



BOOMBIT

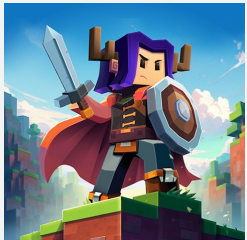
INVESTOR PRESENTATION - Q2 2025

Q2 2025 summary

Highlights

- 12.5M in sales revenue
- 1.4M EBITDA and
\$(-0.01)M net result
- Key titles from the pipeline for H2 2025:

➤ Hunter’s Origin



➤ Big Helmets: Heroes of Destiny



➤ Short Reels - True Life Drama



Mobile segment revenue

Q2 2025
12.4M

Mid-Core and Casual
Hyper-Casual

\$7.1M
\$5.3M

Title		Q2 2025
1	Darts Club	2.28
2	Hunt Royale	2.16
3	Crazy Plane Landing	0.55
4	Car Driving School Simulator	0.54
5	Downhill Race League	0.53
6	Dawn of Ages	0.44
7	Boss Fight	0.42
8	Car Sales Simulator	0.35
9	Walk King - Race on Stairs	0.35
10	Loot Heroes	0.31

BOOMBIT

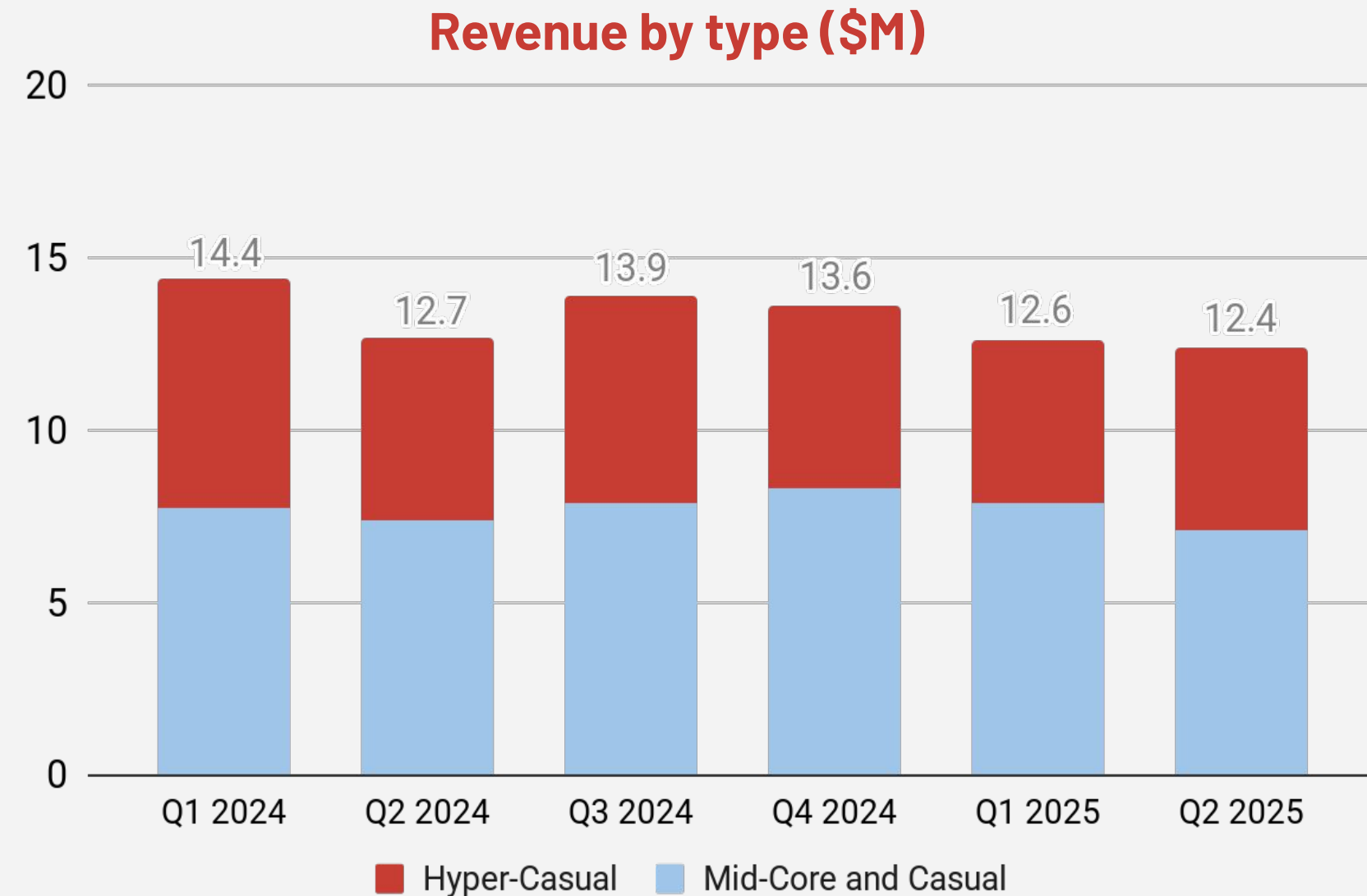


BOOMBIT



Mobile games segment

- \$12.4M in Q2 2025 (-1.6% q/q)
- Negative impact of the PLN/USD exchange rate decline



