

BOOMBIT

FINANCIAL RESULTS Q3 2022

NOVEMBER 2022



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Key information.



\$15.3M
revenue from games

72.6M
installs



Q3 2022

\$49.9M
revenue from games

215.5M
installs

\$2.1M
adjusted net profit

Q1-Q3 2022

Resolution of the Board
regarding
\$0.8M
advance dividend for 2022

Development of
**Play-And-Earn
BoomPick**

HIGHLIGHTS

Top games by revenue.

\$49.9M

revenue from games
in Q1-Q3 2022

+11%

revenue increase
Q1-Q3 2022 vs Q1-Q3 2021

Q1-Q3 2022 games by revenue

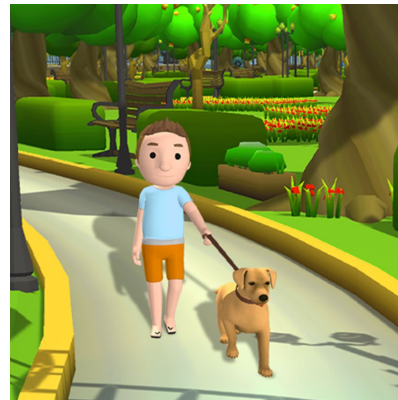
- | | | |
|----|------------------------------|----------|
| 1. | Hunt Royale | \$12.88M |
| 2. | Darts Club | \$3.91M |
| 3. | Crazy Plane Landing | \$2.80M |
| 4. | Car Driving School Simulator | \$2.19M |
| 5. | Dog Life Simulator | \$1.98M |

47%
of total
revenue

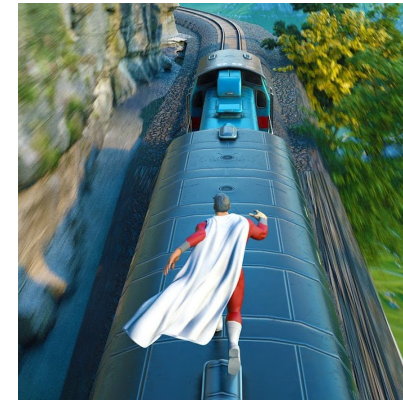
TOTAL **Hyper-Casual** \$28.2M

TOTAL **Mid-Core and Casual** \$21.7M

The most important games released in 2022



Dog Life
Simulator



Try to Fly



Falling Art Ragdoll
Simulator

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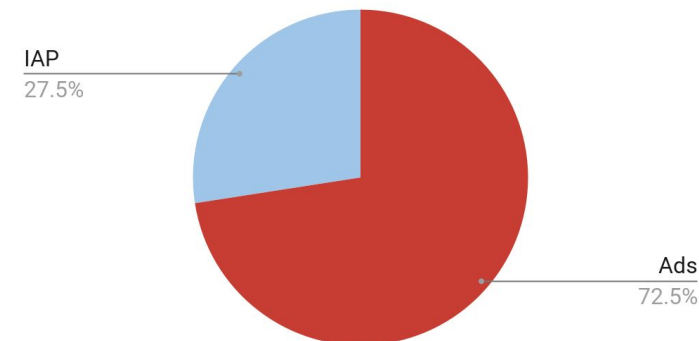
FINANCIAL RESULTS



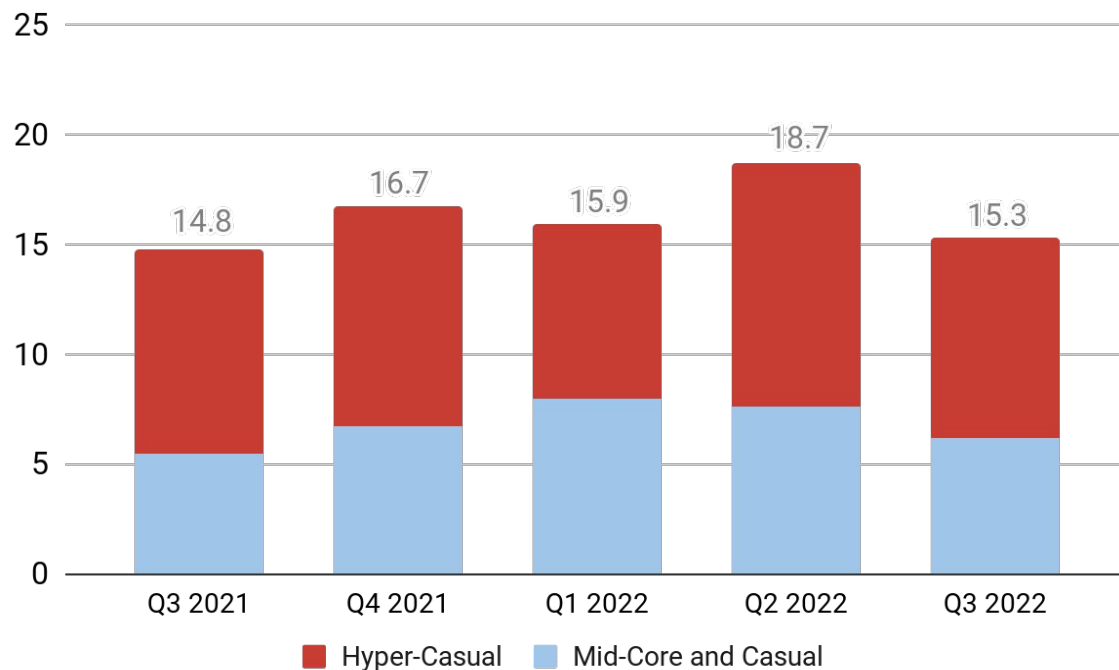
Revenue From Games.

