

GLOSSARY

This glossary contains terms used in this document in connection with us and our business. Some of these terms and their meanings may not correspond to standard industry meanings or usage of such terms.

"24/7"	24 hours a day and seven days a week
"average daily room rate"	room revenue divided by the number of rooms in use
"cage"	a secured area within a casino where records of transactions are kept, money is counted and chips can be exchanged for cash
"CAGR"	compound annual growth rate
"casino"	a facility or building offering games of chance including table games such as Roulette, Blackjack and technical games such as slot machines. In some casinos, peer-to-peer games such as poker are also available
"CCTV"	closed-circuit television surveillance
"chip"	token that is used on casino gaming tables in lieu of cash
"CMS" or "casino management system"	a software platform which provides a wide range of casino management functionality including customer management, accounting and gaming floor management as well as enforcing regulatory requirement as described in more detail in the sections headed "Business — Information Technology" of this document
"dealer"	a casino employee who is responsible for providing the services at a gaming table including spinning the ball on roulette and placing the customer bets and calculating the wins, as well as shuffling and dealing the cards on card tables such as blackjack and staffs other games offered
"drop"	the amount of cash deposited in a gaming table's drop box

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"drop box"	a box or container securely fixed under the gaming table that serves as a repository for cash exchanged at the gaming tables for chips
"EBITDA"	earnings before interest income, finance costs, income tax and depreciation and amortisation
"gaming"	in the context of an industry sector, as defined by CIC, the industry sector consisting of slot machines, live games, sports betting, poker, raffles, lottery, etc.
"gaming area" or "gaming floor"	a particular part of a facility that provides casino games consisting of slot machines, table games, poker and other casino games
"gaming revenue"	revenue of casino gaming activities after deferring the liabilities arising from customer loyalty programs based on the relevant accounting policy before deduction of gaming tax
"gaming tax"	the percentage level of tax levied on GGR: (i) in the Czech Republic, 35% on slot machine and 23% on live games during the Track Record Period, and the percentage level of tax levied on GGR on live games increased from 23% to 30% on 1 January 2024; (ii) in Malta, 5% on all GGR plus a compliance contribution on global GGR on all slots games and live games, calculated on a sliding scale, with the annual compliance contribution becoming due ranging between EUR15,000 (equivalent to HK\$128,250) and EUR375,000 (equivalent to HK\$3,206,250)
"GDP"	gross domestic product
"GFA"	gross floor area
"GGR" or "gross gaming revenue"	gross revenue from casino gaming activities (i.e. slot machine gross win and table game gross win), calculated before deduction of gaming tax
"live game"	live games are played by players against dealer, or against each other at land-based gaming tables or online websites

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"occupancy rate"	(i) for hotel and catering operations, the number of rooms in use divided by the number of available rooms for a given period (ii) for gaming operations, number of slot machines that are actively being used by players divided by total number of slot machines available for a given period
	A slot machine is regarded as actively being used by players when a player logs into the slot machine during a gaming session by inserting a PAC card.
"PAC" or "Player Account Card"	a card contains an RFID chip with the customer unique system ID. This unique ID is linked to the player profile in the CMS
"RevPAR"	revenue per available room, calculated by room revenue during a period divided by the number of available rooms of such hotel during the same period
"RNG"	random number generator
"slot machine drop"	the total amount of slot machine bets made (coin in) in the slot machines
"slot machine gross win"	the total amount of slot machine bets made (coin in) minus slot machine bets paid out (coin out) that is retained as winnings
"slot machine hold percentage"	slot machine gross win divided by slot machine drop
"slot machines"	electromechanical game machines including mainly traditional slot machines, electromechanical roulettes and electromechanical dices
"sq.m."	square metre
"suspicious transaction"	a transaction carried out in circumstances giving rise to a suspicion of an attempt to launder the proceeds of crime or a suspicion that the funds used in the transaction is intended to finance terrorism, or that the transaction is otherwise related to or connected with the financing of terrorism, or any other fact that might indicate such a suspicion

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"table game drop"	the total amount of drop collected in the table games drop boxes plus any cash exchanged for chips at the cage
"table game gross win"	the amount of drop that is retained as winnings
"table game hold percentage"	table game gross win divided by table games drop
"table games"	typical casino games played by players against dealer, including roulette and card games such as blackjack, or against each other in poker cash games or tournament
"tip box"	a container or receptacle where casino or casino employees, such as dealers, pit bosses, or other staff, can receive tips or gratuities from players in the form of cash and/or chips