



BOOMBIT S.A. GROUP COMPLETE CONSOLIDATED INTERIM QUARTERLY REPORT
FOR THE 9 MONTHS ENDED ON 30 SEPTEMBER 2025
GDAŃSK, 25 NOVEMBER 2025

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I. SELECTED FINANCIAL DATA FOR THE COMPLETE CONSOLIDATED INTERIM REPORT OF THE BOOMBIT S.A. GROUP FOR THE 9 MONTHS ENDED 30 SEPTEMBER 2025

Selected consolidated financial data

	9 months ended 30 September		9 months ended 30 September	
	2025	2024	2025	2024
	PLN '000		EUR '000	
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Revenue on sales of services	143,803	167,708	33,944	38,982
Cost of sales	(129,598)	(146,765)	(30,591)	(34,114)
Gross profit on sales	14,205	20,943	3,353	4,868
Operating profit/loss	1,158	14,086	273	3,274
Profit/loss before tax	497	14,246	117	3,311
Net profit/loss	424	10,972	100	2,550
Total comprehensive income	14	11,542	3	2,683
Total comprehensive income				
- attributable to shareholders of the parent	109	12,350	,26	2,871
- attributable to minority interest	(95)	(808)	(22)	(188)
Profit/loss per share (in PLN/EUR) (basic)	0.04	0.86	0.01	0.20
Profit/loss per share (in PLN/EUR) (diluted)	0.04	0.86	0.01	0.20
Net cash flows from operating activity	16,808	14,307	3,967	3,325
Net cash flows from investment activity	(19,419)	(27,028)	(4,584)	(6,282)
Net cash flows from financial activity	(110)	(5,398)	(26)	(1,255)
Cash flows before exchange differences	(2,721)	(18,119)	(642)	(4,212)
Total net cash flows	(2,753)	(18,077)	(650)	(4,202)
	30 September 2025	31 December 2024	30 September 2025	31 December 2024
	PLN '000		EUR '000	
	(unaudited)	(audited)	(unaudited)	(audited)
Tangible assets	75,513	73,437	17,688	17,186
Current assets	41,760	48,531	9,782	11,358
Total assets	117,273	121,968	27,470	28,544
Equity attributable to shareholders of the parent	74,146	73,629	17,368	17,231
Equity attributable to minority interest	187	282	44	66
Total equity	74,333	73,911	17,411	17,297
Long-term liabilities	9,945	8,703	2,329	2,037
Short-term liabilities	32,995	39,354	7,729	9,210
Total liabilities	42,940	48,057	10,058	11,247
Total equity and liabilities	117,273	121,968	27,470	28,544

Selected standalone financial data

	9 months ended 30 September		9 months ended 30 September	
	2025	2024	2025	2024
	PLN '000		EUR '000	
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Revenue on sales of services	89,469	105,991	21,119	24,637
Cost of sales	(82,110)	(92,480)	(19,382)	(21,496)
Gross profit on sales	7,359	13,511	1,737	3,141
Operating profit/loss	(5,481)	791	(1,294)	184
Profit/loss before tax	(4,307)	1,018	(1,017)	237
Net profit/loss	(3,719)	712	(878)	165
Total comprehensive income	(3,719)	712	(878)	165
Profit/loss per share (in PLN/EUR) (basic)	(0.27)	0.05	(0.06)	0.01
Profit/loss per share (in PLN/EUR) (diluted)	(0.27)	0.05	(0.06)	0.01
Net cash flows from operating activity	9,852	20,492	2,326	4,763
Net cash flows from investment activity	(13,235)	(23,365)	(3,124)	(5,431)
Net cash flows from financial activity	(117)	(4,434)	(28)	(1,031)
Cash flows before exchange differences	(3,500)	(7,307)	(826)	(1,698)
Total net cash flows	(3,523)	(7,288)	(832)	(1,694)

	30 September 2025	31 December 2024	30 September 2025	31 December 2024
	PLN '000		EUR '000	
	(unaudited)	(audited)	(unaudited)	(audited)
Tangible assets	62,011	60,253	14,525	14,101
Current assets	31,759	44,291	7,439	10,365
Total assets	93,770	104,544	21,964	24,466
Total equity	65,861	69,172	15,427	16,188
Long-term liabilities	3,491	4,212	818	986
Short-term liabilities	24,418	31,160	5,720	7,292
Total liabilities	27,909	35,372	6,537	8,278
Total equity and liabilities	93,770	104,544	21,964	24,466

The above financial data for 9 months of 2025 and 2024 and for the periods ended 30 September 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 September 2024 – 4.2365 EUR/PLN and from 1 January to 30 September 2024– 4.3022 EUR/PLN;
- asset and liability items – according to the average exchange rate defined by the National Bank of Poland (NBP) for 30 September 2025 – 4.2692 EUR/PLN, and for 31 December 2024 – 4.2730 EUR/PLN.

