

Exhibit 99.2



Accel Entertainment – Investor Presentation

June 2019

TPG PACE HOLDINGS CORP.

Important Information

Use of Projections

This presentation contains financial forecasts prepared by TPG Pace Holdings Corp. ("Pace") with respect to certain financial metrics of Accel Entertainment, Inc. ("Accel"), including, but not limited to, revenues (gaming, other, and gross), gross profit, EBITDA, net income, net debt, net leverage, capital expenditures, M&A, organic revenue, EBITDA margin, unlevered P/E, levered P/E, FCF, and P/E. Neither Pace's independent auditors, nor the independent registered public accounting firm of Accel, audited, reviewed, compiled, or performed any procedures with respect to the projections for the purpose of their inclusion in this presentation, and accordingly, neither of them expressed an opinion or provided any other form of assurance with respect thereto for the purpose of this presentation. The financial forecasts and projections in this presentation were prepared by Pace and not by the management of Accel, and these financial forecasts and projections should not be relied upon as being necessarily indicative of future results. Neither Pace nor Accel undertakes any commitment to update or revise the projections, whether as a result of new information, future events, or otherwise.

In this presentation, certain of the above-mentioned projected information has been repeated (in each case, with an indication that the information is an estimate and is subject to the qualifications presented herein), for purposes of providing comparisons with historical data. The assumptions and estimates underlying the prospective financial information are inherently uncertain and are subject to a wide variety of significant business, economic, and competitive risks and uncertainties that could cause actual results to differ materially from those contained in the prospective financial information. Accordingly, there can be no assurance that the prospective forecasts are indicative of the future performance of Pace or Accel or that actual results will not differ materially from those presented in the prospective financial information. Inclusion of the prospective financial information in this presentation should not be regarded as a representation by any person that the results contained in the prospective financial information will be achieved.

Forward-Looking Statements

This presentation includes "forward-looking statements." Forward-looking statements may be identified by the use of words such as "forecast," "intend," "seek," "target," "anticipate," "believe," "expect," "estimate," "plan," "outlook," and "project" and other similar expressions that predict or indicate future events or trends or that are not statements of historical matters. Such forward-looking statements include projected financial information. Such forward-looking statements with respect to revenues, earnings, performance, strategies, synergies, prospects, and other aspects of the businesses of Pace, Accel, or the combined company after completion of any proposed business combination are based on current expectations that are subject to risks and uncertainties. A number of factors could cause actual results or outcomes to differ materially from those indicated by such forward-looking statements. These factors include, but are not limited to: (1) the inability to complete the transactions contemplated by the proposed business combination; (2) the inability to recognize the anticipated benefits of the proposed business combination, which may be affected by, among other things, competition, and the ability of the combined business to grow and manage growth profitably; (3) the inability to successfully retain or recruit officers, key employees, or directors following the proposed business combination; (4) effects on Pace's public securities' liquidity and trading; (5) the market's reaction to the proposed business combination; (6) the lack of a market for Pace's securities; (7) Pace's and Accel's financial performance following the proposed business combination; (8) costs related to the proposed business combination; (9) changes in applicable laws or regulations; (10) the possibility that Pace or Accel may be adversely affected by other economic, business, and/or competitive factors; and (11) other risks and uncertainties indicated from time to time in documents filed or to be filed with the Securities and Exchange Commission by Pace.

Accordingly, forward-looking statements, including any projections or analysis, should not be viewed as factual and should not be relied upon as an accurate prediction of future results. The forward-looking statements contained in this presentation are based on our current expectations and beliefs concerning future developments and their potential effects on Pace and the Accel. These forward-looking statements involve a number of risks, uncertainties (some of which are beyond our control), or other assumptions that may cause actual results or performance to be materially different from those expressed or implied by these forward-looking statements. These risks and uncertainties include, but are not limited to, those factors described in the section entitled "Risk Factors" in the Prospectus filed by Pace with the SEC and those described in the section entitled "Risk Factors" in Pace's annual report on Form 10-K for the year ended December 31, 2018 filed with the SEC, as well as Pace's other filings with the SEC.

Should one or more of these risks or uncertainties materialize, or should any of our assumptions prove incorrect, actual results may vary in material respects from those projected in these forward-looking statements. We undertake no obligation to update or revise any forward-looking statements, whether as a result of new information, future events or otherwise, except as may be required under applicable securities laws. Accordingly, you should not put undue reliance on these statements.

Industry and Market Data

In this presentation, Pace and Accel rely on and refer to information and statistics regarding market shares in the sectors in which Accel competes and other industry data. Pace and Accel obtained this information and statistics from third-party sources, including reports by market research firms. Pace and Accel have supplemented this information where necessary with information from discussions with Accel's customers and their own internal estimates, taking into account publicly available information about other industry participants and Accel's management's best view as to information that is not publicly available.

Use of Non-GAAP Financial Measures

This presentation includes non-GAAP financial measures, including EBITDA, EBITDA margin, Free Cash Flow, unlevered Free Cash Flow, P/E, ROIC, and net leverage. EBITDA is calculated as revenue less gaming taxes, revenue sharing, direct operating expenses, and SG&A expenses (including anticipated public company costs). Free cash flow (FCF) is calculated as EBITDA less total capital expenditures. Accel's net income for P/E ratios is adjusted for tax-effected route amortization expense.

Management believes that these non-GAAP measures of financial results provide useful information to management and investors regarding certain financial and business trends relating to Accel's financial condition and results of operations. Pace believes that the use of these non-GAAP financial measures provides an additional tool for investors to use in evaluating ongoing operating results and trends. Management does not consider these non-GAAP measures in isolation or as an alternative to financial measures determined in accordance with GAAP. Other companies may calculate non-GAAP measures differently, and therefore the non-GAAP measures of Accel included in this presentation may not be directly comparable to similarly titled measures of other companies.

Important Information (continued)

No Representations or Warranties

This presentation does not purport to contain all of the information that may be required to evaluate a possible transaction. No representation or warranty, express or implied, is or will be given by Pace or Accel or any of their respective affiliates, directors, officers, employees, or advisers or any other person as to the accuracy or completeness of the information in this presentation (including as to the accuracy or reasonableness of statements, estimates, targets, projections, assumptions, or judgments) or any other written, oral, or other communications transmitted or otherwise made available to any party in the course of its evaluation of a possible transaction, and no responsibility or liability whatsoever is accepted for the accuracy or sufficiency thereof or for any errors, omissions, or misstatements, negligent or otherwise, relating thereto.

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This presentation is an expression of Pace's interest in Accel and does not constitute an offer or agreement to acquire Accel; it being understood that the terms of any such acquisition would be set forth in definitive documents in form and substance satisfactory to the parties and executed by them.

Re-Audit

The historical financial numbers for Accel presented in this presentation, while audited, are subject to revision based on the completion of a re-audit by an independent registered public accounting firm. While Pace and Accel do not anticipate that there will be material differences in the historical financial numbers presented for Accel from the re-audited historical financial numbers, no assurance can be given that there will be any differences, material or otherwise.

Additional Information and Where to Find It

In connection with the proposed business combination, Pace intends to file with the SEC a registration statement on Form S-4, which will include a proxy statement/prospectus with respect to the securities to be issued in connection with the transactions contemplated by the proposed business combination. The definitive registration statement will contain important information about the transactions contemplated by the proposed business combination and related matters. INVESTORS AND SECURITY HOLDERS OF PACE AND ACCEL ARE URGED AND ADVISED TO READ THE REGISTRATION STATEMENT CAREFULLY WHEN IT BECOMES AVAILABLE. The registration statement and other relevant materials (when they become available) and any other documents filed by Pace with the SEC may be obtained free of charge at the SEC's website, at www.sec.gov. In addition, shareholders will be able to obtain free copies of the registration statement by directing a request to: TPG Pace Holdings Corp., 301 Commerce Street, Suite 3300, Fort Worth, Texas 76102, email: pace@tpg.com.

Participants in the Solicitation

Pace, Accel and their respective directors and executive officers may be deemed to be participants in the solicitation of proxies from Pace's shareholders in connection with the proposed business combination. Information about Pace's directors and executive officers is set forth in Pace's Annual Report on Form 10-K for the fiscal year ended December 31, 2018, which was filed with the SEC on February 13, 2019. These documents are available free of charge at the SEC's web site at www.sec.gov, or by directing a request to: TPG Pace Holdings Corp., 301 Commerce Street, Suite 3300, Fort Worth, Texas 76102, email: pace@tpg.com. Information regarding the persons who may, under SEC rules, be deemed participants in the solicitation of proxies to Pace shareholders in connection with the proposed business combination will be set forth in the registration statement for the proposed business combination when available. Additional information regarding the interests of participants in the solicitation of proxies in connection with the proposed business combination will be included in the registration statement that Pace intends to file with the SEC.

