



BOOMBIT

BOOMBIT S.A. GROUP
COMPLETE CONSOLIDATED SEMI-ANNUAL REPORT
for the 6 months ended 30 June 2025
GDAŃSK, 25 SEPTEMBER 2025

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I. LETTER FROM THE CEO

Dear Shareholders and Investors,

I hereby present a report summarizing the performance and the most important disclosures regarding the activity of the BoomBit S.A. Company and Group in H1 2025.

The first six months of 2025 were challenging for many companies in the mobile games industry. In such an environment, it was crucial to optimize the portfolio and to adapt by searching for new sources of revenue and developing the most prospective projects. We took action to further diversify our revenue and we expect many of those initiatives to bear measurable results in the future.

In the first half of 2025, the total revenue from mobile games (PLN 96.6 million) was 14% down from the analogical period in the previous year (PLN 112.3 million), with revenue of the Group adversely affected by PLN getting stronger.

The revenue from hyper-casual games, representing about 40% of the total revenue, was PLN 38.7 million, i.e. 20% down from the analogical period in the previous year. The lower revenue in this segment resulted from the observed profitability drop in the mobile advertising market. The highest-grossing titles of H1 2025 were: Downhill Race League, Crazy Plane Landing, Boss Fight, Walk King – Race on Stairs. Revenue from mid-core and casual games, which accounted for 60% of the total revenue, was 5% down from the analogical period in the previous year and it totaled PLN 57.8 million. Our highest-grossing title in this segment was Darts Club, where the first half of this year set a new record. The TOP 5 also included Hunt Royale, Dawn of Ages, Car Driving Simulator and Idle Farm.

The Group's EBITDA adjusted by one-time events was PLN 10.1 million H1 2025 (versus the PLN 13.0 million in the analogical period in the previous year), while net profit/loss adjusted by one-time events was PLN 0.1 million (versus the PLN 3.9 million in the analogical period last year).

We are working intensely on titles that are to make their début in the second half of the year. The most important and advanced productions with premières scheduled for the beginning of Q4 2025 include, for instance, Hunter's Origin and Big Helmets: Heroes of Destiny. Another exciting title is MyBots, a game inspired by the mechanics known from Hunt Royale, its soft launch planned for the end of 2025. Other interesting productions include The Kingdom: Medieval Tales (a project pursued with Stratosphere and with the German movie and TV producer UFA), Idle Bitcoin Empire, Mini Golf, Idle Club and Among Dead. We also continue to develop other hyper-casual and puzzle-type games.

We are observing a growing popularity of mobile apps versus traditional games for mobile devices. Hence our engagement in the creation of the said mobile apps, the most important ones currently being Short Reels – True Life Drama. It is going to be a platform with short episodes of drama series and its première is scheduled for the beginning of Q4 2025.

We launched AppLifters this year – a brand to offer services which used to serve our internal needs. This applies, for instance, to our original BI tools, interactive playable ads, cross-promo and marketing campaigns. We have already completed dozens of playable-ads orders and gained several clients for a customized BI tool. By the end of 2025, we plan to launch the tools for creating playable ads and BI tools to be offered in the market in the SaaS model.

The first half of the year was challenging in many ways, mainly due to the competitive market environment and PLN getting stronger. Considering the projects we are currently working on and the consistent diversification of our revenue sources, we expect to see their material impact on the Group's activity and performance before the end of the year.

Please find the specifics below.

II. SELECTED FINANCIAL DATA FOR THE CONSOLIDATED INTERIM FINANCIAL STATEMENTS OF THE BOOMBIT S.A. GROUP FOR THE PERIOD ENDED ON 30 June 2025

Selected consolidated financial data

	6 months ended 30 June		6 months ended 30 June	
	2025	2024	2025	2024
	PLN '000		EUR '000	
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Revenue on sales of services	96,602	112,251	22,887	26,039
Cost of sales	(87,160)	(99,430)	(20,650)	(23,065)
Gross profit on sales	9,442	12,821	2,237	2,974
Operating profit/loss	(668)	10,763	(158)	2,497
Profit/loss before tax	(1,146)	10,830	(272)	2,512
Net profit/loss	(835)	8,342	(198)	1,935
Total comprehensive income	(877)	8,573	(208)	1,989
Total comprehensive income				
- attributable to shareholders of the parent	(790)	9,308	(187)	2,159
- attributable to minority interest	(87)	(735)	(21)	(170)
Profit/loss per share (in PLN/EUR) (basic)	(0.05)	0.66	(0.01)	0.15
Profit/loss per share (in PLN/EUR) (diluted)	(0.05)	0.66	(0.01)	0.15
Net cash flows from operating activity	10,312	8,551	2,443	1,983
Net cash flows from investment activity	(12,961)	(19,391)	(3,071)	(4,498)
Net cash flows from financial activity	(79)	(596)	(19)	(138)
Cash flows before exchange differences	(2,728)	(11,436)	(646)	(2,653)
Total net cash flows	(2,850)	(11,259)	(675)	(2,612)
	30 June 2025	31 December 2024	30 June 2025	31 December 2024
	PLN '000		EUR '000	
	(unaudited)	(audited)	(unaudited)	(audited)
Non-current assets	73,899	73,437	17,421	17,186
Current assets	42,675	48,531	10,060	11,358
Total assets	116,574	121,968	27,482	28,544
Equity attributable to shareholders of the parent	73,247	73,629	17,267	17,231
Equity attributable to minority interest	195	282	46	66
Total equity	73,442	73,911	17,313	17,297
Long-term liabilities	9,974	8,703	2,351	2,037
Short-term liabilities	33,158	39,354	7,817	9,210
Total liabilities	43,132	48,057	10,168	11,247
Total equity and liabilities	116,574	121,968	27,482	28,544

Selected standalone financial data

	6 months ended		6 months ended	
	30 June		30 June	
	2025	2024	2025	2024
	PLN '000		EUR '000	
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Revenue on sales of services	58,686	71,392	13,904	16,561
Cost of sales	(54,462)	(62,732)	(12,903)	(14,552)
Gross profit on sales	4,224	8,660	1,001	2,009
Operating profit/loss	(5,795)	(299)	(1,373)	(69)
Profit/loss before tax	(4,793)	(308)	(1,136)	(71)
Net profit/loss	(4,089)	(300)	(969)	(70)
Total comprehensive income	(4,089)	(300)	(969)	(70)
Profit/loss per share (in PLN/EUR) (basic)	(0.30)	(0.02)	(0.07)	(0.00)
Profit/loss per share (in PLN/EUR) (diluted)	(0.30)	(0.02)	(0.07)	(0.00)
Net cash flows from operating activity	6,841	13,322	1,621	3,090
Net cash flows from investment activity	(8,357)	(16,717)	(1,980)	(3,878)
Net cash flows from financial activity	(86)	368	(20)	85
Cash flows before exchange differences	(1,602)	(3,027)	(380)	(702)
Total net cash flows	(1,701)	(2,897)	(403)	(672)
	30 June 31 December		30 June 31 December	
	2025	2024	2025	2024
	PLN '000		EUR '000	
	(unaudited)	(audited)	(unaudited)	(audited)
Non-current assets	59,525	60,253	14,033	14,101
Current assets	32,900	44,291	7,756	10,365
Total assets	92,425	104,544	21,789	24,466
Total equity	65,491	69,172	15,439	16,188
Long-term liabilities	3,412	4,212	804	986
Short-term liabilities	23,522	31,160	5,545	7,292
Total liabilities	26,934	35,372	6,350	8,278
Total equity and liabilities	92,425	104,544	21,789	24,466

The above financial data for 6 months of 2025 and 2024 and for the periods ended 30 June 2025 and 31 December 2024 were converted to EUR as follows:

- items of the statement of profit/loss and other comprehensive income and items of the cash flow statement – according to an exchange rate that represents an arithmetic mean of the exchange rates defined by the National Bank of Poland (NBP) for the last day of each month in the reporting period: from 1 January to 30 June 2025 – 4.2208 EUR/PLN and from 1 January to 30 June 2024 – 4.3109 EUR/PLN;
- asset and liability items – according to the average exchange rate defined by the National Bank of Poland (NBP) for 30 June 2025 – 4.2419 EUR/PLN, and for 31 December 2024 – 4.2730 EUR/PLN.

III. CONSOLIDATED CONDENSED INTERIM FINANCIAL STATEMENTS OF THE BOOMBIT S.A. GROUP FOR THE 6 MONTHS ENDED 30 June 2025

Consolidated condensed interim statement of comprehensive income

		For the 6 months ended 30 June		3 months ended 30 June	
	Note	2025 (unaudited)	2024 (unaudited)	2025 (unaudited)	2024 (unaudited)
Revenue on sales of services	8	96,602	112,251	46,170	51,725
Cost of sales	9	(87,160)	(99,430)	(41,474)	(45,424)
Gross profit on sales		9,442	12,821	4,696	6,301
General administrative costs	9	(7,176)	(9,090)	(3,486)	(4,625)
Other operating income, including:		2,673	11,714	2,546	10,602
profit/loss on loss of control of the ADC Group		-	10,056	-	10,056
Other operating costs		(5,607)	(4,682)	(4,716)	(4,386)
Operating profit/loss		(668)	10,763	(960)	7,892
Financial revenue		50	267	6	210
Financial costs		(102)	(200)	45	(16)
Share in net (profit) loss of affiliates		(426)	-	(244)	-
Profit/loss before tax		(1,146)	10,830	(1,153)	8,086
Income tax	10	311	(2,488)	396	(1,762)
Profit /(loss) on continued operations		(835)	8,342	(757)	6,324
Profit /(loss) on discontinued operations		-	-	-	-
Net profit/loss		(835)	8,342	(757)	6,324
Other comprehensive income					
Items that may be reclassified to profit/loss in the future:		(42)	231	143	346
Exchange differences		(42)	231	143	346
Total other comprehensive income		(42)	231	143	346
Total comprehensive income		(877)	8,573	(614)	6,670
- attributable to shareholders of the parent		(790)	9,308	(615)	7,831
- attributable to minority interest		(87)	(735)	1	(1,162)
Net profit/loss					
- attributable to shareholders of the parent		(748)	8,995	(758)	7,435
- attributable to minority interest		(87)	(653)	1	(1,111)
Profit/loss per share attributable to shareholders of the parent during the period (expressed in PLN per share)					
Basic	14	(0.05)	0.66	(0.06)	0.55
on continued operations		(0.05)	0.66	(0.06)	0.55
on discontinued operations		-	-	-	-
Diluted	14	(0.05)	0.66	(0.06)	0.55
on continued operations		(0.05)	0.66	(0.06)	0.55
on discontinued operations		-	-	-	-

Consolidated condensed interim statement of financial position

		30 June	31 December
		2025	2024
	Note	(unaudited)	(audited)
Non-current assets			
Property, plant and equipment		1,307	1,504
Intangible assets	11	40,724	41,203
Goodwill	12	14,688	15,249
Shares	16	6,253	6,298
Investment in affiliates		5,599	6,025
Deferred income tax asset		5,328	3,158
		73,899	73,437
Current assets			
Trade and other receivables	16	29,561	32,430
Income tax receivables		850	1,113
Cryptographic assets		124	8
Other financial assets	16	172	162
Cash and cash equivalents		11,968	14,818
Current assets other than non-current assets held for sale		42,675	48,531
Assets held for sale		-	-
Current assets		42,675	48,531
Total assets		116,574	121,968
Equity			
Equity attributable to shareholders of the parent			
Share capital	13	6,820	6,820
Capital from share premium		32,063	32,063
Exchange differences on translation of foreign operations		154	196
Equity from share-based payments	19	6,468	6,060
Other reserves		7,679	7,679
Retained earnings		20,063	20,811
		73,247	73,629
Equity attributable to minority interest		195	282
Total equity		73,442	73,911
Liabilities			
Long-term liabilities			
Deferred income tax liabilities		9,933	8,606
Other financial liabilities	16	41	97
		9,974	8,703
Short-term liabilities			
Other financial liabilities	16	650	715
Trade and other liabilities	16	32,269	38,638
Income tax liabilities		239	1
Short-term liabilities not held for sale		33,158	39,354
Short-term liabilities held for sale		-	-
Short-term liabilities		33,158	39,354
Total liabilities		43,132	48,057
Total equity and liabilities		116,574	121,968

Consolidated condensed interim statement of changes in equity

	Note	Share capital	Capital from share premium	Exchange differences on translation	Equity from share-based payments	Other reserves	Retained earnings	Equity attributable to shareholders of the parent	Equity attributable to minority interest	Total equity
As at 1 January 2025 (audited)		6,820	32,063	196	6,060	7,679	20,811	73,629	282	73,911
Net profit (loss)		-	-	-	-	-	(748)	(748)	(87)	(835)
Other comprehensive income		-	-	(42)	-	-	-	(42)	-	(42)
Comprehensive income		-	-	(42)	-	-	(748)	(790)	(87)	(877)
Share-based payments	19	-	-	-	408	-	-	408	-	408
Changes in equity		-	-	(42)	408	-	(748)	(382)	(87)	(469)
As at 30 June 2025 (unaudited)		6,820	32,063	154	6,468	7,679	20,063	73,247	195	73,442

	Note	Share capital	Capital from share premium	Exchange differences on translation	Equity from share-based payments*	Other reserves*	Retained earnings	Equity attributable to shareholders of the parent	Equity attributable to minority interest	Total equity
As at 1 January 2024 (audited)		6,770	32,063	(70)	6,952	-	29,318	75,033	(1,460)	73,573
Net profit (loss)		-	-	-	-	-	8,995	8,995	(653)	8,342
Other comprehensive income		-	-	313	-	-	-	313	(82)	231
Comprehensive income		-	-	313	-	-	8,995	9,308	(735)	8,573
Capital increase		31	-	-	-	-	-	31	-	31
Disbursements to owners		-	-	-	-	-	(4,774)	(4,774)	-	(4,774)
Distribution of profit brought forward		-	-	-	-	7,679	(7,679)	-	-	-
Increase (reduction) arising from loss of control		-	-	-	-	-	(1,086)	(1,086)	2,755	1,669
Share-based payments	19	-	-	-	(333)	-	-	(333)	-	(333)
Changes in equity		31	-	313	(333)	7,679	(4,544)	3,146	2,019	5,165
As at 30 June 2024 (unaudited)		6,801	32,063	243	6,619	7,679	24,774	78,178	560	78,738

* In the consolidated financial statements for the 6 months ended on 30 June 2024, other reserves which included interim dividend reserve and equity from share-based payments were disclosed in aggregate in the "Other equity, including from share-based payments" item. For consistency of presentation, the items were reclassified as appropriate for 30 June 2024.

Consolidated condensed interim cash flow statement

		For the 6 months ended 30 June	
	Note	2025 (unaudited)	2024 (unaudited)
Profit/loss before tax		(1,146)	10,830
Adjustments:		11,581	(1,829)
Depreciation and amortization	9	9,435	7,826
Foreign exchange profit (loss)		675	(408)
Interest revenue		(11)	(16)
Interest cost		21	37
Profit (loss) on investment activities		451	-
Impairment loss on development cost	11	3,747	4,511
Change in the balance of receivables	17	2,869	4,302
Change in liabilities, except for loans and borrowings	17	(6,369)	(8,046)
Settlement of share-based payment costs	19	408	(333)
Change in cryptographic assets		(116)	1,183
Profit (loss) from fair value measurement		45	107
Share in net (profit) loss of affiliates		426	-
Other adjustments	17	-	(10,993)
Operating net cash flow		10,435	9,001
Income tax (paid) / refunded		(123)	(450)
Net cash flows from operating activity		10,312	8,551
Investment activity			
Sale of property, plant and equipment and intangible assets		225	-
Interest received		-	16
Acquisition of property, plant and equipment		(28)	(156)
Outlays on intangible assets	11	(13,158)	(19,251)
Net cash flows from investment activity		(12,961)	(19,391)
Financial activity			
Capital increase		-	50
Dividends		-	(553)
Repayment of lease liabilities		(65)	(60)
Interest		(21)	(33)
Net cash flows from financial activity		(79)	(596)
Cash flows before exchange differences		(2,728)	(11,436)
Net foreign exchange differences on cash and cash equivalents		(122)	177
Total net cash flows		(2,850)	(11,259)
Cash opening balance		14,818	31,683
Cash closing balance, including:		11,968	20,424
- of limited disposability		-	-

1 General information about the BoomBit S.A. Group and its parent

1.1 Basic information about the parent company

Address of the company's registered office – 80-283 Gdańsk, Poland, ul. Zacna 2

Country of registration – Poland

Description of the nature and the core activity – Development and publishing of computer games

Registered office: Poland, 80-283 Gdańsk, ul. Zacna 2

Legal form of the entity – Polish joint stock company entered in the National Court Register (KRS): Gdańsk-Północ District Court in Gdańsk, 7th Commercial Division of the National Court Register; KRS number 0000740933, registered on 23 July 2018

Name of the parent company – BoomBit S.A. (the "Company")

Name of the reporting company – BoomBit S.A.

Name of the ultimate parent of the group – BoomBit S.A.

Primary place of business – Poland, 80-283 Gdańsk ul. Zacna 2

The Company's presentation currency is PLN. The financial data are presented as rounded to the nearest thousand PLN, unless specified otherwise.

The consolidated financial statements include the financial data of the BoomBit S.A. Group.

The Group's consolidated financial statements cover the 6 months ended 30 June 2025 and they contain comparative data for the 6 months ended 30 June 2024 and data as at 31 December 2024.

1.2 Governing bodies of the Parent Company

Board of Directors

On 23 May 2024, the Company's Supervisory Board appointed the Board of Directors for a new joint term of five years. On 30 June 2025 and on the date of this report, the Board of Directors consisted of:

- Marcin Olejarz – CEO,
- Anibal Jose Da Cunha Saraiva Soares – Vice-President,
- Marek Pertkiewicz – Director

Company's Supervisory Board

On 24 June 2024, the Company's Annual General Meeting appointed the Supervisory Board for a new joint term of five years. On 30 June 2025 and on the date of this report, the Supervisory Board consisted of:

- Karolina Szablewska-Olejarz – Chairwoman of the Supervisory Board,
- Marcin Chmielewski – Supervisory Board Member,
- Wojciech Napiórkowski – Supervisory Board Member,
- Szymon Okoń – Supervisory Board Member,
- Jacek Markowski – Supervisory Board Member.

