



ACCEL ENTERTAINMENT

Q1 2026 INVESTOR PRESENTATION | MAY 2026



Important Information

Forward-Looking Statements

This presentation contains forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995. All statements, other than statements of historical fact, contained in this presentation are forward-looking statements, including, but not limited to, any statements regarding our ability to continue to drive steady organic growth, capture efficiencies at scale, execute accretive tuck-in opportunities, and deliver strong cash flow, estimates of number of gaming terminals, locations, revenues, and Adjusted EBITDA, the opportunities in distributed gaming and local entertainment within the broader gaming market, including in the city of Chicago, our ability to roll out new technology to enhance player convenience and operational efficiency over time, and our expansion into casino operations and horse racing, including at Fairmount. The words “predict,” “anticipates,” “believes,” “estimates,” “expects,” “intends,” “may,” “plans,” “projects,” “will,” “would,” “continue,” and similar expressions are intended to identify forward-looking statements. These forward-looking statements represent our current reasonable beliefs, expectations and assumptions and involve inherent risks, uncertainties and other factors that may cause our actual results, performance and achievements, or industry results, to be materially different from any future results, performance or achievements expressed or implied by such forward-looking statements. Therefore, you should not rely on any of these forward-looking statements. Important factors that could cause our results and financial condition to differ materially from those indicated in the forward-looking statements include, among others, the following: Accel's ability to operate in existing markets and to expand into new jurisdictions; Accel's ability to introduce new and appealing products and services amid uncertain market demand and regulatory outcomes; Accel's ability to maintain or improve its competitive advantages in a highly competitive industry; Accel's dependence on with a concentrated network of key manufacturers, developers and third party providers for gaming terminals, amusement machines, and related software, content and technologies; Accel's heavy dependency on its ability to win, maintain and renew contracts with location partners; Accel's expansion into casino operations and horse racing; decreased discretionary consumer spending due to broader macroeconomic and socio-political conditions; geographical concentration of Accel's business, which heightens exposure to local or regional conditions; strict government regulations that are constantly evolving and may be amended, repealed, or subject to new interpretations, which may limit existing operations, have an adverse impact on Accel's ability to grow or may expose Accel to fines or other penalties; Accel's dependence on the security, integrity and regulatory compliance of products, services and systems offered, which, if breached or disrupted, could expose Accel to liability; Accel's dependence on the protection of trademarks and other intellectual property; opponents' efforts to curtail the expansion of legalized gaming; and other risks and uncertainties indicated from time to time in documents filed or to be filed with the U.S. Securities and Exchange Commission (the "SEC") including those described in the section entitled “Risk Factors” in the Annual Report on Form 10-K for the fiscal year ended December 31, 2025 (the "Form 10-K"). Any forward-looking statement made by us in this presentation is based only on information currently available to us and speaks only as of the date on which it is made. We are under no obligation to, and expressly disclaim any obligation to, publicly update or alter any forward-looking statement, whether as a result of new information, subsequent events or otherwise, except as required by law.

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Industry and Market Data

Unless otherwise indicated, information contained in this presentation concerning our industry and the markets in which we operate, including our general expectations and market position, market opportunity, and market size, is based on information from various sources, on assumptions that we have made that are based on those data and other similar sources, and on our knowledge of the markets for our services. This information includes a number of assumptions and limitations, and you are cautioned not to give undue weight to such information. In addition, projections, assumptions, and estimates of our future performance and the future performance of the industry in which we operate are necessarily subject to a high degree of uncertainty and risk due to a variety of factors, including those described in the Form 10-K, as well as Accel's other filings with the SEC. These and other factors could cause results to differ materially from those expressed in the estimates made by third parties and by us.

Use of Non-GAAP Financial Measures

This presentation includes non-GAAP financial measures, including Adjusted EBITDA, Net debt, and Net leverage. Management believes that these non-GAAP measures of financial results enhance the understanding of Accel's underlying drivers of profitability and trends in Accel's business and facilitate company-to-company and period-to period comparisons, because these non-GAAP financial measures exclude the effects of certain non-cash items or represent certain nonrecurring items that are unrelated to core performance. Management of Accel also believes that these non-GAAP financial measures are used by investors, analysts and other interested parties as measures of financial performance and to evaluate Accel's ability to fund capital expenditures, service debt obligations and meet working capital requirements. The non-GAAP financial measures presented in this presentation should be viewed in addition to, and not as an alternative for, financial measures prepared in accordance with GAAP that are also presented in this presentation. These measures are not substitutes for their comparable GAAP financial measures and there are limitations to using non-GAAP financial measures. For example, the non-GAAP financial measures presented in this presentation may differ from similarly titled non-GAAP financial measures presented by other companies, and other companies may not define these non-GAAP financial measures the same way as Accel does. For definitions of non-GAAP financial measures and reconciliations of non-GAAP financial measures to the most directly comparable GAAP measure, please see the Appendix to this presentation.

THE ACCEL ADVANTAGE

WHY ACCEL...