No Offer or Solicitation

This presentation is for informational purposes only and is neither an offer to purchase, nor a solicitation of an offer to sell, subscribe for or buy any securities or the solicitation of any vote in any jurisdiction pursuant to the proposed transactions or otherwise, nor shall there be any sale, issuance or transfer of securities in any jurisdiction in contravention of applicable law. No offer of securities shall be made except by means of a prospectus meeting the requirements of Section 10 of the Securities Act and applicable regulations in the Cayman Islands.

Transaction Summary



NYSE: TPGH

Sponsored
Public
Listing



ACCELENTERTAINMENT.

NYSE: ACEL

Transaction Overview

- TPG Pace Group raised \$450 million through the IPO of a special purpose acquisition company ("SPAC") in June 2017, called TPG Pace Holdings Corp. ("Pace" or "TPGH")
- Pace has entered into a transaction agreement with the shareholders of Accel Entertainment, Inc. ("Accel")
 - Pace expects to effect Accel's public listing for \$884 million and target net cash of \$4 million, resulting in \$888 million initial market capitalization
 - Represents an attractive entry multiple of 8.6x 2020E EBITDA⁽¹⁾, 10.2x 2020E FCF⁽²⁾, and 14.6x 2020E P/E⁽³⁾, given near-term EBITDA growth of over 20% per year and recent legislation expanding video gaming
 - Accel's founders and management are rolling 80% of their shares of Accel into the publicly listed company
- Transaction combines a strong entrepreneurial team and best-in-class operations with a strong balance sheet and public acquisition currency

Accel is the best-in-class gaming-as-a-service platform and biggest video gaming operator in the U.S.⁽⁴⁾

1. Assumes midpoint of Pace's EBITDA projection range

2. Free cash flow calculated as EBITDA less total capex, ~8.8x 2020E FCF excluding equipment growth capex

3. P/E based on cash net income (adjusted for tax-effected route amortization costs related to historical acquisitions)

4. Accel is the largest video gaming terminal operator on an EBITDA basis in the U.S.

Note: With respect to projections, see page 2 "Use of Projections" under "Important Information" and page 33 "Accel Financial Summary" for information regarding non-GAAP metrics including EBITDA and FCF

Introduction to Accel

Key Metrics

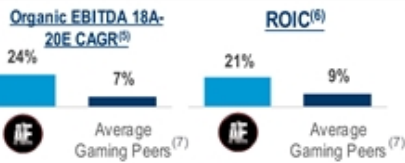
Biggest Video Gaming Terminal Operator in the U.S.⁽¹⁾

- ~25% segment share in Illinois
- ~1,700 locations
- Revenue:⁽³⁾ 19E \$423mm, 20E \$527mm
- EBITDA:⁽³⁾ 19E \$83mm, 20E \$103mm

Earnings Visibility

- ~7.5 years average contract length
- ~\$3bn already contracted Revenue⁽⁴⁾
- ~\$885mm already contracted EBITDA⁽⁴⁾
- ~400 locations signed and pending launch

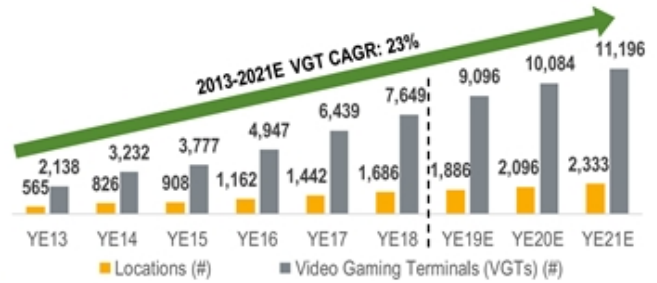
Attractive Growth⁽⁵⁾ & ROIC⁽⁶⁾



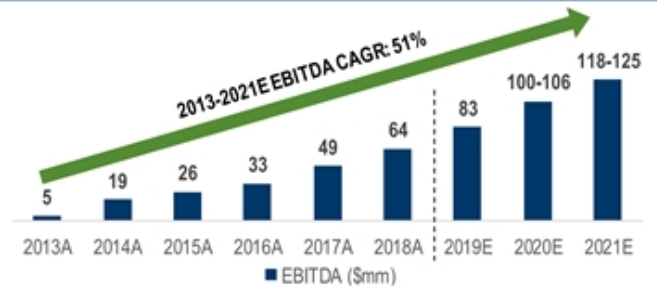
Strong Balance Sheet



Growth of Video Gaming Portfolio (End of Period)⁽²⁾



EBITDA Generation⁽³⁾



Accel is the best-in-class gaming-as-a-service provider in Illinois and the only pure play listed company to focus on this opportunity⁽¹⁾

1. Accel is the largest video gaming terminal operator on an EBITDA basis in the U.S.
 2. Pace's projected locations and VGTs at the top of the range and assumes M&A
 3. Assumes midpoint of Pace's Revenue and EBITDA projection ranges. See page 33 for detailed assumptions and calculations. Assumes M&A
 4. Revenue and EBITDA from existing contracted portfolio until contract expiry and assumes impact of 2019 amendment to video gaming
 5. 2018 EBITDA for peers is pro forma for acquisitions to date to make organic growth comparable. 2018 EBITDA for Accel is pro forma anticipated acquisitions and PA expansion through 2021
 6. ROIC defined as operating profit after tax divided by average invested capital as of FY 2018. Invested capital defined as total assets less cash and current liabilities plus current debt and accumulated amortization
 7. Market data as of June 12, 2019. Gaming peers comprised of AGS, ALL, AX, BYD, CHDN, CZR, ERI, EVRI, GDEN, IGT, LVS, MCRI, MGM, PENN, RRR, SGMS, TSG, and WYNN
 Note: With respect to projections, see page 2 "Use of Projections" under "Important Information" and page 33 "Accel Financial Summary" for information regarding non-GAAP metrics. With respect to industry and other data disclosed on this page, see page 2 "Industry and Market Data" under "Important Information"

Key Investment Highlights

- 1 Highly visible path to growing EBITDA through multiple avenues**
 - Organic / new locations at attractive ROICs in states in which Accel is licensed (IL and PA (provisional license))
 - Accretive tuck-ins
- 2 Significant surplus free cash flow⁽¹⁾ growing to ~\$100mm per year**
 - Significant optionality to return cash to investors via dividends or buybacks
 - Funding for attractive upside opportunities
- 3 Multiple opportunities to accelerate growth**
 - New products, including sports betting, in existing markets
 - Expansion of total addressable market as states continue to legalize video gaming
- 4 Attractive fundamental valuation**
 - Discount to public peers and DCF
 - Unlevered balance sheet enables M&A and accretive stock buybacks

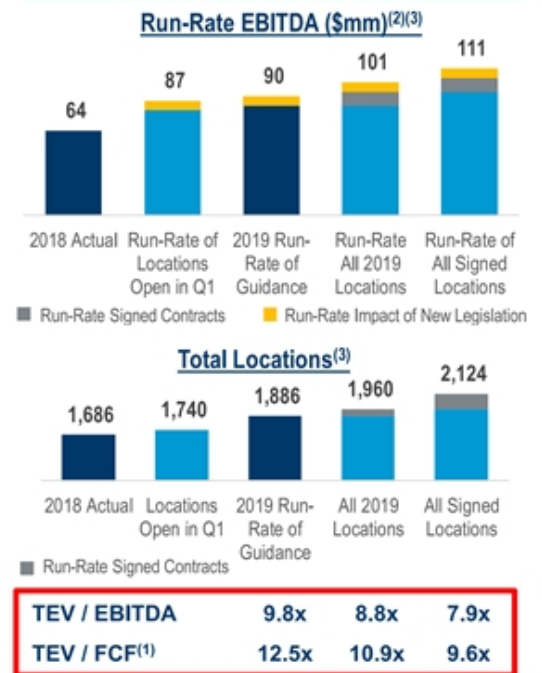
2019E-2021E EBITDA Growth: +46%

2020E-2021E Cumulative FCF Generation: ~\$200mm⁽¹⁾

Significant Optionality

Multiple Re-rating Opportunity


Signed Contract Portfolio Guides EBITDA Forecast & Visibility



Accel is positioned to deliver significant returns via a combination of earnings growth, cash flow, and multiple expansion

1. Free cash flow is defined as EBITDA less total capex (excludes M&A). Run-rate analysis assumes normalized run-rate capex levels of \$19m
 2. Incremental run-rate impact from new legislation assumes additional 6th VGT in 400 existing high performance locations at \$139 HPD and 10% increase to Pace base case HPD due to higher betting limits.
 3. Run-rate of signed contracts assumes go live with 5 VGTs per location and achieve a run-rate hold per day (HPD) at a 10% increase over Accel's average HPD of \$138 as of Q1 2019 at a 23% contribution margin.
 Note: With respect to projections, see page 2 "Use of Projections" under "Important Information" and page 33 "Accel Financial Summary" for information regarding non-GAAP metrics including EBITDA and FCF