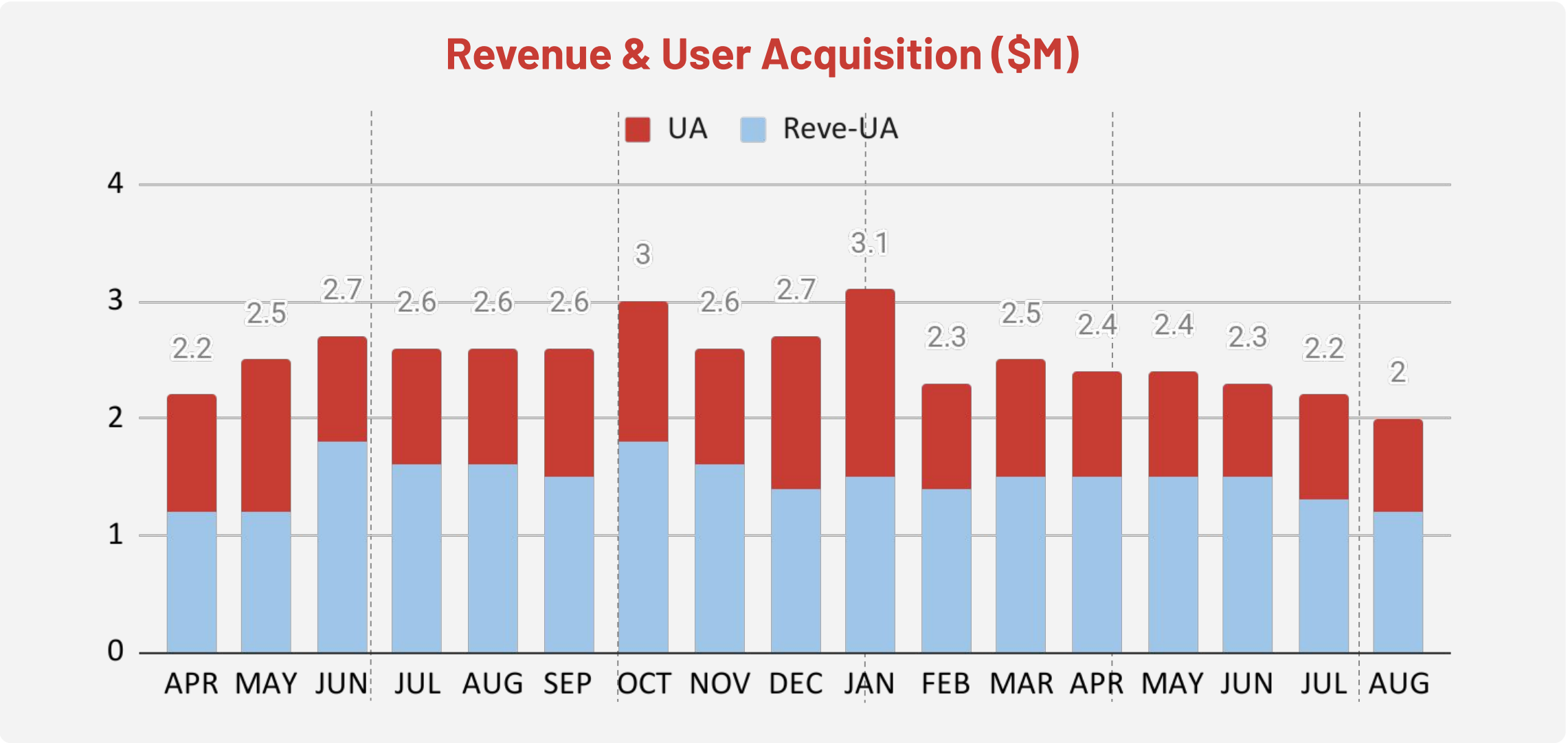
Presented revenue doesn't include revenue from soft launch, which according to Groups' accounting policy are capitalized as development costs

BOOMBIT



Mid-Core and Casual

- \$7.1M of revenue in w Q2 2025 (-10.1% q/q)
- \$4.5M reve-UA in Q2 2025 (+2.3% q/q)



*Presented revenue doesn't include revenue from soft launch, which according to Groups' accounting policy are capitalized as development costs
The presented data for April 2025 comes from the Group's current report.*