II. CONDENSED CONSOLIDATED INTERIM FINANCIAL STATEMENTS OF THE BOOMBIT S.A. GROUP FOR THE 9 MONTHS ENDED 30 SEPTEMBER 2025

Consolidated condensed interim statement of comprehensive income

	Note	9 months ended		3 months ended	
		30 September		30 September	
		2025 (unaudited)	2024 (unaudited)	2025 (unaudited)	2024 (unaudited)
Revenue on sales of services	8	143,803	167,708	47,201	55,457
Cost of sales	9	(129,598)	(146,765)	(42,438)	(47,335)
Gross profit on sales		14,205	20,943	4,763	8,122
General administrative costs	9	(10,425)	(12,912)	(3,249)	(3,822)
Other operating income, including:		2,643	10,785	(30)	(929)
Profit/loss on loss of control of the ADC Group		-	10,056	-	-
Other operating costs		(5,265)	(4,730)	342	(48)
Operating profit/loss		1,158	14,086	1,826	3,323
Financial revenue		56	267	6	-
Financial costs		(85)	(317)	17	(117)
Share in net (profit) loss of associated parties		(632)	210	(206)	210
Profit/loss before tax		497	14,246	1,643	3,416
Income tax	10	(73)	(3,274)	(384)	(786)
Profit /(loss) on continued operations		424	10,972	1,259	2,630
Profit /(loss) on discontinued operations		-	-	-	-
Net profit/loss		424	10,972	1,259	2,630
Other comprehensive income					
Items that may be reclassified to profit/loss in the future:		(410)	570	(368)	339
Exchange differences		(410)	570	(368)	339
Total other comprehensive income		(410)	570	(368)	339
Total comprehensive income		14	11,542	891	2,969
- attributable to shareholders of the parent		109	12,350	899	3,042
- attributable to minority interest		(95)	(808)	(8)	(73)
Net profit/loss					
- attributable to shareholders of the parent		519	11,698	1,267	2,703
- attributable to minority interest		(95)	(726)	(8)	(73)
Equity attributable to shareholders of the parent in the period (expressed in PLN per share)					
Basic	14	0.04	0.86	0.09	0.20
on continued operations		0.04	0.86	0.09	0.20
on discontinued operations		-	-	-	-
Diluted	14	0.04	0.86	0.09	0.20
on continued operations		0.04	0.86	0.09	0.20
on discontinued operations		-	-	-	-

Consolidated condensed interim statement of financial position

		30 September	31 December
		2025	2024
	Note	(unaudited)	(audited)
Tangible assets			
Property, plant and equipment		1,231	1,504
Intangible assets	11	42,862	41,203
Goodwill	12	14,481	15,249
Shares	16	6,293	6,298
Investment in associates		5,393	6,025
Deferred income tax asset		5,253	3,158
		75,513	73,437
Current assets			
Trade and other receivables	16	28,370	32,430
Income tax receivables		1,100	1,113
Cryptographic assets		46	8
Other financial assets	16	179	162
Cash and cash equivalents		12,065	14,818
Current assets other than tangible assets held for sale		41,760	48,531
Assets held for sale		-	-
Current assets		41,760	48,531
Total assets		117,273	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		(214)	196
Equity from share-based payments	19	6,468	6,060
Other reserves		7,679	7,679
Retained earnings		21,330	20,811
		74,146	73,629
Equity attributable to minority interest		187	282
Total equity		74,333	73,911
Liabilities			
Long-term liabilities			
Deferred income tax liabilities		9,940	8,606
Other financial liabilities	16	5	97
		9,945	8,703
Short-term liabilities			
Other financial liabilities	16	657	715
Trade and other liabilities	16	31,751	38,638
Income tax liabilities		587	1
Short-term liabilities not held for sale		32,995	39,354
Short-term liabilities held for sale		-	-
Short-term liabilities		32,995	39,354
Total liabilities		42,940	48,057
Total equity and liabilities		117,273	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)		-	-	-	-	-	519	519	(95)	424
Other comprehensive income		-	-	(410)	-	-	-	(410)	-	(410)
Comprehensive income		-	-	(410)	-	-	519	109	(95)	14
Share-based payments	19	-	-	-	408	-	-	408	-	408
Changes in equity		-	-	(410)	408	-	519	517	(95)	422
As at 30 September 2025 (unaudited)		6,820	32,063	(214)	6,468	7,679	21,330	74,146	187	74,333

