



DISCLAIMER

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DISCLAIMER (CONTINUED)

Additional Information

In connection with the proposed business combination, Acies has filed, and the Securities and Exchange Commission (the "SEC") has declared effective, a registration statement on Form S-4 (File No. 333-253135) with the Securities and Exchange Commission (the "SEC"), which includes a proxy statement/prospectus and has been distributed to holders of Acies' ordinary shares in connection with its solicitation of proxies for the vote by Acies' shareholders with respect to the proposed business combination and other matters described therein. The proxy statement/prospectus does not contain all the information that should be considered concerning the proposed business combination and is not intended to form the basis of any investment decision or any other decision in respect of the business combination. Acies' shareholders, the Company's stockholders and other interested persons are advised to read the proxy statement/prospectus included in the registration statement and the amendments thereto and the definitive proxy statement/prospectus and other documents filed in connection with the proposed business combination, as these materials contain important information about the Company, Acies and the business combination. Acies' shareholders and the Company's stockholders will also be able to obtain copies of the proxy statement / prospectus and other documents filed with the SEC, without charge, once available, at the SEC's website at www.sec.gov.

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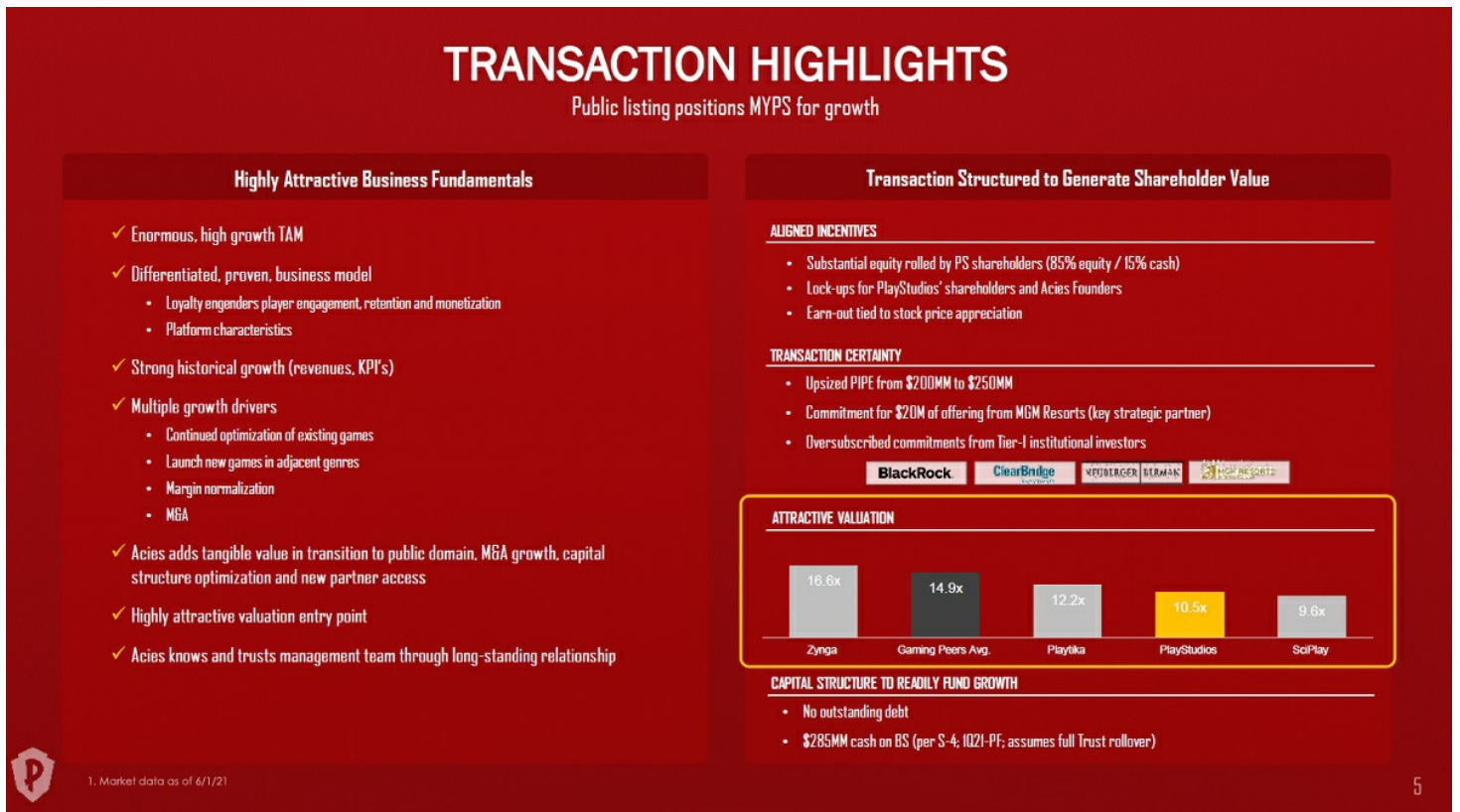
Participants in the Solicitation

Acies and PLAYSTUDIOS and their respective directors and officers may be deemed participants in the solicitation of proxies of Acies' shareholders in connection with the proposed business combination. A list of the names of such directors and executive officers and information regarding their interests in the business combination will be contained in the proxy statement/prospectus when available. You may obtain free copies of these documents as described in the preceding paragraph.