Gaming-as-a-Service – Accel’s Turnkey Solution for State of the Art Gaming

<p>Full Suite of Products</p>	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p><u>Video Gaming Terminals</u></p>  </div> <div style="text-align: center;"> <p><u>Redemption Machines / Other Amusements</u></p>  </div> </div>	<p>Accel is Best-in-Class</p> <ul style="list-style-type: none">  Highly Effective Marketing Strategies  Data-Driven Analytics & Optimization  Strong Pipeline of Potential New Locations  Seamless Licensing and On-boarding  Secure In-house Cash Collection and Treasury Services  Compliance Support  Best-in-Class Technicians Minimizes Downtime  Ongoing Training for Establishment Staff 															
<p>Profitable to Location Owners</p>	<ul style="list-style-type: none"> ▪ Improves visibility and appeal of small local business ▪ Drives higher in store foot traffic ▪ Meaningfully increases 4-wall operating margins ▪ Alternative stable source of revenue ▪ Drives local employment 																
<p>Added Convenience for Consumers</p>	<ul style="list-style-type: none"> ▪ Convenience / local footprint ▪ State-of-the-art games from top manufacturers ▪ Flexibility to engage in other non-gaming activities based on venue ▪ No need to travel to a casino 																
<p>Significant Tax Revenues to State / Local Government</p>	<ul style="list-style-type: none"> ▪ Meaningful tax revenue <div style="text-align: center;"> <p><u>Illinois Video Gaming State & Local Taxes (\$mm)</u></p>  <table border="1" style="margin: 0 auto;"> <thead> <tr> <th>Fiscal Year</th> <th>Tax Revenue (\$mm)</th> </tr> </thead> <tbody> <tr><td>FY12</td><td>--</td></tr> <tr><td>FY13</td><td>36</td></tr> <tr><td>FY14</td><td>146</td></tr> <tr><td>FY15</td><td>241</td></tr> <tr><td>FY16</td><td>306</td></tr> <tr><td>FY17</td><td>361</td></tr> <tr><td>FY18</td><td>422</td></tr> </tbody> </table> </div>		Fiscal Year	Tax Revenue (\$mm)	FY12	--	FY13	36	FY14	146	FY15	241	FY16	306	FY17	361	FY18
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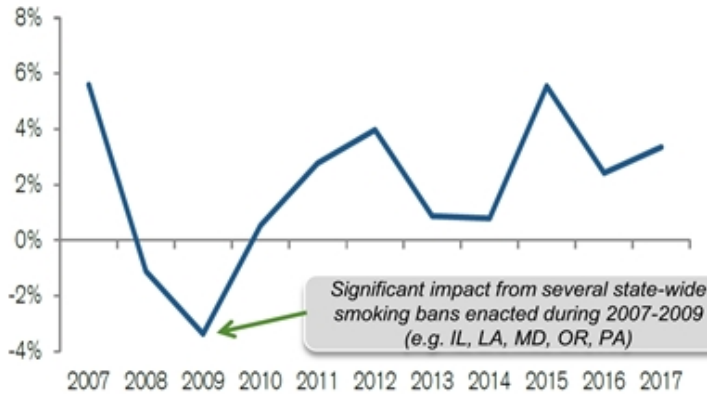
Accel helps its local business partners to maximize their sq ft
Local partners earn an average of \$80k additional revenue per location per year

Source: Taxes reported by Illinois Gaming Board on a state fiscal year ended June basis. See page 2 "Industry and Market Data" under "Important Information"

Gaming Has Been Resilient in Recessions

Total U.S. Gaming: YoY Revenue Growth %

Domestic gaming revenues are generally quite defensive
 → overall industry experienced a minor slowdown in the last recession and rapidly recovered within 3 years



Representative Cycle-Resistant Market: Iowa Gaming Historical Performance (2007-2017)

Commercial regional gaming markets are more stable than Las Vegas due to a more stable local player base

Iowa is a mature market with more than 2x slots density than IL








Low-limit slots are resilient as consumers typically continue to engage in locally convenient, low cost forms of entertainment even in a recession

Accel's pipeline of signed locations provides a solid cycle buffer and as the economy weakens creates added incentive for new locations to go live

1. Core "same store" regional markets defined by Credit Suisse and focus on more mature and representative commercial regional gaming markets, adjusted for adjacent new supply, cannibalization between markets, and excluding genuinely additive supply and destination markets
 Source: State Gaming Boards, UNLV Center for Gaming Research, and Marquette Advisors "Iowa Gaming Market Analysis" (Oct 2017)
 Note: See page 2 "Industry and Market Data" under "Important Information"

Accel's Senior Management Team

Executive	Relevant Experience
<p>Andy Rubenstein <i>President, CEO, & Director</i></p>	 <ul style="list-style-type: none"> Chairman and CEO, responsible for overall business operations Prior to Accel, Andy was the owner and operator of the largest liquor store chain in central Illinois by revenue after starting his career at Arthur Andersen Consulting Vast experience of successfully introducing progressive retail and customer service strategies BA (Economics) and MA (International Finance & Economics) from Brandeis University
<p>Derek Hamer <i>General Counsel & Chief Compliance Officer</i></p>	 <ul style="list-style-type: none"> Practiced law for 22 years → 19 years in the gaming industry Currently serves as the Secretary of the Illinois Gaming Machine Operators Association Previously worked at Stadium Technology, Progressive Gaming International, and WMS Gaming Former Deputy Attorney General on Nevada Gaming Control Board and Gaming Commission BA (Criminal Justice) from University of Illinois at Chicago; JD from Drake University School
<p>Brian Carroll <i>Chief Financial Officer</i></p>	 <ul style="list-style-type: none"> Controls financial reporting, treasury, count room processing, route collections, and security Previously an executive and consultant at various companies focused on M&A / restructurings Appointed by a federal judge to serve as a Special Master in the Southern District of Ohio Federal Court mediating complex financial litigation CPA, BA (Finance) from Loyola U.; MBA. (Accounting) from DePaul Univ.; JD John Marshall Law
<p>Mark Phelan <i>Chief Revenue Officer</i></p>	 <ul style="list-style-type: none"> Focuses on revenue optimization, cost efficiencies, technology, and data analytics Previously a portfolio manager at a \$100mm single family office based in San Francisco Former Managing Director and Head of Trading Desk for Convertible Bonds at Piper Jaffray and Head of Asian Derivatives Trading Desk at DRW Holdings BA (English), MA (International Relations), and MBA (Accounting) from University of Chicago
<p>Mike Pappas <i>EVP of Business Development & Government Relations</i></p>	 <ul style="list-style-type: none"> Over 40 years of route gaming / amusements experience Managing Member of Fair Share Gaming, LLC and Fair Share Amusements (acquired by Accel in 2017) Serves on the board of the Illinois Gaming Machine Operators Association B.S. (Accounting) from University of Illinois at Chicago

Highly qualified management team with significant gaming experience



Investment Highlights



1 BAR Favorable Industry Tailwinds	2 BAR Industry Leading Gaming-as-a-Service Platform ⁽¹⁾	3 BAR Superior Financial Model	4 BAR Multiple Ways to Grow	5 BAR Attractive Fundamental Valuation
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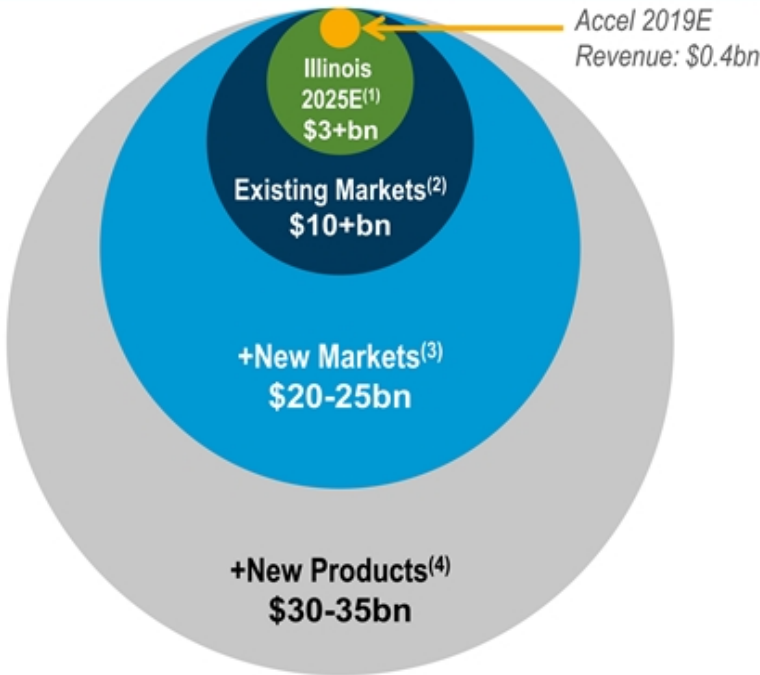
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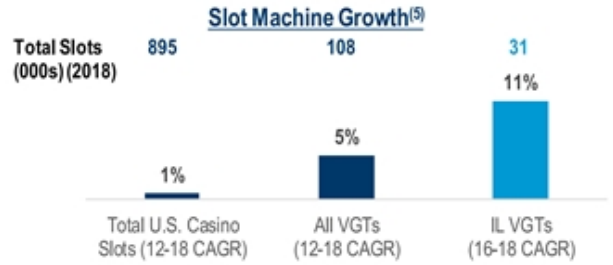
TPG PACE HOLDINGS CORP.