	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)		-	-	-	-	-	11,698	11,698	(726)	10,972
Other comprehensive income		-	-	652	-	-	-	652	(82)	570
Comprehensive income		-	-	652	-	-	11,698	12,350	(808)	11,542
Capital increase		50	-	-	-	-	-	50	-	50
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	-	-	-	(97)	-	-	(97)	-	(97)
Changes in equity		50	-	652	(97)	7,679	(1,840)	6,444	1,946	8,390
As at 30 September 2024 (unaudited)		6,820	32,063	582	6,855	7,679	27,478	81,476	487	81,963

* In the consolidated financial statements for the 9 months ended on 30 September 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 September 2024.

Consolidated condensed interim cash flow statement

		9 months ended	
		30 September	
Note		2025	2024
		(unaudited)	(unaudited)
	Profit/loss before tax	497	14,246
	Adjustments:	16,634	1,346
	Amortization	9 13,886	12,090
	Foreign exchange profit (loss)	429	480
	Interest revenue	(18)	(16)
	Interest cost	29	49
	Profit (loss) on investment activities	381	-
	Impairment loss on development cost	11 3,747	4,516
	Change in the balance of receivables	17 4,060	3,303
	Change in liabilities, except for loans and borrowings	17 (6,887)	(8,832)
	Settlement of share-based payment costs	19 408	(97)
	Change in cryptographic assets	(38)	844
	Profit (loss) from fair value measurement	5	211
	Share in net (profit) loss of associates	632	-
	Other adjustments	17 -	(11,203)
	Operating net cash flow	17,131	15,592
	Income tax (paid) / refunded	(323)	(1,285)
	Net cash flows from operating activity	16,808	14,307
	Investment activity		
	Sale of property, plant and equipment and intangible assets	297	-
	Interest received	-	16
	Acquisition of property, plant and equipment	(46)	(398)
	Expenditure on intangible assets	11 (19,670)	(26,646)
	Net cash flows from investment activity	(19,419)	(27,028)
	Financial activity		
	Capital increase	-	69
	Proceeds from loans and borrowings	7	-
	Dividends	-	(5,327)
	Repayment of lease liabilities	(88)	(95)
	Interest	(29)	(45)
	Net cash flows from financial activity	(110)	(5,398)
	Cash flows before exchange differences	(2,721)	(18,119)
	Net foreign exchange differences on cash and cash equivalents	(32)	42
	Total net cash flows	(2,753)	(18,077)
	Cash opening balance	14,818	31,683
	Cash closing balance, including:	12,065	13,606
	- 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 9 months ended 30 September 2025 and they contain comparative data for the 9 months ended 30 September 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 September 2024 and on the date of this the 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 September 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

These interim condensed financial statements cover data of the entities presented in the following table:

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	associate/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	associate/valuation according to the equity method	33% - through ADC Games	6 September 2021
AppLifters 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.

**** BoomPick Games Sp. z o.o. changed its name to AppLifters Sp. z o.o. on 3 November 2025.

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 September 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*. Details of the joint project implementation are presented in the Management Report pt 2 Description of factors and events, also those of unusual nature, which had a significant impact on the consolidated financial statements.

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.