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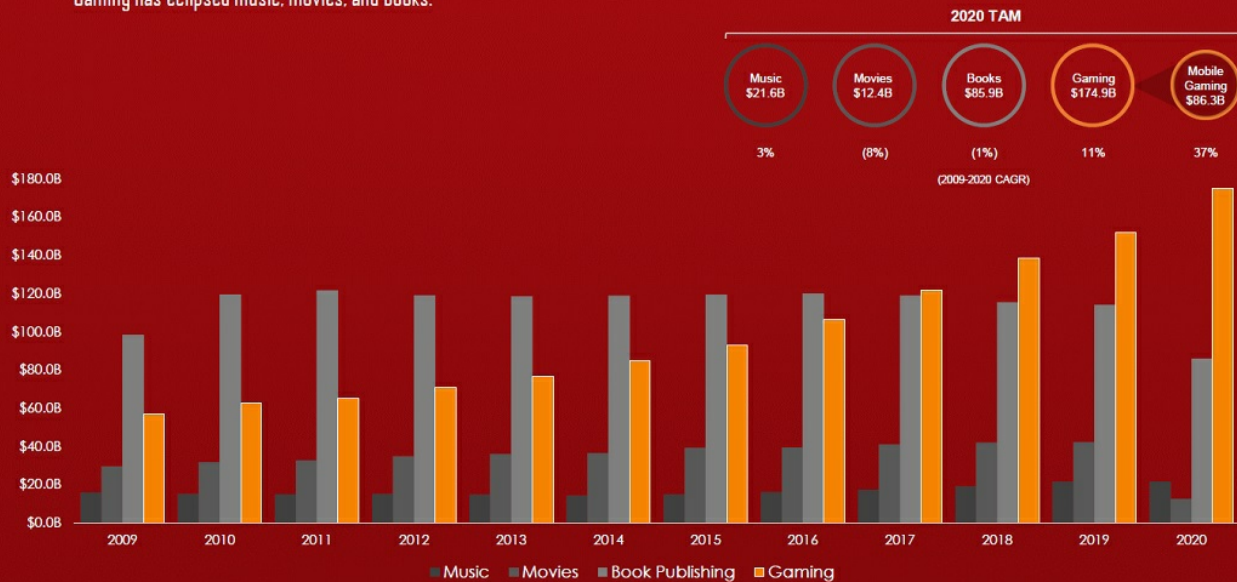


CONTEXT



MASSIVE MARKET

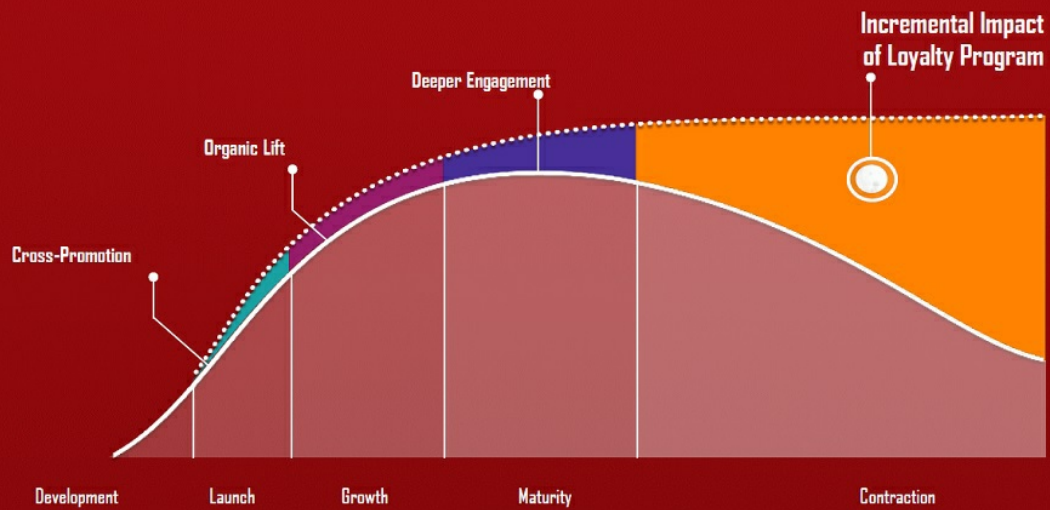
Gaming has eclipsed music, movies, and books.



Source: Statista, IBISWorld, Tech Crunch, Newzoo, Research and Markets, Markettline, Gigaom
 Note: Music includes all recorded music, movies includes global box office, books includes book publishing

DIFFERENTIATED & PROVEN MODEL

The Loyalty Lift - Loyalty mechanics drive lasting engagement.



The industry's only company offering free-to-play games with real-world rewards



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LOYALTY



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LOYALTY PROGRAMS WORK

Loyalty programs have been broadly adopted across most consumer industries.



78%

More consumer engagement with brands offering loyalty programs.