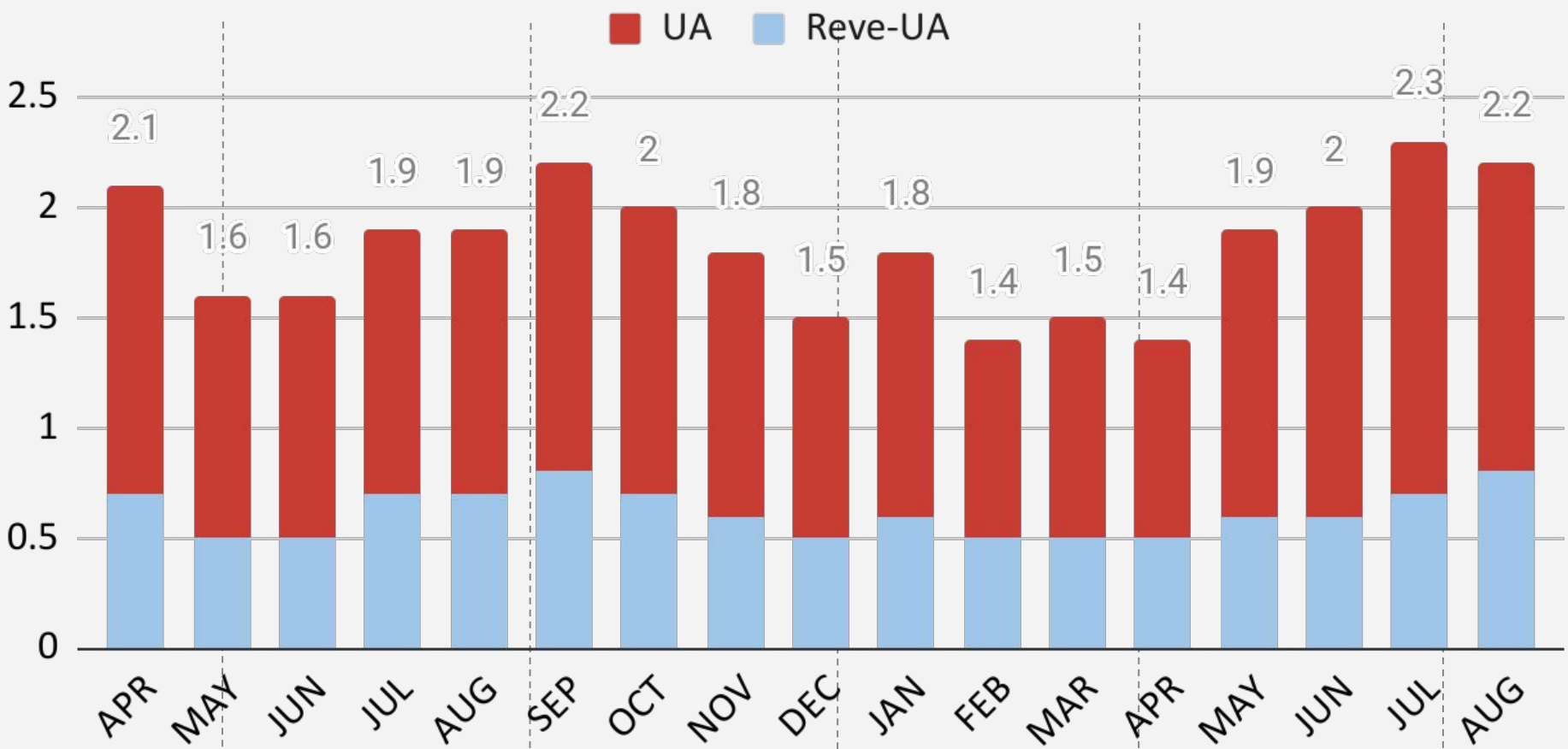
BOOMBIT



Hyper-Casual

- \$5.3M revenue in w Q2 2025 (+6.3% q/q)
- \$1.7M reve-UA (+6.3% q/q)

Revenue & User Acquisition (\$M)