2 Group structure

Company name	Registered office	Objects of business	Capital tie description/consolidation method	% of ownership and voting rights	Control/Co-control start date
BoomBit S.A.	Gdańsk, Poland	development and publishing of computer games	parent	not applicable	not applicable
BoomBit Games Ltd.	London, United Kingdom	publishing of computer games	subsidiary/full	100%	28 February 2018
BoomBit Inc.	Las Vegas, USA	publishing of computer games	subsidiary/full	100% - through BoomBit Games	28 February 2018
Play With Games Ltd.***	London, United Kingdom	publishing of computer games	subsidiary/full	100%	30 March 2018
PixelMob Sp. z o.o. in liquidation**	Gdańsk, Poland	publishing of computer games	subsidiary/full	100%	28 February 2018
TapNice Sp. z o.o.	Gdańsk, Poland	development and publishing of computer games	subsidiary/full	60%	16 October 2018
BoomHits Sp. z o.o.	Gdańsk, Poland	development and publishing of computer games	subsidiary/full	100%	16 October 2018
Mindsense Games Sp. z o.o.	Gdańsk, Poland	book-keeping and payroll services	subsidiary/full	100%	28 February 2018
ADC Games Sp. z o.o.	Gdańsk, Poland	development and publishing of computer games	affiliate/valuation according to the equity method	33%	23 February 2021
Maisly Games Sp. z o.o. in liquidation*	Gdańsk, Poland	development and publishing of computer games	subsidiary/full	100%	28 May 2021
PlayEmber Sp. z o.o.	Gdańsk, Poland	publishing of computer games	affiliate/valuation according to the equity method	33% - through ADC Games	6 September 2021
BoomPick Sp. z o.o.	Gdynia, Poland	development and publishing of computer games	subsidiary/full	100%	21 February 2022
BoomLand FZ-LLC	Rakez, United Arab Emirates	blockchain-based projects	subsidiary/full	100%	6 May 2022
Boomland Global Sp. z o.o.	Gdańsk, Poland	service activities for blockchain-based projects	subsidiary/full	100% through BoomLand FZ-LLC	14 September 2023
Mobile Esports Sp. z o.o.	Gdańsk, Poland	mobile esports platform	subsidiary/full	51%	6 July 2023

* Maisly Games sp. z o.o. was liquidated on 21 January 2025.

** Pixelmob sp. z o.o. was liquidated on 28 January 2025.

***The Group lost control of Play With Games Ltd. on 30 May 2025 as BoomBit S.A. sold 100% of the shares.

3 The basis for preparing the statements

These condensed consolidated interim financial statements were prepared in accordance with International Accounting Standard no. 34 Interim Financial Reporting ("IAS 34") in the form as approved by the European Union ("EU"). The condensed consolidated interim financial statements do not cover all the data or all the disclosures required for the consolidated annual financial statements and they shall be read in conjunction with the consolidated financial statements of the Group prepared in accordance with the IFRSs for the year ended dated 31 December 2024, except for investment in joint operations regulated by IFRS 11 Joint Arrangements, which applies to the Group

in the current reporting period. Pursuant to IFRS 11, the Group discloses its direct right in the assets, liabilities, revenue and costs of joint operations and its share in any jointly held or incurred assets, liabilities, revenue and costs in the consolidated financial statements. Details of the Group's share in the joint operation undertaken in the period that ended on 30 June 2025 are presented in Note 6.

These condensed consolidated interim financial statements were prepared based on the assumption that the Group would continue as a going concern in the foreseeable future, i.e. for at least one year following the preparation of the condensed consolidated interim financial statements, and that there were no signs of any threat to the Group's continuation as a going concern.

By the date of preparing these consolidated condensed interim financial statements, there were no circumstances that would suggest the existence of any threats to the Group continuing as a going concern.

3.1 New standards and interpretations

The accounting principles (policy) applied in the preparation of these consolidated condensed interim financial statements are consistent with the ones applied in the preparation of the consolidated annual financial statements of the Group for the year ended 31 December 2024, except for the application of new standards as well as changes to standards and changes to the accounting principles of the Group as described below.

- a) Amendments to IAS 21 "The Effects of Changes in Foreign Exchange Rates" – lack of exchangeability, approved in the EU on 15 August 2023 (applicable to the annual periods starting on 1 January 2025 or thereafter).

The above amendments do not materially influence the interim condensed consolidated financial statements of the Group.

3.2 Standards, amendments and interpretations of the existing standards which were published but were not yet effective

The following standards and interpretations were published by the International Accounting Standards Board but they did not become effective until the reporting period end date:

- a) IFRS 18 "Presentation and Disclosure in Financial Statements" – published on 9 April 2024 (applicable to the annual periods starting on 1 January 2027 or thereafter),
- b) IFRS 19 "Subsidiaries without Public Accountability: Disclosures" – published on 9 May 2024 (applicable to the annual periods starting on 1 January 2027 or thereafter),
- c) Amendments to IFRS 9 "Financial Instruments" and IFRS 7 "Financial Instruments: Disclosures" – change in the classification and measurement of financial instruments (applicable to the annual periods starting on 1 January 2026 or thereafter),
- d) Amendments to IFRS 9 "Financial Instruments" and IFRS 7 "Financial Instruments: Disclosures" – contract referencing nature dependent electricity, published on 18 December 2024 (applicable to the annual periods starting on 1 January 2026 or thereafter),
- e) Annual Improvements to IFRS Accounting Standards — Volume 11, introducing changes to IFRS 1, IFRS 7, IFRS 9, IFRS 10, and IAS 7 – changes regarding the differences between IFRS 9 and IFRS 15 as regards initial measurement of trade receivables and how the lessee accounts for the derecognition of a lease liability; published on 18 July 2024 (applicable to the annual periods starting on 1 January 2026 or thereafter).

By the approval date of these consolidated condensed financial statements, the Board of Directors did not complete the assessment of how the introduction of the remaining standards and interpretations affected the Group's accounting principles (policy) in respect of the Group's activity or financial results.

The Group has not decided to apply any standard, interpretation or amendment which have already been published but is not yet effective under the EU laws.

3.3 Changes to the estimates applied by the Group

The estimates applied by the Group are described in the consolidated financial statements for the year ended on 31 December 2024. The applied accounting policy did not change versus 31 December 2024.

4 Professional judgment and material estimates

The estimates applied by the Group are described in the consolidated financial statements for the year ended on 31 December 2024. The applied accounting policy did not change versus 31 December 2024.

5 Business seasonality

The Group's business is not seasonal.

6 Major events and transactions

6.1 MyBots partnership contract

In June 2025, the Company signed a partnership contract with the owner of the MyBots brand rights ("Partner") and started to work on a new game, one that is inspired by the mechanics known from Hunt Royale.

In the contract, the parties undertook to collaborate on a project of creating a game, which is to be ultimately co-owned by the Partner and the Company, each having a 50% share. The contribution of the Partner will consist primarily of:

- licensing the intellectual property related to the MyBots brand along with any creative elements which are to be used in the production of the game, paying the production cost of USD 520,000 in quarterly installments, and continuing to finance the development and maintenance of the game once released, in the amount of USD 30,000 a month.

The Company will be responsible for creating, developing and releasing the game and for its marketing.

Given the above contractual arrangements, the Company has decided that the contract meets the criteria of joint operation under IFRS 11. As a result, the Company will recognize:

- as development costs – only 50% of the production cost, the remainder to be recognized in accordance with the input method (see below),
- in revenue – the total proceeds earned by the game less 50% of the game revenue attributable to the Partner.

As regards the method of recognizing the quarterly proceeds from the Partner totaling USD 520,000, the Company has decided that the input method is the most appropriate approach, in accordance with IFRS 15. The method involves revenue recognition proportionately to the costs incurred to perform a particular contractual obligation, which reflects the progress of contract performance.

6.2 Sale of Play With Games Ltd. shares

The Company sold 100% of Play With Games Ltd shares on 30 May 2025, thus losing control of the company.

Play With Games Ltd shares were sold for GBP 31,000 (PLN 158,000), i.e. for the equivalent of the net assets of the subsidiary Play With Games Ltd at the moment of losing control, which resulted in the nil value of the profit/loss from the sale of the shares in the consolidated statement of comprehensive income for the 6 months ended on 30 June 2025.

Financial data of Play With Games Ltd as at the moment of control loss (figures in PLN '000):

Non-current assets	506
Other intangible assets	506
Current assets	187
Trade receivables	15
Cash and cash equivalents	172
Total assets	693
Short-term liabilities	536
Trade liabilities	536
Total liabilities	536
Value of net assets	157

7 Operating segments

The Company's Board of Directors identified two operating segments for the current financial period in accordance with the IFRS 8 Operating Segments:

- Mobile games
- Blockchain projects

The Board of Directors assesses the activity of the operating segments mainly based on the EBITDA (operating profit/loss plus depreciation and amortization) and the net profit/(loss). The Board of Directors also receives information about the revenue and assets of the segments.

There are no differences within the Group between the reporting segments and the Group's reporting as to the measurement of assets, liabilities, profits and losses. The transactions between segments are settled on arm's length terms.

Data for the benchmarking period presented in the tables below in the Blockchain Projects segment account for the profit and loss items and balance sheet items of PlayEmber FZ-LLC. The BoomBit Group lost control of ADC Sp. z o.o. on 27 June 2024 and thus of its subsidiaries, i.e. PlayEmber Sp. z o.o. and PlayEmber FZ-LLC. PlayEmber FZ-LLC was liquidated on 26 August 2024. This is why the data for the current period which are disclosed in the Blockchain Projects segment include exclusively the profit and loss items and balance sheet items of BoomLand FZ-LLC and Boomland Global Sp. z o.o.

Revenue, EBITDA and net profit/loss of the segments

	6 months ended 30 June 2025			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
External sales	96,334	268	-	96,602
Internal Group sales	173	73	(246)	-
Sales revenue	96,507	341	(246)	96,602
Gross profit/loss on sales	10,547	(1,091)	(14)	9,442
Operating profit/loss	(1,877)	1,223	(14)	(668)
Depreciation and amortization	(9,435)	-	-	(9,435)
EBITDA	7,558	1,223	(14)	8,767
Financial revenue/expenses	36	(88)	-	(52)
Gross profit/loss	(2,267)	1,135	(14)	(1,146)
Tax	311	-	-	311
Net profit/loss	(1,956)	1,135	(14)	(835)

The revenue disclosed in the Boomland FZ-LLC Blockchain Projects segment refer to Hunters on Chain NFTs sold for PLN 0.04 million and to the revenue from the PLN 0.2 million grant received from the Immutable protocol operator.

	6 months ended 30 June 2024			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
External sales	108,405	3,846	-	112,251
Internal Group sales	187	543	(730)	-
Sales revenue	108,592	4,389	(730)	112,251
Gross profit/loss on sales	12,791	71	(41)	12,821
Operating profit/loss	12,298	(1,494)	(41)	10,763
Depreciation and amortization	(6,456)	(1,370)	-	(7,826)
EBITDA	18,754	(124)	(41)	18,589
Financial revenue/expenses	168	(101)	-	67
Gross profit/loss	12,466	(1,595)	(41)	10,830
Tax	(2,488)	-	-	(2,488)
Net profit/loss	9,978	(1,595)	(41)	8,342

The revenue disclosed for the Boomland FZ-LLC Blockchain Projects segment refer to Hunters on Chain NFTs sold for PLN 0.5 million, revenue from the grant received from the Immutable protocol operator of PLN 0.8 million and revenue from the sale of subcontracting services of PLN 0.2 million. Furthermore, the Blockchain Projects segment includes proceeds from the grants that PlayEmber FZ-LLC received from the NEAR Foundation of PLN 2.4 million, proceeds from the NFT sales of PLN 0.1 million and rev share proceeds of PLN 0.4 million.

Assets of the segments

	30 June 2025			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Intangible assets	40,554	170	-	40,724
Other non-current assets	33,175	4	(4)	33,175
Non-current assets	73,729	174	(4)	73,899
Cash	11,942	26	-	11,968
Cryptographic assets	3	121	-	124
Other current assets	30,612	143	(172)	30,583
Current assets	42,557	290	(172)	42,675
Total assets	116,286	464	(176)	116,574

As at 30 June 2025, the Group disclosed development costs regarding works on projects in the area of mini games integrated with the TON blockchain technology on Telegram and with the Abstract blockchain network.

	31 December 2024			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(audited)	(audited)	(audited)	(audited)
Intangible assets	41,203	-	-	41,203
Other non-current assets	32,234	4	(4)	32,234
Non-current assets	73,437	4	(4)	73,437
Cash	14,811	7	-	14,818
Cryptographic assets	-	8	-	8
Other current assets	32,848	920	(63)	33,705
Current assets	47,659	935	(63)	48,531
Total assets	121,096	939	(67)	121,968

An impairment loss of 100% of the development costs regarding Hunters on Chain was recognized as at 31 December 2024 based on impairment tests.

Liabilities of the segments

	30 June 2025			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Long-term liabilities	9,974	3,067	(3,067)	9,974
Short-term liabilities, including:	31,375	6,073	(4,290)	33,158
SAFT liabilities	-	1,048	-	1,048
Total liabilities	41,349	9,140	(7,357)	43,132

	31 December 2024			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(audited)	(audited)	(audited)	(audited)
Long-term liabilities	8,703	3,306	(3,306)	8,703
Short-term liabilities, including:	35,430	8,567	(4,643)	39,354
SAFT liabilities	-	370	-	370
Total liabilities	44,133	11,873	(7,949)	48,057

The main balance sheet items in the Blockchain Projects segment:

- in assets – development costs and cryptographic assets
- in liabilities – trade liabilities and loan liabilities toward the Company, as well as SAFT contract liabilities.

8 Contracts with customers

Sources of revenue

	6 months ended 30 June			
	2025		2024	
	(unaudited)		(unaudited)	
advertising	53,939	57%	75,030	68%
Micropayments and sale of digital copies	33,112	34%	31,756	28%
blockchain	248	0%	3,827	3%
rev share	7,105	7%	569	0%
other	2,198	2%	1,069	1%
	96,602	100%	112,251	100%
including:				
distribution platforms	87,051	90%	106,786	95%

Platforms (distribution)

	6 months ended 30 June			
	2025		2024	
	(unaudited)		(unaudited)	
Android	53,674	62%	60,336	57%
iOS	32,795	37%	45,548	43%
other	582	1%	902	1%
	87,051	100%	106,786	100%

Geographic data (distribution platforms and rev share)

	6 months ended 30 June			
	2025		2024	
	(unaudited)		(unaudited)	
North America	37,860	40%	49,277	45%
Europe	37,921	40%	35,744	33%
Asia	13,041	14%	15,927	15%
South America	2,514	3%	2,859	3%
Australia & Oceania	2,101	2%	2,900	3%
Africa	719	1%	648	1%
	94,156	100%	107,355	100%

Leading business partners

	6 months ended 30 June			
	2025		2024	
	(unaudited)		(unaudited)	
Google	18,919	20%	16,305	15%
Apple	13,518	14%	14,693	13%
ironSource	9,262	10%	15,553	14%
Unity Technologies	8,704	9%	12,709	11%
Applovin	7,562	8%	7,838	7%
Skyloft Yazilim	6,785	7%	-	-
AdMob	5,448	6%	10,267	9%
Adlogic Technology	4,911	5%	8,291	8%
Facebook	4,683	5%	6,752	6%
Moloco	3,574	4%	2,509	2%
Fyber Monetization	2,102	2%	1,902	2%
Vungle	1,999	2%	2,359	2%
Gadsme	1,794	2%	2,616	2%
Others	7,341	6%	10,457	9%
	96,602	100%	112,251	100%

9 Cost of sales

	6 months ended 30 June	
	2025	2024
	(unaudited)	(unaudited)
Depreciation and amortization	9,435	7,826
Materials and energy consumption	96	166
Third-party services	86,192	106,798
Commissions of distribution platforms	8,658	8,715
User acquisition costs	49,543	61,257
Rev share costs	6,059	6,885
Taxes and levies	219	194
Salaries	9,227	9,941
Social security and other benefits	1,949	2,278
Other costs by type	340	782
Total costs by type	107,458	127,985
Development costs	(13,122)	(19,465)
General administrative costs	(7,176)	(9,090)
Cost of sales	87,160	99,430

10 Income tax

	6 months ended 30 June	
	2025 (unaudited)	2024 (unaudited)
Profit/loss before tax	(1,146)	10,830
Theoretical tax calculated according to domestic rates that apply to income in Poland (19%)	218	(2,058)
Difference on tax according to another rate	83	(328)
Waiver of tax loss asset	(14)	-
Non-tax-deductible costs	(391)	(162)
including: costs of incentive schemes	(78)	63
Exchange differences	-	4
Revenues not included in the tax base	269	334
CIT adjustments related to previous years	146	(278)
Charge on the financial result on account of income tax	311	(2,488)
effective tax rate	27.1%	23.0%

11 Intangible assets

	Completed development work – Games	Completed development work – support tools	Acquired intangible assets, including games	Incomplete development work (assets in progress)	Outlays on acquired intangible assets (assets in progress)	Advances for acquired intangible assets	Total
As at 1 January 2025 (audited)							
Cost	72,483	36,980	8,953	5,896	3,616	1,932	129,860
Accumulated amortization	(50,706)	(20,329)	(1,274)	-	-	-	(72,309)
Impairment losses	(7,972)	(2,718)	(840)	(3,371)	(1,447)	-	(16,348)
Net value	13,805	13,933	6,839	2,525	2,169	1,932	41,203
Increases*	-	-	12	9,572	3,438	136	13,158
Gross sales/liquidation	(15,491)	-	-	(29)	-	-	(15,520)
Sales/liquidation total amortization	14,844	-	-	-	-	-	14,844
Transfer between categories	5,465	2,602	7,214	(8,107)	(5,242)	(1,932)	-
Exchange differences on translation	54	-	(82)	24	-	-	(4)
Amortization	(5,690)	(2,057)	(1,463)	-	-	-	(9,210)
(Recognition)/utilization of impairment losses	(663)	-	(3,343)	259	-	-	(3,747)
As at 30 June 2025 (unaudited)							
Cost	62,292	39,428	16,176	7,147	1,787	136	126,966
Accumulated amortization	(41,552)	(22,386)	(2,819)	-	-	-	(66,757)
Impairment losses	(8,416)	(2,564)	(4,183)	(2,875)	(1,447)	-	(19,485)
Net value	12,324	14,478	9,174	4,272	340	136	40,724

* The value of the increases differs from the value of development costs specified in Note 9 by the PLN 112,000 revenue earned in the soft launch.