Source: Bond Loyalty Report 2020

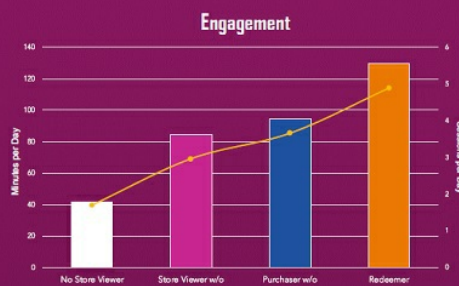
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OUR LOYALTY PROGRAM WORKS

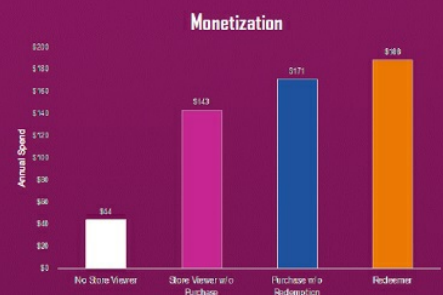
playAWARDS drives increased retention, engagement and monetization.



10X Retention lift for Redeemers vs No-Store Viewers



3X Engagement lift for Redeemers vs No-Store Viewers



4X Spending lift for Redeemers vs No-Store Viewers



Note: Numbers based on Calendar Year 2019 (pre-COVID)

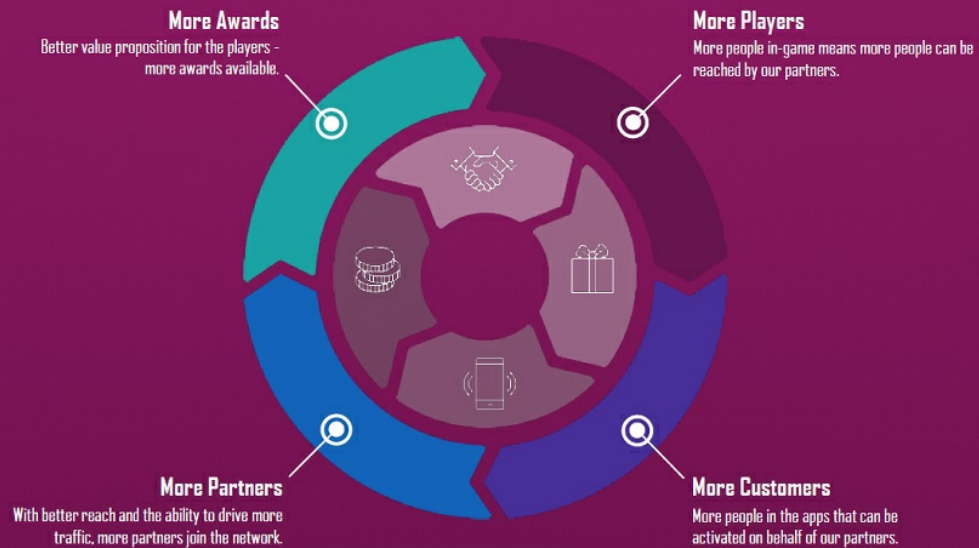
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PLAYSTUDIOS

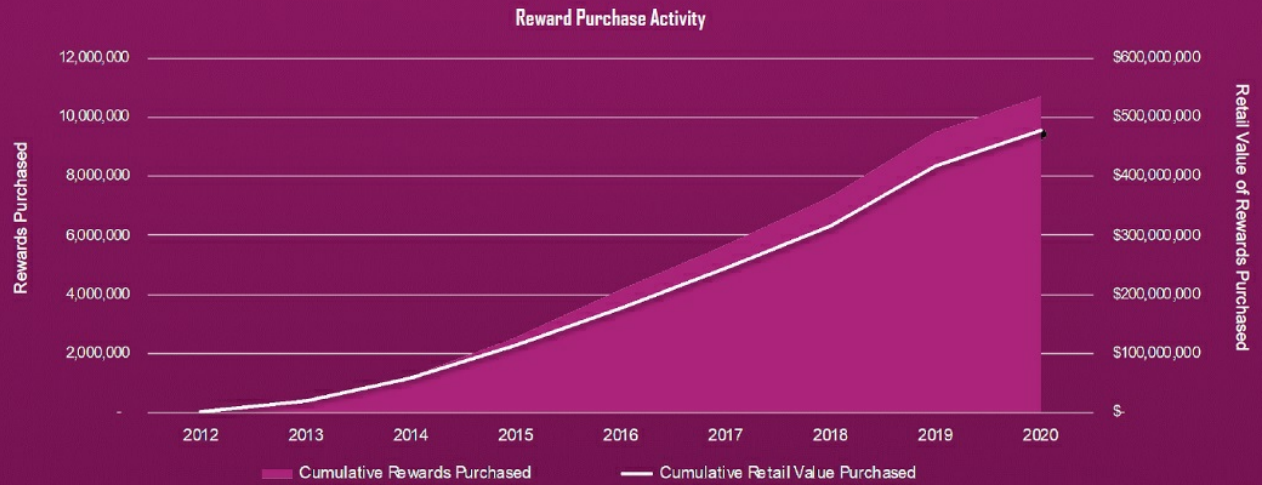
THE VIRTUOUS CYCLE

The Business Impact.