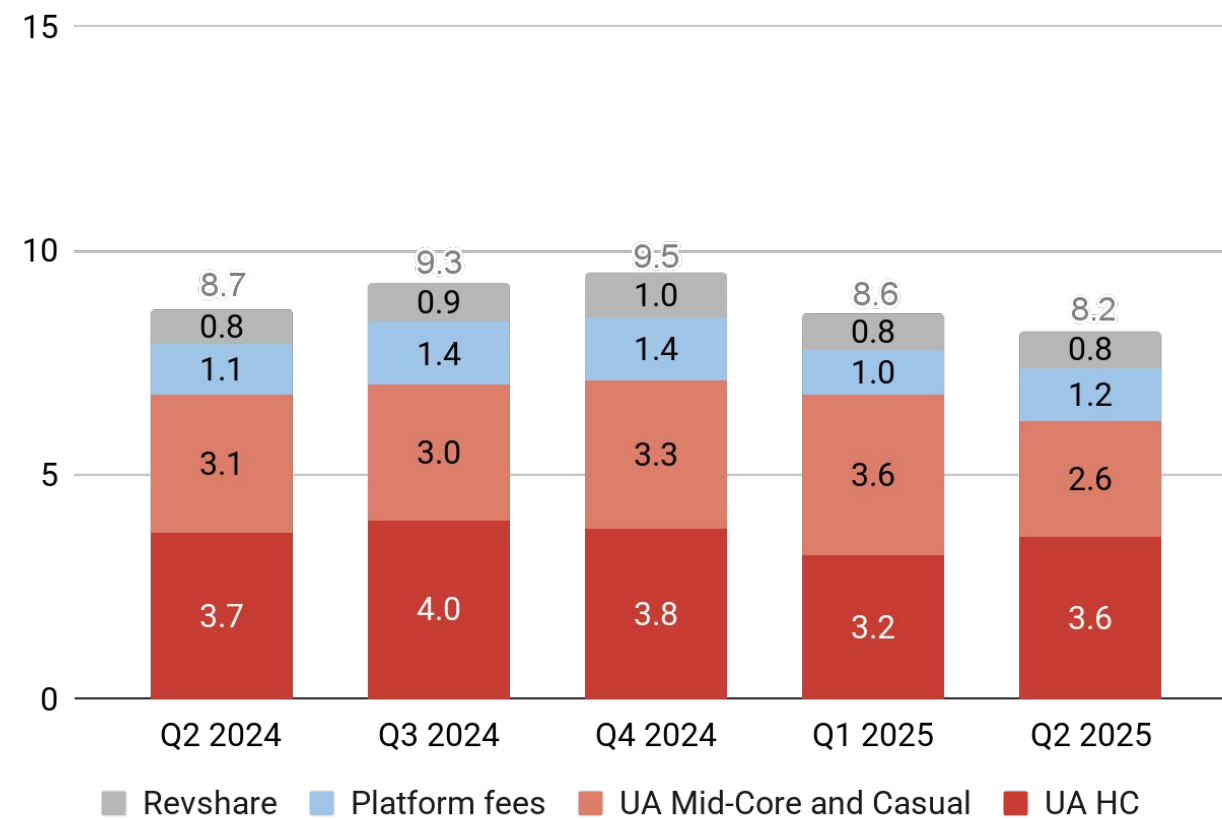


Presented revenue doesn't include revenue from soft launch, which according to Groups' accounting policy are capitalized as development costs
The presented data for April 2025 comes from the Group's current report.

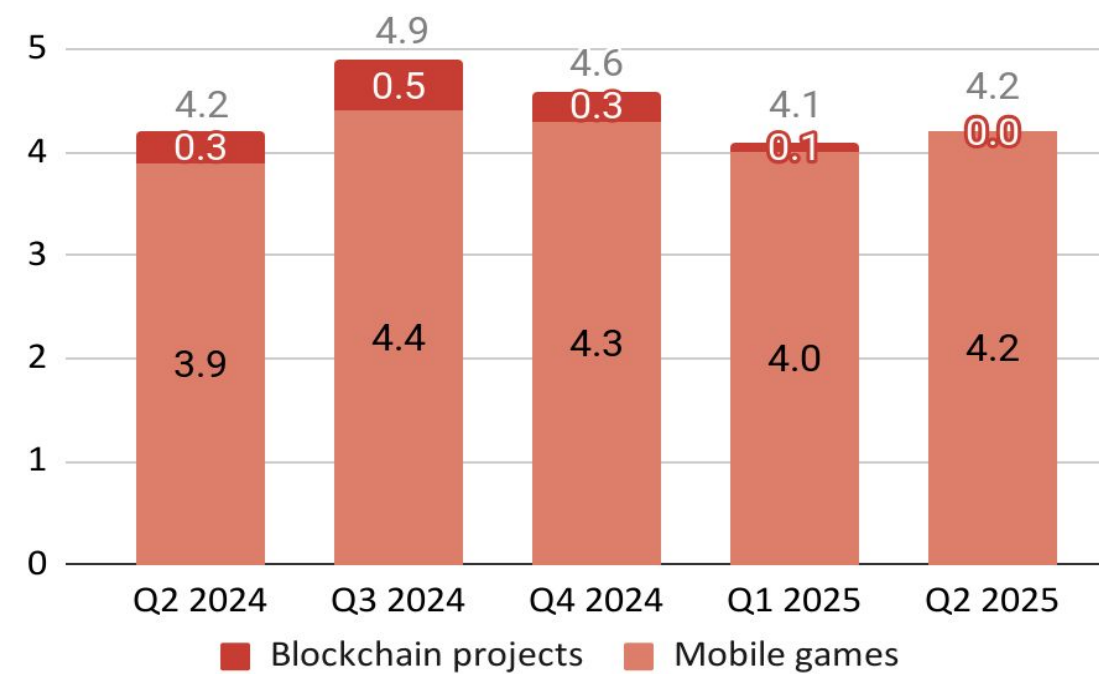
Variable costs

- \$8.2M variable costs in Q2 2025 (-4.5% q/q)
- \$4.2M revenue net of variable costs in Q2 2025 (+2.4% q/q)

Main variable costs (\$M)



Revenue net of variable costs (\$M)



