

# Light & Wonder, Inc Q4FY23 Report Overview

Research. February 28, 2024. All rights reserved by Data40 Ltd. Researcher: [Data40.com](https://Data40.com)

Goals and Objectives of the Research	2
Disclaimers	2
Document Markup	2
Conclusions	3
General Information	3
About Company	3
Conference Call Information	4
Public Quarterly Reports Calendar FY23-24	4
Highlights and Metrics	5
Q4FY23 Highlights	5
Acquisitions and Divestitures	5
Business Outlook	6
Stock Information	7
About Shares	7
TradingView Retrospective Q4FY23	7
Financial Statements	8
Revenue Retrospective	8
Sales per Business	9
Sales by Segments	10
Dividend Information	12
Balance Sheet	13
Income Statement	14
Cashflow Statement	15
News	16
Analyst's Opinion	17
Summary	17
Sources List	18

## Goals and Objectives of the Research

Research Objective: To perform a comparative analysis of the Q4FY23 quarterly report and those of previous periods.

Research Tasks:

- Gather comprehensive financial and corporate information pertaining to the company for Q4FY23;
- Analyze the collected information;
- Conduct a comparative assessment of the Q4FY23 report with the reports from previous quarters of the current fiscal year and Q4FY22;
- Formulate conclusions based on the analyzed data.

## Disclaimers

The information collected in this report reflects data from the company's public reports and is not questioned or verified via other sources. In other words, information from the company's public reports is taken and used as is.

If additional information from other sources is used or if the data used is reflective of the researcher's personal opinion, this will be labeled accordingly.

The provided public company quarterly reports are unaudited.

## Document Markup

- FY - Financial Year;
- Q - Quarter;
- QoQ - Quarter-over-Quarter;
- L&W - Light & Wonder, Inc;
- This report uses the American number format: a period is used as the decimal separator, while commas separate thousands;
- Year-over-year (YoY) calculations of relative values were not performed in cases where last year's profit changed to a loss in the current year and vice versa within the scope of the current report;
- Light & Wonder Annual Report Period is from January 1 to December 31, 2023;
  - The specified financial year coincides with the calendar year.

## Conclusions

### General Information

Parameter	Light & Wonder, Inc
Website	<a href="http://lnw.com">lnw.com</a>
Country (location)	<a href="#">USA</a>
Country (issuer)	<a href="#">USA</a>
Year of foundation	<a href="#">1984</a>
CEO	<a href="#">Matt Wilson</a>
Sector	<a href="#">Technology</a>
Type	Public
Year of IPO	<a href="#">1984</a>
Stock market	<a href="#">NASDAQ</a>
Ticker	<a href="#">NASDAQ - LNW</a> <a href="#">ASX - LNW</a>
Previous Annual Report from Data40	-
Previous Quarterly Report from Data40	<a href="#">Light &amp; Wonder Inc Q3FY23 Report Overview</a>

### About Company

The company is a games firm focused on content and digital markets. Revenue sources include supplying gaming content and machines, CMSs, and table game products to licensed gaming entities. Light & Wonder offers social casino and mobile games, digital gaming content, and services. The company reports operations in three segments: Gaming, SciPlay, and iGaming, each representing different products and services.<sup>1</sup>

---

<sup>1</sup> [Light & Wonder Annual Report 2022 to Stockholders, p.8](#)

## Conference Call Information<sup>2</sup>

Light & Wonder executive leadership hosted a conference call on **February 27, 2024, at 4:30 p.m. EST** to review the company's **Q4FY23 and FY23 results**. The webcast replay is accessed through the [Events & Presentation](#) section on the Investor Relations website.

Light & Wonder to unveil its financial and operating results for the **Q1FY24** report on a **projected** date of **May 6, 2024**. **Please note that these dates are projected and may be updated.**

Light & Wonder **will make an announcement** regarding its **Q1FY24** results on their Investor Relations website in the [Financial News section](#). Supplemental materials, including presentation slides, will be accessible prior to the announcement on the website, on the [Financials](#) page.