- \$15.3M revenue in Q3 2022 (+3% Y/Y, -18% Q/Q)
- \$49.9M revenue since the beginning of the year
- Stable share of Mid-Core games

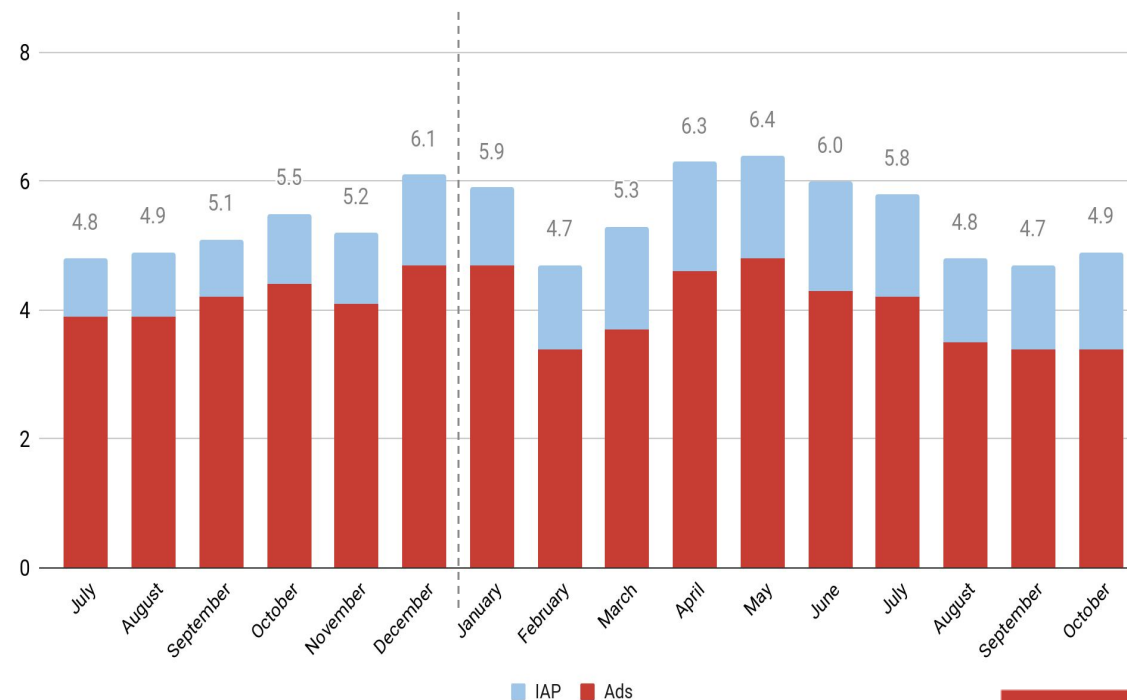
Revenue in Q3 2022



Revenue* (\$M)



Revenue* (\$M)

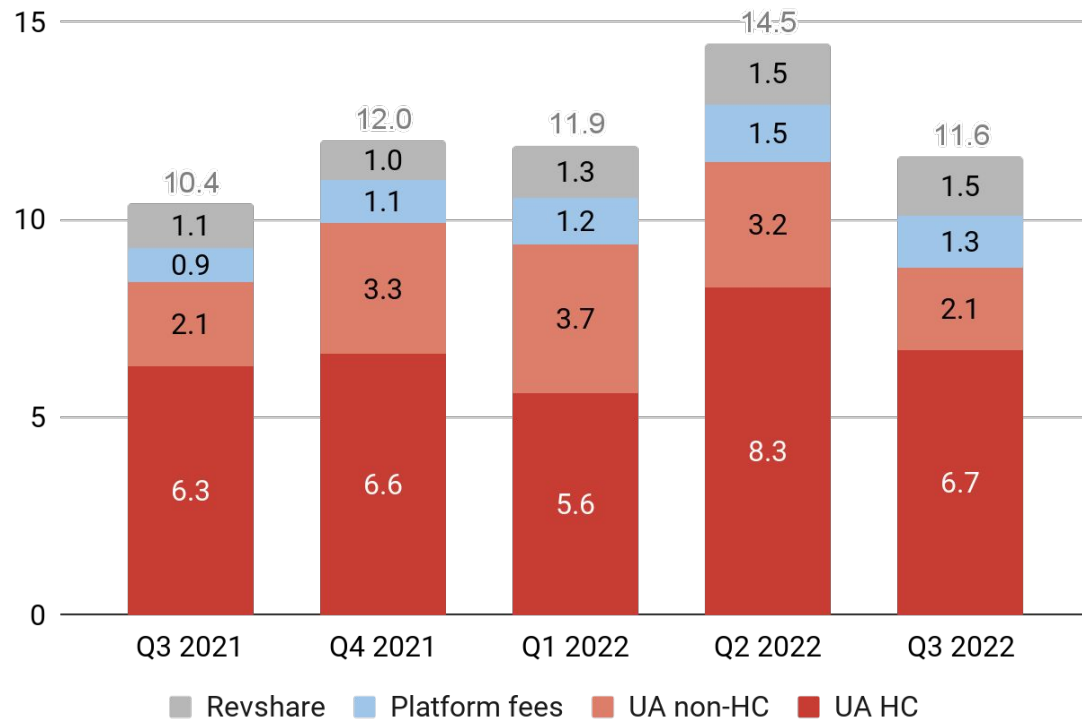


Main Variable Costs.