1 Significant Total Addressable Market Opportunity

2025E TAM



Video Gaming is the Fastest Growing Segment



Gaming-as-a-Service TAM

2025E Existing Video Gaming Markets⁽¹⁾⁽²⁾

Continued penetration and growth in newly legalized states and annual GDP growth in mature states

New Markets⁽³⁾

Assumes all casino states legalize video gaming → grows to be 20% of casino revenues by 2025

New Products⁽⁴⁾

Sports betting market of \$10-15bn by 2025

Gaming-as-a-Service is the fastest growing segment in gaming and has a very large TAM

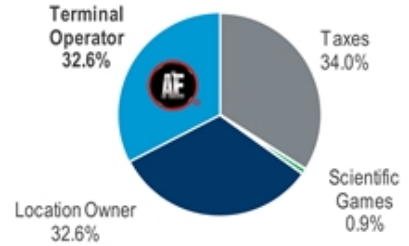
1. Assumes Illinois market grows at 15% CAGR based on further penetration in existing cities and legalization of opt-out municipalities such as Chicago (bottoms up analysis suggests potential growth of up to 2x-3x)
 2. Video gaming revenues for Louisiana, Montana, Nevada, Oregon, South Dakota, and West Virginia growing at 2% CAGR through 2025. Also includes management's estimate for PA run-rate revenue of ~\$1.7bn and existing potential revenue of ~\$1.3bn from Georgia's coin-operated amusement machines
 3. Assumes video gaming legalization in all other states that currently allow commercial or tribal casinos driving run-rate revenue at 20% current casino revenues in those states
 4. Based on management and industry estimates
 5. Based on Eilers & Krejciek's "Gaming Slot & Table Counts" report
 Note: See page 2 "Industry and Market Data" under "Important Information". Based on state gaming boards and AGA "State of the States" 2017 casino survey

1 Video Gaming Regulations and Tax Benefits in Illinois

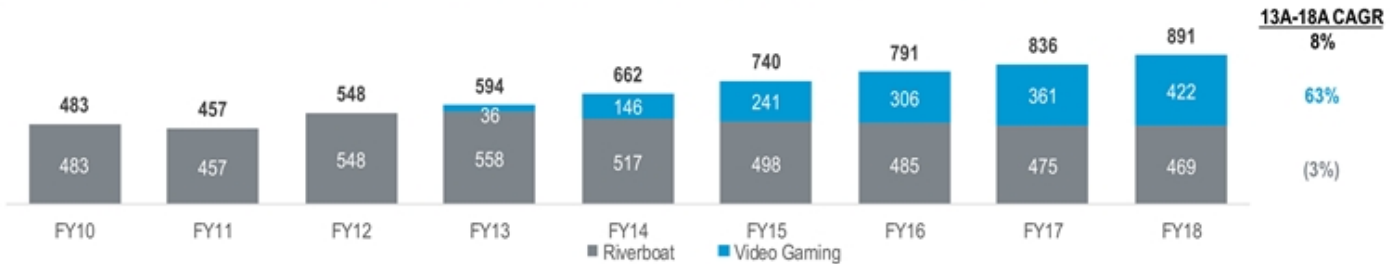
Illinois Video Gaming Act & Recently Passed Gaming Expansion Bill

- Illinois passed the Video Gaming Act in 2009 → operations began in 2012
- After the 2019 amendment, up to 6 VGTs in licensed liquor, fraternal and veterans establishments, and truck stops (large truck stops are eligible for 10 VGTs)
- All licensed VGTs are monitored and controlled by the IGB through a Central Communications System developed and maintained by Scientific Games International
- Illinois passed a gaming expansion bill in June 2019, increasing maximum bet from \$2 to \$4, maximum payouts from \$500 to \$1,199, and a progressive jackpot of up to \$10,000

Net Terminal Income Split⁽¹⁾



Annual State & Local Gaming Taxes by Source (\$mm)

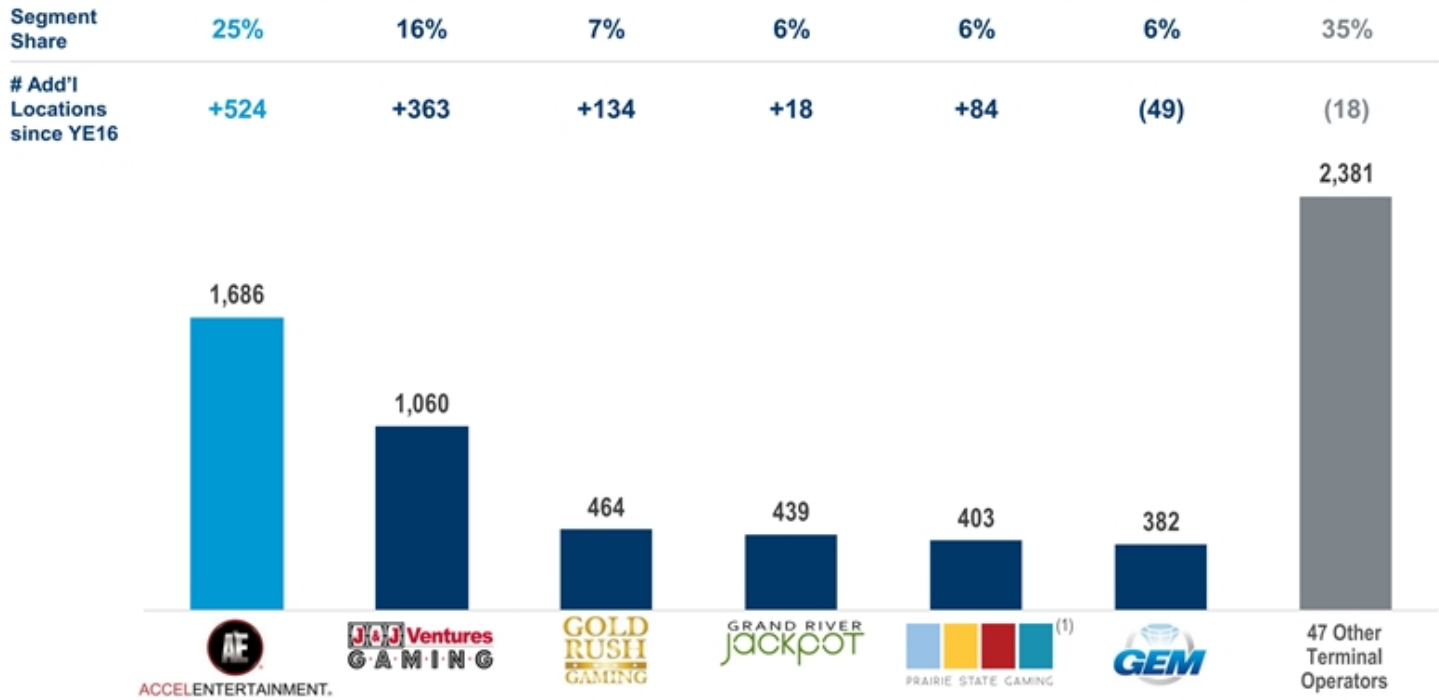


Since its introduction in 2012, video gaming has become a key part of Illinois's tax base → raising ~\$1,230mm in state taxes and ~\$205mm for local municipalities to date

1. Net terminal income defined as the money put into a video gaming terminal (VGT) minus the credits paid to the player. New tax / revenue share regime expected to begin July 1, 2020 (state fiscal year 2021) vs. current tax rate of 30% and 33% between Jul-2019 to Jun-2020 (state fiscal year 2020)
 Source: Illinois Gaming Board on a state fiscal year ended June basis
 Note: See page 2 "Industry and Market Data" under "Important Information". See page 36 "Key Definitions" for additional key terms

2 Fragmented Landscape in Illinois

Top 6 Terminal Operators by Location (2018 End of Period)



Accel's cost efficiency enables it to operate profitably in locations with less revenue and develop the largest VGT footprint in Illinois

1. Prairie State Gaming is also known as Illinois Gaming Investors, LLC and was acquired by Penn National Gaming in July 2015
 Source: Illinois Gaming Board for peers and Scientific Games terminal operator portal for Accel
 Note: See page 2 "Industry and Market Data" under "Important Information"