Resilient distributed local gaming operator



4,540

**PARTNER
LOCATIONS**

28,353

MACHINES

1,674

ACCEL EMPLOYEES

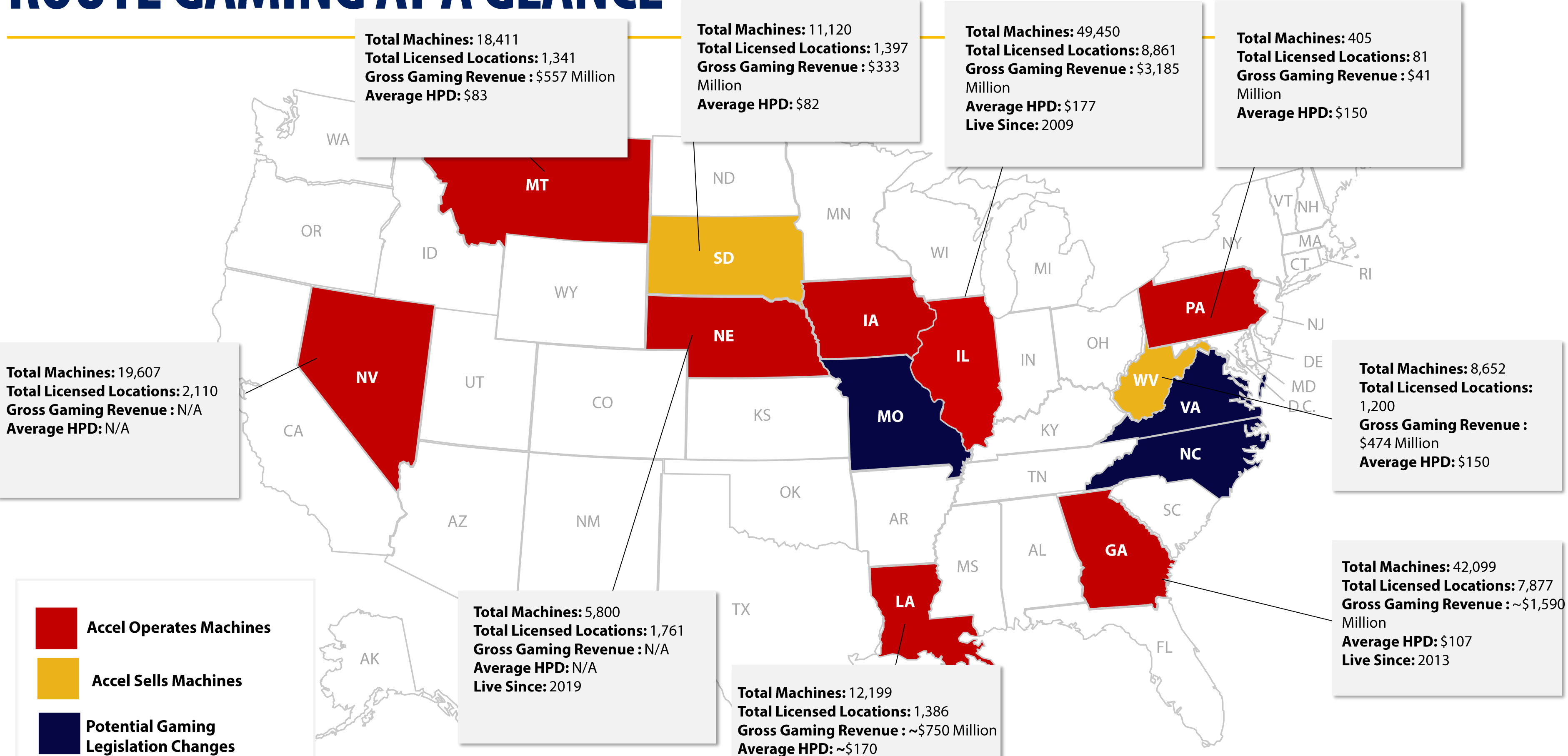
**\$3.0
MILLION**

**DONATED TO 145
CHARITIES OVER
5 YEARS**

**\$1.9
BILLION**

**IN TAXES PAID TO
LOCAL AND STATE
GOVERNMENTS
SINCE JAN 2021**

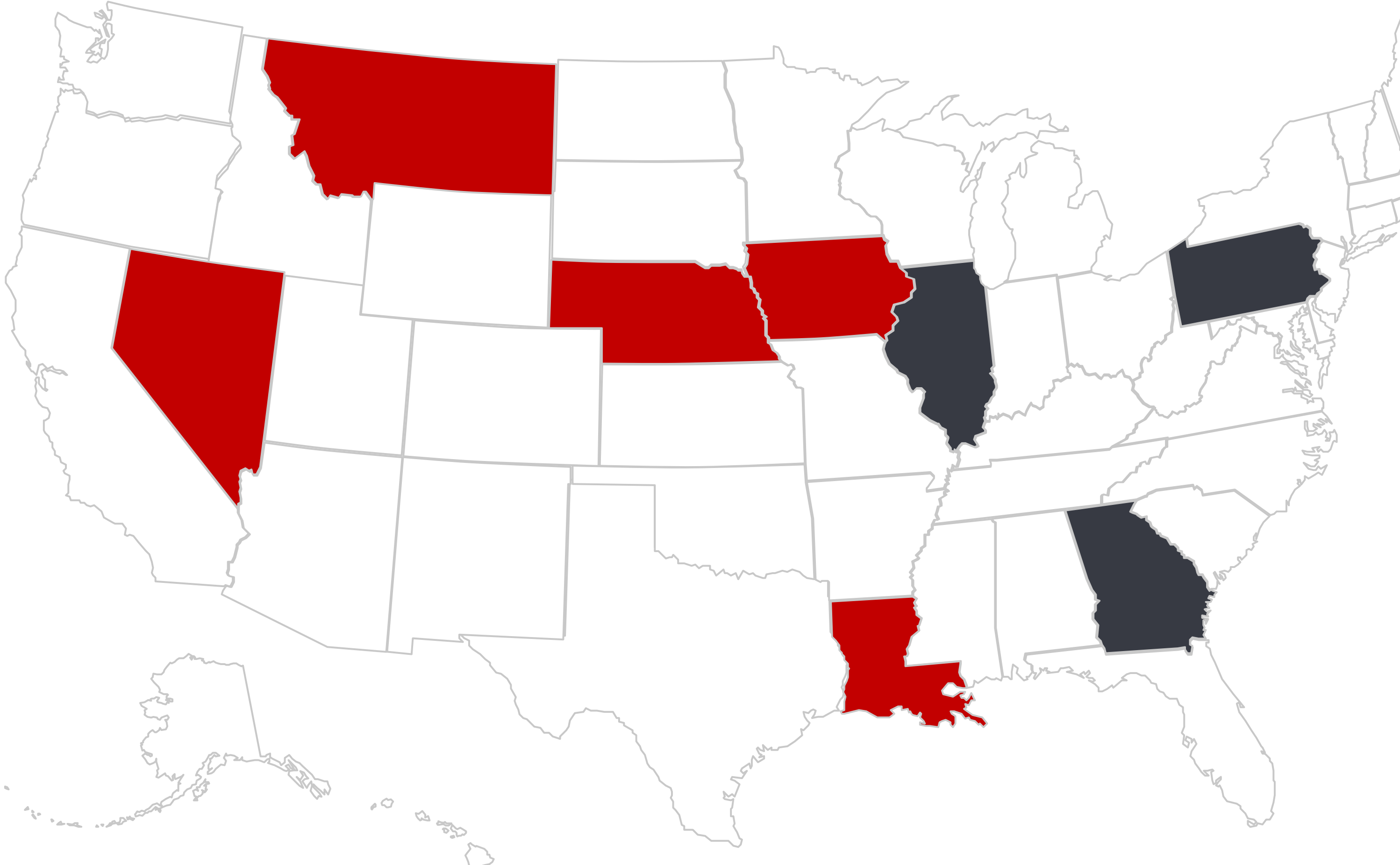
ROUTE GAMING AT A GLANCE



- Accel Operates Machines
- Accel Sells Machines
- Potential Gaming Legislation Changes

Reference Slide 37 in the Appendix (Glossary) for definitions and detailed explanations of the acronyms used on this slide