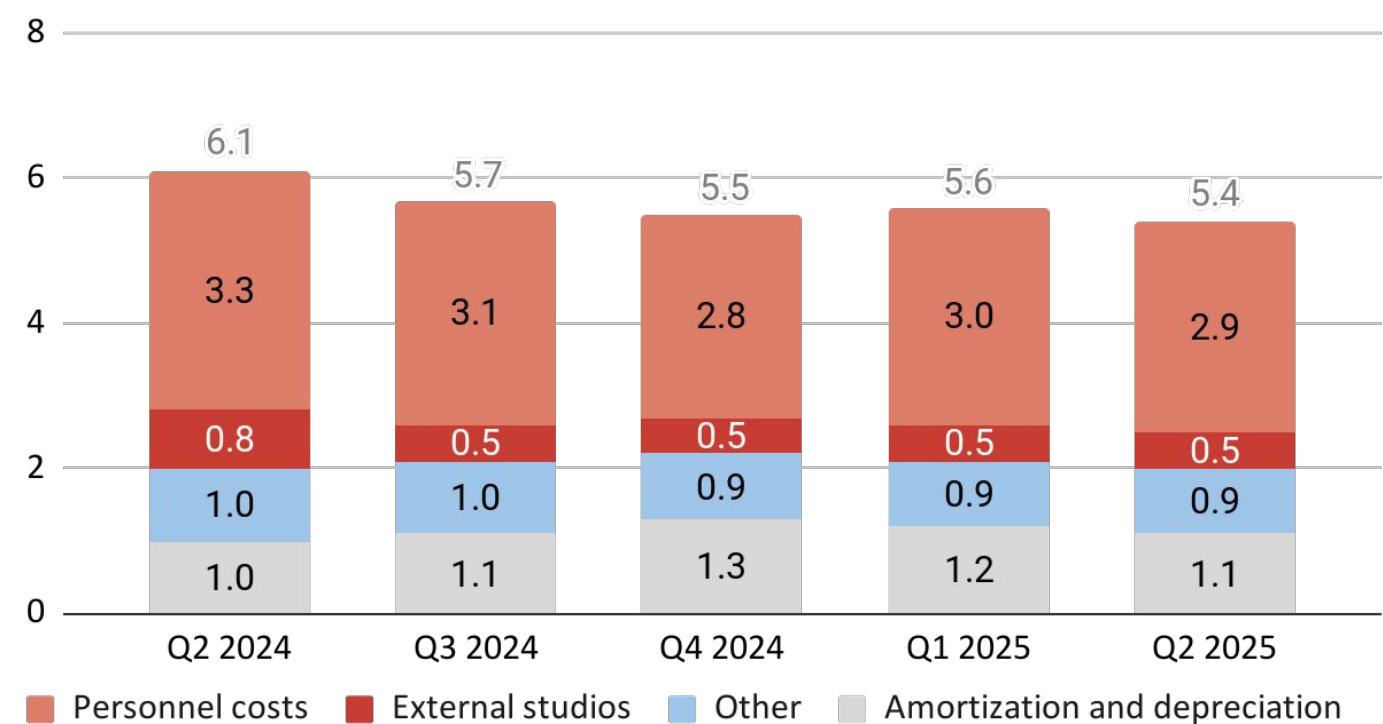
BOOMBIT



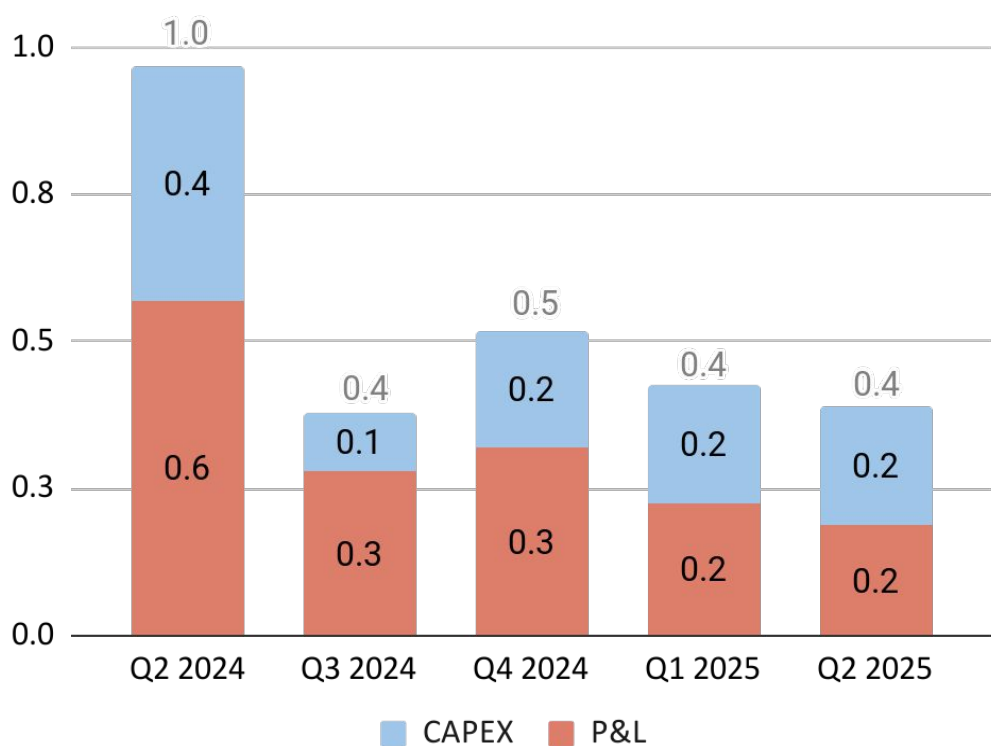
Costs

- \$5.4M costs after excluding main variable costs (-3.6% q/q)
- Decrease in personnel costs. (-9.5% q/q)

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



Investments in blockchain projects (\$M)