3 Steady Expansion of Accel's Location Portfolio

Annual Licenses Won



Average ~7 Months for Location to Go Live

Accel's Annual Competitive Conversions



Average ~3 Years for Location to Go Live

Validation and Time Required Before Signed Locations Can Go Live

Assumptions

~1,000 licenses issued per year

Accel to obtain ~25% of total licenses

= 240-260 new locations

+ 40-60 competitive conversions

- ~125 locations closures

= 150-200 organic locations / year

Accel's Annual Locations Additions to Live Portfolio



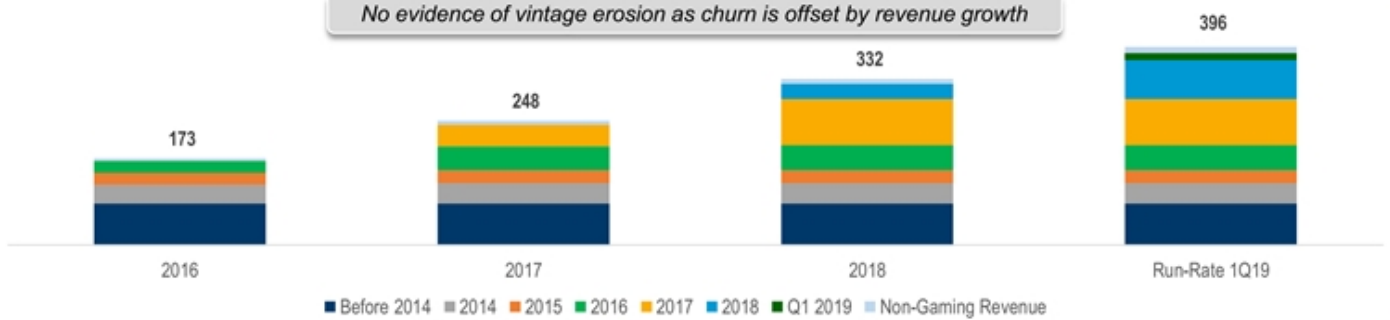
Continued growth opportunities in video gaming → Accel gained ~25% of annual new licenses in 2017 and 2018 and is winning additional business from competitors

1. Location openings are net of establishments that have closed during the year
Note: With respect to projections on this page, see page 2 "Use of Projections" under "Important Information"

3 Accel's Location Trends by Vintage

Revenue by Vintage (\$mm)⁽¹⁾

No evidence of vintage erosion as churn is offset by revenue growth



Hold Per Day per Month since Opening by Vintage (\$)⁽²⁾

New locations are maturing faster and are above average quality

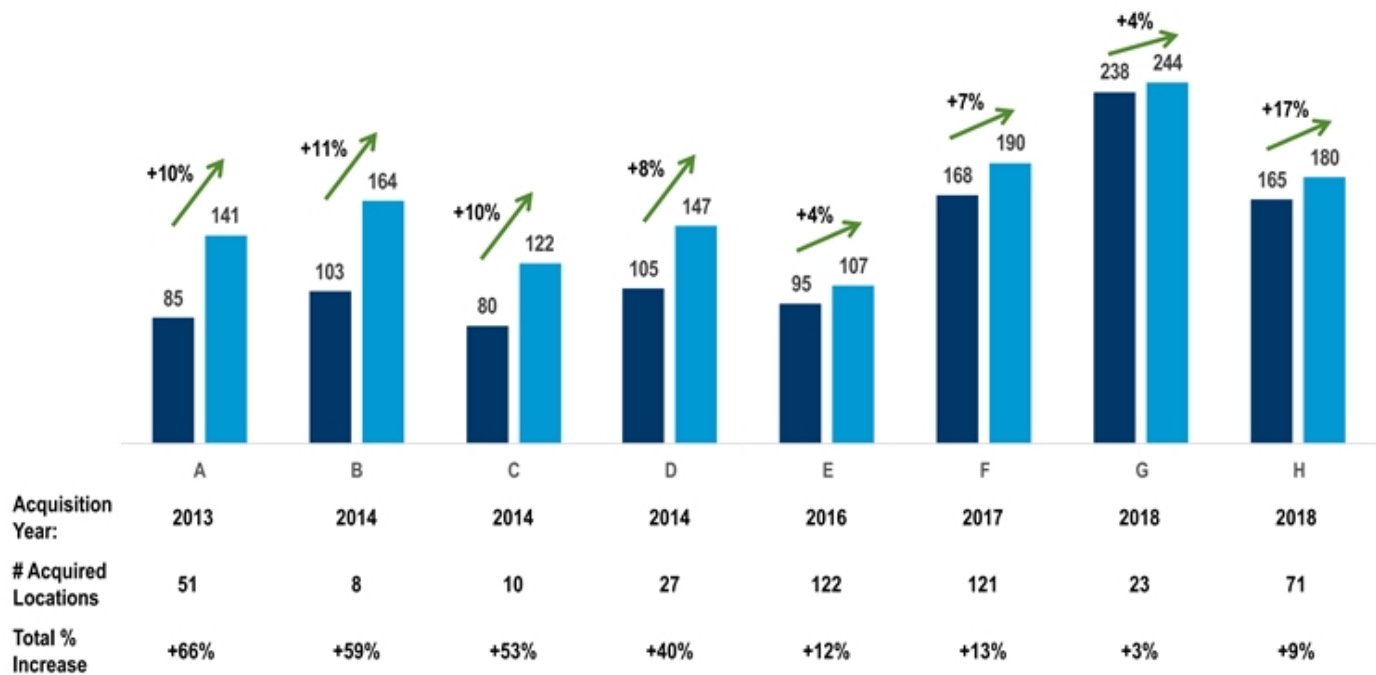


Stable base of topline growth and predictable revenue maturation curve as new locations are signed up

1. Run-rate revenue based on annualized revenue from pre-2019 installed base and adjusted for full-year equivalent of Q1 2019 location contributions
 2. As of April 2019. See page 36 "Key Definitions" for key terms. Monthly hold per day calculated based on monthly net terminal income divided by average of 30.4 days per month in service

3 Accel has Consistent Success in Improving Acquisition Performance

■ LTM Hold Per Day at Acquisition (\$) ■ LTM Hold Per Day as of Mar-19 (\$) ↗ Hold Per Day CAGR (%)



Proven ability to add value and improve acquired location economics through operating efficiencies, strategic refocus, and better marketing

Source: Management as of April 2019

Note: See page 36 "Key Definitions" for definition of "hold per day"



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3 Simple Economic Model Building Blocks → Key Guidance Assumptions



1. As of April 2019

2. Assumes M&A

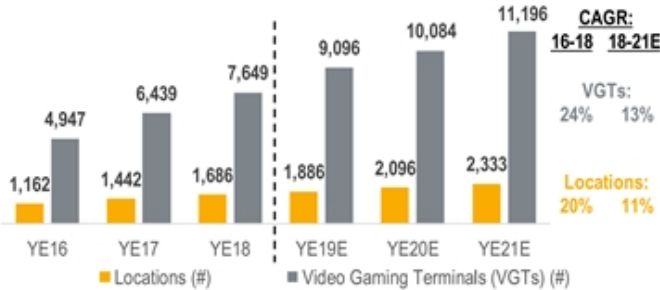
Note: Assumptions exclude sports expansion and the impact / benefit of player tracking which is expected to be enabled by the Illinois Gaming Board in 2020

With respect to projections on this page, see page 2 "Use of Projections" under "Important Information" and page 33 "Accel Financial Summary" for information regarding non-GAAP metrics. See page 36 "Key Definitions" for definition of "hold per day"

3 Accel's Historical Financials and Annual Forecasts

of Locations and VGTs (End of Period)⁽¹⁾⁽⁴⁾

Continued portfolio build-up through organic openings, acquired locations, competitive conversions, and expansion into PA



Revenue (\$mm)⁽²⁾⁽⁴⁾

Steady double digit topline growth through higher betting limits, growing player demand, and increasing footprint



EBITDA and Capital Expenditures (\$mm)⁽³⁾⁽⁴⁾

Higher 2019 capex to support 6th VGT roll-out and software upgrades → 2020+ will generate significant FCF going forward



M&A (\$mm)

Market remains fragmented → Accel expects to have ample firepower to fund opportunities to acquire smaller competitors



1. Pace's location projections assume a 6th VGT is added in 400 of Accel's high performance locations in Q4 2019 and M&A
 2. Pace's revenue projections assumes a 5% increase in HPD in Q4 2019 and 10% increase in 2020 and 6th VGTs contribute \$139 HPD (or 50% of high performance subset's average of \$277 HPD)
 3. Pace assumes taxes increase from 30% current to 33% beginning Jul-2019 and 34% beginning Jul-2020 thereafter. 2019 growth capex includes \$15m from additional VGTs and new gaming software rollout
 4. Ranges reflect potential for delay in roll-out timing of additional VGTs and new gaming software
 Note: With respect to projections, see page 2 "Use of Projections" under "Important Information" and page 33 "Accel Financial Summary" for information regarding non-GAAP metrics including EBITDA

4 Multiple Additional Non-modeled Growth Levers



New Customers / Digital Marketing

- Launch Player Rewards Program to maximize players' wallet share
- Corporate customers have been slow to adopt video gaming but are beginning to partner with reputable operators such as Accel

Continued Penetration

- Continued municipality opt-ins (e.g. Chicago)
- Expand footprint in Pennsylvania

Expansion in Other Existing States

- Strategic expansion into nascent markets via organic openings or M&A
- Participation in more mature video gaming markets (e.g. Nevada, Georgia, or Montana)