Development costs for the 6 months ended 30 June 2025 include expenses on outsourced services of PLN 9,141,000 and expenses on salaries and the related contributions of PLN 3,869,000. The expenses were reduced by the soft launch revenue of PLN 112,000. Amortization of completed development works is fully charged to the cost of sales.

	Completed development work – Games	Completed development work – support tools	Acquired intangible assets, including games	Incomplete development work (assets in progress)	Acquired incomplete development work (assets in progress)	Advances for acquired intangible assets	Total
As at 1 January 2024 (audited)							
Cost	59,152	30,781	835	8,149	3,023	617	102,555
Accumulated amortization	(42,558)	(16,326)	(280)	-	-	-	(59,164)
Impairment losses	(3,714)	(396)	-	(1,400)	(269)	-	(5,779)
Net value	12,880	14,059	555	6,749	2,754	617	37,612
Increases*	-	-	-	10,822	7,579	850	19,251
Transfer between categories	9,019	3,594	2,104	(9,678)	(5,039)	-	-
Exchange differences on translation	(60)	125	50	86	-	-	201
Depreciation and amortization	(4,438)	(2,849)	(203)	-	-	-	(7,490)
Creation of impairment losses	(738)	-	-	(2,473)	(1,300)	-	(4,511)
Loss of control of the ADC Group – gross amount	(1,419)	(1,813)	(32)	(3,126)	-	-	(6,390)
Loss of control of the ADC Group – total amortization	961	1,260	13	-	-	-	2,234
Loss of control of the ADC Group – impairment losses	-	-	-	749	-	-	749
As at 30 June 2024 (unaudited)							
Cost	66,752	32,562	2,907	6,255	5,563	1,467	115,506
Accumulated amortization	(46,077)	(17,790)	(420)	-	-	-	(64,287)
Impairment losses	(4,470)	(396)	-	(3,126)	(1,569)	-	(9,561)
Net value	16,205	14,376	2,487	3,129	3,994	1,467	41,658

* The value of the increases differs from the value of development costs specified in Note 9 by the PLN 1,064,000 revenue earned in the soft launch.

Development costs for the 6 months ended 30 June 2024 include expenses on outsourced services of PLN 13,638,000 and expenses on salaries and the related contributions of PLN 4,763,000. The expenses were reduced by the soft launch revenue of PLN 1,064,000. Amortization of completed development works is fully charged to cost of sales.

Costs of completed development work and acquired intangible assets

At the end of the reporting period the Group reviewed the costs of completed development work and acquired intangible assets for signs of impairment. Impairment tests were performed for projects where the identified signs included performance below expectations by games seen by the Board of Directors as having a limited improvement potential.

The following assumptions were adopted for the tests:

- the period adopted for the projection of flows depended on the expected lifecycle of particular game titles in accordance with the accounting policy,
- a discount rate (weighted average cost of capital) of 9.3% (8.9% in the comparative period),
- cash flow projections were estimated through extrapolation of the observed performance of the games.

Based on an analysis and on estimations and professional judgments taking into account the projects to date, assets are subject to impairment losses and are brought down to the amount which the Group expects to achieve in the future for the use or sale of the respective asset.

Based on the analysis, an impairment loss of PLN 3,747,000 was recognized for costs of completed development work and acquired intangible assets (right in game) with regard to Train King Tycoon (100% of the impairment loss).

In the comparative period, impairment losses on costs of completed development work totaled PLN 738,000.

Sensitivity analyses show that the key factors influencing the functional value are: the discount rate and the cash flows from games. Neither cash flows lower by 10% nor a discount rate higher by 1 percentage point would require recognizing additional impairment losses.

Costs of development work in progress

At the end of the reporting period, the Group reviewed the costs of development work in progress for signs of impairment. The Group did not identify any projects for which signs of impairment would be observed. So the mandatory annual impairment test under IAS 36 for costs of development work in progress will take place on 31 December 2025.

In the comparative period, the Group recognized a 100% impairment loss for several projects in connection with their discontinuation, totaling PLN 3,773,000. The assumptions adopted in the tests were analogical to those adopted for costs of completed development work, and the cash flow projection was estimated based on internal benchmarks for the most similar titles and on the expected cost of completing the development work.

12 Goodwill

	6 months ended	
	30 June	30 June
	2025	2024
	(unaudited)	(unaudited)
As at 1 January		
Cost	15,249	14,818
Accumulated amortization	-	-
Net value	15,249	14,818
Exchange differences	(561)	273
As at 30 June		
Cost	14,688	15,091
Accumulated amortization	-	-
Net value	14,688	15,091

13 Capital and equity

At the beginning of the period covered by these consolidated financial statements, on the balance sheet date and on the publication date, the share capital and the shareholding structure were as follows:

	Number of shares	Par value
Class A – registered shares with preference as to votes (2 votes per share)	6,000,000	3,000,000
Class B – ordinary bearer shares	6,000,000	3,000,000
Class C – ordinary bearer shares	1,300,000	650,000
Class D – ordinary bearer shares	120,000	60,000
Class F – ordinary bearer shares	120,000	60,000
Class G – ordinary bearer shares	100,000	50,000
	13,640,000	6,820,000

	Number of shares	Nominal Value	Percentage of capital	Percentage of votes
Karolina Szablewska-Olejarz	1,838,839	919,420	13.48%	14.45%
Marcin Olejarz	1,940,350	970,175	14.23%	14.97%
ATM Grupa S.A.	4,000,000	2,000,000	29.33%	30.55%
Anibal Jose Da Cunha Saraiva Soares*	3,762,500	1,881,250	27.58%	29.34%
Other shareholders	2,098,311	1,049,155	15.38%	10.68%
	13,640,000	6,820,000	100.00%	100.00%

* Anibal Jose Da Cunha Saraiva Soares holds 37,500 shares directly and 3,725,000 shares through We Are One Ltd., where he is the beneficial owner.

14 Earnings (losses) per share

The basic earnings (losses) per share are calculated as earnings (losses) attributable to shareholders of the parent company and the number of shares of the parent company.

	6 months ended 30 June	
	2025	2024
	(unaudited)	(unaudited)
Net profit/loss for shareholders of the parent (PLN '000)	(748)	8,995
Number of shares* (as single shares)	13,640,000	13,546,906
Earnings per share – basic (in PLN)	(0.05)	0.66

* Weighted average number of shares in the reporting period

Diluted earnings (losses) per share are calculated as earnings attributable to shareholders of the parent and the hypothetical weighted average number of shares:

	6 months ended 30 June	
	2025	2024
	(unaudited)	(unaudited)
Net profit/loss for shareholders of the parent (PLN '000)	(748)	8,995
Number of shares* (as single shares)	13,683,915	13,640,000
Earnings per share – diluted (in PLN)	(0.05)	0.66

* Weighted average hypothetical number of shares in the reporting period

15 Dividends

The parent company did not declare dividend payment and did not pay dividend to the shareholders in the current reporting period.

16 Financial instruments by type

The Group had only financial assets and liabilities measured at amortized cost, except for the shares of SuperScale s.r.o. ("SuperScale") and investment in affiliates measured according to the equity method (ADC Group).

The carrying value of financial instruments measured at amortized cost did not materially differ from their fair value.

	30 June 2025 (unaudited)	31 December 2024 (audited)
Assets measured at amortized cost		
Trade receivables	22,111	24,374
Other financial assets	172	162
Cash and deposits	11,968	14,818
	34,251	39,354
Financial assets measured at fair value through profit or loss		
Interests and shares in other entities	6,253	6,298
	6,253	6,298
Financial assets	40,504	45,652

Impairment of financial assets

As at the balance sheet date the Group verified its receivables for expected credit losses (ECL) as required by IFRS 9. The analysis conducted for receivables from non-affiliates has shown that the estimated impairment loss on that account would be insignificant so the Board of Directors of the Parent Company has decided not to recognize it in these financial statements.

Financial assets measured at fair value through profit or loss

The fair value of financial assets and liabilities is established in accordance with the following fair value hierarchy:

- Level 1 – fair value based on listed prices (unadjusted) offered for identical assets or liabilities in active markets to which the Group has access on the measurement date,
- Level 2 – fair value based on input data other than Level 1 listed prices which are observable for the asset or liability, whether directly or indirectly,
- Level 3 – fair value based on non-observable input data regarding a particular asset or liability.

The Group currently holds directly 11.38% of shares in SuperScale's share capital. As at 31 December 2024, the Group performed a fair value measurement of those shares based on the weighted average of the measurements arising from the DCF (discounted cash flows) method and the comparative (multiples) method. The Group believes that the above measurement remains the most appropriate approach to establishing the fair value of SuperScale shares as at the end date of the current reporting period. Relying on the EUR/PLN exchange rate on 30 June 2025, the measurement was PLN 6,253,000, which is down by PLN 45,000 from the 31 December 2024 result. The change in the measurement was recognized in the consolidated profit and loss account as financial costs.

Financial instruments measured at fair value by level:

	30 June	31 December
	2025	2024
	(unaudited)	(audited)
Interests and shares in other entities	6,253	6,298
Closing balance	6,253	6,298
including:		
Level 1	-	-
Level 2	6,253	6,298
Level 3	-	-

Financial liabilities

	30 June	31 December
	2025	2024
	(unaudited)	(audited)
Liabilities measured at amortized cost		
Trade liabilities	25,968	31,361
Other financial liabilities	691	812
	26,659	32,173
Financial liabilities	26,659	32,173

As other financial liabilities as at 30 June 2025 and 31 December 2024, the Group discloses:

	30 June	31 December
	2025	2024
	(unaudited)	(audited)
Other financial liabilities		
Lease liability	154	219
- long-term	41	97
- short-term	113	122
Liabilities from borrowings	537	593
	691	812

Liabilities from borrowings as at 30 June 2025 comprise mainly the PLN 530,000 cryptocurrency loan granted by Anibal Jose Da Cunha Saraiva Soares to BoomLand FZ-LLC (the loan was PLN 593,000 on 31 December 2024).

17 Note to consolidated cash flow statement

	6 months ended	
	2025	2024
	(unaudited)	(unaudited)
Receivables		
Change of balance arising from the consolidated statement of financial position	2,859	5,189
- loss of control of the ADC Games Group	-	(887)
- change in the balance of loans	10	-
Change in receivables arising from the consolidated cash flow statement	2,869	4,302
Liabilities		
Change of balance arising from the consolidated statement of financial position	(6,490)	(13,419)
- change in other financial liabilities	56	198
- loss of control of the ADC Games Group	-	9,356
- change in dividend liabilities	-	(4,222)
- change in capital contribution liabilities	-	(19)
- change in lease liabilities	65	60
Change in liabilities arising from the consolidated cash flow statement	(6,369)	(8,046)
Other adjustments		
- loss of control of the ADC Games Group	-	(10,776)
- release from the debt linked to loan received	-	(217)
Change in the balance of receivables arising from the cash flow statement	-	(10,993)

18 Transactions with affiliates

Goods and services are acquired from affiliates on arm's length terms. Receivables from affiliates arise mainly as a result of sales transactions and are due within 60 days following the date of sale. Those receivables are not secured and do not bear interest. There are no revaluation charges for receivables from affiliates. Liabilities toward affiliates are mainly from purchasing transactions and the payment date is 60 days following the purchase date. The liabilities do not bear interest.

As at and for the 6 months ended 30 June 2025, settlements and transactions with affiliates were as follows:

	Trade and other receivables	Granted loans	Received loans	Revenue	Procurement	Trade and other liabilities
	(unaudited)	(unaudited)	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Affiliates						
ADC Games Sp. z o.o.	623	-	-	257	5	8
PlayEmber Sp. z o.o.	15	-	-	5	-	9
Parties with significant influence						
Karolina Szablewska-Olejarz	1	-	-	5	193	6
Marcin Olejarz	4	-	-	4	-	-
Anibal Soares	-	-	530	-	-	-
Marek Pertkiewicz	1	-	-	7	-	-
Grzegorz Regliński	-	-	-	-	-	11
	644	-	530	278	198	34

As at 31 December 2024 and for the 6 months ended 30 June 2024, settlements and transactions with affiliates were as follows:

	Trade and other receivables	Granted loans	Received loans	Revenue	Procurement	Trade and other liabilities
	(audited)	(audited)	(audited)	(unaudited)	(unaudited)	(audited)
Affiliates						
ADC Games Sp. z o.o.	417	-	-	-	-	27
PlayEmber Sp. z o.o.	1	-	-	-	-	-
Parties with significant influence						
Karolina Szablewska-Olejarz	1	-	-	5	170	6
Marcin Olejarz	12	-	-	4	-	-
Anibal Soares	-	-	593	-	-	-
Marek Pertkiewicz	-	-	-	7	-	-
Grzegorz Regliński	4	-	-	-	-	11
	435	-	593	16	170	44

Payments to the Board of Directors and Supervisory Board members

	6 months ended	
	2025	2024
	(unaudited)	(unaudited)
Salaries and other benefits for the Directors, including:	1,000	3,074
Board of Directors of the parent company, including:	942	2,976
- dividend for the previous year	-	2,005
Board of Directors of other entities	58	98
Salaries and other benefits for the Supervisory Board,	287	862
Dividend for the previous year	-	644
	1,287	3,936

19 Share-based payments

The Group is currently settling the share-based incentive scheme described below, which was adopted by the Company's Extraordinary General Meeting on 21 April 2022.

The incentive scheme addressed to employees and contractors of the Parent Company and of the companies from the BoomBit Group for 2022–2024 assumes issue of no more than 405,000 subscription warrants. The warrants will be issued free of charge and the share issue price will be PLN 0.50 per share. The implementation of the Scheme will depend on whether the total (accumulated) consolidated net profit attributed to the shareholders in the financial years from 2022 to 2024, adjusted by the cost of the Scheme, is higher than PLN 53 million and on whether particular Scheme participants have met the loyalty criterion.

The performance objective defined in the Scheme was achieved in 66%, which is why the Scheme participants will be granted 32% from the total pool of the subscription warrants.

The amount of the provision recognized on that account in the current reporting period was PLN 408,000 and was recognized in equity from share-based payments.

Class F subscription warrants authorizing the holder to take up class I ordinary bearer shares as a part of the incentive scheme for the Board of Directors:

On 9 October 2024, Mr Marcin Olejarz (CEO) subscribed to 16,465 class F subscription warrants authorizing him to take up class I ordinary bearer shares as a part of the incentive scheme for the Board of Directors.

On 9 October 2024, Mr Marek Pertkiewicz (Director) subscribed to 10,985 class F subscription warrants authorizing him to take up class I ordinary shares as a part of the incentive scheme for the Board of Directors.

On 9 October 2024, Mr Anibal Jose da Cunha Saraiva Soares (Vice-President of the Board of Directors) subscribed to 16,465 class F subscription warrants authorizing him to take up class I ordinary bearer shares as a part of the incentive scheme for the Board of Directors.

The Directors have not converted the subscription warrants to shares by the publication date of this report.

20 Subsequent events

- On 20 August 2025, Mr Marcin Olejarz (CEO), Mr Marek Pertkiewicz (Director), Mr Anibal Jose da Cunha Saraiva Soares (Vice-President) took up class E subscription warrants authorizing them to subscribe for class H ordinary bearer shares of BoomBit S.A. as a part of a dedicated incentive scheme for directors. The Directors have not converted the subscription warrants to shares by the publication date of this report.
- In connection with the implementation of the incentive scheme adopted by resolution 8 of the Company's Extraordinary General Meeting on 21 April 2022, the Company's Supervisory Board determined on 3 July 2025 that the participants of the scheme met the scheme criteria and it confirmed eligibility for a total of 118,752 class E subscription warrants. All class E subscription warrants were taken up by eligible parties and 105,632 subscription warrants were recorded in the brokerage accounts of their owners by the date hereof. From the moment the subscription warrants are recorded in the brokerage accounts, their owners are eligible for class H shares and the deadline for the exercise of the rights under the subscription warrants is 31 December 2025.

IV. BOOMBIT S.A. CONDENSED STANDALONE INTERIM FINANCIAL STATEMENTS FOR THE 6 MONTHS ENDED 30 June 2025

Condensed standalone interim statement of comprehensive income

		6 months ended		3 months ended	
		30 June		30 June	
	Note	2025 (unaudited)	2024 (unaudited)	2025 (unaudited)	2024 (unaudited)
Revenue on sales	6	58,686	71,392	26,252	34,078
Cost of sales	7	(54,462)	(62,732)	(25,135)	(29,663)
Gross profit on sales		4,224	8,660	1,117	4,415
General administrative costs	7	(6,567)	(6,717)	(3,253)	(3,256)
Other operating revenue		928	2,029	245	789
Other operating costs		(4,380)	(4,271)	(4,186)	(3,437)
Operating profit/loss		(5,795)	(299)	(6,077)	(1,489)
Financial revenue		1,257	1,456	657	405
Financial costs		(255)	(1,465)	(26)	(1,066)
Profit/loss before tax		(4,793)	(308)	(5,446)	(2,150)
Income tax	8	704	8	979	416
Net profit/loss		(4,089)	(300)	(4,467)	(1,734)
Other comprehensive income		-	-	-	-
Total comprehensive income		(4,089)	(300)	(4,467)	(1,734)
Earnings per share (in PLN)					
Basic		(0.30)	(0.02)	(0.33)	(0.13)
on continued operations	11	(0.30)	(0.02)	(0.33)	(0.13)
on discontinued operations		-	-	-	-
Diluted		(0.30)	(0.02)	(0.33)	(0.13)
on continued operations	11	(0.30)	(0.02)	(0.33)	(0.13)
on discontinued operations		-	-	-	-

Condensed standalone interim statement of financial position

		30 June	31 December
	Note	2025 (unaudited)	2024 (audited)
Non-current assets			
Property, plant and equipment		1,130	1,306
Intangible assets	9	39,086	39,959
Shares	13	17,534	17,585
Other financial assets	13	1,775	1,403
		59,525	60,253
Current assets			
Trade and other receivables	13	21,343	27,541
Income tax receivables		551	821
Other financial assets	13	4,111	7,333
Cash and cash equivalents		6,895	8,596
Current assets other than non-current assets held for sale		32,900	44,291
Assets held for sale		-	-
Current assets		32,900	44,291
Total assets		92,425	104,544
Equity			
Equity attributable to shareholders of the parent			
Share capital	10	6,820	6,820
Capital from share premium		32,064	32,064
Equity from share-based payments	16	6,809	6,401
Other reserves		7,679	7,679
Retained earnings		12,119	16,208
Total equity		65,491	69,172
Liabilities			
Long-term liabilities			
Deferred income tax liabilities		3,371	4,115
Other financial liabilities	13	41	97
		3,412	4,212
Short-term liabilities			
Other financial liabilities	13	113	122
Trade and other liabilities	13	23,409	31,038
Short-term liabilities not held for sale		23,522	31,160
Short-term liabilities held for sale		-	-
Short-term liabilities		23,522	31,160
Total liabilities		26,934	35,372
Total equity and liabilities		92,425	104,544

Condensed standalone interim statement of changes in equity

	Note	Share capital	Capital from share premium	Equity from share-based payments*	Other capitals*	Retained earnings	Total
As at 1 January 2025 (audited)		6,820	32,064	6,401	7,679	16,208	69,172
Net profit (loss)		-	-	-	-	(4,089)	(4,089)
Comprehensive income		-	-	-	-	(4,089)	(4,089)
Share-based payments	16	-	-	408	-	-	408
Changes in equity		-	-	408	-	(4,089)	(3,681)
As at 30 June 2025 (unaudited)		6,820	32,064	6,809	7,679	12,119	65,491
As at 1 January 2024 (audited)		6,770	32,064	6,947	-	34,228	80,009
Net profit (loss)		-	-	-	-	(300)	(300)
Other comprehensive income		-	-	-	-	-	-
Comprehensive income		-	-	-	-	(300)	(300)
Capital increase		31	-	-	-	-	31
Disbursements to owners		-	-	-	-	(4,774)	(4,774)
Distribution of profit brought forward		-	-	-	7,679	(7,679)	-
Share-based payments	16	-	-	13	-	-	13
Changes in equity		31	-	13	7,679	(12,753)	(5,030)
As at 30 June 2024 (unaudited)		6,801	32,064	6,960	7,679	21,475	74,979

* In the financial statements for the 6 months ended on 30 June 2024, other reserves which included interim dividend reserve and equity from share-based payments were disclosed in aggregate in the "Other equity, including from share-based payments" item. For consistency of presentation, the items were reclassified as appropriate for 30 June 2024.