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 Group's Board of Directors identified two operating segments for the current financial year 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 amortization) and the net profit. 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 by segment

	9 months ended 30 September 2025			
	Mobile games (unaudited)	Blockchain projects (unaudited)	Intercompany adjustments (unaudited)	Consolidated data (unaudited)
External sales	143,443	360	-	143,803
Internal Group sales	257	86	(343)	-
Sales revenue	143,700	446	(343)	143,803
Gross profit/loss on sales	15,301	(1,077)	(19)	14,205
Operating profit/loss	35	1,142	(19)	1,158
Amortization	(13,886)	-	-	(13,886)
EBITDA	13,921	1,142	(19)	15,044
Financial revenue/expenses	104	(133)	-	(29)
Gross profit/loss	(493)	1,009	(19)	497
Tax	(73)	-	-	(73)
Net profit/loss	(566)	1,009	(19)	424

The revenue disclosed for the BoomLand FZ-LLC Blockchain Projects segment refers to *Hunters on Chain* NFTs sold for PLN 0.04 million, revenue from the grant received from the Immutable protocol operator of PLN 0.3 million and revenue from micropayments. The positive result from operating activities in the Blockchain Projects segment, in turn, results from the release of the reserve for bonuses and tokens by BoomLand FZ-LLC in the total amount of PLN 2.5 million in the second quarter of 2025.

	9 months ended 30 September 2024			
	Mobile games (unaudited)	Blockchain projects (unaudited)	Intercompany adjustments (unaudited)	Consolidated data (unaudited)
External sales	162,176	5,532	-	167,708
Internal Group sales	346	625	(971)	-
Sales revenue	162,522	6,157	(971)	167,708
Gross profit/loss on sales	20,032	966	(55)	20,943
Operating profit/loss	14,977	(836)	(55)	14,086
Amortization	(10,348)	(1,742)	-	(12,090)
EBITDA	25,325	906	(55)	26,176
Financial revenue/expenses	103	(153)	-	(50)
Gross profit/loss	15,290	(989)	(55)	14,246
Tax	(3,275)	1	-	(3,274)
Net profit/loss	12,015	(988)	(55)	10,972

The revenue disclosed for the Blockchain Projects segment in the comparative reporting period refers to the NFTs sold for *Hunters on Chain* – a game released by BoomLand FZ-LLC – for PLN 1.5 million, as well as revenue from the grants received from the Immutable protocol operator and from the NEAR Foundation by PlayEmber FZ-LLC and BoomLand FZ-LLC for the total amount of PLN 3.9 million.

Assets of the segments

	30 September 2025			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Intangible assets	42,345	517	-	42,862
Other tangible assets	32,650	5	(4)	32,651
Tangible assets	74,995	522	(4)	75,513
Cash	12,040	25	-	12,065
Cryptographic assets	7	39	-	46
Other current assets	29,800	42	(193)	29,649
Current assets	41,847	106	(193)	41,760
Total assets	116,842	628	(197)	117,273

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

	31 December 2024			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(audited)	(audited)	(audited)	(audited)
Intangible assets	41,203	-	-	41,203
Other tangible assets	32,234	4	(4)	32,234
Tangible 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 September 2025			
	Mobile games	Blockchain projects	Intercompany adjustments	Consolidated data
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Long-term liabilities	9,945	3,294	(3,294)	9,945
Short-term liabilities, including:	31,227	6,014	(4,246)	32,995
SAFT liabilities	-	1,113	-	1,113
Total liabilities	41,172	9,308	(7,540)	42,940

	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 Revenue on sales

<u>Sources of revenue</u>	9 months ended 30 September			
	2025		2024	
	(unaudited)		(unaudited)	
Advertising	78,904	55%	108,282	65%
Micropayments and sale of digital copies	46,199	32%	51,073	30%
Blockchain	331	0%	5,513	3%
Rev share	14,547	10%	826	1%
other	3,822	3%	2,014	1%
	143,803	100%	167,708	100%
Including:				
Distribution platforms	125,103	87%	159,355	95%

Platforms (distribution)

	9 months ended 30 September			
	2025		2024	
	(unaudited)		(unaudited)	
Android	76,758	61%	92,181	58%
iOS	47,515	38%	65,851	41%
other	830	1%	1,323	1%
	125,103	100%	159,355	100%

Geographic data

	9 months ended 30 September			
	2025		2024	
	(unaudited)		(unaudited)	
North America	53,924	38%	71,575	44%
Europe	60,123	43%	54,361	34%
Asia	17,880	13%	24,456	15%
South America	3,687	3%	4,446	3%
Australia & Oceania	3,027	2%	4,280	3%
Africa	1,009	1%	1,063	1%
	139,650	100%	160,181	100%