## Public Quarterly Reports Calendar FY23-24<sup>3 4</sup>

Quarter	Period	Date
FY23		
Q1	Jan 1, 2023 to Mar 31, 2023	May 9, 2023
Q2	Apr 1, 2023 to Jun 30, 2023	Aug 8, 2023
Q3	Jul 1, 2023 to Sep 30, 2023	Nov 9, 2023
Q4 and FY23	Oct 1, 2023 to Dec 31, 2023	Feb 27, 2024
FY24		
Q1	Jan 1, 2024 to Mar 31, 2024	May 6, 2024 (Projected)
Q2	Apr 1, 2024 to Jun 30, 2024	Aug 5, 2024 (Projected)
Q3	Jul 1, 2024 to Sep 30, 2024	Nov 5, 2024 (Projected)
Q4 and FY24	Oct 1, 2024 to Dec 31, 2024	Mar 3, 2025 (Projected)

Follow the announcements of the release of new reports on the website [Data40.com](https://data40.com) in the [Calendars by Financial reports section of DATA40.com](#).

<sup>2</sup> [Light & Wonder web, Light & Wonder, Inc. Reports Fourth Quarter and Full Year 2023 Results](#)

<sup>3</sup> [Light & Wonder web, Events & Presentations](#)

<sup>4</sup> [Marketscreener, Light & Wonder Calendar](#)

## Highlights and Metrics

### Q4FY23 Highlights<sup>5</sup>

- **Consolidated revenue** in Q4FY23 reached 770 million USD compared to 682 million USD, up 12.90% compared to Q4FY22;
- **Net income** in Q4FY23 reached 67 million USD compared to Q4FY22 21 million USD;
- **Consolidated AEBITDA** reached 302 million USD compared to 265 million USD in Q4FY22;
- **Adjusted NPATA** amounted to 109 million USD;
- **Net cash** provided by operating activities in Q4FY23 was 167 million USD compared to the combined net cash used in operating activities of (87) million USD in Q4FY22, which was impacted by 176 million USD in cash taxes paid related to the Divestitures;
- **Free cash flow** in Q4FY23 was 70 million USD compared to the combined free cash flow of (148) million USD in Q4FY22, which was impacted by 176 million USD in cash taxes paid related to the Divestitures. Q4FY23 was impacted by 16 million USD in costs supporting the strategic review and related activities associated with the SciPlay merger.

### Acquisitions and Divestitures

On **February 25, 2022**, Light & Wonder's Board of Directors approved a **share repurchase** program that grants the company the authorization to repurchase **750 million USD** of its outstanding common stock. This program is valid until **February 25, 2025**.<sup>6</sup>

**During Q4FY23**, Light & Wonder **repurchased 0.3 million shares** of common stock under the program. The total cost of the repurchase amounted to 25 million USD.<sup>7</sup>

On **October 23, 2023**, Light & Wonder acquired the remaining 17% equity in SciPlay through a 496 million USD transaction, excluding fees. This exposes Light & Wonder to potential risks and uncertainties, including challenges in realizing expected benefits from the SciPlay Merger, difficulties in retaining SciPlay's key management personnel, and the possibility of litigation. Upon completion, SciPlay became a wholly-owned subsidiary of Light & Wonder.<sup>8</sup>

---

<sup>5</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.3](#)

<sup>6</sup> [Light & Wonder Consolidated Annual Report 2023, p.102](#)

<sup>7</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.2](#)

<sup>8</sup> [Light & Wonder Consolidated Annual Report 2023, p.79](#)

## Business Outlook<sup>9 10 11</sup>

### “Executing on Product Roadmap Driving Further Growth in Gaming”:

- “Capitalizing on continued hardware momentum with expected HORIZON (DANCING DRUMS ULTIMATE & UFL DOUBLE EXPLOSION franchises) and L7T (88 FORTUNES & HUFF N’ PUFF franchises) launches”;
- “Wildly Successful Australia Game DRAGON TRAITM expected to make North America debut in late 1Q24; SQUID GAME scheduled to be released as Premium offering”;
- “Continued support for KASCADA, MURALTM and COSMIC cabinets leveraging our key brands”;
- “Deploying key franchises and hardware across adjacent VLT, Class II, HHR and COAM markets”.

### “Enhanced Portfolio with Engaging Features and Content”:

- “Launching a minimum of two new land-based epics monthly into the U.S.”;
- “Expanding Jackpots, Steppers, Omni Table Games offerings and Live Casino with our game IP and scale”;
- “Expected to launch ELK Studio games into the U.S.”;
- “Deploying new IP through global brands”;
- “First-party content accounts for over two-thirds of the total GGR of the Top 20 games on OGS across the US”.