 Source: State Gaming Commissions 2025

REVENUE SPLITS BETWEEN OPERATOR & LOCATION BY MARKET



Negotiated Split*

- Nevada
- Montana
- Iowa
- Louisiana
- Nebraska

*After-tax revenue splits negotiated between Operator and Location.

Pre-Defined Revenue Splits*

- Illinois
- Georgia
- Pennsylvania

*After-tax revenue splits determined by state gaming statutes.

OUR RECURRING REVENUE MODEL (ILLINOIS EXAMPLE)

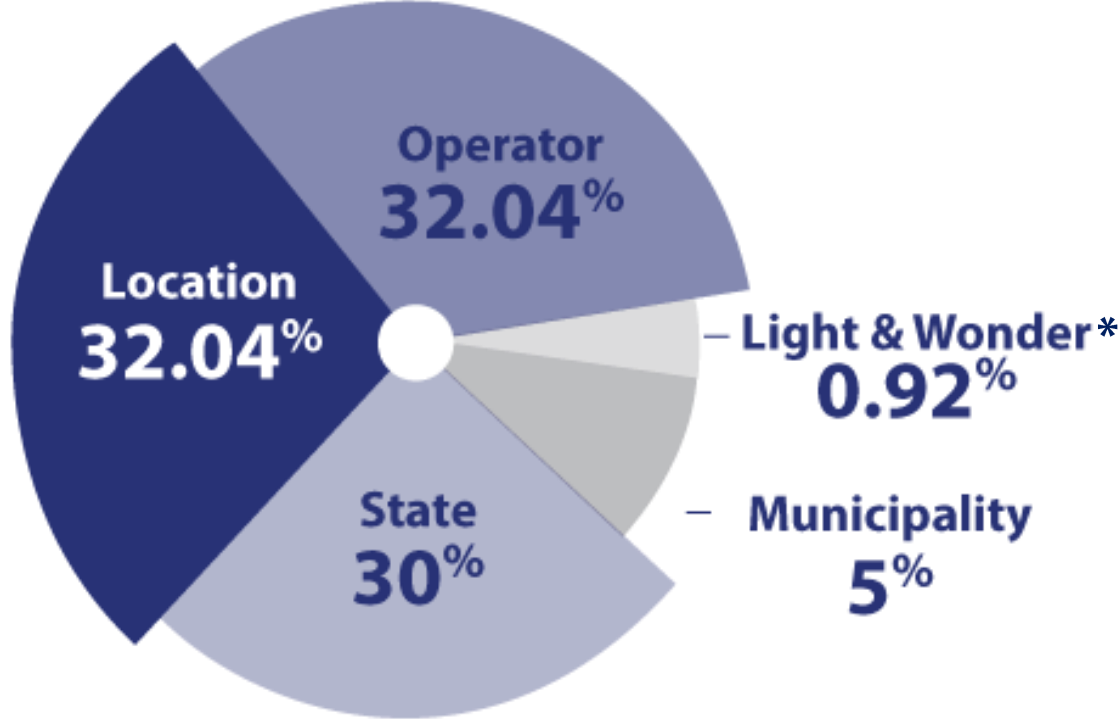
TERMINAL OPERATOR
(Accel Entertainment)