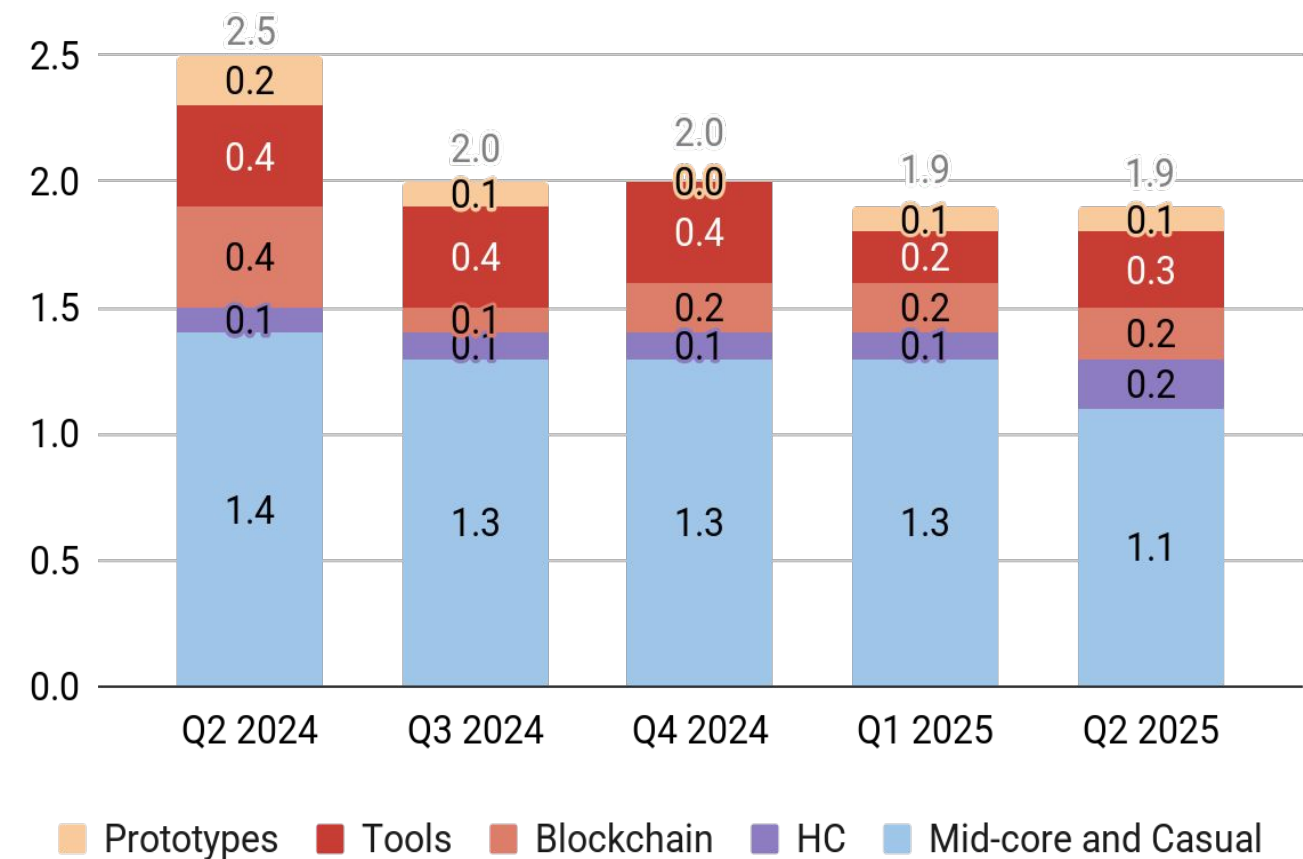
BOOMBIT



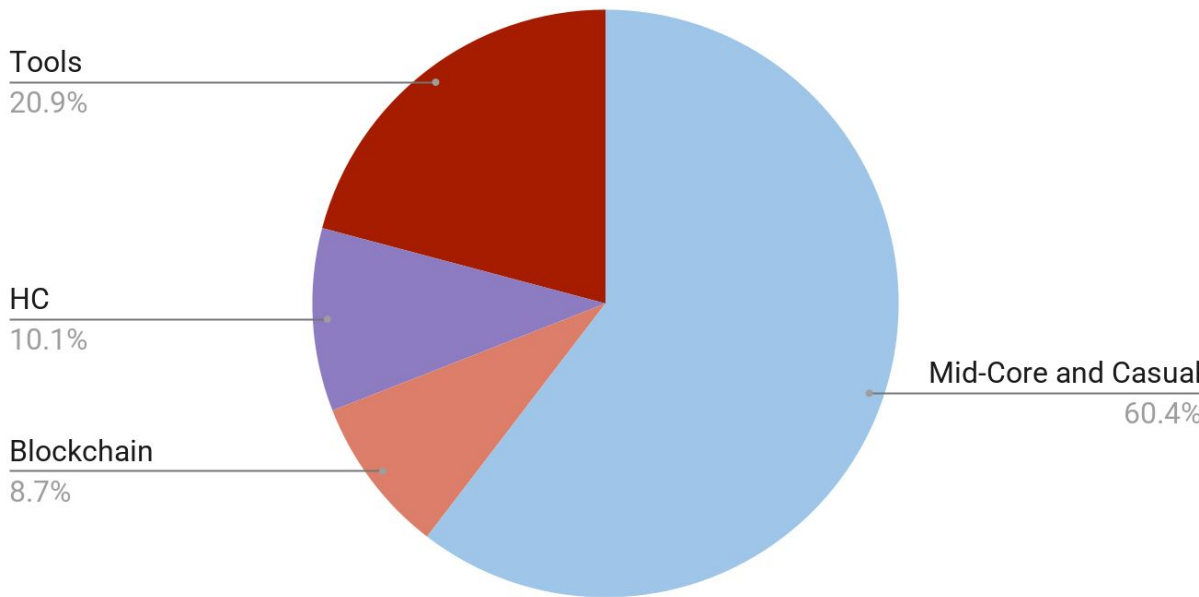
Investments

- \$1.9M investments in Q2 2025 (0.0% q/q.)
- 60.4% Total capital expenditure is for MidCore and Casual games