Condensed standalone interim cash flow statement

		6 months ended	
		30 June	
	Note	2025	2024
		(unaudited)	(unaudited)
Profit/loss before tax		(4,793)	(308)
Adjustments:		11,404	13,772
Depreciation and amortization	7	8,673	5,809
Impairment loss on development cost	9	3,851	3,359
Foreign exchange profit (loss)		501	(256)
Interest revenue		(451)	(591)
Interest cost		21	33
Profit (loss) on investment activities		207	(16)
Change in cryptographic assets		-	49
Change in the balance of receivables	14	6,645	13,445
Change in liabilities	14	(7,629)	(8,824)
Settlement of share-based payment costs	16	408	13
Profit (loss) from fair value measurement		45	107
Impairment loss on investment in subsidiaries		-	5
Impairment loss on receivables	13	(867)	639
Cash flows from operating activity		6,611	13,464
Income tax (paid) / refunded		230	(142)
Net cash flows from operating activity		6,841	13,322
Investment activity			
Sale of property, plant and equipment and intangible assets		239	16
Proceeds from repayment of loans granted		3,621	-
Interest received		38	16
Proceeds from liquidation of subsidiaries		54	-
Acquisition of property, plant and equipment and intangible assets		(33)	(127)
Outlays on intangible assets	9	(12,096)	(15,396)
Loans granted		(337)	(1,224)
Net cash flows from investment activity		(8,357)	(16,717)
Financial activity			
Capital increase		-	50
Dividends received		-	411
Repayment of lease liabilities		(65)	(60)
Interest		(21)	(33)
Net cash flows from financial activity		(86)	368
Cash flows before exchange differences		(1,602)	(3,027)
Net foreign exchange differences on cash and cash equivalents		(99)	130
Total net cash flows		(1,701)	(2,897)
Cash opening balance		8,596	16,607
Cash closing balance, including:		6,895	13,710
- of limited disposability		-	-

1 General

The standalone condensed interim financial statements of BoomBit S.A. cover the 6 months ended 30 June 2025 and contain relevant comparative data.

Company identification data:

Business name:	BoomBit
Legal form:	Joint stock company under Polish law
Registered office:	Gdansk, ul. Zacna 2
Country of registration:	Poland
Core activity:	Publishing of computer games
Registration entity, KRS number (number in Polish register of companies) and registration date:	Gdańsk-Północ District Court in Gdańsk, 7th Commercial Division of the National Court Register; KRS number 0000740933, registered on 23 July 2018
REGON (Polish statistical business number) and date assigned:	REGON 221062100; assigned on 14 August 2010
Duration of the Company:	Perpetual

The Company is the parent of the BoomBit S.A. Group which is why it prepares the consolidated financial statements of the Group.

The functional currency of the Company and the presentation currency of these standalone financial statements is Polish zloty (PLN) and all figures are given in thousand PLN (PLN '000), unless specified otherwise.

In the period covered by these financial statements, the Board of Directors consisted of:

- Marcin Olejarz – CEO,
- Anibal Jose Da Cunha Saraiva Soares – Vice-President,
- Marek Pertkiewicz – Director.

The composition of the Board of Directors did not change during the reporting period and as at the date of these financial statements.

As at the balance sheet date, the Company's Supervisory Board was composed of:

- Karolina Szablewska-Olejarz – Chairwoman of the Supervisory Board,
- Marcin Chmielewski – Supervisory Board Member,
- Wojciech Napiórkowski – Supervisory Board Member,
- Szymon Okoń – Supervisory Board Member,
- Jacek Markowski – Supervisory Board Member.

The composition of the Supervisory Board did not change during the reporting period and as at the date of these financial statements.

2 The basis for preparing the statements

These condensed standalone interim financial statements were prepared in accordance with International Accounting Standard no. 34 Interim Financial Reporting ("IAS 34") in the form as approved by the European Union ("EU"). The condensed interim financial statements do not cover all the data or all the disclosures required for the annual financial statements and they shall be read in conjunction with the financial statements of the Company prepared in accordance with the IFRSs for the year ended dated 31 December 2024, except for investment in joint operations regulated by IFRS 11 Joint Arrangements, which applies to the Company in the current reporting period. Pursuant to IFRS 11, the Company discloses its direct right in the assets, liabilities, revenue and costs of joint operations and its

share in any jointly held or incurred assets, liabilities, revenue and costs in the standalone financial statements. Details of the Company's share in the joint operation undertaken in the period that ended on 30 June 2025 are presented in Note 5.

The standalone interim financial statements were prepared based on the assumption that the Company would continue as a going concern in the foreseeable future, i.e. for at least one year following the preparation of the condensed standalone interim financial statements, and that there were no signs of any threat to the Company's continuation as a going concern.

By the date of preparing these standalone interim financial statements, there were no circumstances that would suggest the existence of any threats to the Company continuing as a going concern.

These condensed standalone interim financial statements are presented in PLN, and all amounts are presented in thousands PLN (PLN '000) unless specified otherwise.

The Company prepared the condensed standalone interim financial statements for the 6 months ended on 30 June 2025 which were approved for publication on 25 September 2025.

2.1 New standards and interpretations

The accounting principles (policy) applied in the preparation of these condensed standalone interim financial statements are consistent with the ones applied in the preparation of the annual financial statements of the Company for the year ended 31 December 2024, except for the application of new standards as well as changes to standards and changes to the accounting principles of the Company as described below.

- b) Amendments to IAS 21 "The Effects of Changes in Foreign Exchange Rates" – lack of exchangeability, approved in the EU on 15 August 2023 (applicable to the annual periods starting on 1 January 2025 or thereafter).

The above amendments do not materially influence the condensed standalone interim financial statements of the Company.

2.2 Standards, amendments and interpretations of the existing standards which were published but were not yet effective

The following standards and interpretations were published by the International Accounting Standards Board but they did not become effective until the reporting period end date:

- f) IFRS 18 "Presentation and Disclosure in Financial Statements" – published on 9 April 2024 (applicable to the annual periods starting on 1 January 2027 or thereafter),
- g) IFRS 19 "Subsidiaries without Public Accountability: Disclosures" – published on 9 May 2024 (applicable to the annual periods starting on 1 January 2027 or thereafter),
- h) Amendments to IFRS 9 "Financial Instruments" and IFRS 7 "Financial Instruments: Disclosures" – change in the classification and measurement of financial instruments (applicable to the annual periods starting on 1 January 2026 or thereafter),
- i) Amendments to IFRS 9 "Financial Instruments" and IFRS 7 "Financial Instruments: Disclosures" – contract referencing nature dependent electricity, published on 18 December 2024 (applicable to the annual periods starting on 1 January 2026 or thereafter),

- j) Annual Improvements to IFRS Accounting Standards — Volume 11, introducing changes to IFRS 1, IFRS 7, IFRS 9, IFRS 10, and IAS 7 – changes regarding the differences between IFRS 9 and IFRS 15 as regards initial measurement of trade receivables and how the lessee accounts for the derecognition of a lease liability; published on 18 July 2024 (applicable to the annual periods starting on 1 January 2026 or thereafter),

By the approval date of these condensed standalone financial statements, the Board of Directors did not complete the assessment of how the introduction of the remaining standards and interpretations affected the Company's accounting principles (policy) in respect of the Company's activity or financial results.

The Company did not decide to implement an early adoption of any standards, interpretations or amendments which have already been published but are not yet effective in the light of EU laws.

2.3 Amendments to the estimates applied by the Company

The estimates applied by the Company are described in the standalone financial statements for the year ended on 31 December 2024. The applied accounting policy did not change versus 31 December 2024.

3 Professional judgment and material estimates

The estimates applied by the Company are described in the standalone financial statements for the year ended on 31 December 2024. The applied accounting policy did not change versus 31 December 2024.

4 Business seasonality

The Company's business is not seasonal.

5 Major events and transactions

5.1 MyBots partnership contract

In June 2025, the Company signed a partnership contract with the owner of the rights in the MyBots brand ("Partner") and started to work on a new game, one that is inspired by the mechanics known from Hunt Royale.

Under the contract the parties undertook to collaborate on a project of creating a game to be co-owned by the Partner and the Company, each having a 50% share. The contribution of the Partner will include primarily:

- licensing the intellectual property related to the MyBots brand along with any creative elements which are to be used in the production of the game, paying the production cost of USD 520,000 in quarterly instalments, and continuing to finance the development and maintenance of the game once released, in the amount of USD 30,000 a month.

The Company will be responsible for creating, developing and releasing the game and for its marketing.

Given the above contractual arrangements, the Company has decided that the contract meets the criteria of joint operation under IFRS 11. As a result, the Company will recognize:

- as development costs – only 50% of the production cost, the remainder to be recognized in accordance with the input method (see below),
- in revenue – the total proceeds generated by the game less 50% of the game revenue attributable to the Partner.

As regards the method of recognizing the quarterly proceeds from the Partner totaling USD 520,000, the Company has decided that the input method is the most appropriate approach, in accordance with IFRS 15. The method

involves revenue recognition proportionate to the costs incurred to perform a particular contractual obligation, which reflects the progress of contract performance.

5.2 Sale of Play With Games Ltd. shares

On 30 May 2025, the Company sold 100% of Play With Games Ltd shares, thus losing control of the company. The profit on this transaction was PLN 157,000.

6 Contracts with customers

Sources of revenue

	6 months ended 30 June			
	2025		2024	
	(unaudited)		(unaudited)	
rev share	53,392	91%	63,943	90%
advertising	1,637	3%	4,846	7%
micropayments	141	0%	227	0%
other	3,516	6%	2,376	3%
	58,686	100%	71,392	100%
including:				
Platforms (distribution)	1,778	3%	5,073	7%

Platforms (distribution)

	6 months ended 30 June			
	2025		2024	
	(unaudited)		(unaudited)	
Android	1,047	59%	2,147	42%
iOS	624	35%	2,847	56%
other	107	6%	79	2%
	1,778	100%	5,073	100%

Geographic data

	6 months ended 30 June			
	2025		2024	
	(unaudited)		(unaudited)	
Europe	57,574	98%	67,916	96%
North America	774	1%	2,464	3%
Other	338	1%	1,012	1%
	58,686	100%	71,392	100%

Leading business partners

	6 months ended 30 June			
	2025		2024	
	(unaudited)		(unaudited)	
BoomBit Games	52,577	90%	62,824	87%
ironSource	1,598	3%	4,798	7%
BoomHits	1,478	3%	1,269	2%
Others	3,033	4%	2,501	4%
	58,686	100%	71,392	100%

7 Cost of sales

	6 months ended 30 June	
	2025	2024
	(unaudited)	(unaudited)
Depreciation and amortization	8,673	5,809
Materials and energy consumption	98	155
Outsourced services, including:	54,203	66,468
Commissions of distribution platforms	37	58
User acquisition costs	31,402	39,538
Rev share costs	3,253	4,366
Taxes and levies	136	142
Salaries	7,878	8,819
Social security and other benefits	1,704	1,989
Other costs by type	297	613
Total costs by type	72,989	83,995
Development costs	(11,960)	(14,546)
General administrative costs	(6,567)	(6,717)
Cost of sales	54,462	62,732

8 Income tax

	6 months ended 30 June	
	2025	2024
	(unaudited)	(unaudited)
Profit/loss before tax	(4,793)	(308)
Theoretical tax calculated according to domestic rates that apply to income in Poland (19%)	911	59
Non-taxable revenue	52	17
Non-tax-deductible costs	(256)	(68)
- including costs of incentive schemes	(78)	(2)
Tax adjustment for previous years	(3)	-
Charge on the financial result on account of income tax	704	8
Effective tax rate	14.7%	2.6%

9 Intangible assets

	Completed development work – Games	Completed development work – support tools	Acquired intangible assets, including rights in games and publishing licenses	Incomplete development work (assets in progress)	Acquired intangible assets in progress (assets in progress)	Advances for acquired intangible assets	Total
As at 1 January 2025 (audited)							
Cost	62,489	31,301	8,804	4,320	3,852	1,932	112,699
Accumulated amortization	(45,772)	(18,536)	(822)	-	-	-	(65,131)
Impairment losses	(3,167)	(48)	(664)	(2,200)	(1,529)	-	(7,609)
Net value	13,550	12,717	7,318	2,120	2,323	1,932	39,959
Increases	-	-	-	8,472	3,488	136	12,096
Gross sales/liquidation	(15,224)	-	-	(3)	-	-	(15,227)
Sales/liquidation total amortization	14,575	-	-	-	-	-	14,575
Transfer between categories	4,243	2,773	7,402	(7,016)	(5,470)	(1,932)	-
Depreciation and amortization	(4,828)	(2,073)	(1,564)	-	-	-	(8,465)
Creation of impairment losses	(404)	-	(3,447)	-	-	-	(3,851)

As at 30 June 2025 (unaudited)

Cost	51,508	34,074	16,206	5,771	1,870	136	109,567
Accumulated amortization	(36,025)	(20,609)	(2,386)	-	-	-	(59,021)
Impairment losses	(3,571)	(48)	(4,111)	(2,200)	(1,529)	-	(11,460)
Net value	11,912	13,417	9,709	3,571	341	136	39,086

Development costs for the 6 months ended 30 June 2025 include expenses on outsourced services of PLN 8,346,000 and expenses on salaries and the related contributions of PLN 3,614,000. Amortization of completed development works is fully charged to cost of sales.

In May 2025, the Company closed a sale transaction for driving simulator games of a gross value PLN 15,224,000 less accumulated amortization of PLN 14,575,000.

	Completed development work – Games	Completed development work – support tools	Acquired intangible assets, including rights in games and publishing licenses	Incomplete development work (assets in progress)	Acquired intangible assets in progress (assets in progress)	Advances for acquired intangible assets	Total
As at 1 January 2024 (audited)							
Cost	50,827	25,577	58	4,540	2,816	617	84,435
Accumulated amortization	(37,538)	(14,897)	(2)	-	-	-	(52,437)
Impairment losses	(3,155)	(48)	-	-	(269)	-	(3,472)
Net value	10,134	10,632	56	4,540	2,547	617	28,526
Increases	-	-	-	9,196	5,350	850	15,396
Transfer between categories	6,491	2,888	2,722	(9,379)	(2,722)	-	-
Depreciation and amortization	(3,660)	(1,747)	(113)	-	-	-	(5,520)
Utilization/(Creation) of impairment losses	(12)	-	-	(2,201)	(1,146)	-	(3,359)

As at 30 June 2024 (unaudited)

Cost	57,318	28,465	2,780	4,357	5,444	1,467	99,831
Accumulated amortization	(41,198)	(16,644)	(115)	-	-	-	(57,957)
Impairment losses	(3,167)	(48)	-	(2,201)	(1,415)	-	(6,831)
Net value	12,953	11,773	2,665	2,156	4,029	1,467	35,041

Development costs for the 6 months ended 30 June 2024 include expenses on outsourced services of PLN 10,179,000 and expenses on salaries and the related contributions of PLN 4,367,000. Amortization of completed development works is fully charged to cost of sales.

Costs of completed development work and acquired intangible assets

At the end of the reporting period the Company reviewed the costs of completed development work and acquired intangible assets for signs of impairment. Impairment tests were performed for projects where the identified signs included performance below expectations by games seen by the Board of Directors as having a limited improvement potential.

The following assumptions were adopted for the tests:

- the period adopted for the projection of flows depended on the expected lifecycle of particular game titles in accordance with the accounting policy,
- a discount rate (weighted average cost of capital) of 9.3% (8.9% in the comparative period),
- cash flow projections were estimated through extrapolation of the observed performance of the games.

Based on an analysis and on estimations and professional judgments taking into account the projects to date, assets are subject to impairment losses and are brought down to the amount which the Company expects to achieve in the future for the use or sale of the respective asset.

Based on the analysis, impairment losses of PLN 3,851,000 were recognized for the costs of completed development work and acquired intangible assets (right in game).

In the comparative period, impairment losses on costs of completed development work totaled PLN 12,000.

Sensitivity analyses show that the key factors influencing the functional value are: the discount rate and the cash flows from games. Neither cash flows lower by 10% nor a discount rate higher by 1 percentage point would require recognizing additional impairment losses.

Costs of development work in progress

At the end of the reporting period the Company reviewed the costs of development work in progress for signs of impairment. The Company did not identify any projects for which signs of impairment would be observed. So the mandatory annual impairment test of costs of development work in progress as per IAS 36 will take place on 31 December 2025.

In the comparative period, the Company recognized 100% impairment losses for several projects in connection with their discontinuation, totaling PLN 3,347,000. The assumptions adopted for the tests were analogical to those adopted for costs of completed development work and the cash flow projection was estimated based on internal benchmarks for the most similar titles and on the expected cost of completing the development work.