Long-Term Contract
(Up to 8 Years in Illinois)

LICENSED LOCATIONS

Accel owns and operates VGTs and redemption terminals in licensed locations, in compliance with state regulations. (In Illinois 6 VGTs + 1 redemption terminal)

NET TERMINAL INCOME SPLIT



Location drives traffic to generate other revenues (drinks, food, etc.)

VIDEO GAMING TERMINALS

~92% Payouts on Bets

PLAYERS

*A 0.92% fee to Light & Wonder pursuant to contractual agreements related to the use of licensed hardware, software, and game content.

A high-performing, recurring revenue model generating approximately \$80,000-\$100,000 per location in annual gross profit for both Accel and its licensed establishments.

ACCEL'S BRANDS DELIVER NATIONAL SCALE WITH LOCAL FEEL

NATIONAL

PARTNERS

PLAYERS



Corporate Convenience Retailers

LOCAL



Small Medium Sized Business Owners

Convenience seeking local's loyalty programs and casinos

OUR MARKETS



OUR CORE MARKETS

Grounded in Strength, Positioned for Growth.

Historical Trends: Growing Revenue at Inflation or Better + Growing Profit Well Above Inflation

OUR ILLINOIS ROUTE



- **Largest and Most Established Market** - With an early license secured in 2012, Accel built a first-mover advantage in Illinois that now serves as a stable foundation supporting long-term growth and expansion.
- **Revenue Optimized Through Operational Excellence** - 24/7 field service, centralized call center support, and performance monitoring tools that enhance uptime, reduce friction, and increase machine productivity.
- **Integrated Marketing & Loyalty Ecosystem** - Accel offers a robust player engagement strategy including AE Player Rewards, targeted promotions, and in-location marketing designed to maximize play and retention.
- **Positioned for Chicago Market Opportunity** - Accel is uniquely positioned as a leading Illinois operator to participate meaningfully as the market develops.



NUMBER OF MACHINES

15,413

NUMBER OF LOCATIONS

2,678

GROSS GAMING REVENUE*

\$233M

As of March 31, 2026
* Before revenue shares to State, Local Municipality and Retail Partners.

OUR MONTANA ROUTE



- **Diversified Growth & Proprietary Platforms** - through the Century Gaming acquisition, Accel expanded beyond traditional route operations by adding a complementary operating model with proprietary assets that enhance portfolio diversification and long-term competitive positioning.
- **Largest Provider of U1 Gaming in Montana** - distributes the #1 most played game in the state, reinforcing strong engagement and competitive positioning.
- **Innovative Player Rewards Platforms** - iRewards system delivers highly engaging, customizable loyalty experiences that drive repeat play and strengthen partner economics.
- **Proprietary Game Content and Premium Paytables** - exclusive offerings like the new Viper or Century Select gaming machines, Signature Series games create differentiated player experiences and revenue performance.
- **Owned Yellowstone Casinos Complement the Route** - five locations provide direct exposure to higher-value casino gaming, enhance margin control, and diversify in-state revenue.



NUMBER OF MACHINES

6,675

NUMBER OF LOCATIONS

627

GROSS GAMING REVENUE*

\$36M

* Before revenue shares to State, Local Municipality and Retail Partners. As of March 31, 2026



OUR DEVELOPING MARKETS

Expanding Our Footprint, Strengthening Our Foundation

Historical Trends: Double-Digit Millions in Revenue + Double-Digit EBITDA Growth



OUR NEVADA ROUTE



- **Diverse Market Positioning Outside Traditional Casino Hubs** - the Nevada route focuses on non-casino, restricted gaming environments (local bars/taverns/retail), reducing reliance on the Las Vegas Strip and capitalizing on community gaming demand.
- **Significant Addressable Market and Coverage Expansion** - Century Gaming Technologies' Nevada footprint continues to expand statewide, with recent partnerships strengthening coverage in Northern Nevada.
- **Accretive Growth Through Targeted Acquisitions** - the acquisition of the Dynasty Games route assets adds ~20 locations and ~123 machines, strengthening market presence and contributing to expected growth. A recent add of 55 Rebel convenience stores increased space lease game count by 424 machines to our Las Vegas/southern Nevada market.
- **Competitive Advantage Through Proprietary Loyalty and Analytics** - Nevada operations leverage the Gamblers Bonus loyalty program and data analytics to enhance customer engagement, drive repeat play, and support incremental revenue growth across the route.