---

<sup>9</sup> [Light & Wonder Q4FY23 Earnings Presentation, p.11](#)

<sup>10</sup> [Light & Wonder Q4FY23 Earnings Presentation, p.15](#)

<sup>11</sup> In this chapter, quotes are used from the [Q4FY23 Earnings Presentation](#)

## Stock Information

### About Shares

Total Shares Outstanding - 89,829,277 (as of February 23, 2024).<sup>12</sup>

Total Shares Outstanding - 90,000,000 (as of December 31, 2023).<sup>13</sup>

### TradingView Retrospective Q4FY23<sup>14</sup>



Date	Open Price, USD	Highest Price, USD	Lowest Price, USD	Close Price, USD
Oct 2, 2023	71.42	71.89	70.59	70.87
Dec 29, 2023	82.60	83.32	81.67	82.11

Q4FY23 Price MAX: 89.02 (December 4, 2023).

Q4FY23 Price MIN: 67.71 (October 5, 2023).

<sup>12</sup> [Light & Wonder Consolidated Annual Report 2023, p.2](#)

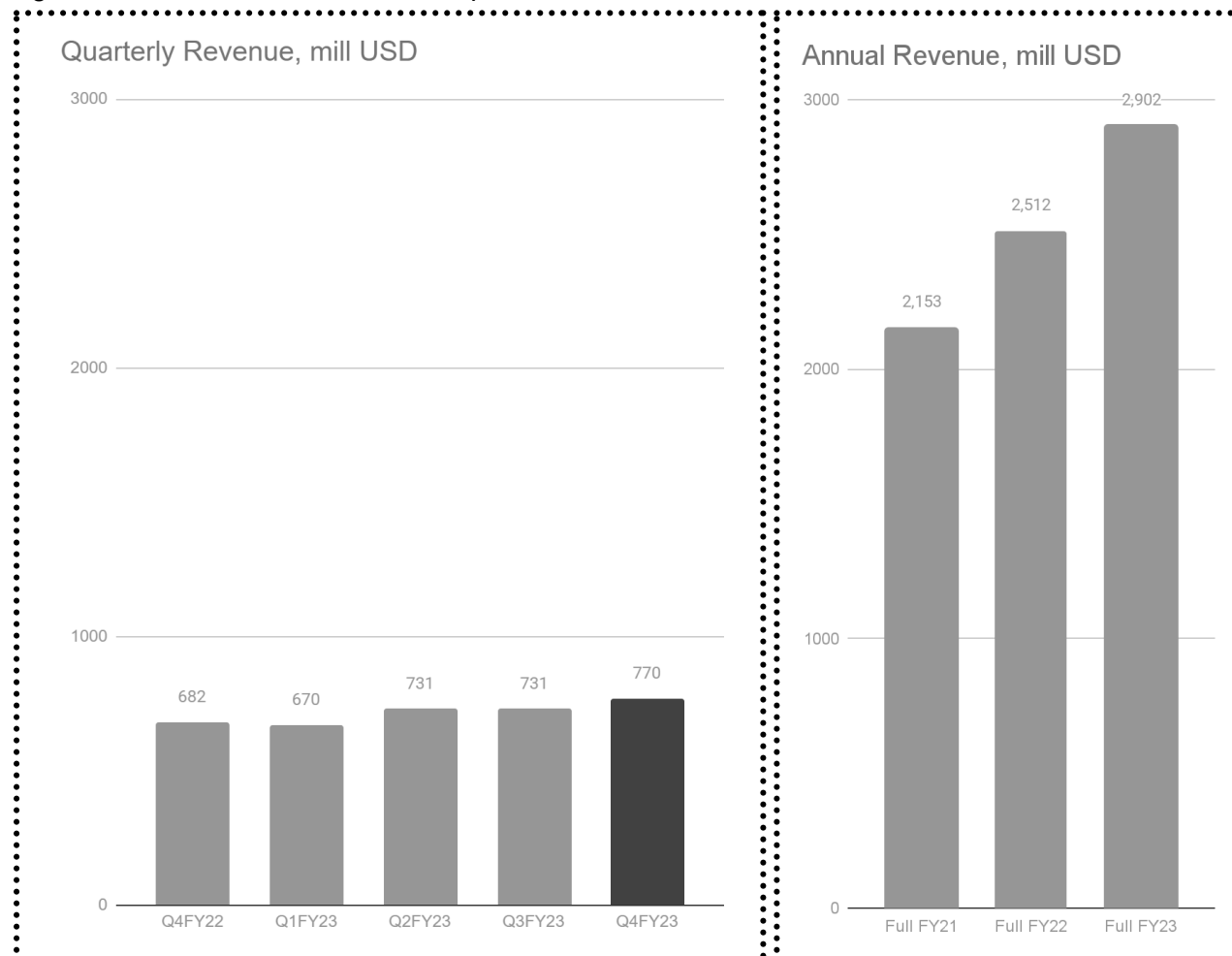
<sup>13</sup> [Light & Wonder Consolidated Annual Report 2023, p.75](#)