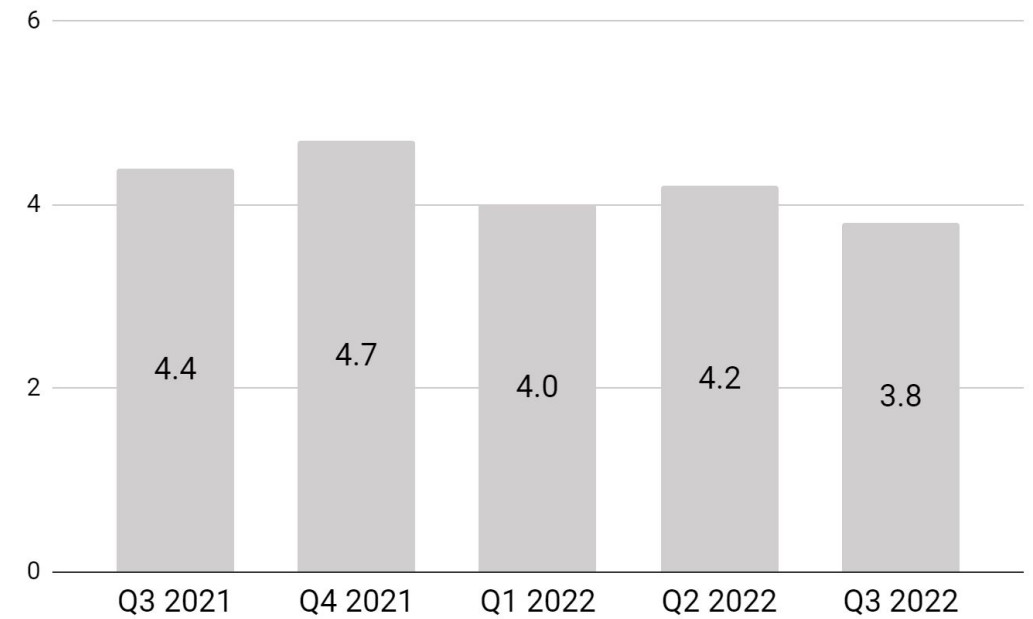
- \$11.6M variable costs in Q3 2022 (-20% Q/Q)
- \$3.8M revenue net of variable costs in Q3 2022 (-10% Q/Q)



Main Variable Costs* (\$M)



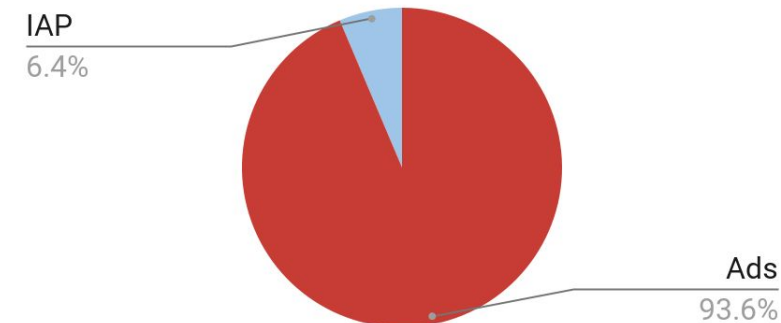
Revenue Net of Variable Costs* (\$M)



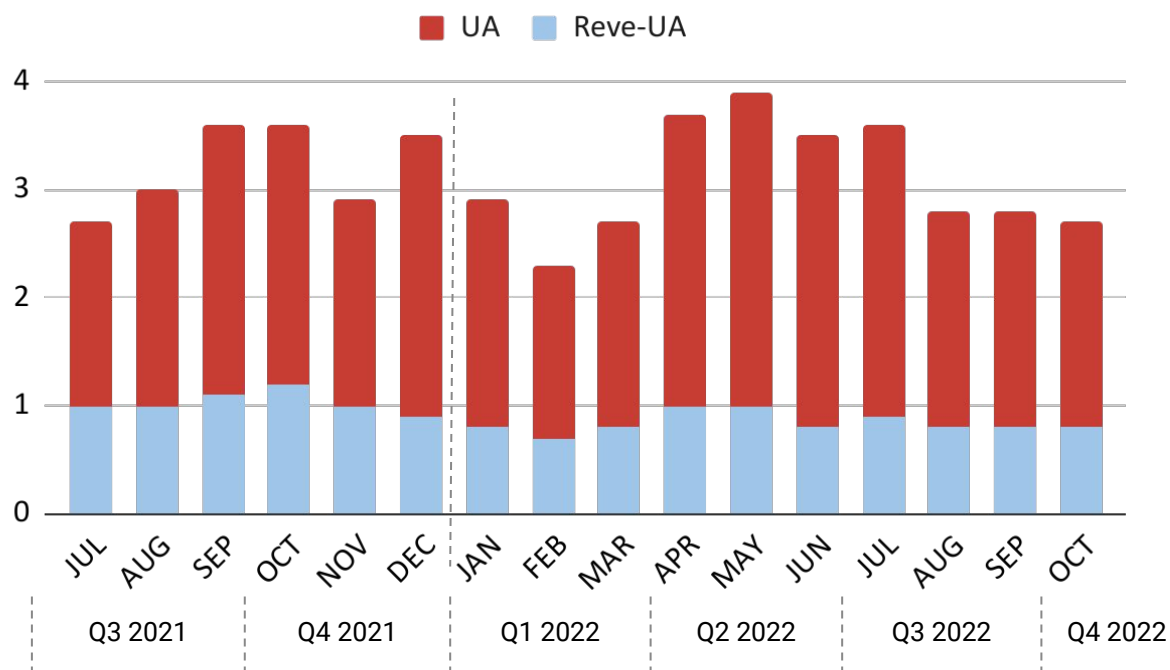
Hyper-Casual.