NUMBER OF MACHINES

3,348

NUMBER OF LOCATIONS

450

GROSS GAMING REVENUE*

\$28M

As of March 31, 2026
* Before revenue shares to Retail Partners

OUR NEBRASKA ROUTE



- **First-Mover Advantage in a Newly Regulated Environment** - allowing Accel to shape player behavior, partner expectations, and operational standards as the market matures.
- **Scalable Growth Opportunity** - as Nebraska continues to build out its distributed gaming footprint, Accel is positioned to expand alongside increasing market adoption.
- **Active Role in Shaping Nebraska's Regulatory Framework** – Accel has helped lobby for and support legislation that improves oversight, clarity, and integrity in how route games operate statewide.



NUMBER OF MACHINES

1,053

NUMBER OF LOCATIONS

290

GROSS GAMING REVENUE*

\$10M

As of March 31, 2026
* Before revenue shares to State, Local Municipality and Retail Partners.

OUR GEORGIA ROUTE



- **Active Participant in the Evolution of Georgia's Regulatory Framework** — Bulldog Gaming has supported efforts to enhance oversight, clarity, and operational integrity across the state's route gaming market.
- **Compliance-First Operating Model** - differentiating Bulldog Gaming in a noncompliant market environment, building trust with partners, regulators, and players while reducing long-term risk.
- **Proprietary, In-House Redemption Technology** - including an exclusive kiosk platform built to support compliant, transparent player redemption.



NUMBER OF MACHINES

1,136

NUMBER OF LOCATIONS

396

GROSS GAMING REVENUE*

\$6M

As of March 31, 2026

* Before revenue shares to State, Local Municipality and Retail Partners.



OUR STRATEGIC GROWTH VENTURES

Investing Today for Tomorrow's Return

Historical Trends: Double-Digit Millions in Revenue + Breakeven Profit with Expected Future Upside

OUR LOUISIANA ROUTE



- **Strategic Acquisition of Toucan Gaming Unlocks an Underinvested Market Opportunity** - positioning Accel to drive growth through capital deployment, refreshed gaming environments, and enhanced player engagement initiatives.
- **Large and Under-Penetrated Market Opportunity** - Louisiana's legislative framework for video gaming creates a substantial addressable market, and Toucan's presence positions Accel advantageously in key regional corridors.
- **Route Anchored in Truck Stops** - Toucan's game rooms are strategically placed in high-traffic truck stops differentiate Accel's Louisiana footprint versus traditional bar/restaurant-focused routes, enhancing visibility and revenue potential.
- **Demographic and Demand Dynamics** - Louisiana's gaming consumer base historically demonstrates strong participation rates in electronic gaming, contributing to stable route economics and long-term performance.