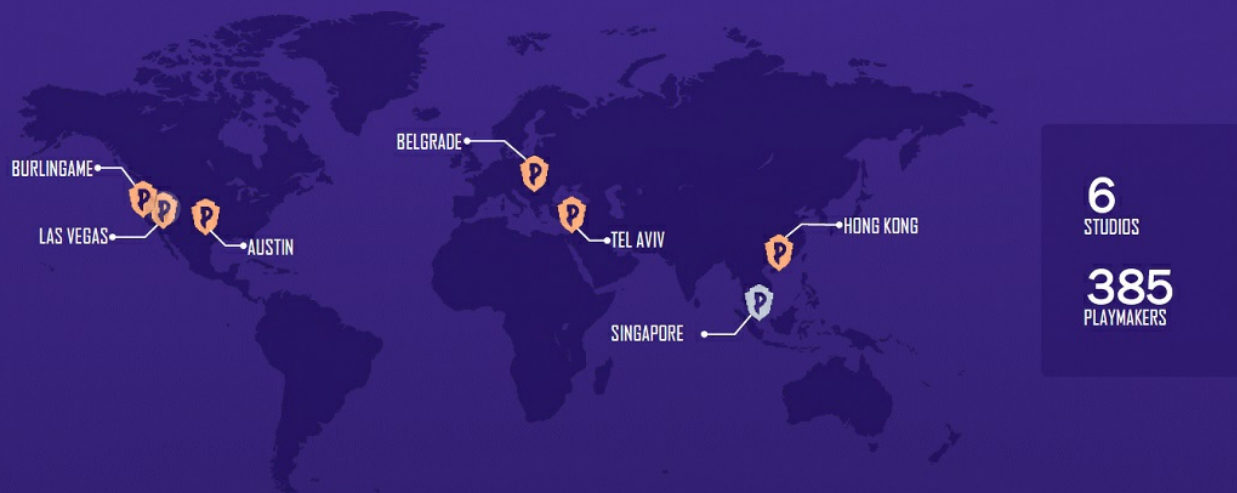
THE PROGRAM SCALE

Players have purchased over 10,000,000 rewards with a retail value of nearly \$500M



A GLOBAL COMPANY

We've built a collection of integrated game studios.



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A FAMILY OF TOP-RANKED GAMES

We've developed a portfolio of award-winning games.



17

A GLOBAL NETWORK OF AWARD PARTNERS

A diverse and expanding collection of leisure partners.



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A VALUABLE & LOYAL AUDIENCE

We've amassed a compelling community of players.

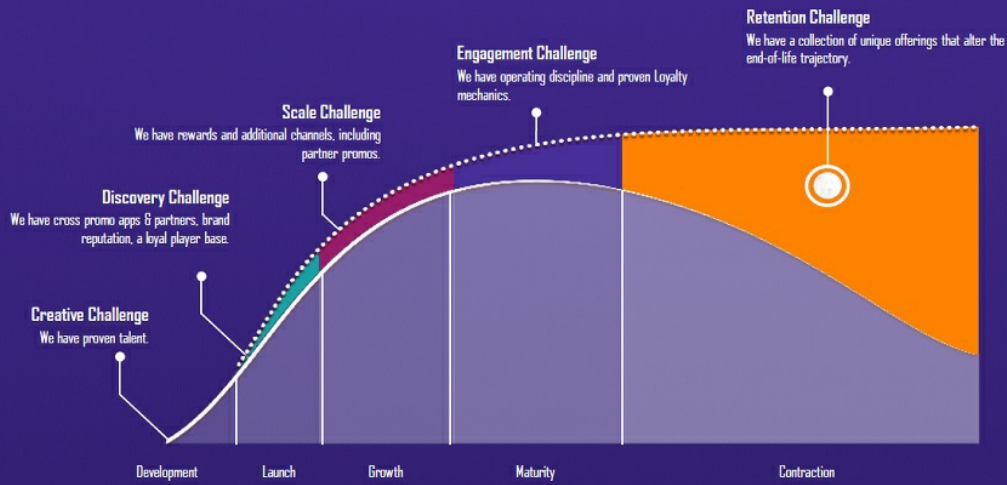


Note: Information sourced from company sponsored player surveys, and/or historical transactional data (as of Q1'21) for the Company's games and playAWARDS program.

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A PROVEN MODEL

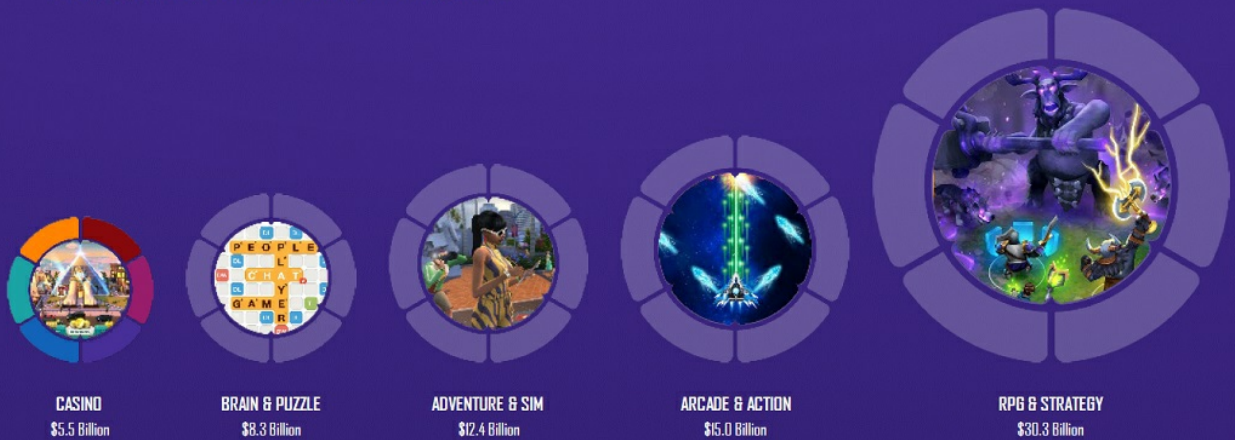
The Loyalty Lift – Enhanced ability to scale, engage, and monetize players.