Leading business partners

	9 months ended 30 September			
	2025		2024	
	(unaudited)		(unaudited)	
Google	27,140	20%	28,008	17%
Apple	18,055	13%	22,863	14%
Skyloft Yazilim	14,111	10%	10	0%
ironSource	13,530	9%	22,139	13%
Unity Technologies	12,993	9%	17,630	11%
Applovin	10,365	7%	12,228	7%
AdMob	7,801	5%	12,674	8%
Adlogic Technology	7,409	5%	12,048	7%
Facebook	6,879	5%	9,741	6%
Moloco	5,004	3%	4,157	2%
Fyber Monetization	3,137	2%	2,792	2%
Vungle	3,018	2%	3,134	2%
Gadsme	2,900	2%	4,175	2%
Others	11,461	8%	16,109	9%
	143,803	100%	167,708	100%

9 Cost of sales

	9 months ended 30 September	
	2025	2024
	(unaudited)	(unaudited)
Depreciation and amortization	13,886	12,090
Materials and energy consumption	142	226
Third-party services	129,495	155,009
Commissions of distribution platforms	12,338	14,287
User acquisition costs	75,627	88,372
Rev share costs	9,430	10,528
Taxes and levies	327	307
Salaries	13,084	14,761
Social security and other benefits	2,772	3,168
Other costs by type	588	1,071
Total costs by type	160,294	186,632
Development costs	(20,271)	(26,955)
General administrative costs	(10,425)	(12,912)
Costs of sales	129,598	146,765

10 Income tax

	9 months ended 30 September	
	2025	2024
	(unaudited)	(unaudited)
Profit/loss before tax	497	14,246
Theoretical tax calculated according to domestic rates that apply to income in Poland (19%)	(94)	(2,707)
Difference on tax according to another rate	89	(401)
Waiver of tax loss asset	(24)	-
Non-tax-deductible costs	(463)	(237)
including: costs of incentive schemes	(78)	18
Exchange differences	-	(9)
Revenues not included in the tax base	273	359
CIT adjustments related to previous years	146	(279)
Charge on the financial result on account of income tax	(73)	(3,274)
Effective tax rate	14.7%	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*	-	-	13	14,512	4,967	178	19,670
Gross sales/liquidation	(15,493)	-	-	(29)	-	-	(15,522)
Sales/liquidation total amortization	14,844	-	-	-	-	-	14,844
Transfer between categories	7,528	3,966	8,594	(11,494)	(6,662)	(1,932)	-
Exchange differences on translation	35	(59)	(14)	15	-	-	(23)
Amortization	(7,978)	(3,395)	(2,193)	-	-	-	(13,566)
(Recognition)/utilization of impairment losses	(663)	-	(3,343)	259	-	-	(3,747)
As at 30 September 2025 (unaudited)							
Cost	64,233	40,383	17,562	8,663	1,922	178	132,941
Accumulated amortization	(43,915)	(23,497)	(3,480)	-	-	-	(70,892)
Impairment losses	(8,240)	(2,441)	(4,184)	(2,875)	(1,447)	-	(19,187)
Net value	12,078	14,445	9,898	5,788	475	178	42,862

* The value of the increases differs from the value of development costs specified in Note 9 by the PLN 792,000 revenue earned in the soft launch.

Development costs for the 9 months ended 30 September 2025 include expenses on outsourced services of PLN 13,747,000 and expenses on salaries and the related contributions of PLN 5,732,000. The expenses were reduced by the soft launch revenue of PLN 792,000. 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*	-	-	27	20,276	5,380	963	26,646
Transfer between categories	12,800	4,787	4,362	(18,366)	(3,583)	-	-
Exchange differences on translation	(22)	(18)	(27)	(245)	36	-	(276)
Amortization	(7,185)	(3,775)	(445)	-	-	-	(11,405)
Recognition of impairment losses	(748)	-	-	(2,468)	(1,300)	-	(4,516)
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 September 2024 (unaudited)							
Cost	70,301	33,737	5,165	6,683	4,856	1,580	122,322
Accumulated amortization	(48,580)	(18,841)	(712)	-	-	-	(68,133)
Impairment losses	(4,462)	(396)	-	(3,126)	(1,569)	-	(9,553)
Net value	17,259	14,500	4,453	3,557	3,287	1,580	44,636

*The value of the increases differs from the value of development costs specified in Note 9 by the PLN 1,299,000 revenue earned in the soft launch.