NUMBER OF MACHINES

728

NUMBER OF LOCATIONS

99

GROSS GAMING REVENUE*

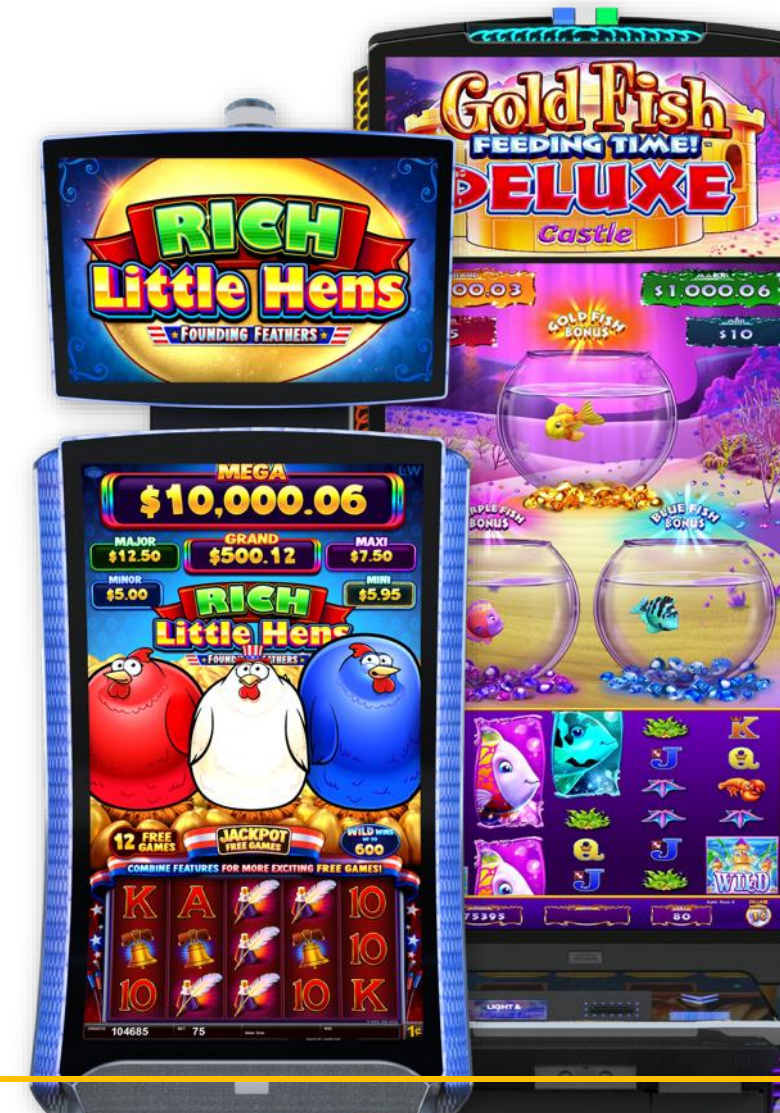
\$10M

* Before revenue shares to State, Local Municipality and Retail Partners.
As of March 31, 2026

FAIRMOUNT PARK - CASINO & RACING



- **Owned and Operated Casino Asset Diversifies Accel's Revenue Mix** - adding proprietary, venue-level gaming revenue alongside distributed route operations.
- **Direct Control Over Operations, Margins, and Customer Experience** - provides Accel with flexibility and economics not available in traditional route environments.
- **Locals Gaming Platform** - in addition to traditional casino, Fairmount Park offers pari-mutuel gaming, and online sports betting through its partnership with FanDuel.
- **Strengthens Accel's Credibility as a Full-Spectrum Gaming Operator** - expanding capabilities beyond distributed gaming and supporting future opportunities.



NUMBER OF MACHINES

245

NUMBER OF LOCATIONS

1

ADJUSTED GROSS REVENUE*

\$6M

As of March 31, 2026
*Reference Slide 37 in the Appendix (Glossary) for definition of Adjusted Gross Revenue.



OUR STRATEGIC ENABLER

Innovation that Pays, Strategy that Matters

GRAND VISION GAMING



- **A Strategic Asset for Accel Entertainment, Grand Vision Gaming is a Licensed Gaming Manufacturer and Distributor** – that builds proprietary hardware, develops exclusive software and utilizes licensing high-performing game titles that are deployed across regulated route markets primarily exclusive to Accel Entertainment.
- **Performance-Driven Game Selection and Deployment** - enhances player engagement and route economics, supporting higher utilization and revenue per location.
- **Direct Collaboration on Game Performance and Innovation** - enables Accel to influence content development and optimize software for real-world route environments.
- **Hardware Production Facility** - enables Grand Vision Gaming to manufacture custom gaming and payment cabinets supporting key Accel initiatives, including Georgia's card redemption terminal, Nebraska's cash redemption terminal, and Louisiana's automated Bar Safe.



Software Units Sold

2,239

Machine Units Sold

148

Gross Revenue

\$2M

OUR COMPETITIVE ADVANTAGE

CUSTOMER SERVICE

Long-standing relationships, built on consistent performance and strong management retention, reducing partner turnover and execution risk.

Mature, scaled operating platform, with proven processes that delivers stable, reliable, and predictable outcomes for partners.

24/7 dedicated call center support, enabling rapid issue resolution, minimizing downtime, and protecting recurring revenue.

In-market support and marketing teams, providing hands-on service, proactive maintenance, and local expertise to prevent operational disruptions.



OPERATIONS FOCUSED

Owned fleet and infrastructure, providing greater operational control, faster response times, and reduced third-party dependency risk.

Strategically located facilities and warehouses, supporting efficient deployment, servicing, and maintenance while limiting logistics and service delays.

Disciplined focus on low-cost, high-availability assets, designed to maximize uptime, extend asset life, and protect return profiles.

Targeted investments in AI and technology, improving forecasting accuracy, asset performance monitoring, and operational efficiency, reducing volatility and surprise costs allowing for additional cost management.



REGULATORY

Trusted regulatory relationships built through active engagement with government stakeholders, with Accel frequently consulted as an industry subject-matter expert.

In-house legal and compliance teams deeply embedded in the business, providing real-time guidance versus outsourcing.

Best-in-class compliance standards, operating fully above board within highly regulated environments and stringent reporting requirements.