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A NEXT-LEVEL OPPORTUNITY

We're applying our proven model to complementary genres.



Casino genre embodies the simplicity and nuance of **casual** games and the monetization sophistication of **core** games.



Source: App Annie, 2020 Worldwide data for all supported devices

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GROWTH STRATEGY

Apply our proven framework and enhance our commercial model.

OPTIMIZE . . .

Our existing franchises – continue to run our core products.



EXPAND . . .

Our portfolio – build, launch, and scale new games across other genres.



DIVERSIFY . . .

Our business model – focusing on Ad Monetization, Player Commerce, and Loyalty-as-a-Service



ACQUIRE . . .

Games & expand our network – adding proven apps and their players.



OPTIMIZE

Continue to grow existing portfolio.



Achieve continued **GROWTH** by innovating and optimizing playAWARDS, live operations, offer strategies and user acquisition

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EXPAND

Enter the Bingo Casual Category - myVEGAS Bingo

Competition



Market Opportunity

- YoY Growth - 57%
- '20 Downloads - 52M
- Limited Creative Differentiation

Key Features

- Real Las Vegas Branded Bingo Rooms
- Casino-Specific Powerups
- Club & Group Social Bingo
- Collectibles
- Vanity Items and Badges
- playAWARDS Loyalty Integration

playAWARDS Offering

- Cruises
- Hotels & Resorts
- Concerts & Shows
- Restaurants

myVEGAS Bingo



3D Strip Room Progression

Launched - March 21st

Source: For market and competitive metrics - Sensor Tower Gross Revenue and average DAU as of Q1'21; For Bingo Blitz - Playlika S-1 filing, LTM as of Q3 2020

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EXPAND

Enter the RPG Category – Kingdom Boss

Competition



DAU – 1.2M
REV. – \$454M

Market Opportunity

- Among top growth categories
- Market – \$6.8B
- LTM Growth – 32%
- '20 Downloads – 317M

Key Features

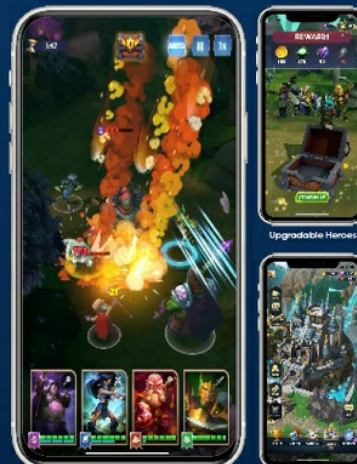
- AAA Western Fantasy
- Deep Roster of Heroes & Enemies
- Guilds & Competitions
- Narrative Campaigns with Epic Battles
- 3D Combat
- Social End-game
- Rich Replay
- playAWARDS Loyalty Integration

playAWARDS Offering

- Amusement & Theme Parks
- Sports Events
- eSPORTS Events
- Concerts & Festivals
- Regional Attractions

Source: For market and competitive metrics - Sensor Tower/Squad RPG Gross Revenue and average DAU TIM as of Q1'21.

Kingdom Boss



Idle Kingdom

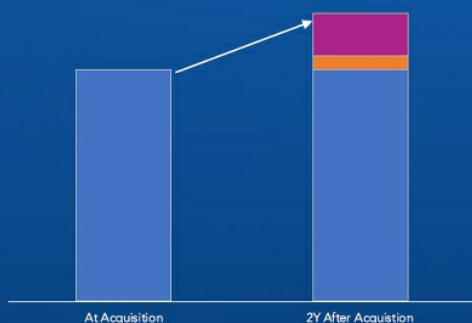
Launching Fall '21

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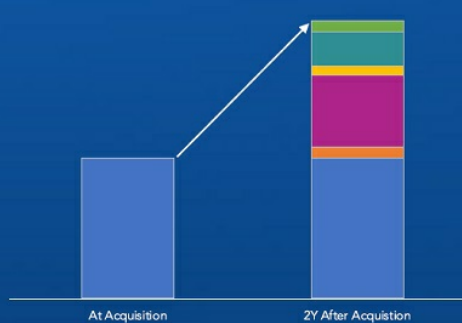
ACQUIRE

Inorganic Growth - Leverage playAWARDS to drive synergies, growth and attractive ROIC.

TARGET REVENUE



TARGET OPERATING INCOME



Valuation Arbitrage

Network Effect of Shared Loyalty

Performance Optimization

Note: Illustrative target results based on Management's assumed operating and integration plans.

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RECAP

Demonstrated results along with a clear and actionable plan.