- \$9.2M revenue in Q3 2022 (-17% Q/Q and -1% Y/Y)
- \$28.2M revenue in Q1-Q3 2022 (-7% Y/Y)
- Stable Revenues - User Acquisition

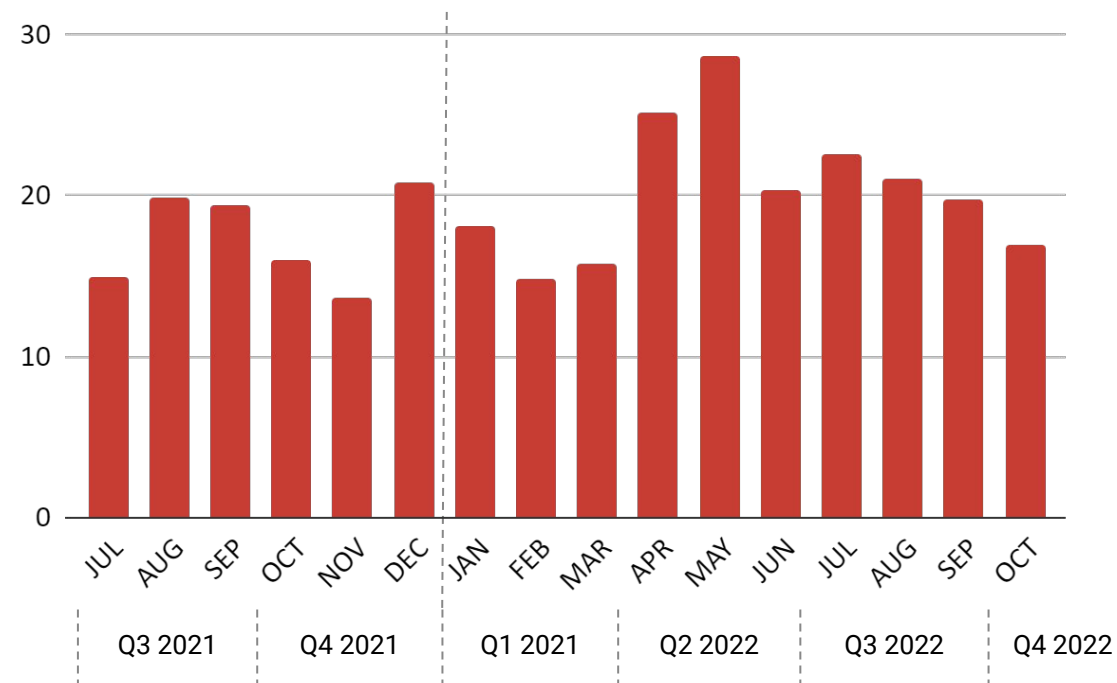
Revenue in Q3 2022



Revenue and User Acquisition* (\$ M)



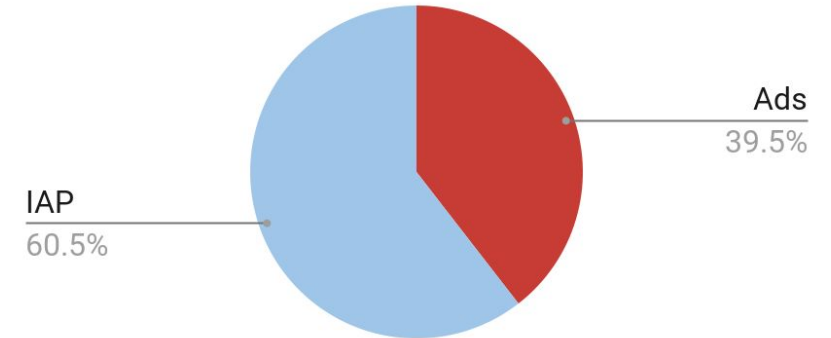
Installs (M)



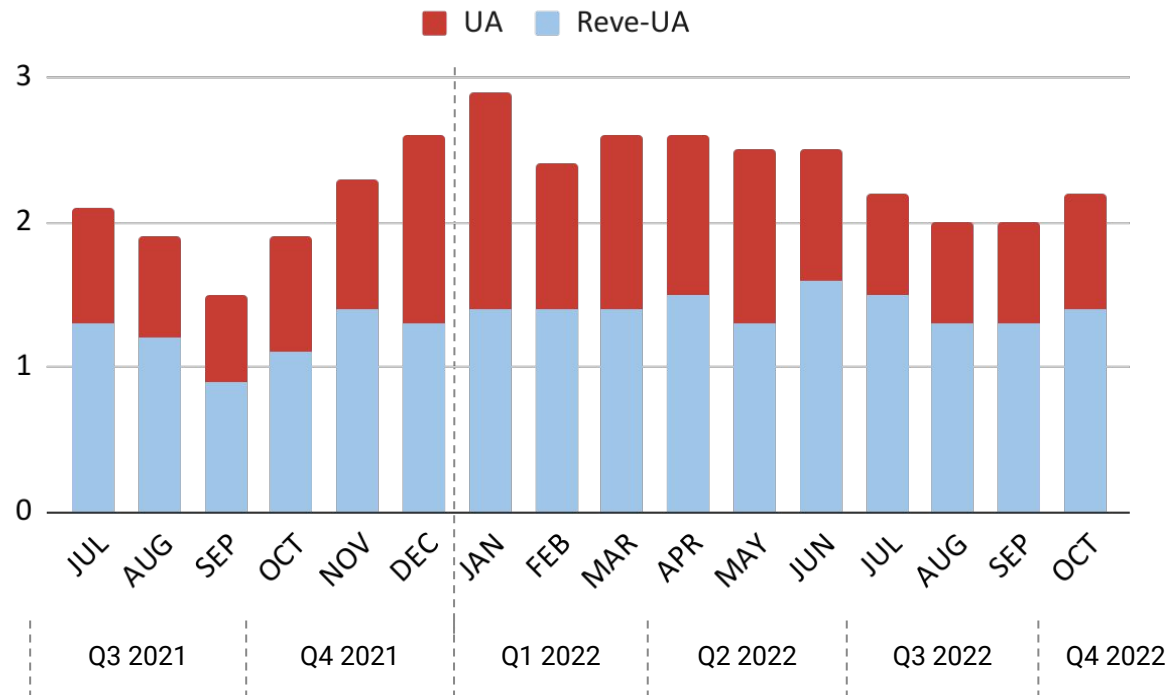
Mid-Core and Casual.