DISCIPLINED CAPITAL DEPLOYMENT STRATEGIES

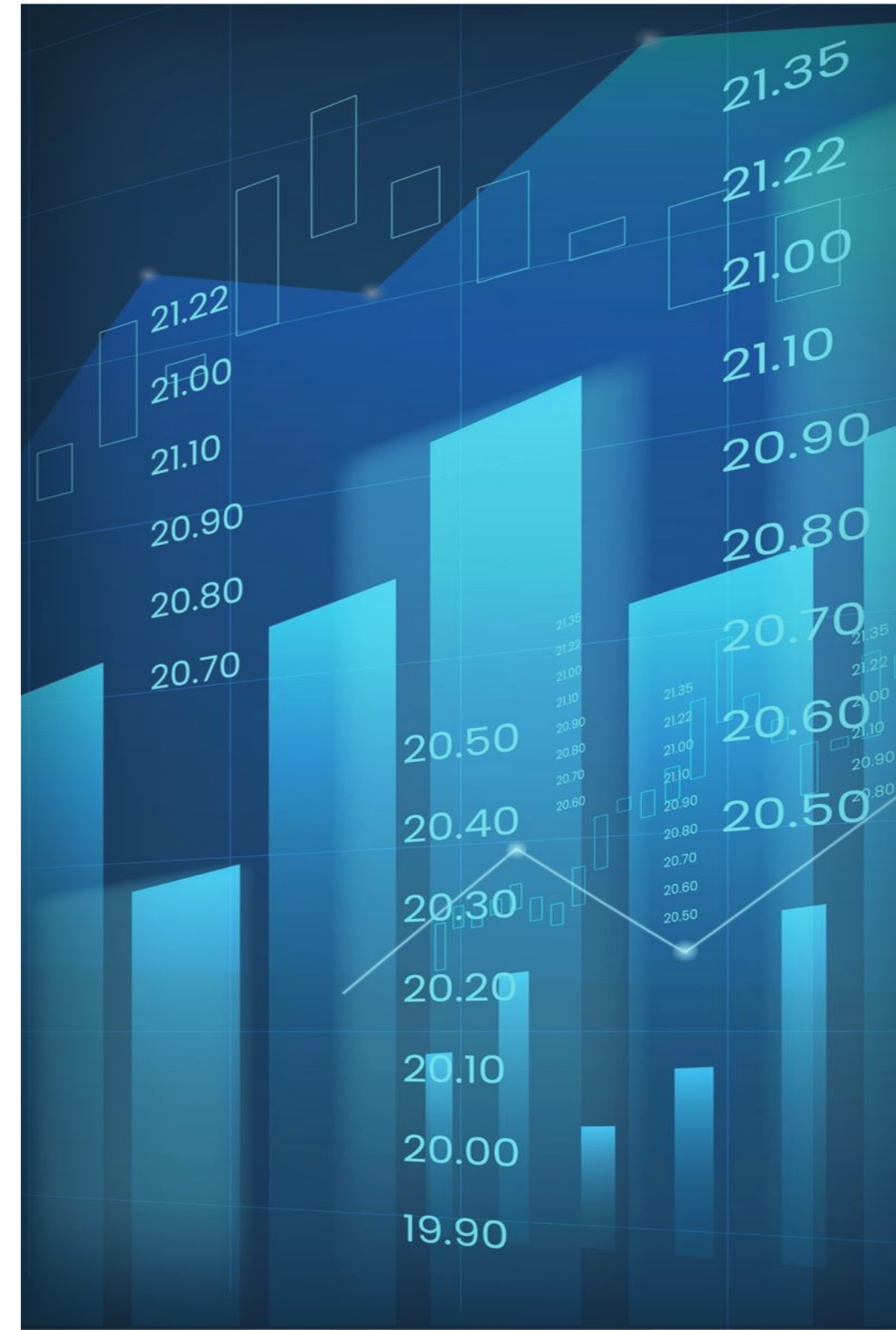
Capital deployed primarily into revenue-generating assets, with both growth (new gaming machines) and maintenance (replacement gaming machines) producing attractive, measurable returns.

Strong gaming software upgrade strategy that extends asset life, improves performance, and reduces obsolescence risk.

GVG enables strategic growth, lowering equipment and operating costs while improving consistency and reliability across the route.

Flexible footprint enabling redeployment and reuse of assets, limiting stranded capital and supporting efficient reallocation.

Minimal capital spent on non-revenue-producing assets, preserving cash flow and protecting return profiles.



HISTORICAL GROWTH TRENDS

YEAR	PARTNER LOCATIONS	YoY CHANGE	LIVE MACHINES	YoY CHANGE
2019	2,313	-	10,499	-
2020	2,435	+5.3%	12,247	+16.6%
2021	2,584	+6.1%	13,369	+9.2%
2022	3,598	+39.2%	23,150	+73.2%
2023	3,961	+10.1%	25,083	+8.3%
2024	4,403	+11.2%	27,154	+8.3%
2025	4,501	+2.2%	27,950	+2.9%

ACCEL AT A GLANCE



- Proven, sustained growth across locations and our revenue-producing footprint.
- Targeting performance that materially outpaces traditional gaming categories.
- Seek to continue growth of our bottom line.
- Operating model aligns with scalable logistics platforms.
- Ongoing focus on managing risk profiles through diversification, discipline, and long-term partnerships.



THANK YOU!