Legalization in New States

- Potential for other states to expand gaming laws in the near-term (e.g. Missouri)
- Accel would be a favored entrant as a bona fide and transparent operator

New Products

- Potential to put sports betting kiosks into existing locations
- Accel can provide above-board and competitive alternatives to "grey-gaming" offerings



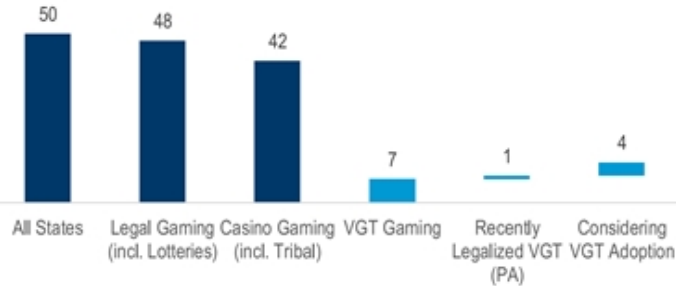
Near-term Opportunities

Future Growth Drivers

Accel stands to benefit from a number of potential non-modeled upside opportunities

4 Potential Expansion of Video Gaming in Other States

Gaming Adoption Increasing



States Currently Considering Adoption of VGTs

- Missouri
 - Revenue shortfall of \$251mm in 2018
- Mississippi
 - Revenue shortfall of \$169mm in 2017
- Georgia
 - Exploring expansion of existing route gaming system
- Indiana
 - Currently considering legalization of VGTs after enacting multi-year tax cuts

States with Revenue Shortfalls⁽¹⁾



Liberalization of Gaming Laws Typically Occur Late in the Cycle

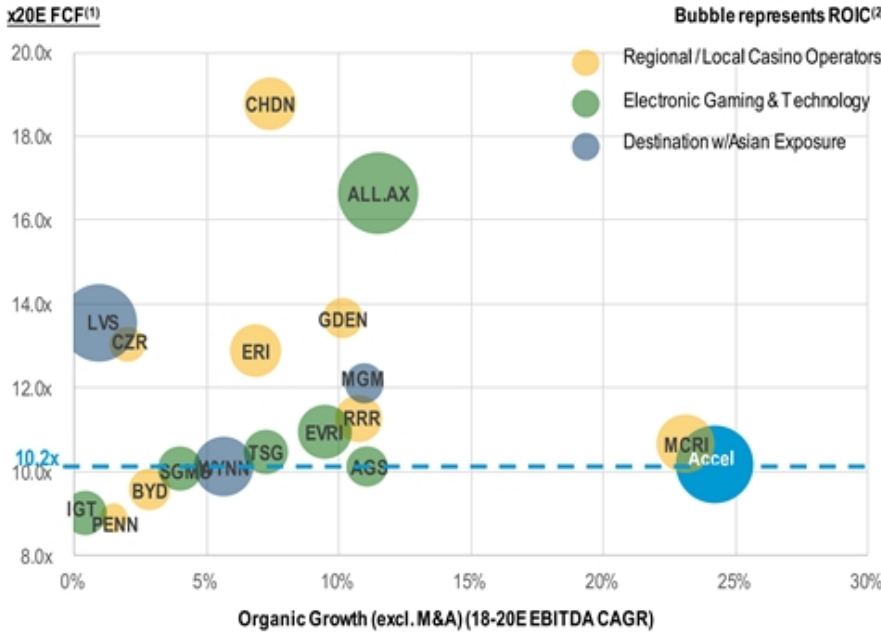


Secular growth opportunity as states find that gaming increases tax base especially in times of fiscal constraint → VGT provides a material revenue opportunity and enables municipalities to participate in localized tax generation

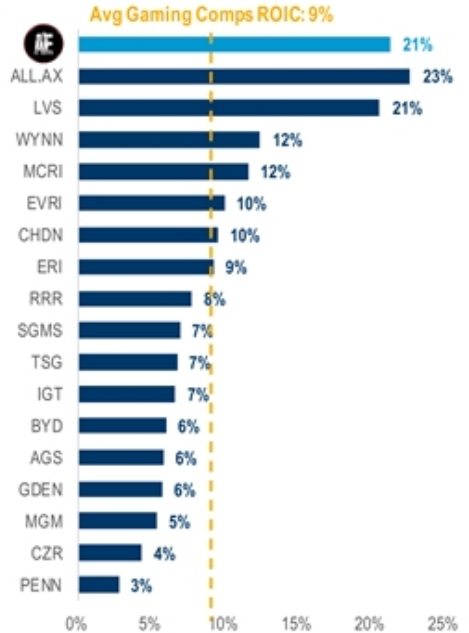
1. Center On Budget And Policy Priorities. Pennsylvania recently legalized video gaming but there are no operating VGTs in the state to date
 Note: See page 2 "Industry and Market Data" under "Important Information". Based on state gaming boards and AGA 2018 State of the States Casino report

5 Accel vs. Gaming Peers

Valuation vs. Growth



ROIC⁽²⁾



Accel has a unique gaming value proposition → visibility into growth, asset light model and low capital intensity driving superior ROIs, and defensive low leverage

1. Free cash flow calculated as EBITDA less total capex. See page 2 "Use of Non-GAAP Financial Measures" under "Important Information"
 2. ROIC defined as operating profit after tax divided by average invested capital as of FY 2018. Accel's ROIC as of FY 2019
 Note: 2018 EBITDA for peers is pro forma for acquisitions to date to make organic growth comparable: Boyd acquired several casino operators in mid 2018; Caesars acquired Centaur Gaming in Nov 2018; Churchill Downs acquired several casino properties in 2018; Eldorado Resorts acquired Tropicana Entertainment in Oct 2018; PlayAGS acquired Integrity Gaming in Feb 2019; Penn National acquired Pinnacle Entertainment in Oct 2018; and Stars Group acquired Sky Betting in Jul 2018. 2018 EBITDA for Accel is pro forma anticipated acquisitions and PA expansion through 2021
 See page 2 "Industry and Market Data" under "Important Information". Other companies may calculate similar financial measures differently than Accel and therefore may not be directly comparable to Accel
 Source: Capital IQ and company filings. Market data as of June 12, 2019

5 Accel's Business Model vs. Peers

	Headline: 8.6x	TEV / 2020E EBITDA ~9x	~14x
	PF Signed Contracts: 7.9x		
	AE	Regional / Local Casino Operators	Route-Based Service Providers
Focus on Route Density & Optimization	✓	X	✓
Strong Recurring Revenue	✓	X	✓
High Customer Retention	✓	X	✓
Low Fixed Costs	✓	X	✓
Low Capital Intensity	✓	X	X
Accretive / High Synergy M&A	✓	~	✓
2018-2020E Organic Revenue CAGR ⁽¹⁾	23%	~5%	~2%
2020E EBITDA Margin ⁽²⁾	20%	~28%	~23%
2020E Total Capex % Revenue	3%	~6%	~6%
TEV / 2020E FCF ⁽²⁾	10.2x	~11x	~19x
2020E P/E ⁽³⁾	14.6x	~17x	~25x
2020E Unlevered P/E ⁽⁴⁾	14.3x	~20x	~26x
2019E Net Leverage ⁽²⁾	(0)x	~5x	~3x

Accel's recurring revenue and operational similarity to route-based services provides a compelling path to multiple re-rating

1. 2018 EBITDA for peers is pro forma for acquisitions to date to make organic growth comparable. 2018 EBITDA for Accel is pro forma anticipated acquisitions and PA expansion through 2021

2. Assumes midpoint of Pace's EBITDA projection range. See page 2 "Use of Non-GAAP Financial Measures" under "Important Information". Free cash flow calculated as EBITDA less total capex

3. Accel's net income is adjusted for tax-effected route amortization

4. Assumes no leverage (i.e. market cap = TEV). Net income excludes tax-effected interest expense

Note: Diversified gaming peers comprised of Caesars Entertainment, Eldorado Resorts, Monarch Casino & Resort, Boyd Gaming, Red Rock Resorts, Penn National Gaming, and Golden Entertainment

Route-based business services peers comprised of Waste Management, Cintas, UniFirst, The Brink's Company, Iron Mountain, Stericycle, Rollins, and ServiceMaster Global Holdings

See page 2 "Industry and Market Data" under "Important Information". Other companies may calculate similar financial measures differently than Accel and therefore may not be directly comparable to Accel

Source: Capital IQ and company filings. Market data as of June 12, 2019

Key Takeaways



ACCELENTERTAINMENT®



Highly Visible Growth

- Long-term contracted revenue
- Strong backlog of new locations



Compelling B2B Service Model

- Leader in gaming-as-a-service → largest video gaming terminal operator in the U.S.⁽¹⁾
- Compelling returns on invested capital driven by asset light model



Attractive Cash Flow and Balance Sheet Flexibility

- Strong free cash flow conversion → low maintenance capex requirements and working capital needs
- Significant firepower for strategic growth opportunities and return of capital from unlevered balance sheet