CAPEX & investments (\$M)

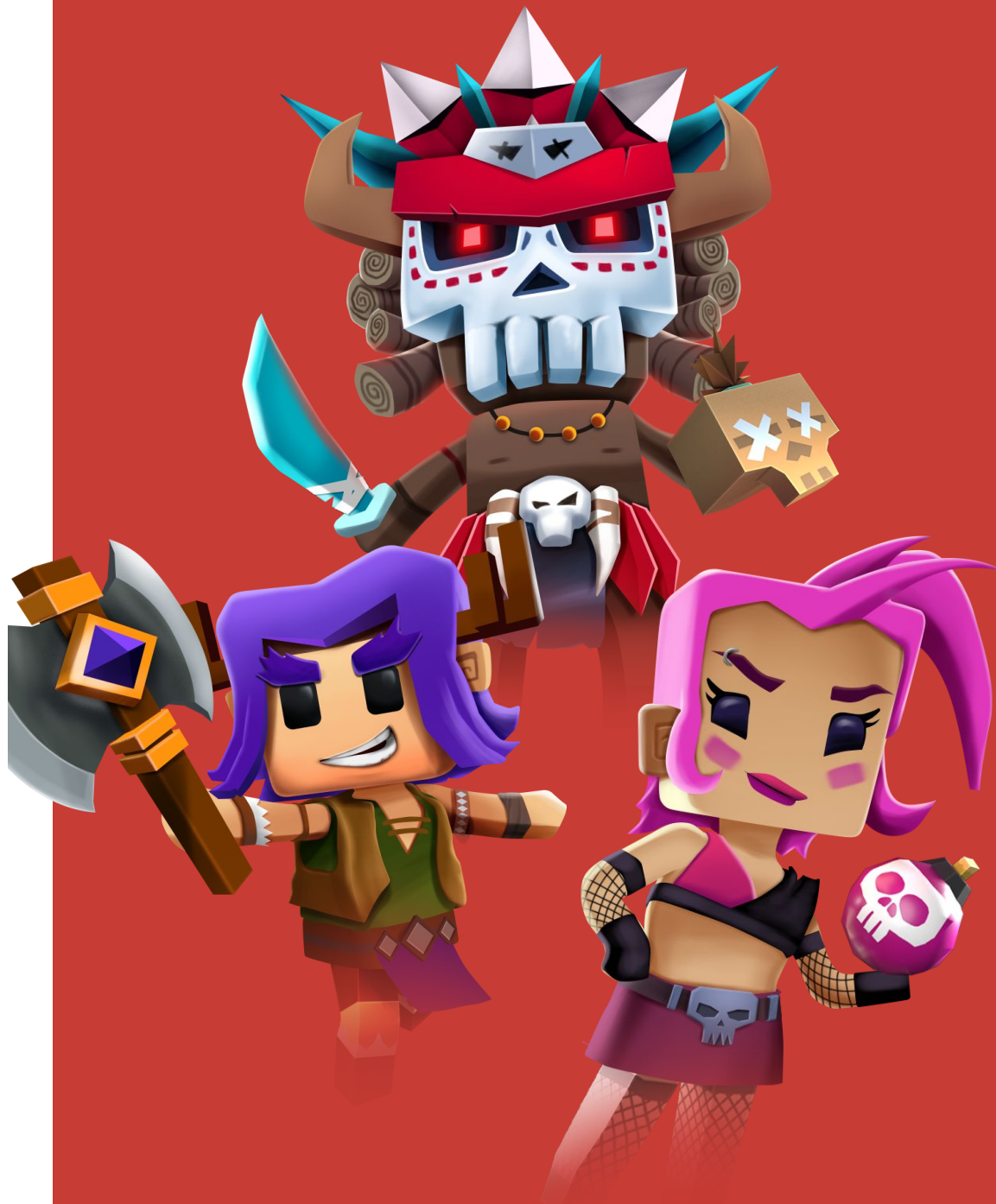


Investments structure (CAPEX and P&L) in Q1 2025



Mid-Core / Casual includes an application created in Mobile Esports

BOOMBIT

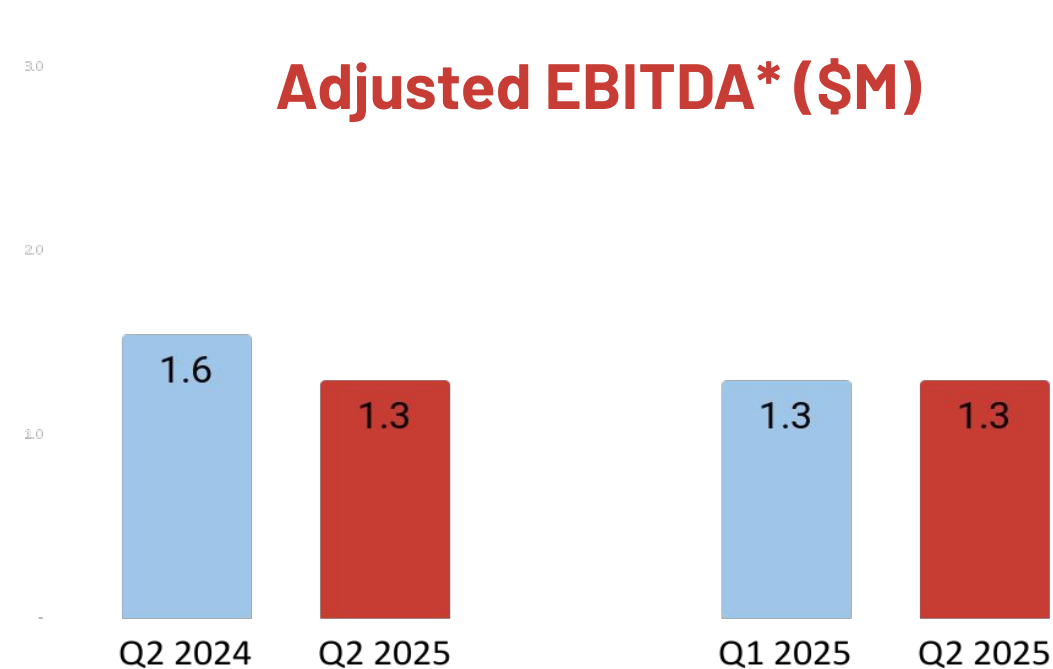


BOOMBIT

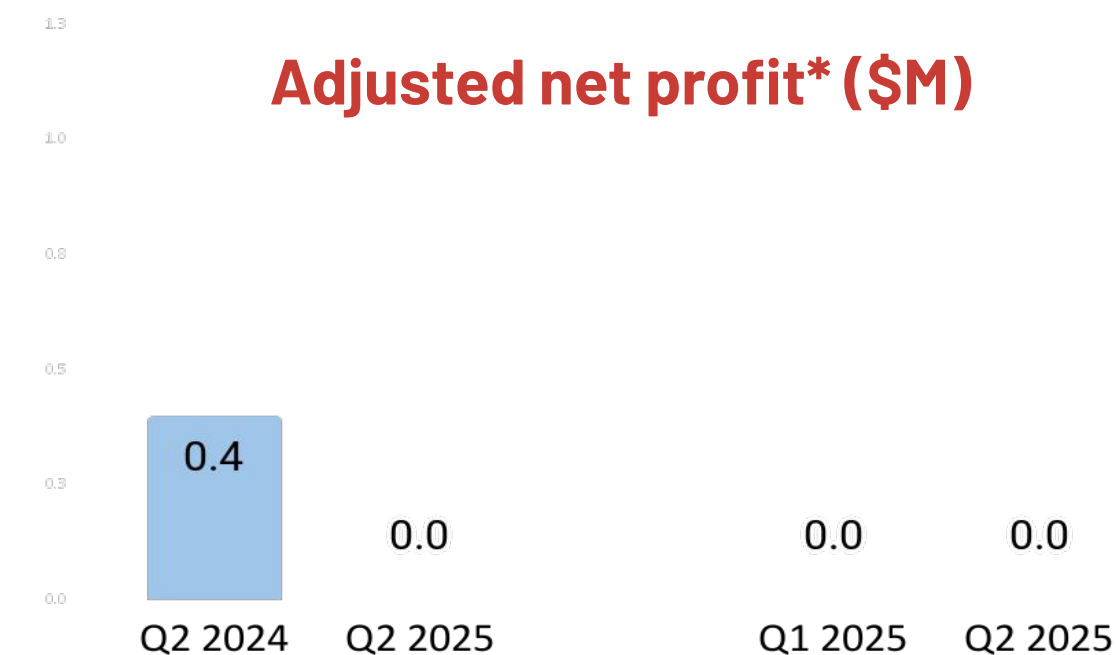
Group results



Adjusted EBITDA* (\$M)



Adjusted net profit* (\$M)



Operating segment results - quarterly

Segment results (kUSD)	Mobile games*			Blockchain projects		
	Q1 2025	Q2 2025	% change	Q1 2025	Q2 2025	change in \$
Revenue	12 360	12 401	- 1.8%	59	29	-30
Adjusted EBITDA*	1 418	2 160	49.7%	- 168	-171	-3
Adjusted net profit*	200	713	249.2%	- 178	-123	-55

* Data presented in the mobile games segment include exclusions of intra-group transactions between segments

BOOMBIT

Thank you!

Key financial data

kUSD	Q1 2024	Q2 2024	Q3 2024	Q4 2024	2024	Q1 2025	Q2 2025
Revenue*	15,154	12,924	14,274	14,048	56,399	12,691	12,451
Revenue - variable costs	4,854	4,243	4,922	4,600	18,619	4,199	4,247
EBITDA	1,633	3,017	1,960	829	7,439	1,282	1,000
Net profit	505	1,581	684	-1,742	1,029	-20	-198
One-off effects**	68	-1,455	-13	3,318	1,918	33	333
EBITDA adj.	1,702	1,561	1,947	2,441	7,651	1,282	1,354
Net profit adj.	623	355	688	1,039	2,706	26	-5
CAPEX	2,497	2,318	1,914	2,013	8,742	1,729	1,690
Cash (end of quarter)	7,299	5,065	3,436	3,613	19,413	3,391	3,309

* The presented revenues do not include the value from the soft launch phase, which, in accordance with the Group's accounting principles, are capitalized as development costs.