1Q - 2021

Outstanding Financial Performance



2Q - 2021

Delivering on Growth Plan

- ✓ Launched myVEGAS Bingo
 - DAU
 - Payer Conversion
 - ARPDau
- ✓ Extended playAWARDS Partnerships
 - Intercontinental Hotels
 - AEG
 - City Winery
 - Sycuan Casino Resort
- ✓ Focused on core portfolio game momentum
 - Conversion
 - ARPDau
 - Revenue/Payer

2021 | 2022

Key Initiatives Underway

- Scale Bingo and launch Kingdom Boss
 - myVEGAS Bingo – 150K DAU goal
 - Kingdom Boss – Fall Launch
- Broaden composition of playAWARDS benefits
 - Concerts
 - Amusement Centers
 - E-Sports
 - Fandom Events
- Advance strategic discussions and MGA opportunities
 - Complimentary Games
 - Player Networks
- Scale new sources of revenue
 - Ad Monetization
 - Player Direct Commerce

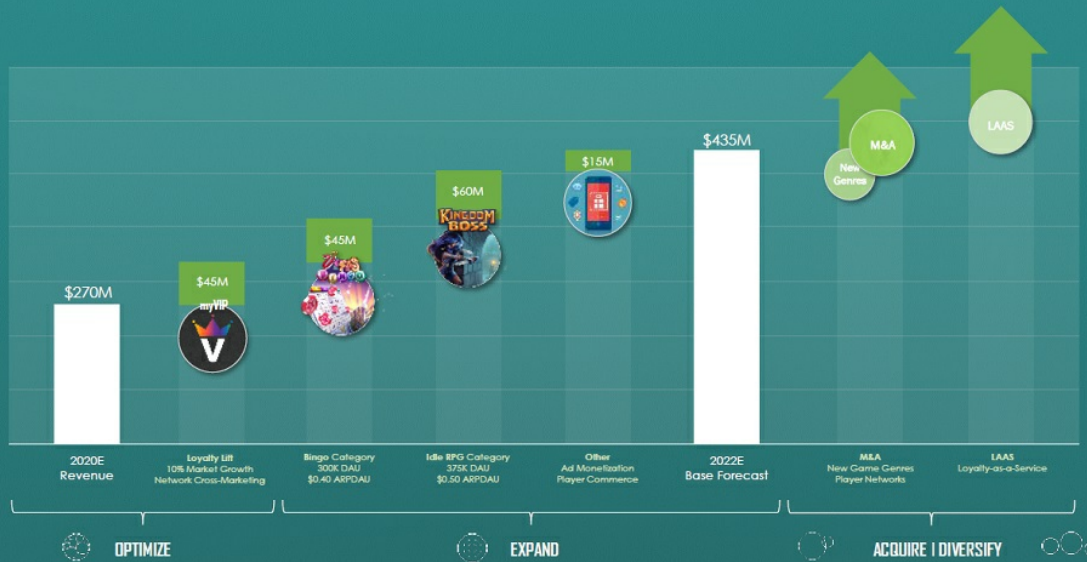


FINANCIALS



SUMMARY

Clear and actionable plan to achieve business results.



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FINANCIAL OVERVIEW

Sustained and projected top and bottom-line growth.

30%+
Forecasted
Margin
2025

(in 000's)	Year Ended December 31						% of Revenue					
	2017	2018	2019	2020	2021e	2022e	2017	2018	2019	2020	2021e	2022e
Total Net Revenue	161,936	195,499	239,421	269,882	327,980	435,205						
YOY%		21%	22%	13%	22%	33%						
Expenses												
Cost of Sales	53,409	66,784	80,267	91,469	102,169	128,448	33%	34%	34%	34%	31%	30%
User Acquisition	46,186	48,261	53,805	49,349	94,278	103,408	29%	25%	22%	18%	29%	24%
All Other, Net	33,769	43,123	55,828	71,090	89,715	98,242	21%	22%	23%	26%	27%	23%
	133,364	158,168	189,900	211,908	286,162	330,098	82%	81%	79%	79%	87%	76%
AEBITDA	28,572	37,331	49,521	57,974	41,818	105,108	18%	19%	21%	21%	13%	24%
YOY%		31%	33%	17%	-28%	151%						

Note: 2020 Financials unaudited. AEBITDA is defined as net income before interest, income taxes, depreciation and amortization, restructuring and related costs (consisting primarily of severance and other restructuring related costs), stock-based compensation expense, and other income and expense items (including special infrequent items, foreign currency gains and losses, and other non-cash items)

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THE DEAL



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SUMMARY

Unique and Compelling Loyalty Platform and Game Portfolio



1 Evergreen Franchises

2 One-of-a-Kind Loyalty Proposition

3 Devoted Players

4 Growth Potential

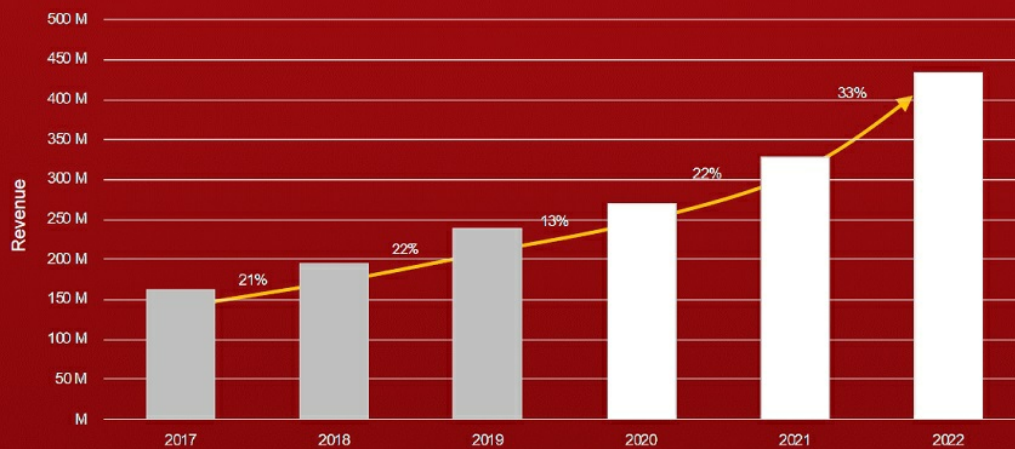
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APPENDIX