10 Capital and equity

At the beginning of the period covered by these standalone financial statements, on the balance sheet date and on the publication date, the share capital and the shareholding structure were as follows:

	Number of shares	Par value
Class A – registered shares with preference as to votes (2 votes per share)	6,000,000	3,000,000
Class B – ordinary bearer shares	6,000,000	3,000,000
Class C – ordinary bearer shares	1,300,000	650,000
Class D – ordinary bearer shares	120,000	60,000
Class F – ordinary bearer shares	120,000	60,000
Class G – ordinary bearer shares	100,000	50,000
	13,640,000	6,820,000

	Number of shares	Value Nominal	Percentage of capital	Percentage of votes
Karolina Szablewska-Olejarz	1,838,839	919,420	13.48%	14.45%
Marcin Olejarz	1,940,350	970,175	14.23%	14.97%
ATM Grupa S.A.	4,000,000	2,000,000	29.33%	30.55%
Anibal Jose Da Cunha Saraiva Soares*	3,762,500	1,881,250	27.58%	29.34%
	2,098,311	1,049,155	15.38%	10.68%
	13,640,000	6,820,000	100.00%	100.00%

* Anibal Jose Da Cunha Saraiva Soares holds 37,500 shares directly and 3,725,000 shares through We Are One Ltd., where he is the beneficial owner.

11 Earnings (losses) per share

The presented profit (loss) per share is calculated as profit (loss) attributable to the Company's shareholders.

	6 months ended 30 June	
	2025	2024
	(unaudited)	(unaudited)
Net result (PLN '000)	(4,089)	(300)
Number of shares* (as single shares)	13,640,000	13,546,906
Earnings per share – basic (in PLN)	(0.30)	(0.02)

* weighted average number of shares in the reporting period

Diluted earnings (losses) per share are calculated as profit (loss) attributable to shareholders of the Company and the hypothetical weighted average number of shares.

	6 months ended 30 June	
	2025	2024
	(unaudited)	(unaudited)
Net result (PLN '000)	(4,089)	(300)
Number of shares* (as single shares)	13,683,915	13,640,000
Earnings per share – diluted (in PLN)	(0.30)	(0.02)

* weighted average hypothetical number of shares in the reporting period

12 Dividends

The Company did not declare dividend payment and did not pay dividend to the shareholders in the current reporting period.

13 Financial instruments

At the end of the current and previous reporting period, the Company had only financial assets and liabilities measured at amortized cost, except for the shares in SuperScale Sp. s.r.o. ("SuperScale").

The carrying value of financial instruments measured at amortized cost did not materially differ from their fair value.

	30 June 2025 (unaudited)	31 December 2024 (audited)
Assets measured at amortized cost		
Trade receivables	15,298	21,580
Other financial assets	5,886	8,736
Cash and deposits	6,895	8,596
	28,079	38,912
Financial assets measured at fair value through profit or loss		
Interests and shares in other entities	6,253	6,298
	6,253	6,298
Financial assets	34,332	45,210

Financial assets measured at amortized cost

As other financial assets, the Company discloses (exclusive of accrued interest):

- PLN 2,500,000 loan granted to BoomHits Sp. z o.o. The loan interest rate is 3M WIBOR plus margin. The agreed loan repayment date is 31 December 2025.
- PLN 2,435,000 loans granted to BoomPick Games Sp. z o.o. The loan interest rate is 3M WIBOR plus margin. The Company recognized a 100% impairment loss for this asset along with interest, i.e. PLN 2,915,000.
- USD 728,000 loan granted to BoomLand FZ-LLC. The loan interest rate is 3M SOFR plus margin. The Company recognized a 100% impairment loss for this asset along with interest, i.e. PLN 3,028,000.
- PLN 1,825,000 loan granted to Mobile Esports Sp. z o.o. The loan interest rate is 1M WIBOR plus margin. The agreed loan repayment date is 31 December 2026. On the balance sheet date, the asset along with interest is covered by an impairment loss of PLN 199,000.
- EUR 38,000 loan granted to SuperScale s.r.o. The loan bears a fixed interest rate of 15% per annum. The agreed loan repayment date is 30 November 2025.

	30 June 2025 (unaudited)	31 December 2024 (audited)
Other financial assets		
Loans to affiliates	11,857	16,061
Impairment loss on loans granted to affiliates	(6,143)	(7,487)
Net loans granted to affiliates, including:	5,714	8,574
- non-current assets	1,775	1,403
- current assets	3,939	7,333
Loans granted to other entities	172	162
Impairment loss on loans granted to other parties	-	-
Net loans granted to other parties, including:	172	162
- non-current assets	-	-
- current assets	172	162
Other net financial assets	5,886	8,736

Impairment of loans granted

As at the balance sheet date, the Company verified the loans granted for expected credit losses (ECL) as required by IFRS 9.

The applied expected credit losses model showed impairment of loans granted.

The Company recognized an impairment loss of PLN 6,143,000 in the books as at 30 June 2025, which referred entirely to the exposure in affiliates, i.e. BoomLand FZ-LLC, BoomPick Sp. z o.o. and Mobile Esports Sp. z o.o., of which the impairment loss created in the first half of 2025 was PLN 170,000, and it released an impairment loss of PLN 600,000 in the first half of 2025 related to the exposure in BoomLand FZ-LLC, BoomPick Sp. z o.o. and BoomHits Sp. z o.o. On the day ending the comparative reporting period, the Company recognized an impairment loss on loans granted of PLN 7,487,000.

	30 June 2025 (unaudited)	31 December 2024 (audited)
Opening balance	7,487	6,884
Impairment loss creation	170	4,535
Impairment loss reversal	(600)	(1,108)
Impairment loss utilization	(914)	(2,824)
Closing balance	6,143	7,487
including:		
Stage 1	-	199
Stage 2	199	-
Stage 3	5,944	7,288

Balance of loans by stage of impairment:

	30 June 2025 (unaudited)	31 December 2024 (audited)
Other net financial assets	5,886	8,736
Impairment loss on other financial assets	(6,143)	(7,487)
Other gross financial assets	12,029	16,223
including:		
Stage 1	3,939	1,762
Stage 2	2,146	162
Stage 3	5,944	14,299

Impairment of trade receivables:

As at the balance sheet date, the Company verified its receivables for expected credit losses (ECL) as required by the IFRS 9. The analysis revealed that the estimated impairment loss on that account would be insignificant so the Board of Directors of the Company decided not to recognize it in these financial statements.

An individual analysis was also performed for receivables from affiliates according to the scenario method and as a result the release of some impairment losses was recognized in the amount of PLN 447,000, which was related to the exposure in BoomLand FZ-LLC. On the day ending the comparative reporting period, the Company had an impairment loss on receivables from affiliates of PLN 4,541,000.

The amounts of the created impairment losses on receivables from affiliates which were recognized in other operating costs and revenue are presented in the table below:

	30 June 2025	31 December 2024
	(unaudited)	(audited)
Opening balance	4,541	1,548
Impairment loss creation	-	4,541
Impairment loss reversal	(447)	(1,179)
Impairment loss utilization	-	(369)
Closing balance	4,094	4,541
including:		
Stage 1	-	26
Stage 2	26	-
Stage 3	4,068	4,515

	30 June 2025	31 December 2024
	(unaudited)	(audited)
Net trade receivables	15,298	21,580
Impairment loss on trade receivables	(4,094)	(4,541)
Gross trade receivables	19,392	26,121
including:		
Stage 1	14,830	11,868
Stage 2	487	1
Stage 3	4,075	14,252

Financial assets measured at fair value through profit or loss

The fair value of financial assets and liabilities is established in accordance with the following fair value hierarchy:

- Level 1 – fair value based on listed prices (unadjusted) offered for identical assets or liabilities in active markets to which the Company has access on the measurement date,
- Level 2 – fair value based on input data other than Level 1 listed prices which are observable for the asset or liability, whether directly or indirectly,
- Level 3 – fair value based on non-observable input data regarding a particular asset or liability.

The Company currently holds 11.38% of shares in SuperScale's share capital. As at 31 December 2024, the Company performed a fair value measurement of those shares based on the weighted average of the measurements arising from the DCF (discounted cash flows) method and the comparative (multiples) method. The Company believes that the above measurement remains the most appropriate approach to establishing the fair value of SuperScale shares

as at the end date of the current reporting period. Relying on the EUR/PLN exchange rate on 30 June 2025, the measurement was PLN 6,253,000, which is down by PLN 45,000 from the 31 December 2024 result. The change in the measurement was recognized in the Company's profit and loss account as financial costs.

	30 June 2025 (unaudited)	31 December 2024 (audited)
Interests and shares in other entities	6,253	6,298
Closing balance	6,253	6,298
including:		
Stage 1	-	-
Stage 2	6,253	6,298
Stage 3	-	-

Financial liabilities:

As other financial liabilities as at 31 December 2024 and 30 June 2025, the Company discloses:

	30 June 2025 (unaudited)	31 December 2024 (audited)
Liabilities measured at amortized cost		
Trade liabilities	20,396	26,972
Other financial liabilities	154	219
	20,550	27,191
Financial liabilities	20,550	27,191

14 Note to condensed standalone interim cash flow statement

	6 months ended	
	30 June	
	2025	2024
	(unaudited)	(unaudited)
Receivables		
Change of balance arising from the statement of financial position	9,048	12,568
- change in the balance of receivables for loans granted	(2,850)	1,485
- changes in provisions for trade receivables	447	(197)
- change in balance of dividend liabilities	-	(411)
Change of balance arising from the cash flow statement	6,645	13,445
Liabilities		
Change of balance arising from the statement of financial position	(7,694)	(4,091)
- change in balance of dividend liabilities	-	(4,774)
- capital increase contributions	-	(19)
- change in balance of lease liabilities	65	60
Change of balance arising from the cash flow statement	(7,629)	(8,824)

15 Transactions with affiliates

Goods and services are acquired from affiliates on arm's length terms. Receivables from affiliates arise mainly as a result of sales transactions and are due within 60 days following the date of sale. Those receivables are not secured and do not bear interest. The Company created impairment losses on receivables and loans from affiliates – for more information see Note 13. Liabilities toward affiliates are mainly from purchasing transactions and the payment date is 60 days following the purchase date. The liabilities do not bear interest. Trade receivables and liabilities arise not only from revenue and purchase but also from cost re-invoicing between the Group's companies. Re-invoices are not disclosed in revenue and purchases in the table below.

As at and for the 6 months ended 30 June 2025, settlements and transactions with affiliates were as follows:

	Trade and other receivables	Granted loans	Trade and other liabilities	Received loans	Revenue	Procurement
	(unaudited)	(unaudited)	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Parties with significant influence						
Karolina Szablewska-Olejarz	1	-	6	-	5	(193)
Marcin Olejarz	4	-	-	-	4	-
Marek Pertkiewicz	1	-	-	-	7	-
Subsidiaries						
BoomBit Games Ltd.	8,359	-	173	-	52,577	(536)
BoomBit Inc.	4	-	1	-	9	-
TapNice Sp. z o.o.	132	-	5	-	50	(34)
BoomHits Sp. z o.o.	4,145	3,940	38	-	1,671	(769)
Play With Games Ltd. *	-	-	-	-	534	-
PixelMob Sp. z o.o. in liquidation**	-	-	-	-	53	(5)
Maisly Games Sp. z o.o. in liquidation***	-	-	-	-	4	-
Mindsense Games Sp. z o.o.	23	-	-	-	34	(843)
BoomPick Sp. z o.o.	8	-	-	-	110	-
BoomLand Global Sp. z o.o.	1	-	-	-	3	-
Mobile Esports Sp. z o.o.	460	1,775	5	-	95	(27)
BoomLand FZ-LCC	-	-	-	-	192	(42)
Affiliates						
ADC Games Sp. z o.o.	559	-	3	-	216	(5)
PlayEmber Sp. z o.o.	1	-	-	-	2	-
	13,698	5,715	231	-	55,566	(2,454)

* 100% of Play With Games Ltd. shares were sold on 30 May 2025.

** Pixelmob Sp. z o.o. in liquidation was liquidated on 28 January 2025.

*** Maisly Games Sp. z o.o. in liquidation was liquidated on 21 January 2025.

As at 31 December 2024 and for the 6 months ended 30 June 2024, settlements and transactions with affiliates were as follows:

	Trade and other receivables	Granted loans	Trade and other liabilities	Received loans	Revenue	Procurement
	(audited)	(audited)	(audited)	(audited)	(unaudited)	(unaudited)
Parties with significant influence						
Karolina Szablewska-Olejarz	1	-	6	-	5	(170)
Marcin Olejarz	12	-	-	-	4	-
Marek Pertkiewicz	-	-	-	-	7	-
Subsidiaries						
BoomBit Games Ltd.	10,345	-	157	-	62,834	(488)
BoomBit Inc.	4	-	51	-	7	-
Maisly Games Sp. z o.o. in liquidation**	1	7	-	-	52	(1)
TapNice Sp. z o.o.	280	-	61	-	197	(244)
BoomHits Sp. z o.o.	9,736	6,975	1,269	-	1,503	(1,654)
PixelMob Sp. z o.o. in liquidation**	26	-	-	-	89	-
Play With Games Ltd.	30	-	-	-	85	-
Mindsense Games Sp. z o.o.	28	158	-	-	116	(809)
SkyLoft Sp. z o.o. in liquidation*	-	-	-	-	106	(38)
BoomPick Sp. z o.o.	1	31	-	-	95	(6)
BoomLand Global Sp. z o.o.	1	-	-	-	3	-
Mobile Esports Sp. z o.o.	186	1,403	3	-	40	-
BoomLand FZ-LCC	-	-	45	-	185	(129)
Affiliates						
ADC Games Sp. z o.o.	382	-	16	-	57	(126)
PlayEmber Sp. z o.o.	1	-	-	-	1	-
PlayEmber FZ-LLC	-	-	-	-	8	-
	21,034	8,574	1,608	-	65,394	(3,665)

*The liquidation of SkyLoft Sp o.o. opened on 10 April 2024.

** Liquidation of Maisly Games Sp o.o. opened on 4 July 2024.

*** Liquidation of Pixelmob Sp o.o. opened on 4 July 2024.

Payments to the Board of Directors and Supervisory Board members

	6 months ended	
	30 June	
	2025	2024
	(unaudited)	(unaudited)
Salaries and other benefits for the Directors, including:		
Provision for bonuses for the Directors	942	2,976
Dividend	-	-
Salaries and other benefits for the Supervisory Board, including:		
Dividend	287	862
	-	644
	1,229	3,838

16 Share-based payments

The Company is currently settling the share-based incentive scheme described below, which was adopted by the Company's Extraordinary General Meeting on 21 April 2022.

The incentive scheme addressed to employees and contractors of the Company and of the companies from the BoomBit Group for 2022–2024 assumes issue of no more than 405,000 subscription warrants. The warrants will be issued free of charge and the share issue price will be PLN 0.50 per share. The implementation of the Scheme will depend on whether the total (accumulated) consolidated net profit attributed to the shareholders in the financial

years from 2022 to 2024, adjusted by the cost of the Scheme, is higher than PLN 53 million and on whether particular Scheme participants have met the loyalty criterion.

The performance objective defined in the Scheme was achieved in 66%, which is why the Scheme participants will be granted 32% from the total pool of the subscription warrants. The amount of the provision recognized on that account in the current reporting period was PLN 408,000 and was recognized in equity from share-based payments (the Company did not recognize any provision on that account in the comparative period).

Class F subscription warrants authorizing the holder to take up class I ordinary bearer shares as a part of the incentive scheme for the Board of Directors:

On 9 October 2024, Mr Marcin Olejarz (CEO) subscribed to 16,465 class F subscription warrants authorizing him to take up class I ordinary bearer shares as a part of the incentive scheme for the Board of Directors.

On 9 October 2024, Mr Marek Pertkiewicz (Director) subscribed to 10,985 class F subscription warrants authorizing him to take up class I ordinary shares as a part of the incentive scheme for the Board of Directors.

On 9 October 2024, Mr Anibal Jose da Cunha Saraiva Soares (Vice-President of the Board of Directors) subscribed to 16,465 class F subscription warrants authorizing him to take up class I ordinary bearer shares as a part of the incentive scheme for the Board of Directors.

The Directors have not converted the subscription warrants to shares by the publication date of this report.

17 Subsequent events

- On 20 August 2025, Mr Marcin Olejarz (CEO), Mr Marek Pertkiewicz (Director), Mr Anibal Jose da Cunha Saraiva Soares (Vice-President) took up class E subscription warrants authorizing them to subscribe for class H ordinary bearer shares of BoomBit S.A. as a part of a dedicated incentive scheme for directors. The Directors have not converted the subscription warrants to shares by the publication date of this report.
- In connection with the implementation of the incentive scheme adopted by resolution 8 of the Company's Extraordinary General Meeting on 21 April 2022, the Company's Supervisory Board determined on 3 July 2025. that the participants of the scheme met the scheme criteria and it confirmed eligibility for a total of 118,752 class E subscription warrants. All class E subscription warrants were taken up by eligible parties and 105,632 subscription warrants were recorded in the brokerage accounts of their owners by the date hereof. From the moment the subscription warrants are recorded in the brokerage accounts, their owners are eligible for class H shares and the deadline for the exercise of the rights under the subscription warrants is 31 December 2025.