<sup>14</sup> [Tradingview, L&W Chart](#)

## Financial Statements

### Revenue Retrospective<sup>15 16 17 18 19</sup>

#### Light & Wonder, Inc Revenue Retrospective



<sup>15</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.9](#)

<sup>16</sup> [Light & Wonder Consolidated Q3FY23 Report, p.7](#)

<sup>17</sup> [Light & Wonder Consolidated Q2FY23 Report, p.7](#)

<sup>18</sup> [Light & Wonder Consolidated Q1FY23 Report, p.7](#)

<sup>19</sup> [Light & Wonder Consolidated Annual Report 2022, p.71](#)



## Sales per Business

### Net Revenue Structure<sup>20 21 22 23 24</sup>

(In million, except Percentages)

Parameter	Q4FY23, USD	QoQ, %	Q3FY23, USD	QoQ, %	Q2FY23, USD	QoQ, %	Q1FY23, USD	QoQ, %	Q4FY22, USD	YoY, %
Gaming	496	6.67	465	-1.27	471	12.41	419	-4.34	438	13.24
SciPlay	204	4.08	196	3.16	190	2.15	186	2.20	182	12.09
iGaming	70	0.00	70	0.00	70	7.69	65	4.84	62	12.90
<b>Total Consolidated Revenue</b>	<b>770</b>	<b>5.34</b>	<b>731</b>	<b>0.00</b>	<b>731</b>	<b>9.10</b>	<b>670</b>	<b>-1.76</b>	<b>682</b>	<b>12.90</b>

### Net Revenue Structure Percentages

Parameter	Q4FY23, %	Q3FY23, %	Q2FY23, %	Q1FY23, %	Q4FY22, %
Gaming	64.42	63.61	64.43	62.54	64.22
SciPlay	26.49	26.81	25.99	27.76	26.69
iGaming	9.09	9.58	9.58	9.70	9.09

<sup>20</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.3](#)

<sup>21</sup> [Light & Wonder Consolidated Q3FY23 Report, p.12](#)

<sup>22</sup> [Light & Wonder Consolidated Q2FY23 Report, p.13](#)

<sup>23</sup> [Light & Wonder Consolidated Q1FY23 Report, p.12](#)

<sup>24</sup> [Light & Wonder Q4 and FY22 Results, p.3](#)

## Sales by Segments

### Net Revenue by Segments<sup>25 26 27 28 29</sup>

(In million, except Percentages)

Parameter	Q4FY23, USD	QoQ, %	Q3FY23, USD	QoQ, %	Q2FY23, USD	QoQ, %	Q1FY23, USD	QoQ, %	Q4FY22, USD	YoY, %
<b>Gaming Segment</b>										
Gaming Operations	168	1.20	166	-0.60	167	4.38	160	1.91	157	7.01
Gaming Machine Sales	205	19.19	172	-0.58	173	9.49	158	1.28	156	31.41
Gaming Systems	71	0.00	71	-1.39	72	30.91	55	-24.66	73	-2.74
Table Products	52	-7.14	56	-5.08	59	28.26	46	-11.54	52	0.00
<b>Gaming Total Revenue</b>	<b>496</b>	<b>6.67</b>	<b>465</b>	<b>-1.27</b>	<b>471</b>	<b>12.41</b>	<b>419</b>	<b>-4.34</b>	<b>438</b>	<b>13.24</b>
<b>SciPlay</b>										
Mobile in-app purchases	172	-0.58	173	1.76	170	2.41	166	5.06	158	8.86
Web in-app purchases and other	32	39.13	23	15.00	20	-4.76	21	-12.50	24	33.33