Multiple Ways to Win

- Numerous unmodeled upsides including new states and new products
- Earnings growth + excess free cash flow + potential multiple expansion

1. Accel is the largest video gaming terminal operator on an EBITDA basis in the U.S.



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Key Transaction Terms

Transaction Highlights

- Enterprise value to Pace shareholders of \$884mm (8.6x 2020E EBITDA, 10.2x 2020E FCF⁽¹⁾)
- \$460mm from Pace cash in trust, including interest, and \$45mm PIPE raise
- Post money net cash balance of \$4mm
- Pace Sponsor and certain directors of Pace to retain 7.5mm shares at closing
 - 2mm out of 11.25mm sponsor shares deferred as earnout shares and 1.25mm cancelled
 - Pace Sponsor will transfer 0.5mm sponsor shares into a foundation created for charitable efforts in the communities Accel currently operates or plans to operate in
 - 1/3 of private warrants cancelled
- Existing Accel shareholders who roll 30% or more of their stock to receive their pro rata share of 3mm earnout shares and 2.4mm private warrants⁽²⁾
- Accel and Pace earnouts vest in 3 equal tranches based on the following triggers:
 - 2021 Earnout Tranche – \$12 share price or LTM \$120mm EBITDA achieved
 - 2022 Earnout Tranche – \$14 share price or LTM \$140mm EBITDA achieved
 - 2023 Earnout Tranche – \$16 share price or LTM \$160mm EBITDA achieved
- Closing expected in September 2019

Use of Proceeds

- \$350mm cash consideration to existing Accel shareholders
 - Accel founders and management to roll 80% of equity stake
 - Other investors to elect mix of cash vs. equity consideration
- Transaction fees of ~\$39mm, including Pace deferred underwriting fees
- Remaining cash on balance sheet for accretive capital deployment

Management and Independent Board

- Current Accel management to continue to run the business
- 2 Accel founder designees (Andy Rubenstein and Gordon Rubenstein) and 1 Pace Sponsor director continuing to serve on the Board
- 4 independent directors

1. Free cash flow calculated as EBITDA less total capex

2. Substantially similar terms to Pace's private warrants

Note: With respect to projections, see page 2 "Use of Projections" under "Important Information" and page 33 "Accel Financial Summary" for information regarding non-GAAP metrics including EBITDA and FCF

Summary Transaction Terms

Pro Forma Valuation

	<u>At Close</u>	
Illustrative Share Price (\$) ⁽¹⁾	\$10.22	
Shares Outstanding (mm)	87	
Initial Market Capitalization (\$mm)	888	
PF Net Debt (\$mm)	(4)	
TEV to Market (\$mm)	884	
Transaction Multiples	Metric (\$mm)	x
FY 2019E EBITDA	83	10.6 x
FY 2020E EBITDA ⁽²⁾	103	8.6 x
FY 2020E FCF ⁽³⁾	87	10.2 x
FY 2020E P/E ⁽⁴⁾	61	14.6 x
FY 2020E 3x Levered P/E ⁽⁴⁾	52	12.3 x

Sources & Uses (Estimated)

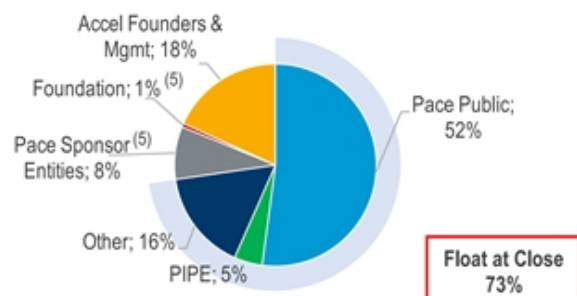
<u>Sources</u>	<u>\$mm</u>
Existing SPAC Cash in Trust	460
PIPE	45
Total Sources	505

<u>Uses</u>	
Transaction Fees	39
Cash to Sellers	350
Deleveraging	116
Total Uses	505

PF Capitalization (Sep-19)

	<u>\$mm</u>
RCF	37
Term Loan	54
less: Cash	(95)
Net Debt	(4)
x 2019E EBITDA	(0.1)x
WACD	L + 170

Post Transaction Ownership (Estimated)⁽⁶⁾



1. Transaction share price based on amount of cash in trust including interest

2. Assumes midpoint of Pace's EBITDA projection range

3. Free cash flow calculated as EBITDA less total capex

4. P/E based on cash net income (adjusted for tax-effected route amortization from historical acquisitions). Levered P/E based on Accel at 3x net leverage (L+250 interest rate)

5. Pace Sponsor has agreed to cancel 1.25mm founder shares, defer 2mm founder shares as earnout subject to share price targets, and transfer 0.5mm founder shares into a foundation created for charitable efforts in the communities Accel currently or plans to operate in. Pace Sponsor shares will be split across a number of entities with different beneficial owners each holding less than 5%

6. Other outstanding instruments: 15mm public warrants for 15mm shares at \$11.50 per share; 7.3mm private warrants for 7.3mm shares at \$11.50 per share; 2.0mm sponsor earnout shares and 3.0mm Accel founder / management earnout shares subject to 3 tranches of EBITDA or share price thresholds of: 1) \$120mm 2021 EBITDA or \$12.00 share price; 2) \$140mm 2022 EBITDA or \$14.00 share price; and 3) \$160mm 2023 EBITDA or \$16.00 share price

Note: With respect to projections, see page 2 "Use of Projections" under "Important Information" and page 33 "Accel Financial Summary" for information regarding non-GAAP metrics including EBITDA, FCF and P/E

Experienced Board

Proposed Board of Directors	Relevant Experience
<p>Andy Rubenstein <i>President, CEO & Director</i></p>	  
<p>Karl Peterson <i>Chairman</i></p>	      
<p>Gordon Rubenstein</p>	    
<p>Hollie Haynes</p>	   
<p>Kathleen Philips</p>	      
<p>TBD</p>	
<p>TBD</p>	

Anticipated Transaction Timeline

Date	Event
June 2019	<ul style="list-style-type: none">▪ Transaction Agreement Executed▪ Transaction Announced
July 2019	<ul style="list-style-type: none">▪ Preliminary Proxy Materials Filed with the SEC
August 2019	<ul style="list-style-type: none">▪ Mail Final Proxy Materials to Shareholders▪ Set Record Date for Shareholder Vote
September 2019	<ul style="list-style-type: none">▪ Hold Shareholder Vote and Close Transaction

Note: Subject to SEC review timetable



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Gaming-as-a-Service Model

	Casinos	Gaming-as-a-Service	Advantages
Primary Customer Relationship	Players X Wide catchment area	Small Businesses ✓ Highly local footprint	<i>B2B / business service play with long-term contracts</i> <i>Closest option for gamers</i>
Growth Prospects	X Largely mature and low single-digit growth	✓ Fast growing, underpenetrated	<i>Winning share and disrupting casinos' feeder markets given players' preference for convenience and proximity</i>
Capital Intensity	X Significant capital outlays for real estate and non-gaming offerings (e.g. buffets, shows, hotel)	✓ Asset light, equipment only	<i>More strategic flexibility with less legacy costs</i>
Competitive Dynamics	X Many multi-regional public and private casino operators	✓ Fragmented, mostly sub-scale providers	<i>Significant headroom to be the partner-of-choice in new and underpenetrated markets</i>
Free Cash Flow	X High operating expenses and ongoing capex needs	✓ Low operating expenses; low maintenance capex	<i>High ROIC and better ability to return capital</i>

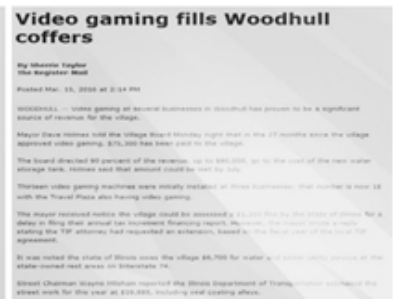
Disruptive gaming-as-a-service play provides entertainment in locations closer to consumers in a capital efficient way

Economic Benefits of Video Gaming in Illinois

Economics Contributions from Video Gaming

\$1.5 billion
\$1 billion
32,000
Hundreds
Millions of dollars

State and local taxes generated since 2012
 Industry investment (\$130,000 per business)
 Jobs created and supported
 Small businesses created
 Provided to encourage responsible gaming



Illinois's gaming model is a successful public/private partnership that has generated significant income for government and local partners and has driven local employment

Source: IL Gaming Machine Operator Association and press articles
 Note: See page 2 "Industry and Market Data" under "Important Information"

Accel's Financial Summary (2016A-2021E)