V. BOOMBIT S.A. MANAGEMENT REPORT FOR THE 6 MONTHS ENDED 30 June 2025

1 Description of major achievements or failures of the issuer in the reporting period

1.1 Economic and financial figures

Consolidated quarterly performance data

	Q1 2024	Q2 2024	H1 2024	Q1 2025	Q2 2025	H1 2025	change H1 2025 vs H1 2024	% change H1 2025 vs H1 2024
Revenue, including:	60,526	51,725	112,251	50,432	46,170	96,602	(15,649)	-14%
Micropayments and sale of digital copies	15,805	15,951	31,756	16,926	16,186	33,112	1,356	4%
Advertising	41,034	33,996	75,030	29,339	24,600	53,939	(21,091)	-28%
Blockchain	2,863	964	3,827	171	77	248	(3,579)	-94%
Main variable costs:	41,138	34,745	75,883	33,688	30,396	64,084	(11,799)	-16%
Commissions of platforms	3,961	4,601	8,562	4,143	4,509	8,652	90	1%
User Acquisition*	33,436	27,002	60,438	26,557	22,811	49,368	(11,070)	-18%
Rev share	3,741	3,142	6,883	2,987	3,076	6,063	(820)	-12%
Revenue minus main variable costs	19,388	16,980	36,368	16,744	15,774	32,518	(3,850)	-11%
EBITDA	6,523	12,066	18,589	5,093	3,674	8,767	(9,822)	-53%
Financial revenue/expenses	(127)	194	67	(103)	51	(52)	(119)	-178%
Share in the profit of affiliates	-	-	-	(182)	(244)	(426)	(426)	-
NET PROFIT/LOSS	2,018	6,324	8,342	(78)	(757)	(835)	(9,177)	-110%
One-time events**	273	(5,818)	(5,545)	131	1,276	1407	(6,952)	-125%
- impairment losses on outlays on intangible assets	273	4,238	4,511	-	3,747	3,747	(764)	-17%
- loss of control of the ADC Group	-	(10,056)	(10,056)	-	-	-	10,056	-100%
- release of provisions for token bonuses	-	-	-	-	(2,527)	(2,527)	(2 527)	-
- other	-	-	-	131	56	187	187	-
Current/deferred tax on one-time events	199	917	1,116	50	(560)	(510)	(1,606)	-144%
Adjusted EBITDA	6,796	6,248	13,044	5,093	5,035	10,128	(2,916)	-22%
Adjusted NET PROFIT/LOSS	2,490	1,423	3,913	103	(21)	82	(3,831)	-98%
minority interest	458	(1,111)	(653)	(88)	1	(87)	556	-87%

* The amounts do not include the User Acquisition expenses from soft launch, which are – in accordance with the accounting policy – charged to development costs.

In the period covered by this report, the Group's total revenue (PLN 96.6 million) was 14% down versus the analogical period in the previous year (PLN 112.3 million). Revenue from advertisements was PLN 53.9 million and it was 28% down from the revenue in H1 2024. The hyper-casual games with the highest revenue in the first half of 2025 were: Downhill Race League, Crazy Plane Landing, Truck Transport Simulator, Walk King – Race on Stairs. Current period's revenue from micropayments was PLN 33.1 million and it was 4% up from the revenue in the analogical period of the previous year. The increase resulted primarily from the higher revenue of Darts Club and from the new mid-core games (Dawn of Ages, Loot Heroes). The revenue in the blockchain projects segment was PLN 0.2 million in the current reporting period, which was PLN 3.6 million down from the first half of 2024. The PLN getting stronger was a factor that adversely affected the Group's revenue when compared to the analogical period in the previous year.

The cost of sale was PLN 87.2 million, which was PLN 12.3 million (12%) down from the first six months of 2024 (PLN 99.4 million). The drop was the outcome of lower costs of user acquisition and rev share costs. Platform commission costs were PLN 8.7 million in the current reporting period, which was up by PLN 0.1 million, i.e. 1%, from the benchmarking period. Platform commission costs show a positive correlation to revenue from micropayments. The dropping revenue from advertisements versus the first six months of 2024 was accompanied by a decrease in user acquisition costs. The costs were PLN 49.4 million, which was PLN 11.1 million (18%) down from the analogical period of the previous year. Rev share costs were PLN 6.1 million in the current reporting period and they were down by PLN 0.8 million (12%) from the analogical period in the previous year. The drop in rev share costs is the outcome of poorer performance of the games versus the reporting period. The share of the main variable costs in relation to revenue dropped by 2 percentage points, i.e. from 68% in the first half of 2024 to 66% in the period covered by these statements.

Revenue less the main variable costs was PLN 32.5 million, which is PLN 3.8 million (11%) down versus the first half of 2024.

Savings in the area of staff costs were achieved in 2024 and in the first half of 2025. In the first half of 2025, staff costs recognized as development costs were PLN 10.1 million, which was PLN 2.9 million (22.3%) down from the analogical period in the year before. Staff costs included in the cost of sales were PLN 8.4 million in the current period, i.e. PLN 2.3 million (21.5%) down from the analogical period in the previous year.

The costs recognized in the blockchain segment in the 6 months that ended on 30 June 2025 totaled PLN 1.8 million (versus PLN 9.0 million in the analogical period in the year before). The major drop in the costs results mainly from the deconsolidation of the ADC Group in 2024.

The Group continued to work with third-party developers, whose non-capitalized production costs were PLN 0.8 million in the current period, i.e. down from the analogical period of the previous year by PLN 0.5 million. The Group works with external developers on the production of mid-core games, which is why a vast majority of costs are recognized as development costs. The capitalized production costs related to working with external developers were PLN 2.9 million in the analyzed period (PLN 5.4 million in the benchmarking period).

At PLN 7.1 million, general administrative costs were down by approx. 22.0% from the analogical period in the previous year (PLN 9.1 million in the benchmarking period). This is mainly due to the savings achieved in the area of staff costs.

The EBITDA (calculated as operating result less depreciation and amortization) adjusted by one-time events was PLN 10.1 million in the current period (versus PLN 13.0 million in the previous year), while net profit/loss adjusted by one-time events was PLN 0.1 million (versus PLN 3.9 in the analogical period last year).

The Group's total assets as at 30 June 2025 were PLN 116.6 million, i.e. PLN 5.4 million down from 2024. The drop results mainly from the reduction of the balance of trade receivables by PLN 2.3 million and of the balance of cash and cash equivalents by PLN 2.2 million versus the balance at the end of 2024. At the same time, intangible assets dropped to PLN 40.7 million (by PLN 0.5 million compared to the balance at the end of 2024).

As far as liabilities are concerned, the total liabilities were PLN 43.1 million, which was a PLN 4.9 million drop versus the balance at the end of December 2024. The drop results mainly from the drop in trade and other liabilities by PLN 6.4 million, with a closing balance of PLN 32.3 million at the end of the current reporting period. Concurrently, an increase of deferred income tax liabilities of PLN 1.3 million was recognized. The Group's equity was PLN 73.4 million at the end of the first half of 2025, which was PLN 0.5 million down from the 2024 closing balance.

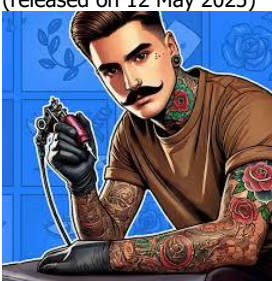
1.2 Mobile games

In 2025, by the date of this report, the Company and its affiliates have released a total of 18 internally produced games on iOS and Android: 17 hyper-casual games and 4 mid-core games.

The most important titles released in 2025 by the publication date of this report are presented in the table below.

Name of the Game	Description	Images
Rest Stop Tycoon (released on 6 January 2025) 	Mid-Core Get ready to build your own highway empire with Rest Stop Tycoon - an engrossing idle game! Start with an empty piece of land and transform it to a thriving stop with gas, a restaurant and services for every traveler. Develop the complex, unblock new buildings and make money even when you are not playing. Become the king of the highway and build the largest roadside empire in history! Main source of revenue: Micropayments and advertisements	

Transit King Trains (released on 15 January 2025) 	Mid-Core Experience an incredible railway adventure with Train King Tycoon: Rail Empire! Build your own rail empire by collecting authentic engines, producing resources and managing railway routes in various countries and periods. Upgrade your stations and grow your network by taking on exciting challenges that will test your management skill. Main source of revenue: micropayments and advertisements	
Lion Survival - Wild Beast Simulator (released on 11 February 2025) 	Hyper-Casual Walk into the claws of a huge lion and dominate the urban jungle! Walk around the city and grow stronger. Use your spoils to improve the statistics of the lion and unlock powerful skills and become an unstoppable predator. As the challenges become more difficult, discover new locations and unlock unique achievements to win additional prizes. Hunt, survive and conquer the city – are you ready to unleash your inner beast? Main source of revenue: advertising	
Bus Upgrade Simulator (released on 3 April 2025) 	Hyper-Casual In this engrossing transport game, the player starts with a modest tuk-tuk to gradually develop a fleet of full-size buses. The game is about carrying passengers, optimizing the routes and upgrading your vehicles to build your transport empire. Main source of revenue: advertising	

Overtake Race Masters (released on 10 April 2025) 	Hyper-Casual Dynamic rivalry full of dizzying speed, spectacular drifts and ferocious fight to take the lead. As you race experienced opponents, you will master challenging routes and upgrade your car to keep your advantage. Main source of revenue: advertising	
Tattoo Store Simulator (released on 12 May 2025) 	Hyper-Casual Face the world of tattoo and studio management on Tattoo Studio Simulator 3D! Starting your career as a beginner tattoo artist in a small parlor, you will transform it into the most popular tattoo studio in town. Create unique designs, grow your business, hire a team and run a store with accessories to attract customers and build reputation. Main source of revenue: advertising	
Electronics Store Simulator 3D (released on 16 May 2025) 	Hyper-Casual Enter the world of trade to build, lead and grow your own electronic empire! Fill the shelves with the latest gadgets, enter into profitable transactions, develop your store and secure customer satisfaction in this engrossing economic strategy game. Main source of revenue: advertising	

Animal Run Wild Race (released on 30 June 2025) 	Hyper-Casual Are you ready for a wild fight for survival? On Animal Run: Wild Race you become a lion, wolf, bear and other beasts to race unpredictable trails full of traps. Instinct is everything – one mistake and you're out. Main source of revenue: advertising	
Tractor Delivery Farm (released on 11 July 2025) 	Hyper-Casual Hop in the tractor and build a rural delivery empire! With Tractor Delivery Farm, you plant crops, breed animals and deliver goods to the nearby towns. Use the money you make to unlock new machines, grow production and hire staff for smooth operation of your business. Main source of revenue: advertising	
Supermarket Manager Simulator (released on 27 June 2025) 	Hyper-Casual Enter the world of supermarkets and become a big shot manager! Manage procurement, refill the shelves, set the prices and take care of customer satisfaction. Hire staff, launch special offers and attract new buyers. Main source of revenue: advertising	
The Kingdom: Medieval Tales (released on 18 September 2025) 	Mid-Core Lead, build and love in a thriving medieval kingdom! Enter a beautifully designed medieval fantasy world where every decision you make shapes the life of your people. Use this deep RPG with a simulation of life to build a flourishing city, bring special settlers and write your own history of joy, struggle and explorations. Main source of revenue: micropayments and advertisements	

Truck Sales Simulator (released on 24 September 2025)	Hyper-Casual Truck Sales Simulator is a pass to the world of huge machines where every truck may become the foundation of your transport empire. Buy second-hand vehicles at auctions and from private sellers to restore, personalize and sell them with profit. Before doing so, test them on challenging routes! Main source of revenue: advertising	
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Revenue from mobile games in the first half of 2025 totaled PLN 96,478,000, of which 40.1% was attributed to hyper-casual games and 59.9% to mid-core and casual games. At the same time, UA costs were PLN 49,543,000, 52.4% of that cost attributable to hyper-casual games and 47.6% to mid-core and casual games.

Revenue from mid-core games in the first half of 2025 was approx. PLN 57.8 million, i.e. 5% down from the analogical period of 2024, which affected the Group's performance dynamics. The costs of user acquisition, rev share and distribution platforms' commissions totaled about PLN 35.7 million. The revenue from hyper-casual games was PLN 38.7 million, i.e. 20% down from the analogical period in the previous year. The lower revenue in this segment resulted from the observed drop in the market profitability of mobile advertisement. The costs of user acquisition, rev share and distribution platforms' commissions totaled about PLN 28.5 million.

Furthermore, in the current period the Group:

- continued to release games on Nintendo Switch, Steam and HTML5 platforms. The total revenue on that account was PLN 339,000.
- provided playable ad, BI, UA and QA services to third parties. The total revenue from the provided services was PLN 2.1 million.

1.3 Blockchain projects

The revenue of the Blockchain Projects segment totaled PLN 248 million in the current reporting period and it included NFT sales and the grants received by BoomLand FZ-LLC ("BoomLand") from the Immutable protocol operator.

BoomLand currently focuses on working with external partners in the area of mini games integrated with the TON blockchain technology on the Telegram platform and with the Abstract blockchain network. In March 2025, BoomLand acquired the right to the Cantina Royale mobile game, undertaking to continue its development in return for rev share and partial financing of further production.

2 Description of factors and events, also those of unusual nature, which had a significant impact on the consolidated financial statements

Aside from the ones described below, there were no other unusual factors and events which had a significant impact on the consolidated interim financial statements. Other one-time factors and events are described in section 1.

Sale of driving simulator games and Play With Games Ltd. ("PWG") shares

The Group's portfolio included dozens of driving simulator games for which the production process was initiated over a decade ago. The products were characterized by major diversity in terms of technical maintenance and some of them relied on obsolete programming solutions. Over the past years, the Group recorded a regular profitability drop for those titles and their continued maintenance was becoming increasingly challenging in operational terms. As a part of the actions oriented toward portfolio optimization and increased concentration of resources on the most prospective endeavors, the Group decided to sell all the driving simulator titles, leaving only the most profitable product in its portfolio – Car Driving Simulator. The sales transaction was closed on 30 May 2025 and its value was USD 135,000.

On the same day, PWG shares were sold to the buyer of the driving simulator titles. The portfolio of PWG consisted exclusively of games of this type so the Group no longer had a reason to keep that company. The selling price was GBP 31,000.

Impairment losses on development costs and acquired intangible assets

As a result of impairment tests, the Group recognized a PLN 3.7 million impairment loss on costs of completed development work and acquired intangible assets, which was related to Train King Tycoon (100% of the impairment loss), a game developed by an external studio. Given the current market environment, such as increased depth of entertainment in the main competitive title, the growing user acquisition costs and the concurrent drop in user quality, as well as the fact that the continued development of that title would require engaging major resources with effects remaining uncertain, the Group decided that it was no longer reasonable economically to continue to work on the game.

Release of provisions for the bonuses payable in BOOM tokens

In the previous quarters, the Group recognized, in the blockchain segment, provisions for incentive schemes addressed to the BoomLand team which, which were to involve paying BOOM tokens in the future. The tokens were to be paid after the TGE (Token Generation Event) on the Immutable zkEVM blockchain network. Right now, BoomLand is not planning to issue the BOOM token on the above network in the foreseeable future. As a result, the Group decided to release the BoomLand provisions for bonuses payable in BOOM tokens, totaling PLN 2,526,000; in the consolidated profit and loss account, the provisions were fully recognized in other operating income.

MyBots partnership contract (working title)

In June 2025, the Group signed a partnership contract with the owner of the rights in the MyBots brand ("Partner") and started to work on a new game, one that is inspired by the mechanics known from Hunt Royale. The game will take the player to a futuristic world of advanced technology and artificial intelligence where MyBots, originally created to improve life, are used as a fighting tool by Omnicorp, a corporation striving to seize global control. The soft launch of the game is planned for the end of 2025.

Under the contract the parties undertook to collaborate on a project of creating a game to be co-owned by the Partner and the Company, each having a 50% share. The contribution of the Partner to the joint venture will include primarily:

- licensing the intellectual property related to the MyBots brand along with any creative elements which are to be used in the production of the game,
- paying the production cost of USD 520,000 in quarterly installments, and continuing to finance the development and maintenance of the game once released, in the amount of USD 30,000 a month.

The Group will be responsible for creating, developing and releasing the game and for its marketing.

Given the above contractual arrangements, the Group has decided that the contract meets the criteria of joint operations under IFRS 11. As a result, the Group will recognize:

- as development costs – only 50% of the production cost, the remainder to be recognized in accordance with the input method (see below),
- in revenue – the total proceeds generated by the game less 50% of the game revenue attributable to the Partner.

As regards the method of recognizing the quarterly proceeds from the Partner totaling PLN 520,000, the Group has decided that the input method is the most appropriate approach, in accordance with IFRS 15. The method involves revenue recognition proportionate to the costs incurred to perform a particular contractual obligation, which reflects the progress of contract performance.

3 Changes in the organization of the issuer's Group

The liquidation of Maisly Games Sp. z o.o. in liquidation and PixelMob Sp. z o.o. in liquidation was closed in January 2025. Both companies were deleted from the Polish National Court Register (KRS) on 14 March 2025.

The Company sold 100% of Play With Games Ltd. shares on 30 May 2025.

4 Position of the Board of Directors concerning the possibility of materialization of the previously published profit/loss forecasts for the financial year

The Board of Directors of BoomBit S.A. did not publish forecasts for 2025.

5 Shareholders holding at least 5% of votes at the General Meeting and the shares held by the managing and supervisory staff

Shareholders with at least 5% of votes at the General Meeting as at the publication date of this semi-annual report (25 September 2025):

	Number of shares	Par value	Capital percentage	Voting percentage
Karolina Szablewska-Olejarz	1,838,839	919,420	13.48%	14.45%
Marcin Olejarz	1,940 350	970,175	14.23%	14.97%
ATM Grupa S.A.	4,000,000	2,000,000	29.33%	30.55%
Anibal Jose Da Cunha Saraiva Soares*	3,762,500	1,881,250	27.58%	29.34%
Other shareholders	2,098 311	1,049 155	15.38%	10.68%
	13,640,000	6,820,000	100.00%	100.00%

* Anibal Jose Da Cunha Saraiva Soares holds 37,500 shares directly and 3,725,000 shares through We Are One Ltd., where he is the beneficial owner.

Class F subscription warrants authorizing the holder to take up class I ordinary bearer shares as a part of the incentive scheme for the Board of Directors:

Mr Marcin Olejarz (CEO) has:

- 16,465 class F subscription warrants authorizing him to subscribe for class I ordinary bearer shares.
- 25,920 class E subscription warrants authorizing him to subscribe for class H ordinary bearer shares.

Mr. Anibal Jose Da Cunha Saraiva Soares (Vice-President) has:

- 16,465 class F subscription warrants authorizing him to subscribe for class I ordinary bearer shares.
- 25,920 class E subscription warrants authorizing him to subscribe for class H ordinary bearer shares.

Mr Marek Pertkiewicz (Director) has:

- 10,985 class F subscription warrants authorizing him to subscribe for class I shares.
- 15,360 class F subscription warrants authorizing him to subscribe for class I shares.

The Directors have not converted the subscription warrants to shares by the publication date of this report.

The shareholding and voting rights by the management and supervisory staff are revealed in the above table. Furthermore, the Director Mr Marek Pertkiewicz holds 26,620 Company shares as at the publication date hereof.