<sup>25</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.14](#)

<sup>26</sup> [Light & Wonder Q3FY23 Consolidated Report, p.12](#)

<sup>27</sup> [Light & Wonder Q2FY23 Consolidated Report, p.13](#)

<sup>28</sup> [Light & Wonder Q1FY23 Consolidated Report, p.12](#)

<sup>29</sup> [Light & Wonder Q4 and FY22 Results, p.3](#)

SciPlay Total Revenue	204	4.08	196	3.16	190	2.15	186	2.20	182	12.09
iGaming										
iGaming Total Revenue	70	0.00	70	0.00	70	7.69	65	4.84	62	12.90
Total Consolidated Revenue	770	5.34	731	0.00	731	9.10	670	-1.76	682	12.90

## Net Revenue Structure Percentages

Parameter	Q4FY23, %	Q3FY23, %	Q2FY23, %	Q1FY23, %	Q4Y22, %
<b>Gaming Segment</b>					
Gaming Operations	21.82	22.71	22.85	23.88	23.02
Gaming Machine Sales	26.62	23.53	23.67	23.58	22.87
Gaming Systems	9.22	9.71	9.85	8.21	10.70
Table Products	6.75	7.66	8.07	6.87	7.62
<b>SciPlay</b>					
Mobile in-app purchases	22.34	23.67	23.26	24.78	23.17
Web in-app purchases and other	4.16	3.15	2.74	3.13	3.52
<b>iGaming</b>					
iGaming	9.09	9.58	9.58	9.70	9.09

## Dividend Information<sup>30</sup>

Light & Wonder has never paid cash dividends on its common stock.

<sup>30</sup> [Light & Wonder Consolidated Annual report 2023, p.47](#)

## Balance Sheet<sup>31 32 33 34 35</sup>

(In million, except Percentages)

Parameter	at Dec 31, 2023, USD	QoQ, %	at Sep 30, 2023, USD	QoQ, %	at Jun 30, 2023, USD	QoQ, %	at Mar 31, 2023, USD	QoQ, %	at Dec 31, 2022, USD	YoY, %
Assets										
Total Current Assets	1,311	-23.78	1,720	-0.86	1,735	-1.53	1,762	4.01	1,694	-22.61
Total Non-Current Assets	4,241	1.78	4,167	-1.42	4,227	-0.77	4,260	-1.27	4,315	-1.71
Total Assets	5,552	-5.69	5,887	-1.26	5,962	-1.00	6,022	0.22	6,009	-7.61
Liabilities										
Total Current Liabilities	696	12.44	619	7.28	577	-10.12	642	3.22	622	11.90
Total Non-Current Liabilities	4,091	-0.75	4,122	-0.79	4,155	-0.98	4,196	-0.71	4,226	-3.19
Total Liabilities	4,787	0.97	4,741	0.19	4,732	-2.19	4,838	-0.21	4,848	-1.26
<b>Total Equity</b>	<b>765</b>	<b>-33.25</b>	<b>1,146</b>	<b>-6.83</b>	<b>1,230</b>	<b>3.89</b>	<b>1,184</b>	<b>1.98</b>	<b>1,161</b>	<b>-34.11</b>

<sup>31</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.10](#)

<sup>32</sup> [Light & Wonder Consolidated Q3FY23 Report, p.9](#)

<sup>33</sup> [Light & Wonder Consolidated Q2FY23 Report, p.9](#)

<sup>34</sup> [Light & Wonder Consolidated Q1FY23 Report, p.9](#)

<sup>35</sup> [Light & Wonder Consolidated Annual report 2022, p.73](#)

## Income Statement<sup>36 37 38 39 40</sup>

(In million, except EPS data and Percentages)