Development costs for the 9 months ended 30 September 2024 include expenses on outsourced services of PLN 18,739,000 and expenses on salaries and the related benefits of PLN 6,917,000. The expenses were reduced by the soft launch revenue of PLN 1,299,000. Amortization of completed development works is fully charged to cost of sales.

Costs of completed development work and acquired intangible assets

As at 30 June 2025, 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.

The Group re-reviewed the costs of completed development work for signs of impairment as at 30 September 2025. The review showed that, when compared to the values disclosed in the financial statements made as at 30 June 2025, the amounts of additional recognized or released impairment losses would be inconsequential, so the Board of Directors of the Parent decided not to recognize them in these financial statements.

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 first quarter of 2024, 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

	9 months ended	
	30 September 2025	30 September 2024
	(unaudited)	(unaudited)
As at 1 January		
Cost	15,249	14,818
Accumulated amortization	-	-
Net value	15,249	14,818
Exchange differences	(768)	359
As at 30 September		
Cost	14,481	15,177
Accumulated amortization	-	-
Net value	14,481	15,177

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 per share

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

	9 months ended 30 September	
	2025	2024
	(unaudited)	(unaudited)
Net profit/loss for shareholders of the parent (PLN '000)	519	11,698
Number of shares* (as single shares)	13,640,000	13,577,865
Earnings per share – basic (in PLN)	0.04	0.86

* Weighted average number of shares in the reporting period

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

	9 months ended 30 September	
	2025	2024
	(unaudited)	(unaudited)
Net profit/loss for shareholders of the parent (PLN '000)	519	11,698
Number of shares* (as single shares)	13,723,064	13,640,000
Earnings per share – diluted (in PLN)	0.04	0.86

* 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 September 2025		31 December 2024	
	2025		2024	
	(unaudited)		(audited)	
Assets measured at amortized cost				
Trade receivables	22,498		24,374	
Other financial assets	179		162	
Cash and deposits	12,065		14,818	
	34,742		39,354	
Financial assets measured at fair value through profit or loss				
Interests and shares in other entities	6,293		6,298	
	6,293		6,298	
Financial assets				
	41,035		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 September 2025, the measurement was PLN 6,293,000, which is down by PLN 5,000 from the 31 December 2024 result. The change in the measurement was recognized in the consolidated profit and loss account as financial costs.

	30 September	31 December
	2025	2024
	(unaudited)	(audited)
Interests and shares in other entities	6,293	6,298
Closing balance	6,293	6,298
including:		
Level 1	-	-
Level 2	6,293	6,298
Level 3	-	-

Financial liabilities

	30 September	31 December
	2025	2024
	(unaudited)	(audited)
Liabilities measured at amortized cost		
Trade liabilities	25,979	31,361
Other financial liabilities	662	812
	26,641	32,173
Financial liabilities	26,641	32,173

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

	30 September	31 December
	2025	2024
	(unaudited)	(audited)
Other financial liabilities		
Lease liability	130	219
- long-term	5	97
- short-term	125	122
Liabilities from borrowings	532	593
	662	812

17 Note to consolidated cash flow statement

	9 months ended 30 September	
	2025	2024
	(unaudited)	(unaudited)
Receivables		
Change of balance arising from the consolidated statement of financial position	4,043	4,190
- loss of control of the ADC Games Group	-	(887)
- change in the balance of loans	17	-
Change in receivables arising from the consolidated cash flow statement	4,060	3,303
Liabilities		
Change of balance arising from the consolidated statement of financial position	(7,037)	(19,046)
- change in other financial liabilities	62	230
- loss of control of the ADC Games Group	-	9,356
- change in dividend liabilities	-	553
- change in capital contribution liabilities	-	(19)
- change in lease liabilities	88	95
Change in liabilities arising from the consolidated cash flow statement	(6,887)	(8,832)
Other adjustments		
- loss of control of the ADC Games Group	-	(10,776)
- release from the debt linked to loan received	-	(217)
- share in net (profit) loss of associated parties	-	(210)
Change in the balance of receivables arising from the cash flow statement	-	(11,203)

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. Liabilities do not bear interest.