Shareholders with at least 5% of votes at the General Meeting as at the publication date of the previous interim report, i.e. as at 27 May 2025:

	Number of shares	Par value	Capital percentage	Voting percentage
Karolina Szablewska-Olejarz	1,838,839	919,420	13.48%	14.45%
Marcin Olejarz	1,940 350	970,175	14.23%	14.97%
ATM Grupa S.A.	4,000,000	2,000,000	29.33%	30.55%
Anibal Jose Da Cunha Saraiva Soares*	3,762,500	1,881,250	27.58%	29.34%
Other shareholders	2,098 311	1,049 155	15.38%	10.68%
	13,640,000	6,820,000	100.00%	100.00%

* Anibal Jose Da Cunha Saraiva Soares holds 37,500 shares directly and 3,725,000 shares through We Are One Ltd., where he is the beneficial owner.

6 Major litigations

February 2025 marked the end of the case started in October 2021 in connection with the request filed by TapNice Sp. z o.o. to the Head of the Third Tax Office in Gdańsk to approve and refund the overpayment of PLN 1.1 million arising from the company's 2020 corporate income tax settlements (related to the application by the company of the 5% preference rate to income from qualified intellectual property rights, the so called "IP box"). The Head of the Tax Administration Chamber in Gdańsk issued a final and binding decision where he partially accepted the company's claims and recognized an overpayment of the company of PLN 74,000. On 12 March 2025, the company received the above amount along with interest (PLN 110,000 in total).

Aside from the above case, none of the BoomBit Group companies is a party to any major cases pending in any court of law, arbitration court or public administration body regarding any amounts owed by or to BoomBit S.A. or its subsidiary.

7 Transactions with affiliates

Transactions with entities are described in Note 18 to the condensed consolidated interim financial statements. No contracts were signed within the group on any other than arm's length terms.

8 Information of suretyships or guarantees

The Group did not receive or give any suretyships or guarantees in the current reporting period.

9 Other information that, in the Issuer's opinion, is significant in order to evaluate its human resources, assets, financial position and profit/loss and changes thereof, as well as any information considered significant in order to evaluate the Issuer's capacity to meet its obligations

Staff situation

In the previous year and in 2025 by the date of this report, the Group's companies consistently pursued optimization activities to improve the cost efficiency in the area of employment. The number of employees and permanent contractors as at 30 June 2025 was 246 people, which is down by 72 people (-29.3%) from the end of H1 2024. As a result, salary cost dropped in the first half of 2025 by PLN 4,893,000 (-23.7%) from the analogical period in the previous year. The full effect of the implemented optimization activities in the area of employment will be visible in the financial results for Q3 of 2025. At the same time, the Group does not rule out a possibility of hiring new people in connection with new projects, such as MyBots (see section 2).

Game production and publishing

The most important and advanced mid-core/casual productions in the internal production pipeline include:

- Hunter's Origin – a game set in the Hunt Royale universe, its première planned for Q4 2025,
- Big Helmets: Heroes of Destiny (reskin of Clash of Destiny) – another title from the creators of Hunt Royale, its première planned for the beginning of Q4 2025,
- Among Dead – game from TapNice, its soft launch planned for the end of Q3 2025,
- Idle Club – another idle game in our portfolio, its première planned for Q3 2025,
- Idle Bitcoin Empire – game based on the engine and mechanics of such games as Idle Car Inventor, czy Idle Farm, with the objective to produce virtual cryptocurrencies, its soft launch planned for Q3 2025
- Mini Golf – game from the creators of Darts Club, its première planned for Q4 2025.

Furthermore, the Group continues to develop other hyper-casual titles and it is working on puzzle-type games. Aside from mobile games, the Group was also engaged in the creation of mobile apps, the most important one being Short Reels–True Life Drama – a platform sharing short episodes of drama series, its première planned for Q3/Q4 2025.

Free-to-play versions of Dawn of Ages and the premium game Mine & Slash premièred on Steam and Epic Games Store in April 2025. The Carnage Battle Arena premium game premièred on Steam and Epic Games Store in July 2025. In the second half of 2025, the Group plans to continue to release games on PC platform through Epic Games Store and Steam and on console platforms. Furthermore, a public preview of an external premium PC and console game is planned for Q4 2025.

Services

The Group is in the process of commercializing selected areas of its activity which have been used so far only for internal purposes and to perform publishing agreements. This applies for instance to original BI tools, marketing creations (especially playable ads) cross-promo and marketing campaigns. The above services are offered under the AppLifters brand.

Until the date hereof, the Group has already completed dozens of playable ads projects and has found several customers for customized BI tool. By the end of 2025, it plans to launch the tools for creating playable ads and BI tools in a version to be offered in the market in the SaaS model.

Furthermore, there are advanced talks with several potential partners regarding mutual exchange of traffic in mobile games using BoomBit's original cross-promo tool. From the perspective of the Group, this will be an alternative user acquisition source and a potential source of additional revenue from the provision of ad slots in our games.

Ad mediation agreement with ironSource

The previous agreement (concluded on 30 October 2022) with ironSource Mobile Ltd. ("ironSource") for ad mediation regarding the mobile games for which the Company and its affiliates are the publishers ended in February 2025. On 24 March 2025, BoomBit Games Ltd. signed an ad mediation agreement ("Agreement") with ironSource. Under the Agreement, BoomBit Games Ltd will receive a Performance Bonus in the amount depending on the average monthly revenue from ads using Unity mediation, for 24 months after Agreement date. The Performance Bonus payment terms provide for two prepayments (the first one after Agreement signing and the second one 12 months into Agreement term), corresponding to the minimum bonus amount for the next 12 months of Agreement term. The first prepayment of USD 657,000 was received on 31 March 2025.

Alternative payment forms

In March 2025, the Group signed a contract with Xsolla Inc., provider of a web platform for creating your own web store to distribute in-game products purchased by players through micropayments. A web store was launched for Hunt Royale in August 2025; the promotional activities for this distribution channel is planned to intensify over the next months. Another game scheduled to appear in the above web store is Darts Club (Q3/Q4 2025).

Mobile Esports

Mobile Esports is the creator of a free-to-play platform that offers users participation in competitions where they can win actual prizes (e.g. gift cards) in the app Mobile Esports: Play & Win, and prizes in the form of SATS tokens (small Bitcoin units) in the app Mobile Esports: Earn Bitcoin. In terms of the prize system involving SATS tokens, the company works closely with the ZBD platform, which provides solutions for storing and managing the prizes won. The company currently works on optimizing the prize distribution model and adding in the above apps new tournament formats and new prize winning ways for users.

As a part of its works on the platform, Mobile Esports has created an original engine to allow players to earn (using ZBD solutions) SATS tokens, which is implemented in mobile games (both internally and externally produced titles). The Group plans Mobile Esports to ultimately become an entity specializing in the publishing and management of games where players can win prizes in the form of SATS tokens.

Macroeconomic factors

The macroeconomic factors that may affect the Group's growth prospects in the current financial year are especially the volatility of the PLN exchange rate, which may adversely affect some of the presented items of the Group's consolidated financial statements.

10 Factors that the Issuer believes will influence its results for a period not shorter than the nearest quarter

In at least the nearest quarter, the results will be influenced by the implementation of the Group's strategy, débuts of new games and the activities described in point 9 above.

11 Risk management

This section presents the information about the main risk factors connected with the BoomBit Group. The list is not exhaustive. Given the complexity and variability of the conditions of running the business, there may be other factors, not included herein, which could negatively affect the activity of BoomBit and its financial standing.

The Board of Directors of BoomBit attempts to minimize the Company's exposure to all diagnosed risks in its management of the business.

The order in which the following risk factors are presented does not reflect their significance, likelihood or potential impact on the activity of the BoomBit Group.

11.1 Risk factors related to the environment in which the BoomBit Group operates

Risks related to the macroeconomic environment

The BoomBit Group runs its business in international markets – mainly in Europe, North America and Asia. Changes of macroeconomic factors in the global market, such as the GDP growth rate, the income and expenses of households, the level of wages, the fiscal and monetary policy, are beyond the control of the BoomBit Group but they have an impact on the Group's revenue. A bad economy in the global market may result in reduction of household consumer expenses, reduced demand for entertainment services and products, which are not basic necessities, and worse access to funds. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk related to changes in tax legislation

Changes in domestic and EU tax legislation have a major impact on the BoomBit Group. The policy of tax authorities and the court judgments as regards the tax legislation are not uniform. This creates a potential risk that tax authorities may adopt a different interpretation of the law than the BoomBit Group, which may result in tax arrears. Changes in indirect taxes are an additional risk for the BoomBit Group as they may have a negative impact on the Group's financial standing. Any VAT changes may adversely affect the profitability of the Group's products in connection with reduced demand from the final recipients.

Risk related to introduction of stricter legislation that applies to the sale of BoomBit products

Considering the specificity of the products offered by the BoomBit Group, there is a risk that the government may introduce stricter legislation that applies to the sale of such products, e.g. legislation limiting the age groups of the consumers to whom the BoomBit Group's products may be addressed. Considering the tendency to promote an

active lifestyle, there is a risk that similar rules will be introduced in countries where the BoomBit Group's products are distributed. Stricter legislation regulating the sale of the products offered by the Group may adversely affect the sales results of the BoomBit Group companies and, as a consequence, the financial results of the BoomBit Group.

Risk of additional legal restrictions

Given the specificity of the BoomBit Group's products, their content may fail to meet some unusual requirements laid down in the applicable laws. Games must be adapted to the theme and their purpose, which is why they often contain violence, coarse language and content prohibited for minors. At the same time, it is hard to limit the contact of children and young people with products intended for adults if those products are generally available. So there is a risk that stricter legislation may be introduced in a certain market where a BoomBit Group company operates and exclude some of the BoomBit Group's products from trade. Such specific legislation could adversely affect the activity of the BoomBit Group and result in a drop in sales and thus in deterioration of the BoomBit Group's financial results.

Risk related to personal data protection

Within its business, and especially in connection with running the business through the Internet and with a loyalty program, BoomBit S.A. is a controller of detailed personal data of particular customers and such data are protected under the Polish Personal Data Protection Act. Personal data are processed by the Group on the terms as defined in the applicable laws, and especially in the Polish Personal Data Protection Act and in the GDPR. Since BoomBit employees provide customer service, there is a risk of unauthorized disclosure of personal data, e.g. through illegal actions of an employee, or a risk of data loss as a result of failure of the IT systems used by the Group.

If any data protection legislation is breached or personal data are disclosed in violation of the law, the Group may face criminal or administrative sanctions imposed against it or the members of the governing bodies of the Group's companies. Unlawful disclosure of personal data may also result in civil claims against the Group, especially for infringement of personal rights.

Breach of personal data protection regulations may also adversely affect the reputation or credibility of the Group and as such decrease the Group's customer base and have a significant negative impact on the activity, results, situation or growth prospects of the Group, as well as the share price.

Risk of changes to privacy rules

The Group sees the risk of further changes in the privacy policies of distribution platforms, including Google Play, due to the expansion of the "Privacy Sandbox" initiative to include phones with Android. The purpose of such actions is to limit the possibility of tracking the user within an app and limit the possibility of obtaining data and transmitting them to advertising networks. At the moment, Google is testing the solution on a small number of devices. The Group participates in the tests. For more details on the coming changes, go to: <https://www.privacysandbox.com/>.

The above changes may lead to turbulence in the advertising market analogous to that following the changes introduced by Apple in 2021, i.e. reduced effectiveness of the targeted marketing campaigns and poorer accuracy of the data reported by advertising networks.

Foreign exchange risk

The BoomBit Group is exposed to a currency risk in its business. Since the sale of the Group's products is addressed to foreign markets (such as North America, Europe, Asia), the dominant accounting currencies in foreign transactions are USD, EUR and GBP. As a result, the value of the BoomBit Group's revenue is negatively correlated to the value of the Polish currency. Appreciation of PLN against USD, EUR and GBP may have a negative impact on some of the presented items of the BoomBit Group's consolidated financial statements, and especially on revenue on sales, which may in turn have a negative impact on the Group's financial result considering that fixed production costs are borne in PLN. Furthermore, since some specialists in the Group are paid in EUR and in GBP, any appreciation of these currencies versus other currencies (especially USD) may adversely affect some of the presented items of the consolidated financial statements. The BoomBit Group regularly analyzes the need to apply hedging against the currency risk. As at the date of this report, the BoomBit Group does not apply any hedging to secure itself against the currency risk.

Risk related the situation in the advertising industry

The most important item of the BoomBit Group's revenue is currently revenue on advertising. As a consequence, the situation in the advertising industry is a factor that determines the profit/loss of the BoomBit Group. The advertising industry, including the online advertising industry, is highly vulnerable to economy fluctuations. Quick economic growth as measured by the GDP growth is conducive to the growth of that market, while a mere GDP growth slowdown may significantly reduce the value of advertising expenses. A risk of a considerable drop of demand on the part of advertisers during bad economy cannot be ruled out; it could result in a drop in revenue and deterioration of the BoomBit Group's financial standing. The risk of a bad economy in the industry is closely tied to the situation in the market of mobile games because games represent the majority of advertisements displayed inside apps. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Competition risk

Due to the low entry barriers for new entities and easy access to global distribution of new products, the market of mobile games is a competitive market. Consumers are offered a wide range of often similar products. The competitive market requires the BoomBit Group to continue to improve the quality of products and search for new themes that could attract the interest of a wide audience. New products keep emerging in the market which creates the risk that the recipients may lose interest in some of the BoomBit Group's products in favor of the products of its competitors. The BoomBit Group operates in an international market, which is why its business can be adversely affected by the activity of competitive entities worldwide. The game production market is a developing market so there is a risk that new competitors of the BoomBit Group may appear and offer similar products. This may reduce the interest of consumers in the BoomBit Group's products in some or all geographic markets where the BoomBit Group operates. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk related to consolidation of competitors

The consolidation processes with the involvement of the BoomBit Group's competitors may strengthen their market position and thus weaken the position of the BoomBit Group in the domestic and international market. This may adversely affect the operations and financial results of the BoomBit Group.

Risk of becoming dependent on key distributors

The BoomBit Group identifies dependency on the entities managing the key distribution platforms, i.e. Google and Apple. The revenue of the BoomBit Group comes from games distributed by those entities through their digital distribution platforms or websites. Those entities are also among the largest game and app distributors worldwide. Any change in the policy of Google and Apple as regards acceptance of products for distribution will require the BoomBit Group to adapt its existing or future products, which may be tough to achieve in a short period or may generate additional high costs. There is also a risk that distribution will be limited if a business partner exercises the rights reserved for it in its contract with the BoomBit Group or arising from its internal regulations. There is also a risk that a business partner may terminate the contract.

From the perspective of the interest of the BoomBit Group, reliability of the IT systems of the distributors is also important as it ensures efficient sale of the BoomBit Group's products. Any failure of such systems may lead to the following adverse situations, which may arise either jointly or separately:

- limited access to the game for existing players;
- lack of possibility to process micropayments of the players using the game;
- inability of potential new players to download the game.

In the case of a failure resulting in particular in one of the above situations, as well as any downtimes, strikes or losses of hardware or software of service providers, the BoomBit Group could face a downtime in its operations, leading to stagnation in the sale of the BoomBit Group's products, which could adversely affect the performance of the BoomBit Group. There is also another issue that has an impact on the BoomBit Group's business – namely, the said distributors have a right, in their relations with BoomBit Group companies, to verify the product they are accepting for compliance with their internal regulations, so the BoomBit Group faces a risk that a certain game of the BoomBit Group will not be accepted by a distributor due to the distributor's internal policy (e.g. internally adopted age limits of the recipients, restrictions on the topics allowed to be addressed in the games). A decision whether or not to admit a product to the platform also depends on whether the product meets a number of specific rules and requirements for its sale through the platform.

If App Store and Google Play fail to approve the games developed by the BoomBit Group or if the games receive bad ratings or the rating rules change unfavorably for the Group, this would limit game promotion possibilities and game availability, which would entail a substantial revenue drop, adversely affecting the financial results of the BoomBit Group.

The BoomBit Group also identifies dependency on the entities running the largest media agencies in the market. The revenue on the advertisements displayed inside the games released by the BoomBit Group is currently the most important item of the Group's revenue. Change in the policy of media agencies as regards advertisement display

prices, change in the availability of advertisements, deterioration of the BoomBit Group's relations with the largest entities and their bankruptcy will require the BoomBit Group to adapt to the situation, which may be hard to achieve over a short period and may generate additional high costs.

The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk of unforeseen trends

There is a risk that unforeseen trends may emerge in the market of mobile games and that the existing products of the BoomBit Group will be inconsistent with such trends. Likewise, a new BoomBit Group product created for the current preferences of consumers may be met with poor reception due to a sudden change of trends and, consequently, the return on investment in the form of production costs and marketing costs may not be as high as was originally estimated by the Board of Directors of BoomBit. Such situations may adversely affect the operations and financial results of the BoomBit Group.

Risk that a game will not be promoted by the distributors

The games being featured on the sales platforms and promoted by the key distributors of the BoomBit Group's games are factors substantially contributing to the sales of the BoomBit Group's products. At the same time, the BoomBit Group has no influence on the featuring by the distributors. So there is a risk that a game of the BoomBit Group will not be featured, which may result in lower than expected consumer interest in the Group's product and, consequently, affect the sales of the product. The risk is typical of the electronic entertainment industry, where many game developers compete for access to the customer every day.

Risk related to suppliers of the technologies used to develop games

In its game development process, the BoomBit Group uses Unity 3D – by buying a periodic subscription with access to the technology from the developer of the engine. Unity 3D is an environment for software developers created by a third party Unity Technologies, which provides the basic solutions for those who create games for various platforms. The BoomBit Group as the customer (after buying the license) may write its own game code, choosing from the solutions provided by Unity Technologies, while the solutions crucial for a particular game are created by the BoomBit Group's developers, not by Unity Technologies.

This entails two risk factors:

- the fees for use of the engine may increase so much that the Group will be unable to use it while retaining appropriate profitability and
- the supplier of the technology may be affected by certain events or circumstances which will result in the technology no longer being developed or being completely withdrawn from the market.

Materialization of either risk factor would hinder the development of new games and the modernization or revision of previously produced apps.

The BoomBit Group uses also elements supplied by third parties in its business. The activity of the BoomBit Group in the development and, in certain cases, promotion of games depends on having a license or consent granted by third parties. Termination of license agreements for whatever reason may actually prevent the dissemination of the BoomBit Group's games and thus adversely affect its financial results. The risk could arise e.g. with respect to Unity 3D. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares. It must be noted that Unity 3D is not the only engine which the Group may use in its business, which is why we cannot say the Group is dependent on the technology. Moreover, the engine is created by an entity with a high and stable market position, and the risk of that entity shutting down its business or deciding to no longer offer Unity 3D must be deemed insignificant.