Parameter	Q4FY23, USD	QoQ, %	Q3FY23, USD	QoQ, %	Q2FY23, USD	QoQ, %	Q1FY23, USD	QoQ, %	Q4FY22, USD	YoY, %
Revenue	770	5.34	731	0.00	731	9.10	670	-1.76	682	12.90
Operating Income	155	5.44	147	30.09	113	10.78	102	4.08	98	58.16
Net Income	67	-10.67	75	-	(1)	-	22	4.76	21	219.05
EPS Basic	0.74 USD	-10.84	0.83 USD	-	(0.01) USD	-	0.24 USD	-25.00	0.32 USD	131.25
EPS Diluted	0.73 USD	-9.88	0.81 USD	-	(0.01) USD	-	0.23 USD	-28.13	0.32 USD	128.13

<sup>36</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.9](#)

<sup>37</sup> [Light & Wonder Consolidated Q3FY23 Report, p.7](#)

<sup>38</sup> [Light & Wonder Consolidated Q2FY23 Report, p.7](#)

<sup>39</sup> [Light & Wonder Consolidated Q1FY23 Report, p.7](#)

<sup>40</sup> [Light & Wonder Consolidated Annual Report 2022, p.71](#)

## Cashflow Statement<sup>41 42 43 44 45</sup>

(In million, except Percentages)

Parameter	Q4FY23, USD	QoQ, %	Q3FY23, USD	QoQ, %	Q2FY23, USD	QoQ, %	Q1FY23, USD	QoQ, %	Q4FY22, USD	YoY, %
Cash flows from operating activities	167	-18.14	204	500.00	34	-81.62	185	-	(87)	-
Cash flows from investing activities	(61)	-15.28	(72)	18.03	(61)	7.02	(57)	103.57	(28)	117.86
Cash flows from financing activities	(537)	267.81	(146)	265.00	(40)	-38.46	(65)	-74.00	(250)	114.80

<sup>41</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.11](#)

<sup>42</sup> [Light & Wonder Consolidated Q3FY23 Report, p.10](#)

<sup>43</sup> [Light & Wonder Consolidated Q2FY23 Report, p.10](#)

<sup>44</sup> [Light & Wonder Consolidated Q1FY23 Report, p.10](#)

<sup>45</sup> [Light & Wonder Consolidated Annual Report 2022, p.75](#)

## News<sup>46</sup>

October 3, 2023 - [Light & Wonder Enters the Georgia COAM Market.](#)

October 5, 2023 - [Light & Wonder Welcomes Industry Leader Dr. Mark Yoseloff as Table Games Consultant.](#)

October 6, 2023 - [Light & Wonder to Unveil SQUID GAME Slot at G2E.](#)

October 9, 2023 - [Light & Wonder Premium Live Dealer by Authentic Gaming Goes Live with BetRivers in Landmark U.S. Launch.](#)

October 11, 2023 - [Light & Wonder Agrees To Four-Year Platform Extension with ReelPlay.](#)

October 11, 2023 - [Light & Wonder Appoints Kelsy Foster as New Studio Lead.](#)

October 12, 2023 - [Light & Wonder Announces Exclusive Distribution Agreement with SPRIBE for the U.S. Market.](#)

October 17, 2023 - [Light & Wonder to Report Third Quarter 2023 Results on Thursday, November 9, 2023.](#)

October 25, 2023 - [Light & Wonder Announces Digital Launch of Smash-Hit Fan Favorite Willy Wonka™: World of Wonka.](#)

November 1, 2023 - [Light & Wonder Rolls Out Bespoke Sweet 16 Blackjack Title with Caesars Digital in Michigan.](#)

November 7, 2023 - [Light & Wonder to Present Engaging Content and Solutions at Macau Gaming Show 2023.](#)

November 9, 2023 - [Light & Wonder, Inc. Reports Third Quarter 2023 Results.](#)

December 13, 2023 - [Light & Wonder Names Oliver Chow Chief Financial Officer.](#)

December 14, 2023 - [Light & Wonder Makes Their South Africa Debut with Market Leader Hollywoodbets.](#)

December 21, 2023 - [Light & Wonder Extends North American Reach Through Playzido Launch in Ontario.](#)

---

<sup>46</sup> [Light & Wonder web, Newsroom](#)



# Analyst's Opinion

## Summary

Light & Wonder (NASDAQ: LNW, ASX: LNW) is a gaming company specializing in content and digital markets. The company provides gaming content, casino management systems, tabletop games for licensed gambling establishments, mobile games, and digital gaming content to clients.

