the crisis and the long-term positive trend is continuing.

Italy

Despite the financial crisis, in 2010 the gaming sector reported a higher level of wagers than for the previous year, continuing the positive trend of the last few years. Net prize payouts were €61.4 billion, an increase of €7 billion (+13%) from 2009. The value of net prize payouts in 2010 came in at €17.4 billion.

The total pay-out was 71.6% of wagers. Players received winnings of over €44 billion, compared to €37.6 billion the previous year (+17%).



Source: AAMS 2011