Risk factors related to the operations of the BoomBit Group

Risk related to loss of key team members and staff turnover

The competencies and know-how of the key employees, especially the executives and experienced developers and Publishing, User Acquisition and Business Intelligence specialists, are crucial for the activity of the BoomBit Group. If they leave, the BoomBit Group may lose its expertise and experience in the given area. Loss of the key members of a team working on a specific product may adversely affect the quality of the game and its completion deadline and, consequently, the product sales and the financial results of the BoomBit Group. Loss of senior management in the BoomBit Group may result in periodic deterioration of the BoomBit Group's financial results. The majority of the staff from BoomBit Group companies have operational jobs. They perform tasks that require expertise, skills and education. Considering the insufficient supply of employees with appropriate education profile, the BoomBit Group faces the risk that some operational employees may quit and thus weaken the organizational structure on which the activity of the BoomBit Group relies. Such situations may affect the stability of the BoomBit Group's activity and may require it to raise the salaries in order to retain the staff. This may increase the costs of the BoomBit Group's activity. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk related to delays in game development

Game development is a complex and multi-stage process, depending not only on the human factor and on the completion of subsequent game stages but also on technical factors. So there is a risk that delays at one development stage may result in delayed completion of the whole game. Failure to comply with the assumed development schedule may delay the game première, which in turn may adversely affect the sales of the product and prevent the BoomBit Group from achieving the anticipated financial results. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk of deterioration of the image of the BoomBit Group

The image of the BoomBit Group is influenced by opinions of consumers, and especially opinions posted online, in particular through specialized game review websites and on distribution platforms. Distribution takes place mainly through digital channels so negative opinions may cause the customers and business partners of the BoomBit Group to lose trust and may affect the Group's reputation. The image of the BoomBit Group may also be affected by

unpredicted errors in the game code which make it hard or impossible to use it. This could adversely affect the financial results of the BoomBit Group.

Risk related to litigations and administrative proceedings

There are no litigations or administrative proceedings pending against the BoomBit Group which would have a material impact on its business. However, the Group's activity in the industry of sale of products to consumers entails a potential risk connected with customer claims regarding the products. The BoomBit Group also signs business contracts with third parties whereunder both parties have mutual obligations. So there is a risk of disputes and claims arising out of business contracts. Such disputes or claims may adversely affect the reputation of the BoomBit Group and, consequently, its financial results.

Risk related to loss of financial liquidity

The BoomBit Group may face a situation where it is unable to settle its payment obligations when due. Furthermore, the Group faces a risk connected with the key clients' failure to perform their contractual obligations toward the BoomBit Group, e.g. failure of the online platforms that distribute the Group's products to make the payments when due. This may adversely affect the liquidity of the BoomBit Group and may require the Group to make impairment losses on receivables.

As at the date hereof, the Group does not identify any material risks connected with current financial liquidity.

Risk of fortuitous events

The BoomBit Group faces a risk of emergency events, such as breakdowns (e.g. of electricity grids, both internally and externally), disasters, including natural disasters, warfare and others. This may result in reduced performance of the BoomBit Group or in complete shutdown of business. This puts the BoomBit Group at a risk of lower revenue or additional costs as it may be obligated to pay contractual penalties for non-performance or improper performance of a contract with a client. Such circumstances may significantly adversely affect the BoomBit Group's business and financial standing.

Human factor risk

The development activity of the BoomBit Group is carried out with the involvement of contractors and employees hired under employment contracts or otherwise. The actions taken by such contractors and employees during work may lead to errors caused by improper performance of duty by such contractors and employees. Their actions may be either intentional or unintentional and they may delay the development of games. Materialization of that risk may subsequently lead to deterioration of the BoomBit Group's financial results.

Risk of downtime and failure of an IT system

In its activity, the BoomBit Group uses advanced IT systems based on modern technologies to create top-quality games. Additionally, the BoomBit Group uses infrastructure owned by third parties in its business. The above business model entails a risk of breakdowns not only on the part of the BoomBit Group but also on the part of the parties that have even technical roles in the provision of services by the BoomBit Group. In the case of breakdown or

loss of elements of the IT infrastructure, and especially any hardware, software and parts of or the whole code for games in progress or existing games, the BoomBit Group could face downtime in its operations, with lack of access to the necessary data, which could adversely affect the process of creating the BoomBit Group's products and the Group's financial results. Frequent failures could reduce interest in the products offered by the BoomBit Group. Additionally, the activity involving data exchange through an ICT system may be a target of cyberattacks, which may hinder or prevent proper functioning of the BoomBit Group's products. Materialization of the above risk could affect the financial results of the BoomBit Group, and especially the costs connected with the need to incur expenses to remove the consequences of the attack. Furthermore, there is a risk that confidential data related to a game that is currently under development may be stolen. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk related to breakdown of the equipment used in the activity of the BoomBit Group

The activity of the BoomBit Group relies in particular on properly functioning electronic equipment. There is a risk that in the event of an equipment breakdown that cannot be immediately fixed the BoomBit Group may be forced to temporarily suspend some or all of its operations until the breakdown is fixed. Equipment breakdown may also lead to loss of data forming an element of the work on a game or data of the players (e.g. progress in the game, the items purchased in the game). A business interruption or loss of data critical for a project may render the BoomBit Group unable to perform its obligations under contracts or may even cause it to lose contracts, which may adversely affect the Group's financial results. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk related to development of games similar to those of the competitors

The functionality of certain products of the BoomBit Group may be slightly similar to products of the Group's competitors. As a result, the competitors may claim infringement of industrial property rights, copyright or unfair competition and bring action. And vice versa – there is a risk that competitors may develop games similar to the products of the BoomBit Group. The risk that an idea of the BoomBit Group will be used by its competitors is related mainly to the activity of such competitors in global markets.

The domestic market is governed by the Polish Copyright and Related Rights Act of 4 February 1994. Under that Act, works may be protected under copyright, with work understood as any manifestation of individual creative activity, however recorded, notwithstanding its value, intended use or creation method. So the games made by the BoomBit Group fall within the definition of a work, which makes the BoomBit Group the holder of copyright in such games. So the Group has the remedies laid down in the Polish law to protect its copyright and prevent copyright infringement. However, there is a risk that no analogical protection is provided to game developers by the law of other countries where the BoomBit Group's products are offered. In particular, some systems may not treat game developers as holders of copyright. As a result, there is a risk that infringements of the BoomBit Group's copyright will continue for a long time and will affect the BoomBit Group's operating activity and financial results.

Risk related to transactions with affiliates

The BoomBit Group's Companies enter into transactions with affiliates. If tax authorities challenge the way the BoomBit Group determines arm's length terms of transactions with affiliates, there is a risk of tax consequences

negative for the BoomBit Group, which may adversely affect the activity, financial standing and performance of the BoomBit Group.

Risk related to inadequate insurance cover

The BoomBit Group concludes insurance contracts in the course of its activity. However, it cannot be ruled out that certain insurance risks materialize in the activity of the BoomBit Group to an extent going beyond the insurance coverage or that events not covered by insurance in any way arise. Such events may adversely affect the BoomBit Group performance.

Risk related to failure to execute the strategy of the BoomBit Group

Due to events beyond the control of the BoomBit Group, especially of legal, economic or social nature, the BoomBit Group may have trouble achieving objectives and executing its strategy or may be unable to execute it at all. It cannot be ruled out that as a result of changes in the external environment, the BoomBit Group will have to adapt or revise its objectives and strategy.

A similar situation may take place if strategy execution costs exceed the planned figures, e.g. in connection with the need to hire extra staff, change the shape or scope of the planned production, economic changes substantially increasing the costs of business or any breakdowns and emergencies resulting in the need to purchase new equipment. The situations may adversely affect strategy execution by the BoomBit Group and result in gains lower than originally assumed. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk of new platform and technology launches

The electronic entertainment market is developing rapidly so it cannot be ruled out that new technologies and platforms for players (e.g. new mobile systems) will be launched and quickly become popular with players. There is a risk that the BoomBit Group will be unable to develop games for new platforms soon enough to replace the proceeds from the games distributed on the old platforms with proceeds from products launched on new platforms. Furthermore, if new platforms are launched, the BoomBit Group will be forced to incur additional costs in order to adapt its production to such platforms. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk of foreign governing law in contracts

The BoomBit Group signs contracts with foreign entities in its business, which often means that a contract is governed by a foreign law. Consequently, there is a risk that if a dispute arises between the BoomBit Group and its business partner, the law of the foreign country will be the governing law. The Group has also signed contracts where courts of a foreign country have jurisdiction over disputes. If such disputes arise, the BoomBit Group may be forced to manage litigation abroad, which may entail high costs.

Risk that a game will not be successful in the market

The market of mobile games is characterized by limited predictability as to the consumers' demand for electronic entertainment products. The interest of players in products of the BoomBit Group depends also on factors beyond the control of the BoomBit Group, such as current trends or tastes of consumers. What matters for potential success is also the level of quality of the products that are already in the market and directly compete with products of the BoomBit Group (especially games representing similar themes), which determines a risk that the BoomBit Group may create a product that will not be met with sufficient interest on the part of potential customers. The costs connected with the development and market launch of a new game include primarily the expenses incurred on game development and updates and marketing expenses. The profitability of a particular game and the related possibility of covering the expenses incurred during its development is directly linked to the market success of the game, the scale whereof is measured by the difference between the revenue and the production costs plus marketing expenses.

An assessment of this risk must account for the fact that the time required to work on new products depends on the game genre and the project complexity level and it may range from several weeks to over a year.

At the initial development stage, the BoomBit Group is able to precisely predict neither the reaction of consumers nor the level of revenue on sales at the moment of game launch. Consequently, there is a risk that a new game of the BoomBit Group will fail to succeed in the market due to factors which the BoomBit Group was unable to predict. This may adversely affect the financial result of the BoomBit Group. The risk is a part of the BoomBit Group's daily activity. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk related to illegal access to games, game add-ons and features

Some players decide to use the products offered by the Group in breach of intellectual property laws. There are third parties who develop – and may be developed in the future – illegal software to allow the recipients of the games distributed by the BoomBit Group progress in the game or obtain fee-based game features without making the micropayments which, as intended by the BoomBit Group, are otherwise required for such features to be available. Dissemination of such software may reduce the demand of consumers for the virtual game elements provided by the BoomBit Group for a fee in the free-to-play model. Furthermore, such entities may offer unauthorized acquisition of the same or similar elements to the players. The risk factor may have a negative impact on the BoomBit Group's business, financial standing, growth prospects, performance or market price of shares.

Risk of claims related to intellectual property rights

In its activity, the BoomBit Group uses both software created by its employees and contractors and third-party software; it also outsources programming services related to the creation or further development of software.

In view of the above, it is not possible to completely rule out a situation where copyright is infringed in the course of the activity of the BoomBit Group. The infringement may take place as a result of using whole programs copyrighted by third parties, or parts thereof, in the Group's services. This may happen either as a result of original unauthorized (also unconscious) use by the BoomBit Group of computer software or other copyrighted works or as a result of

subsequent expiry of a right held by the BoomBit Group (e.g. as a result of license expiry or termination). The above also applies to legally protected databases used in programming.

The legal grounds for using such software by the BoomBit Group are appropriate license agreements or copyright transfer agreements. The BoomBit Group cannot guarantee in every case that software use rights have been acquired effectively or to the required extent or that no third parties will pursue claims regarding infringement of intellectual property rights against the BoomBit Group or that the protection of the rights to use such software will be effectively used by the BoomBit Group. Furthermore, it cannot be guaranteed that the BoomBit Group will be able in every case to renew the license and thus continue to use the software after the expiry of the original license term. Besides, considering the BoomBit Group's internal work on IT solutions carried out with the involvement of individuals hired by the BoomBit Group under civil law contracts, we cannot rule out situations where there is doubt whether the BoomBit Group has effectively, and to the required extent, acquired the copyright in the IT solutions created by such individuals. Consequently, the BoomBit Group may face the risk of third parties filing claims related to the software used by the BoomBit Group, which may adversely affect the business, performance, standing or development prospects of the BoomBit Group if the claims are found to be justified.

Risk related to infringement of intellectual property rights of the BoomBit Group

The BoomBit Group's intellectual property rights include but are not limited to: copyright, trademarks and rights in internet domains. There is a risk of unauthorized use of elements of the BoomBit Group's intellectual property, e.g. trademarks, or a risk that competitors will design their own services and products similar to or imitating the products of the BoomBit Group in a way that is confusing for the recipients. There is a risk that the activity of such entities will be perceived as activity of the BoomBit Group, which may adversely affect the reception of the activity of the BoomBit Group by the users.

Risk arising from family relations between members of BoomBit governing bodies

The Company's minority shareholders are Mrs Karolina Szablewska-Olejarz and Mr Marcin Olejarz, who are married. Mr Marcin Olejarz is the CEO, while Mrs Karolina Szablewska-Olejarz is the Chairwoman of the Supervisory Board. The existence of family relations between Mr Marcin Olejarz and Mrs Karolina Szablewska-Olejarz combined with them serving on different governing bodies of the Company (having different roles at the Company) may lead to a conflict of interests. According to BoomBit's Articles of association, a Director shall inform the Board of Directors and a Supervisory Board Member shall inform the Supervisory Board about any existing or potential conflict of interest related to their function and refrain from participating in the discussion and from voting on a resolution regarding the matters to which the conflict of interest applies.

Risk related to incomparability of performance in basic operations in particular years

The BoomBit Group business model is based mainly on proceeds from micropayments and from the advertisements displayed in the games released by the Group companies. In the course of the Group's current operations, there may be one-off transactions for significant amounts that do not follow the basic business model. The identified risk factor may result in incomparability of performance in the BoomBit Group Group's basic operations BoomBit in particular years.

Risk factors related to the capital market

Risk related to dividend payment in the future

Pursuant to Article 348(4) of the Polish Companies Code, the general meeting of a public company sets the record date and the dividend payment date. The maximum amount that can be allocated for distribution between the shareholders equals the profit for the last financial year plus non-distributed profit brought forward and the amounts transferred from any spare and reserve capitals created from profit less any non-covered losses, treasury shares and other amounts that should be allocated to the spare or reserve capital.

Article 347(4) of the Polish Companies Code states that if the costs of development work classified as company assets are not completely written down yet, it is not possible to distribute the profit amounting to the non-written-down development costs, unless the reserve and spare capitals available for distribution and profit brought forward amount at least to the non-written-down costs.

According to the above-listed components of the amount which may be allocated for distribution, the profits of the BoomBit Group play the key part. Despite exercising due diligence and taking any possible actions, the BoomBit Group may fail to achieve a profit allowing it to pay a dividend at all or to pay a dividend in the amount expected by the Investors.

Furthermore, the resolution on dividend payment is adopted by an absolute majority of votes. Considering the shareholding structure, it cannot be ruled out after the IPO and the listing of BoomBit in the stock market that the interests of minority shareholders may differ from the interests of the major shareholders. In view of the above, with appropriate distribution of votes, there is a possibility of passing a resolution on dividend payment which meets the expectations of the key shareholders.

Risk related to fluctuations in Share prices and to limited Share trading liquidity

BoomBit Share prices may undergo substantial fluctuations in connection with events and factors beyond the control of the BoomBit Group. Such events and factors include but are not limited to: changes in the financial results of BoomBit, changes in the profitability estimations prepared by analysts, changes in the prospects of various economy sectors, changes in the laws that influence the activity of the BoomBit Group and the general situation in the economy.

Stock markets experience considerable fluctuations in the prices and volume of trade every now and then, which may also adversely affect the market price of the Company's Shares. To optimize the rate of return, investors may be forced to make long-term investments because those instruments may not be appropriate as a short-term investment.

Admission of the Company's Shares to the stock market should not be interpreted as guaranteeing the trading liquidity. If an appropriate trading level is not reached or maintained, this may adversely affect the liquidity and the Share price. Even if an appropriate Share trading level is reached, the future market price of the Shares may still be lower than it is now. So there is not guarantee that a buyer of BoomBit's Shares will be able to sell them at any time and at a satisfactory price.

Risk related to failure to comply with the information requirements imposed on public companies

Public companies listed in the regulated market of the stock exchange Giełda Papierów Wartościowych w Warszawie SA are obligated to comply with information requirements, which include but are not limited to reporting current and periodic data to the Polish Financial Supervision Authority (KNF), to the company managing the regulated market and to the public in accordance with the Polish Act on Public Offering and the secondary legislation. If a public company fails to comply with the above requirements or complies with them improperly, the KNF may decide to exclude the securities from trading in the regulated market or fine the company (up to PLN 1,000,000.00, depending on the financial standing of the company), or apply both sanctions jointly (Article 96(1) of the Polish Act on Public Offering). Furthermore, pursuant to Article 98(7) of the Polish Act on Public Offering, BoomBit S.A. and the entity that participated in the preparation of the information referred to in Article 56(1) of the Polish Act on Public Offering are also obligated to redress any damage made through publication of false information or concealment of information, unless neither BoomBit S.A. nor the individuals it is responsible for are at fault.

Furthermore, if an issuer fails to comply with or improperly complies with the requirements referred to in Article 17(1) and Article 17(4) through 17(8) of the Market Abuse Regulation, the KNF may decide to exclude the securities from trading in the regulated market, and if the issuer's securities are in an alternative trading system, it may decide to exclude the securities from trading in that system or it may impose a fine up to PLN 10,364,000.00 or up to 2% of the total annual revenue disclosed in the most recent audited financial statements for a financial year if it exceeds PLN 10,364,000.00 or it may impose both sanctions jointly. Where the amount of the benefit derived or loss averted by the issuer as a result of a breach of those requirements can be established, the Commission may, in lieu of the fine referred to in the aforesaid clause, impose a fine equal to three times the amount of the gain achieved or loss averted.

MANAGEMENT BOARD STATEMENT

The Board of Directors of BoomBit S.A., composed of:

- 1) Marcin Olejarz – CEO
- 2) Anibal Jose Da Cunha Saraiva Soares – Vice-President
- 3) Marek Pertkiewicz – Director

confirms that, to the best of their knowledge, the condensed consolidated interim financial statements and the benchmarking data were prepared in accordance with current accounting policies and that they give a true and fair view of the Group's assets, financial position and financial result.

The management report presents a true view of development, accomplishments and situation of the BoomBit S.A. Group, including a description of the fundamental risks and threats.

This condensed consolidated interim report for the 6 months ended 30 June 2025 was approved for publication on 25 September 2025.

Marcin Olejarz
CEO

Anibal Jose Da Cunha Saraiva Soares
Vice-President of the Board of
Directors

Marek Pertkiewicz
Director