REVENUE

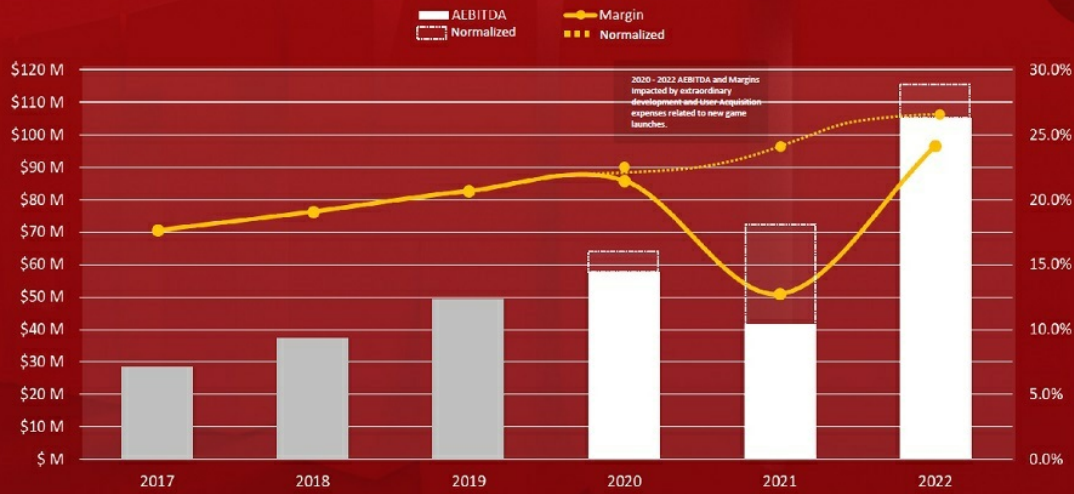
Sustained and projected revenue growth.



AEBITDA

Proven profitability with clear path to margin growth.

30%+
Forecasted
Margin
2025



Note: 2021 Margin impacted by extraordinary expenses related to launch of two new games – Bingo & Kingdom Boss.

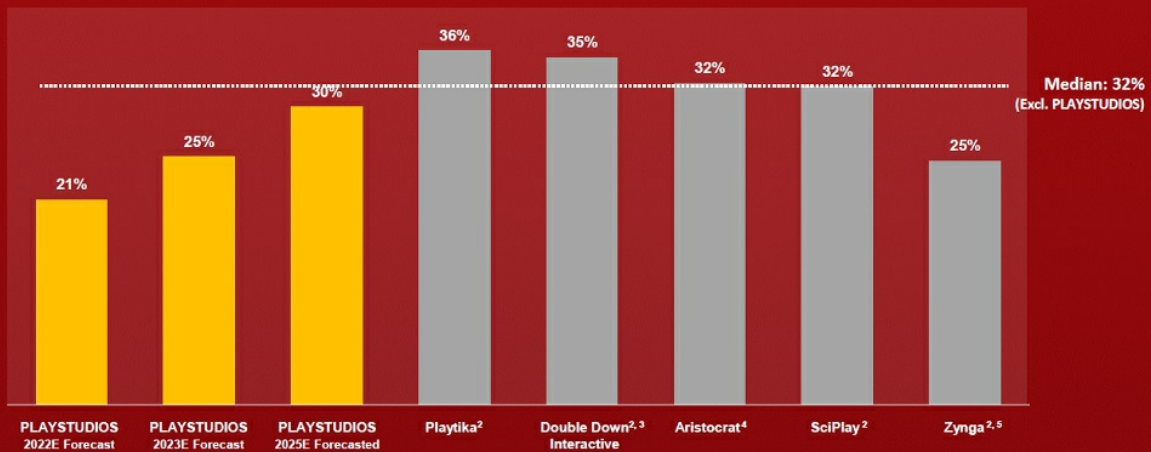
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AEBITDA MARGIN

Future Target In Line with Our Peers

30%+
Forecasted
Margin
2025

LTM EBITDA Margin % as of September 30, 2020¹



Source: Company filings for the period ending 9/30/2020

¹ LTM as of September 30, 2020, except for Playstudios

² Playtika, Double Down Interactive, SciPlay and Zynga EBITDA margins shown on a pre-SBC basis, adjusted for items such as one time costs and restructuring

³ Margins shown for Double Down Interactive (not DoubleU Games)

⁴ Margins shown for Aristocrat Digital; company does not disclose adjustments made to EBITDA in its filings

⁵ Zynga margins calculated by adding back deferred revenue to EBITDA and dividing by Total Bookings (i.e., Revenue + Deferred Revenue)