- \$6.2M revenue in Q3 2022 (+13% Y/Y)
- \$21.7M revenue in Q1-Q3 2022 (+47% Y/Y)
- Hunt Royale and Darts Club among best earning titles

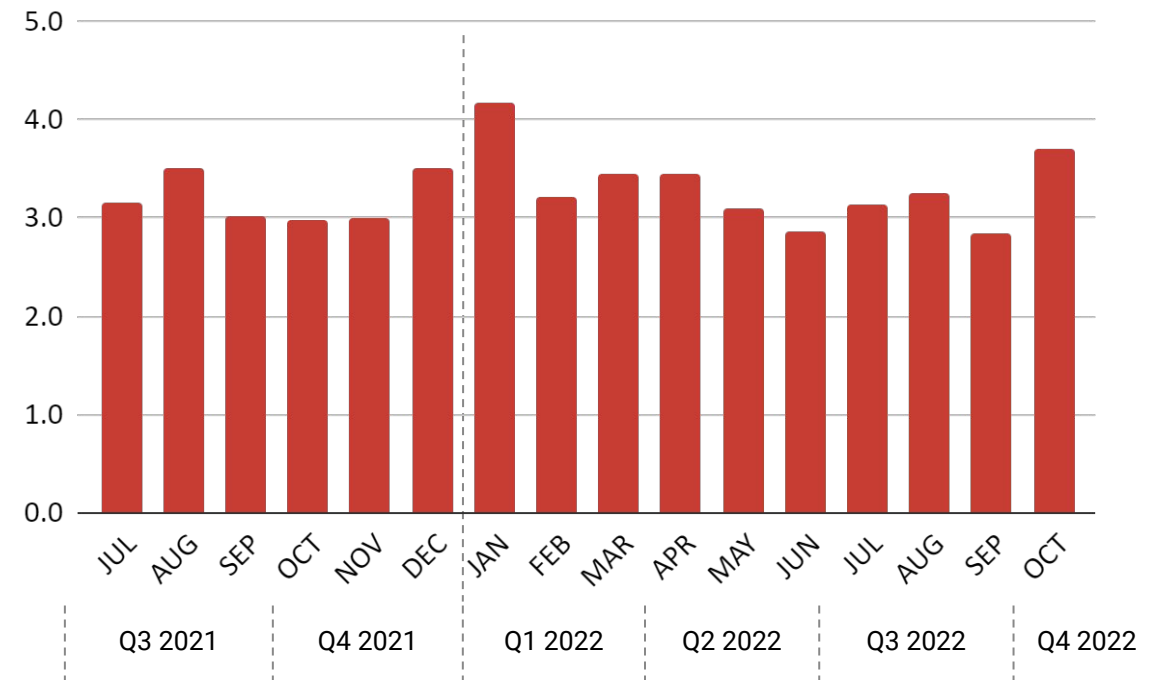
Revenue in Q3 2022



Revenue and User Acquisition* (\$M)



Installs (M)