On October 23, 2023, L&W acquired the remaining 17% equity in SciPlay through a 496 million USD transaction. Upon completion, SciPlay became a wholly-owned subsidiary of Light & Wonder.

Revenue in Q4FY23 amounted to 770 million USD, which is 12.90% higher than Q4FY22 figures of 682 million USD and 5.34% higher than Q3FY23 figures of 731 million USD. Over the last three years, the company has demonstrated annual revenue growth. In FY21, the company's revenue was 2,153 million USD. This figure increased, reaching 2,512 million USD in FY22. In FY23, the revenue amounted to 2,902 million USD.

The company's business structure includes Gaming, SciPlay, and iGaming segments. In Q4FY23, Gaming revenue amounted to 495 million USD, representing a growth of 6.45% compared to 465 million USD in Q3FY23. SciPlay demonstrated a growth of 4.59%, reaching 205 million USD in Q4FY23, compared to 196 million USD in Q3FY23. iGaming revenue remained constant at 70 million USD in both Q4FY23 and Q3FY23.

Total Equity as of December 31, 2023, amounted to 765 million USD, which is 33.25% lower compared to 1,146 million USD as of September 30, 2023, and 34.11% lower than the Total Equity as of December 31, 2022, which was 1,161 million USD.

The company's shares on NASDAQ traded in the range of 67.71 USD to 89.02 USD in Q4FY23. The opening price on October 2, 2023, was 71.42 USD, and the closing price on December 29, 2023, was 82.11 USD. The Total Shares Outstanding were 90,000,000 as of December 31, 2023. In Q4FY23, Light & Wonder repurchased 0.3 million shares as part of a buyback program, with a repurchase cost of 25 million USD.<sup>47</sup>

In Q4FY23, Light & Wonder entered the Georgia COAM Market, made its debut in South Africa with Hollywoodbets, and expanded its North American presence through the Playzido launch in Ontario.<sup>48 49 50</sup>

Light & Wonder published financial results for Q4FY23 after the market closed on February 27, 2024. Light & Wonder is aiming to unveil its financial and operating results for Q1FY24 on a projected date of May 6, 2024. Follow the announcements of the release of new reports on the website [Data40.com](https://Data40.com) in the [Calendars by section DATA40.com](#).

---

<sup>47</sup> [Light & Wonder Consolidated Q4 and FY23 Current Report, p.2](#)

<sup>48</sup> [Light & Wonder web, Light & Wonder Enters the Georgia COAM Market.](#)

<sup>49</sup> [Light & Wonder web, Light & Wonder Makes Their South Africa Debut with Market Leader Hollywoodbets.](#)

<sup>50</sup> [Light & Wonder web, Light & Wonder Extends North American Reach Through Playzido Launch in Ontario.](#)

## Sources List

- [Light & Wonder web](#)
- [LinkedIn](#)
- [NASDAQ](#)
- [ASX](#)
- [SEC](#)
- [Yahoo Finance](#)
- [Data40](#)
- [Marketscreener](#)
- [TradingView](#)
- [Light & Wonder Annual Report 2022 to Stockholders](#)
- [Light & Wonder Consolidated Annual Report 2023](#)
- [Light & Wonder Consolidated Q4 and FY23 Current Report](#)
- [Light & Wonder Consolidated Q3FY23 Report](#)
- [Light & Wonder Consolidated Q2FY23 Report](#)
- [Light & Wonder Consolidated Q1FY23 Report](#)
- [Light & Wonder Consolidated Annual Report 2022](#)
- [Light & Wonder Q4 and FY22 Results](#)
- [Q4FY23 Earnings Presentation](#)

META



Data40 - professional research agency. We do all kinds of researches in gaming, gamedev, gambling, venture and blockchain. 15+ years of experience in the field. Loyal price development, quick and informative results.

DCS/iG-D40/LWN4-Q4-01-2024

[Website: Data40.com](https://data40.com)

E-mail: [danila@data40.com](mailto:danila@data40.com)

Phone: +44 7466371493

Address: 010000, Republic of Kazakhstan, Astana city, Yesil district, Dostyk street 20, office 1501

[More researches at https://data40.com/buy-data/](https://data40.com/buy-data/)

All rights reserved 2024