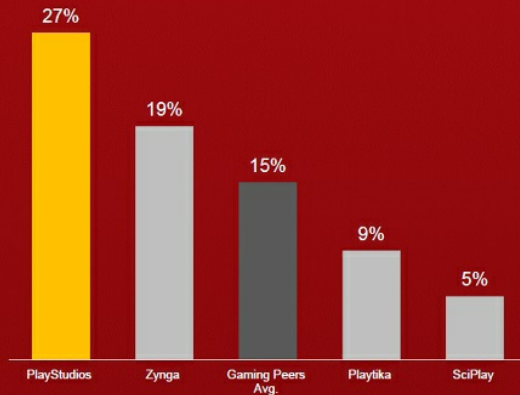


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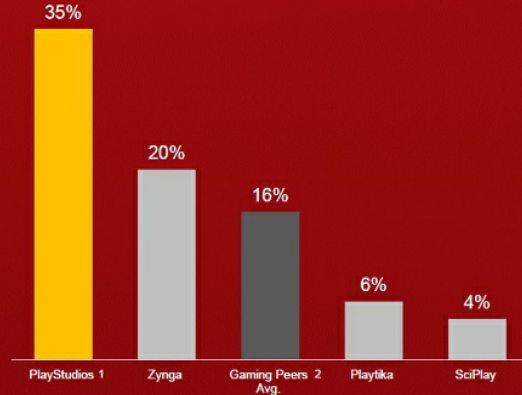
COMPELLING GROWTH

Powerful growth trajectory

2020-2022E Revenue CAGR



2020-2022E AEBITDA CAGR



Source: Compelling companies based on FactSet consensus. Fair value of contingent consideration as reported by companies treated as debt. Market data as of 6/1/2021. PLAYSTUDIOS based on company forecasts. Notes: Gaming Peers Avg. includes Tencent, Activision Blizzard, NetEase, Electronic Arts, Take-Two Interactive, Playtika, Ubisoft Entertainment, Zynga, Netmarble, Slitfront Group, and SciPlay.

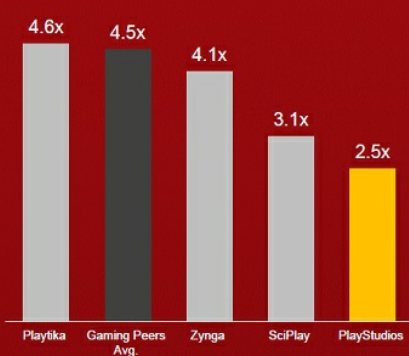
- (1) PlayStudios AEBITDA figure includes an add-back of "Impact of cap software costs" in the amount of \$25.154 million for 2020E \$15.218 million for 2022E
(2) Excludes TTWO due to a negative 2020-2022E EBITDA CAGR.

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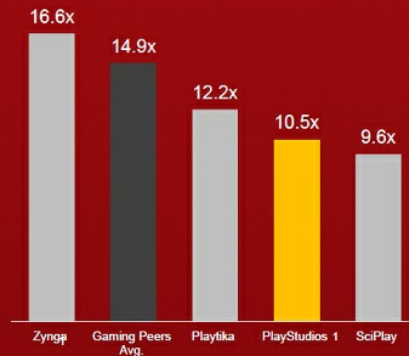
COMPELLING VALUATION

PLAYSTUDIOS multiples Implied based on EV of \$1,102M

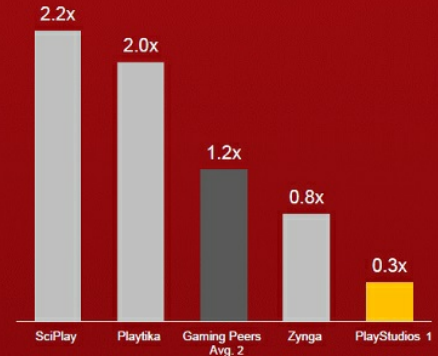
EV/2022E Revenue



EV/2022E AEBITDA



EV/2022E AEBITDA
(Growth Adjusted)



Source: Compelling companies based on FactSet consensus. Fair value of contingent consideration as reported by companies treated as debt. Market data as of 6/1/2021. PLAYSTUDIOS based on company forecasts. Notes: Gaming Peers Avg. includes Tencent, Activision Blizzard, NetEase, Electronic Arts, Take-Two Interactive, Playtika, Ubisoft Entertainment, Zynga, Netmarble, Slitfront Group, and SciPlay. Notes: Multiples below 0.5x or greater than 50.0x are not included in the average and median calculations. PLAYSTUDIOS pro-forma equity value excludes an additional 15 million shares payable to PLAYSTUDIOS shareholders and 900 thousand payable to the Acies Sponsor in equal instalments if the closing price of the listed shares exceeds \$12.50 and \$15.00 for any 20 trading days within a 30-trading day period commencing on or after the 150th day following close and ending on the 5-year anniversary of the closing; such shares are also payable in connection with a sale of the combined company if the applicable price thresholds are met. Pro-forma financials also assumes \$33 million existing cash, \$150 million of secondary consideration from the primary proceeds, and \$57.5 million of combined transaction fees as of the closing. EV/2022E AEBITDA (Growth Adjusted) multiple calculated as (2022E AEBITDA Multiple)/(2020E - 2022E AEBITDA CAGR*100).

- (1) PlayStudios AEBITDA figure includes an add-back of "Impact of cap software costs" in the amount of \$25.154 million for 2020E \$15.218 million for 2022E
(2) Excludes TTWO due to a negative 2020-2022E EBITDA CAGR.

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PLAYSTUDIOS