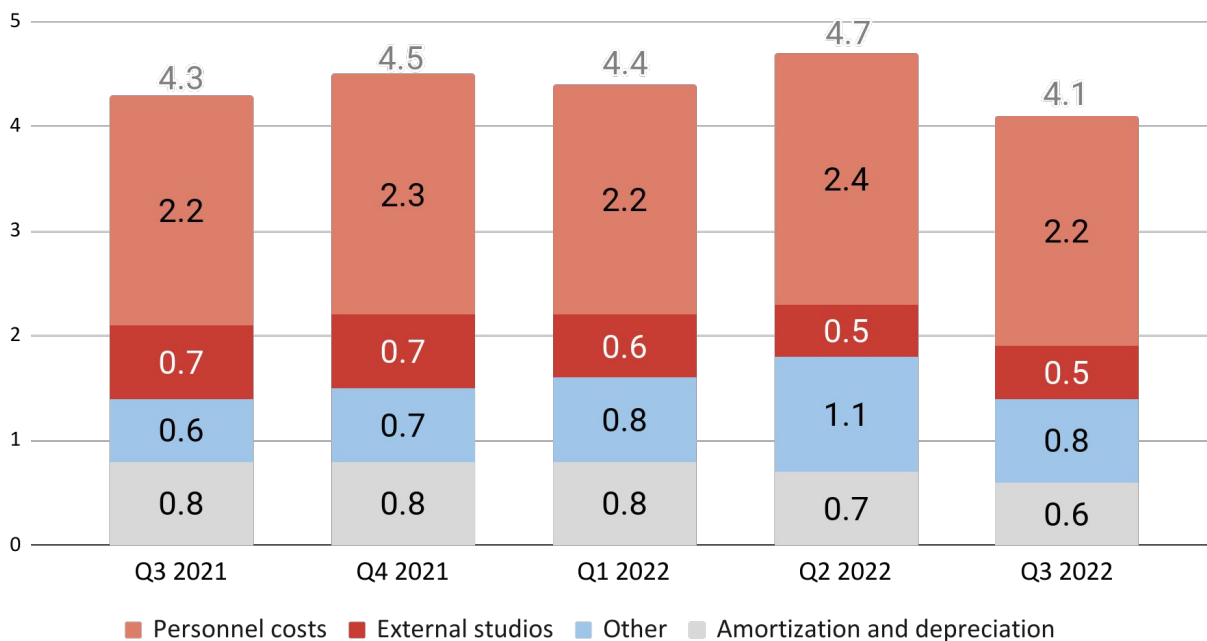


Costs.

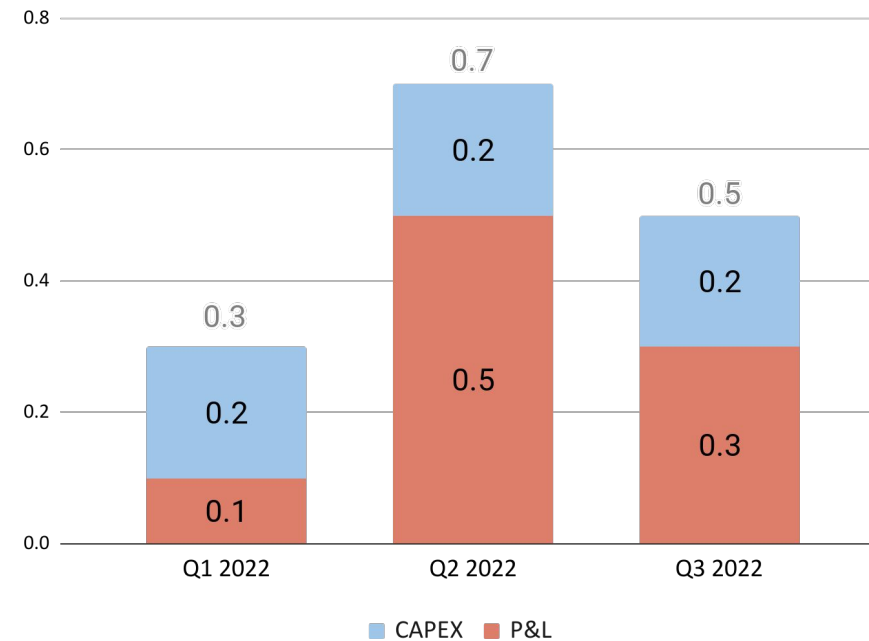
- In Q3 2022, costs as a percentage of revenue kept at the safe level of 27% (25% w Q2 2022)
- \$1.5M for development of Play-And-Earn projects in Q1-Q3 2022



Cost categories other than main variable costs (\$ M)



Investments in Play-And-Earn projects (\$ M)



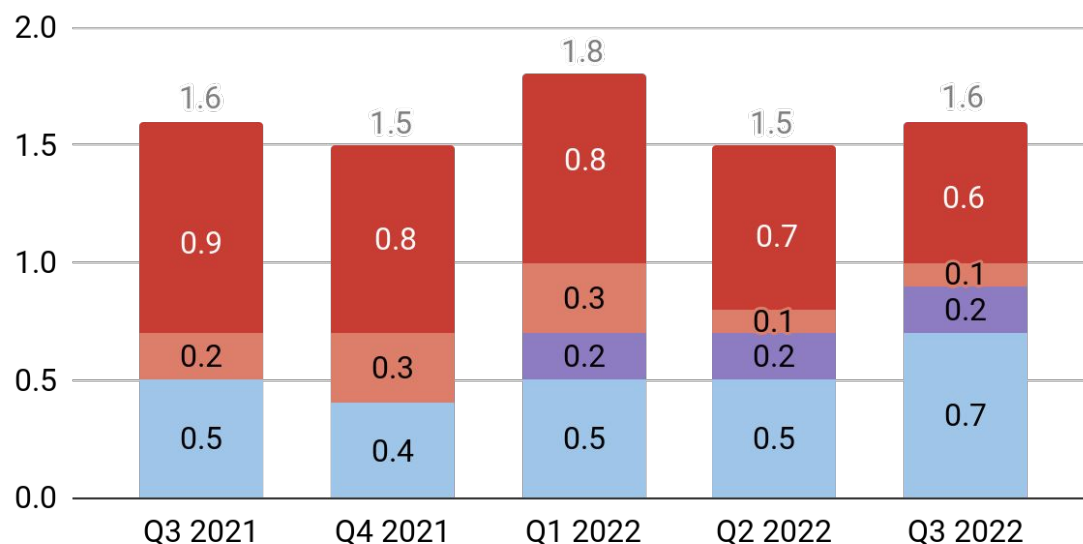
\$1.5 M - Play-And-Earn projects development costs in Q1-Q3 2022, incl. **\$0.9 M** via P&L

Investments.