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ACCEL ENTERTAINMENT

THE EXECUTIVE LEADERSHIP TEAM



Andy Rubenstein

Chairman, Chief Executive Officer,
President and Founder



Mark Phelan

Chief Operating Officer and
President - US Gaming



Brett Summerer

Chief Financial Officer



Scott Levin

Chief Legal Officer and Secretary



Karen Raviv

Chief Marketing Officer



Gabriel Garcia

Chief Customer Officer



Derek Harmer

Chief Compliance Officer



Stan Guidroz

Chief Executive Officer –
Toucan Gaming



Steve Arntzen

Chief Executive Officer and President –
Century Gaming Technologies

HISTORY OF ACCEL ENTERTAINMENT

2012

Live in Illinois
Games of Chance

2020

Entered the Georgia
Market
Games of Skill

2022

Entered the Pennsylvania Market
Games of Chance

2022

Entered the Nebraska Market
Games of Skill

2022

Century Gaming Acquisition
Entered Montana, Nevada, South Dakota &
West Virginia markets

2024

Toucan Gaming Acquisition
Games of Chance in Louisiana

2024

FanDuel Sportsbook & Horse Racing
Acquisition
Collinsville, Illinois

2025

Fairmount Park Opening
Illinois' first racino

APPENDIX

BALANCE SHEET WITH LEVERAGE & METRICS

	March 31, 2026	December 31, 2025
Assets		
<i>Current Assets:</i>		
Cash and cash equivalents	\$ 274	\$ 297
Other current assets	43	46
Total current assets	317	343
Property and equipment, net	349	350
Route and customer acquisition costs, net	32	31
Location contracts acquired, net	182	186
Goodwill	114	114
Other assets	77	78
Total assets	1,071	1,103
Liabilities, Temporary equity and Stockholders' equity		
<i>Current liabilities:</i>		
Short term debt and current maturities	30	38
Accrued state and location gaming expense	27	27
Other current liabilities	60	67
Total current liabilities	117	131
<i>Long-term liabilities:</i>		
Long-term debt	551	570
Contingent earnout share liability	32	34
Other liabilities	95	95
Total liabilities	795	830
Total temporary and stockholders' equity	276	274
Total liabilities, temporary equity, and stockholders' equity	\$ 1,071	\$ 1,103

Net Debt: \$306 million
Gross Leverage: 2.6x
Net (Debt-Cash) Leverage: 1.4x

	March 31,	
	2025	2026
Debt, net of current Maturities	546	551
(+) Current Maturities of debt	34	30
(-) Cash and Cash Equivalents	(272)	(274)
Net Debt	309	306

SUMMARY INCOME STATEMENT DATA

	Three Months Ended March 31,	
	2026	2025
Net revenues:		
Net gaming	\$ 331	\$ 302
Amusement	6	6
Manufacturing	1	4
ATM fees and other	13	12
Total net revenue	352	324
Operating Expenses:		
Cost of revenue (exclusive of depreciation and amortization expense where shown)	242	221
Cost of manufacturing goods sold (exclusive of depreciation and amortization expense where shown)	1	2
General and administrative	58	53
Depreciation and amortization of property and equipment	14	12
Amortization of intangible assets and route and customer acquisition costs	7	6
Other expenses, net	4	3
Total operating expenses	324	298
Operating Income	27	26
Interest expense, net	9	9
(Gain) loss on change in fair value of contingent earnout shares	(1)	(2)
Loss on debt extinguishment	—	—
Income before income tax expense	20	20
Income tax expense	5	5
Net income	\$ 15	\$ 15
Earnings per common share:		
Basic	\$ 0.18	\$ 0.17
Diluted	0.17	0.17
Weighted average number of common shares outstanding:		
Basic	82,562	86,003
Diluted	84,094	87,223

Reference Slide 2. Values in millions, except per share data.

RECONCILIATION OF NET INCOME TO ADJUSTED EBITDA

	Three months ended				
	March 31, 2025	June 30, 2025	September 30, 2025	December 31, 2025	March 31, 2026
Net Income	15	7	13	16	15
(+) Amortization of intangible assets and route and customer acquisition costs	6	6	6	6	7
(+) Stock-based compensation expense	2	3	4	4	2
(+) Loss (gain) on change in fair value of contingent earnout shares	(2)	6	(2)	(1)	(1)
(+) Other expenses, net	3	4	3	2	4
(+) Depreciation and amortization of property & equipment	12	13	13	14	14
(+) Interest expense, net	9	9	9	8	9
(+) Emerging markets	—	—	—	—	—
(+) Income tax expense	5	5	4	6	5
(+) Loss on debt extinguishment	—	—	1	—	—
Adjusted EBITDA	50	53	51	56	54

GLOSSARY

Gross Gaming Revenue (GGR): represents the total amount wagered by players minus winnings paid out to players during a given period. It reflects revenue before taxes, revenue share, licensing fees, and operating expenses.

Formula: Total Wagers (Coin-In) – Player Payouts = Gross Gaming Revenue

Hold Per Day (HPD): Location hold-per-day is calculated by dividing net gaming revenue in the period by the average number of locations. We then divide the calculated amount by the number of operational days. We utilize this metric to compare market and location performance on a normalized basis. The percent change in location hold-per-day is the underlying metric used to determine the change in same-store sales.

Adjusted Gross Gaming: Gross Gaming Revenue (GGR) net of player reinvestment. This metric reflects gaming revenue generated from player-funded wagers and excludes the impact of promotional credits.

Adjusted EBITDA: Adjusted EBITDA is a non-GAAP metric. See "Non-GAAP Financial Measures" for a reconciliation to the most directly comparable GAAP metric.

Net debt: Debt net of current maturities, plus current maturities of debt less cash and cash equivalents

Net leverage: Net debt divided by trailing twelve-month Adjusted EBITDA