\$ in millions, except where indicated

	2016A	2017A	2018A	2019E	2020E ⁽⁸⁾	2021E ⁽⁸⁾	Quarterly			
							16A-18A	18A-21E	1Q19A	2Q19E
# Locations (EOP) ⁽¹⁾	1,162	1,442	1,686	1,886	2,096	2,333	20%	11%	1,740	1,762
# VGTs (EOP) ⁽¹⁾	4,947	6,439	7,649	9,096	10,084	11,196	24%	14%	7,935	8,073
Gaming Revenue ⁽²⁾	168	240	322	410	513	593	38%	23%	94	101
Other Revenue ⁽³⁾	5	8	10	13	15	17	39%	18%	3	3
Gross Revenues	173	248	332	423	527	610	38%	22%	97	105
% YoY Growth		43%	34%	27%	25%	16%				
less: Gaming Taxes ⁽⁴⁾	(50)	(72)	(97)	(129)	(172)	(202)	38%	28%	(28)	(30)
less: Scientific Gaming Sharing	(1)	(2)	(3)	(3)	(4)	(5)		44%	(1)	(1)
less: Location Sharing	(58)	(83)	(111)	(138)	(168)	(193)	38%	20%	(33)	(35)
Gross Profit	64	91	122	152	183	210	38%	20%	36	38
% Margin	37%	37%	37%	36%	35%	34%			37%	37%
less: Direct Operating Costs	(14)	(20)	(27)	(33)	(40)	(45)	39%	19%	(8)	(8)
less: SG&A Expenses	(16)	(23)	(31)	(35)	(38)	(42)	38%	10%	(8)	(9)
less: Public Company Costs	--	--	--	(1)	(2)	(2)			--	--
EBITDA⁽⁵⁾	33	49	64	83	103	121	39%	24%	19	21
% Margin	19%	20%	19%	20%	20%	20%			20%	20%
% YoY Growth		45%	32%	30%	24%	18%				
less: Depreciation	(13)	(17)	(21)	(24)	(27)	(30)			(6)	(6)
less: Amortization of Op Routes	(8)	(9)	(14)	(20)	(21)	(21)			(4)	(5)
EBIT	13	22	29	39	56	71			9	10
% Margin	7%	9%	9%	9%	11%	12%			9%	10%
less: Interest	(4)	(7)	(11)	(3)	(1)	(0)			(3)	(3)
less: Other Income / (Expenses)	(1)	(3)	(1)	(1)	--	--			(1)	(0)
less: Income Taxes	(3)	(1)	(8)	(7)	(10)	(12)			(2)	(2)
Net Income	4	10	12	28	45	59			3	5
% Margin	2%	4%	4%	7%	8%	10%			3%	4%
Facilities & Other Capex	(12)	(9)	(12)	(5)	(3)	(4)			(2)	(1)
Equipment Capex ⁽⁶⁾	(13)	(23)	(19)	(27)	(13)	(14)			(3)	(3)
PA Expansion Capex	--	--	--	--	(1)	(1)			--	--
Equipment Growth Capex	(13)	(23)	(19)	(27)	(13)	(15)			(3)	(3)
Unlevered Free Cash Flow⁽⁶⁾	9	17	33	51	87	102			14	17
M&A-Related ⁽⁷⁾	(29)	(53)	(56)	(25)	(26)	(25)			(1)	(1)
Net Cashflow	(20)	(36)	(24)	26	61	77			14	16

1. Pace's location projections assume a 6th VGT is added in 400 of Accel's high performance locations in Q4 2019 and M&A

2. Top of the range assumes a 5% increase in HPD in Q4 2019 and 10% increase in 2020 and 6th VGTs contribute \$139 HPD (or 50% of high performance subset's average of \$277 HPD)

3. Includes amusement revenue, ATM revenue, and revenue sharing

4. Assumes taxes increase from 30% current to 33% beginning Jul-2019 and 34% beginning Jul-2020 thereafter

5. EBITDA is calculated as revenue less gaming taxes, revenue sharing, direct operating expenses, and SG&A expenses (including anticipated public company costs)

6. 2019 growth capex includes \$15m from additional VGTs and new betting software rollout. FCF calculated as EBITDA less total capex

7. Includes operating partner payments

8. 2020E and 2021E are midpoint of Pace's projection ranges. Ranges reflect potential for delay in roll-out timing of additional VGTs and new gaming software and assume M&A

Note: With respect to projections on this page, see page 2 "Use of Projections" under "Important Information". EBITDA and free cash flow are non-GAAP financial measures that may not be comparable to other similarly titled measures of other companies. TPGH does not consider these non-GAAP measures in isolation or as an alternative to similar financial measures determined in accordance with GAAP.

Accel's Community Engagement

Folds of Honor

Providing Educational Scholarships to the Children and Spouses of Fallen and Disabled Military Service Members



Run the Ridge 5K

Supporting Ray Graham Association to Empower People with Disabilities



A foundation will further support the communities where Accel operates or anticipates operating in

Illustrative Fully Diluted Share Count

Share count in millions	Illustrative Share Price								
	\$10.00	\$11.00	\$12.00	\$13.00	\$14.00	\$15.00	\$16.00	\$17.00	\$18.00
TPGH Public IPO Shares	45.0	45.0	45.0	45.0	45.0	45.0	45.0	45.0	45.0
TPGH Public Warrants ^(2, 3)	--	--	0.6	1.7	2.7	3.5	4.2	4.9	5.4
PIPE Shares	4.4	4.4	4.4	4.4	4.4	4.4	4.4	4.4	4.4
TPGH Sponsor Shares ⁽¹⁾	7.5	7.5	7.5	7.5	7.5	7.5	7.5	7.5	7.5
TPGH Sponsor Earnouts ⁽⁴⁾	--	--	0.7	0.7	1.3	1.3	2.0	2.0	2.0
Seller Shares	29.5	29.5	29.5	29.5	29.5	29.5	29.5	29.5	29.5
Seller Earnouts ⁽⁴⁾	--	--	1.0	1.0	2.0	2.0	3.0	3.0	3.0
Private Warrants ^(2, 5)	--	--	0.3	0.8	1.3	1.7	2.1	2.4	2.6
Foundation Shares ⁽¹⁾	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5
Total	86.9	86.9	89.5	91.1	94.2	95.4	98.2	99.1	99.9

1. Of original 11.25mm founder shares, TPGH sponsor has agreed to the cancellation of 1.25mm shares at closing, deferral of 2mm shares subject to earnout triggers, and transfer of 0.5mm shares to a foundation for charitable efforts in the communities Accel currently operates or anticipates operating in. Includes 200,000 Pace director shares

2. Assumes treasury share method for public and private warrants

3. 15.0mm public warrants issued as part of TPGH IPO with strike price of \$11.50 and redemption price of \$18.00

4. TPGH sponsor to receive 2mm earnout shares vesting in 3 equal tranches (0.7mm shares each) and Accel existing shareholders to receive 3mm earnout shares vesting in 3 equal tranches (1.0mm shares each) Earnout triggers: 1) \$120mm 2021 EBITDA or \$12.00 share price; 2) \$140mm 2022 EBITDA or \$14.00 share price; and 3) \$160mm 2023 EBITDA or \$16.00 share price

5. 7.3mm private warrants issued as part of TPGH IPO with strike price of \$11.50. 1/3 of private warrants to be cancelled. 2.4m warrants issued to sellers at substantially similar terms to Pace's private warrants.



Key Definitions

- **Go Live** – the assigned date a location's VGTs are activated and available to the public for play
- **Hold Per Day (HPD)** – the average amount of money held after payouts for each VGT on a daily basis → calculated as $\text{Net Terminal Income} / 365 / \# \text{ of VGT's}$
- **Illinois Gaming Board (IGB)** – state agency that regulates both casino gaming and video gaming in Illinois. Comprised of a five-member board (appointed by the Governor and confirmed by the Senate), and a large staff of investigators, enforcement agents, financial and licensing staff, and attorneys. The IGB investigates and issues licenses to persons and entities involved in gaming, and regulates all day-to-day gaming activities
- **Number of Locations / VGTs** – Accel's counts are based on Scientific Games terminal operator portal data which is updated at the end of each gaming day and includes locations that may be temporarily closed but still connected to the central system; competitor counts are based on Illinois Gaming Board reported data which is updated ~2-3 weeks after month and only includes locations / VGTs that are licensed to be live on the last day of the month
- **Net Terminal Income (NTI)** – the difference between the cash deposited into the VGT and the winnings paid to players
- **Redemption Machine** – a payout terminal at which a player redeems a voucher for the payment of cash
- **Terminal Operator (TO)** – an individual, partnership, corporation, or limited liability company that is licensed and that owns, services, and maintains video gaming terminals in licensed establishments
- **Illinois Video Gaming Act (VGA)** – enacted in July 2009 and amended in June 2019, authorizing the placement of up to six VGTs in licensed retail establishments, truck stops (some large truck stops are eligible for up to 10), and veteran and fraternal establishments. The VGTs are all connected to and monitored by a Central Communications System
- **Video Gaming Terminal (VGT)** – any electronic video game machine that, upon insertion of cash, electronic cards or vouchers, or any combination thereof, is available to play or simulate the play of a video game, including but not limited to video poker, line up, and blackjack, utilizing a video display and microprocessors in which the player may receive free games or credits that can be redeemed for cash. Excludes machines that directly dispense coins, cash, or tokens or are for amusement purposes only. Commonly referred to as a VGT or slot machine