- Higher expenses Q/Q due to new Mid-Core projects
- Increase of the share of Mid-Core and Casual games
- Development of Play-And-Earn projects

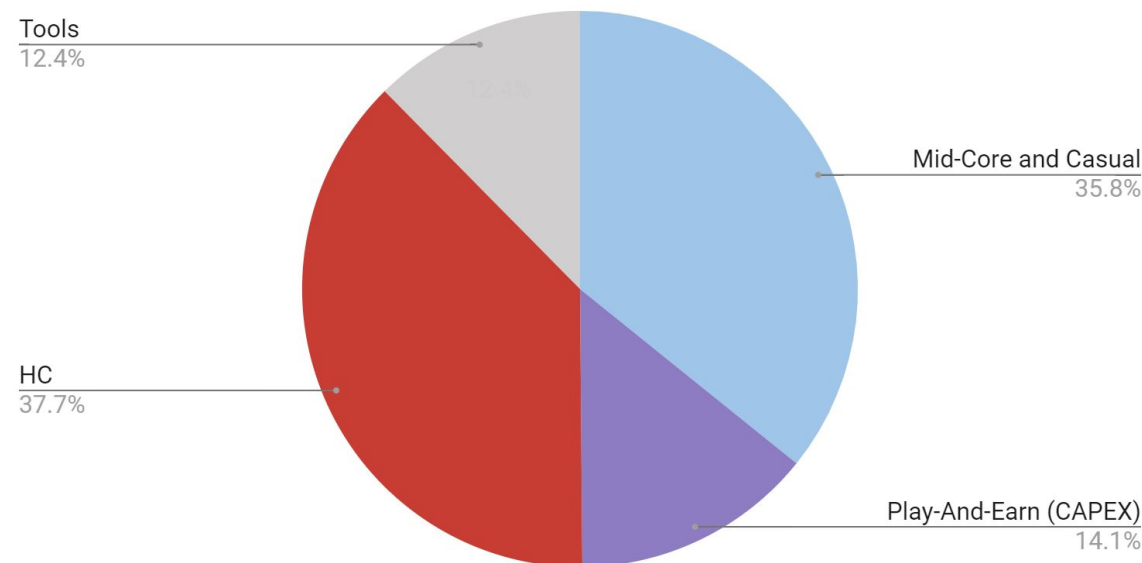


CAPEX and investments (\$M)

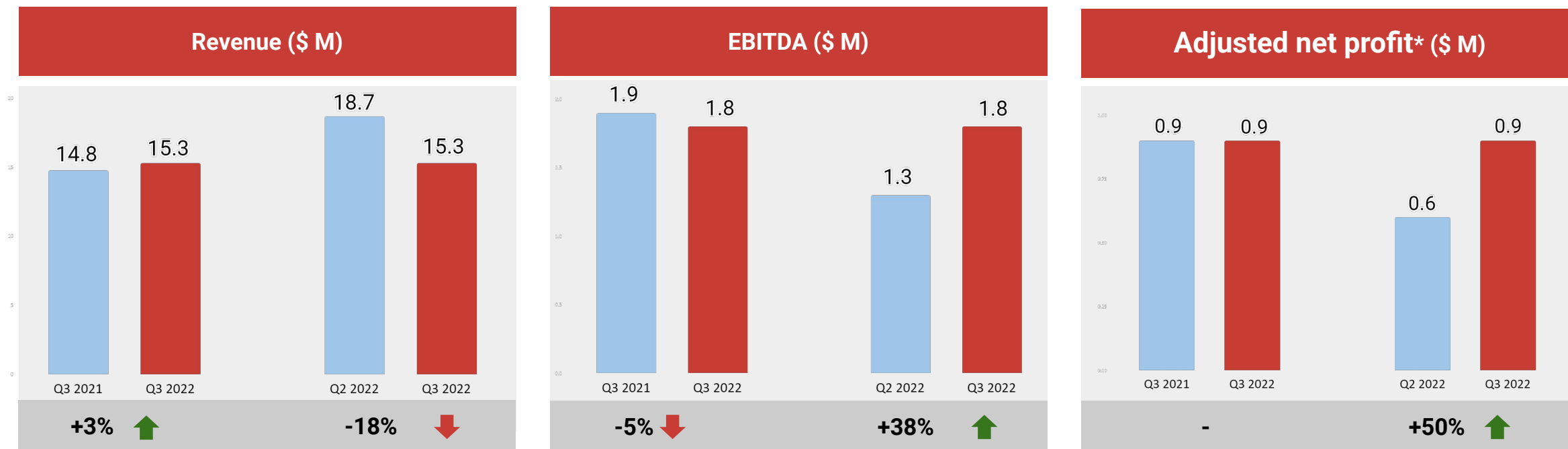


■ HC & Mid-Core research - via P&L
 ■ HC (Capex)
 ■ Play-And-Earn (Capex)
 ■ non-HC and tools Capex

Investments structure (CAPEX and P&L) in Q3 2022



Results.



Operating segments results	Q1-Q3 2021	Q1-Q3 2022		
	Mobile games	Mobile games	Play-And-Earn	TOTAL
Revenue	44 904	49 980	7	49 987
EBITDA	6 735	5 578	(991)	4 587
Net profit	3 353	2 710	(995)	1 715
CAPEX	1 859	2 156	613	2 769

*In Q2 2022, fair value valuation of Superscale Sp. z o.o. shares and, in Q3 2022, write off of loan and trade receivables from Moondrip Sp. z o.o.

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OUTLOOK



Outlook 2022+.

New releases and soft launches
of **Hyper-Casual,**
Mid-Core and Casual
games

Change of
advertising mediation partner for
IronSource Mobile Ltd

New **initiatives**

GRY MOBILNE

Play-And-Earn

projects development


BoomLand


playEmber

Releases of the first projects



PLAY AND EARN



H1 2022

Q3 2022

Q4 2022

H1 2023

ARCHITECTURE DESIGN
POLYGON PARTNERSHIP

BOOMLAND PLATFORM LAUNCH
CERTIK AUDIT COMPLETE

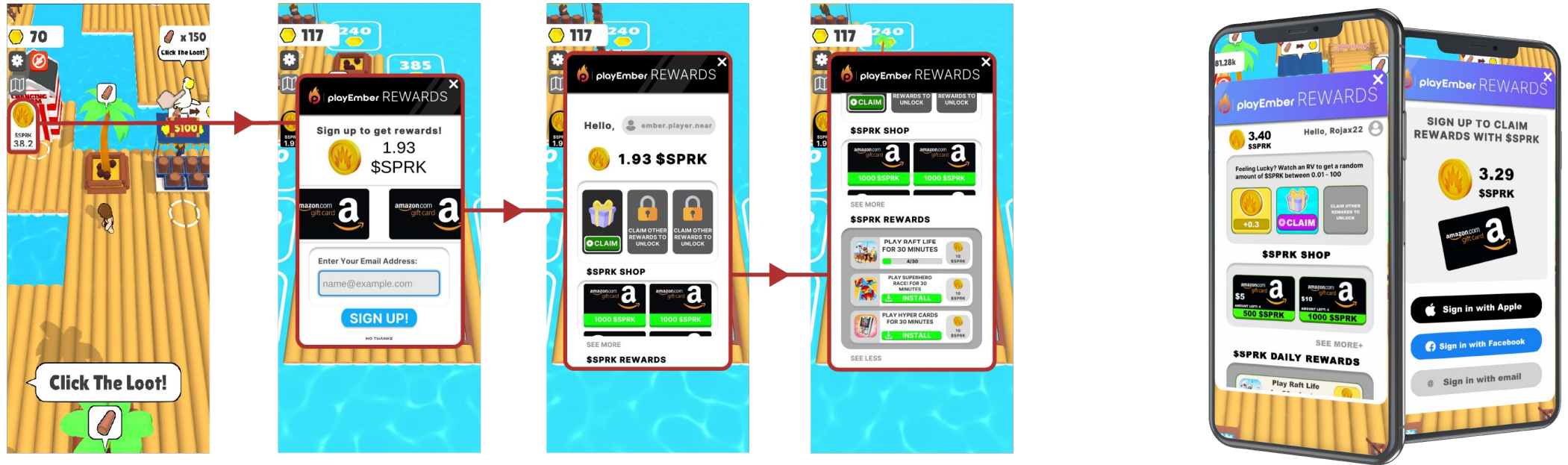
NFT SALE
MAGIC EDEN PARTNERSHIP
HUNTERS-ON-CHAIN SOFT LAUNCH

HUNTERS-ON-CHAIN LAUNCH
...
2 GAMES PUBLISHED
3 STUDIOS ONBOARDED

Done / in progress

PlayEmber.

- Combination of traditional mobile games (web2) with NEAR blockchain (web3)
- Tests on games from the BoomBit Group portfolio and external developers
- Pre-seed completed - over \$2.6M under signed contracts
- Expansion of the blockchain experts team



Download - Play - Claim Wallet - Get Rewards - Keep Playing

Summary.

RESULTS

\$49.9M revenue from games in Q1-Q3 2022
(incl. **\$15.3M** in Q3 2022)

\$2.1M adjusted net profit in Q1-Q3 2022

215.5M installs in Q1-Q3 2022
(incl. **72.6M** in Q3 2022)

\$2.6M contracted for development
Play-And-Earn projects

PLANS

Release of the first
Play-And-Earn projects:
BoomLand and **PlayEmber**

Development of the Hyper-Casual, Casual
and Mid-Core games portfolio

\$0.8M advance dividend for 2022



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ATTACHMENTS



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Key financial data.

\$ k	Q1 2021	Q2 2021	Q3 2021	Q1-Q3 2021	Q4 2021	Q1 2022	Q2 2022	Q3 2022	Q1-Q3 2022
Revenue*	11,250	18,846	14,808	44 904	16,746	15 888	18 681	15 418	49 987
Revenue - variable costs	4,197	5,342	4,457	13 996	4,657	3 955	4 230	3 838	12 023
EBITDA	2,144	2,732	1,859	6 735	2,312	1 450	1 307	1 830	4 587
Net profit	1,018	1,474	861	3 353	1,236	546	446	723	1 715
One-off effects**	-	127	-	127	(490)	-	205	256	461
EBITDA adj.	2,144	2,732	1,859	6 735	1,822	1 450	1 307	1 830	4 587
Net profit adj.	1,018	1,577	861	3 456	839	546	612	930	2 088
CAPEX	529	642	688	1 859	676	948	867	954	2 769
Cash (end of quarter)	6,033	7,452	9,038	9 038	8,201	8 929	8 699	6 773	6 773

*Presented revenue does not include revenue from soft launch, which according to Groups' accounting policy, are capitalised as development costs.

**In 2021 - valuation of call option for Level-Up First S.à.r.l. Investment Fund to acquire 112 shares in SuperScale from the Company and write off of minimum guarantee from the publishing agreement not executed in full into Other operational revenue. In Q2 2022, fair value valuation of Superscale Sp. z o.o. shares and in Q3 2022 write off of loan and trade receivables from Moondrip Sp. z o.o.

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Thank You

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