As at and for the 9 months ended 30 September 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)
Associated parties						
ADC Games Sp. z o.o.	634	-	-	364	47	10
PlayEmber Sp. z o.o.	9	-	-	8	-	-
Parties with significant influence						
Karolina Szablewska-Olejarz	1	-	-	8	290	6
Marcin Olejarz	1	-	-	6	-	4
Anibal Soares	-	-	523	14	-	-
Marek Pertkiewicz	1	-	-	10	-	-
Grzegorz Regliński	-	-	-	-	81	11
	646	-	523	410	418	31

As at 31 December 2024 and for the 9 months ended 30 September 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)
Associated parties						
ADC Games Sp. z o.o.	417	-	-	115	69	27
PlayEmber Sp. z o.o.	1	-	-	2	-	-
Parties with significant influence						
Karolina Szablewska-Olejarz	1	-	-	8	264	6
Marcin Olejarz	12	-	-	6	-	-
Anibal Soares	-	-	593	-	-	-
Marek Pertkiewicz	-	-	-	10	-	-
Grzegorz Regliński	4	-	-	-	45	11
	435	-	593	141	378	44

Payments to the Board of Directors and Supervisory Board members

	9 months ended 30 September	
	2025	2024
	(unaudited)	(unaudited)
Salaries and other benefits for the Directors, including:	1,457	3,586
Board of Directors of the parent company, including:	1,393	3,449
- dividend for the previous year	-	2,005
Board of Directors of other entities	64	137
Salaries and other benefits for the Supervisory Board	430	991
Dividend for the previous year	-	644
	1,887	4,577

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.

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

On 20 August 2025, Mr. Marcin Olejarz (CEO) subscribed to 25,920 class E subscription warrants authorizing him to take up class H ordinary bearer shares as a part of the incentive scheme for the Board of Directors.

On 20 August 2025, Mr. Marek Pertkiewicz (Director) subscribed to 15,360 class E subscription warrants authorizing him to take up class H ordinary shares as a part of the incentive scheme for the Board of Directors.

On 20 August 2025, Mr. Anibal Jose da Cunha Saraiva Soares (Vice-President of the Board of Directors) subscribed to 25,920 class E subscription warrants authorizing him to take up class H 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.

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.

20 Subsequent events

After the balance sheet date and up to the date of preparation of these condensed interim consolidated financial statements, no events have occurred that could significantly affect the asset, financial position, or financial result of the Group.

III. BOOMBIT S.A. CONDENSED STANDALONE INTERIM FINANCIAL STATEMENTS FOR THE 9 MONTHS ENDED 30 SEPTEMBER 2025

Condensed standalone interim statement of comprehensive income

	9 months ended		3 months ended	
	30 September		30 September	
	2025	2024	2025	2024
	(unaudited)	(unaudited)	(unaudited)	(unaudited)
Revenue on sales of services	89,469	105,991	30,783	34,599
Cost of sales	(82,110)	(92,480)	(27,648)	(29,748)
Gross profit on sales	7,359	13,511	3,135	4,851
General administrative costs	(9,545)	(10,062)	(2,978)	(3,345)
Other operating income	1,047	1,589	119	(440)
Other operating costs	(4,342)	(4,247)	38	24
Operating profit/loss	(5,481)	791	314	1,090
Financial revenue	1,412	1,755	155	299
Financial costs	(238)	(1,528)	17	(63)
Profit/loss before tax	(4,307)	1,018	486	1,326
Income tax	588	(306)	(116)	(314)
Net profit/loss	(3,719)	712	370	1,012
Other comprehensive income	-	-	-	-
Total comprehensive income	(3,719)	712	370	1,012
Earnings per share (in PLN)				
Basic	(0.27)	0.05	0.03	0.07
on continued operations	(0.27)	0.05	0.03	0.07
on discontinued operations	-	-	-	-
Diluted	(0.27)	0.05	0.03	0.07
on continued operations	(0.27)	0.05	0.03	0.07
on discontinued operations	-	-	-	-

Condensed standalone interim statement of financial position

	30 September	31 December
	2025	2024
	(unaudited)	(audited)
Tangible assets		
Property, plant and equipment	1,062	1,306
Intangible assets	41,292	39,959
Shares	17,574	17,585
Other financial assets	2,083	1,403
	62,011	60,253
Current assets		
Trade and other receivables	23,092	27,541
Income tax receivables	904	821
Other financial assets	2,690	7,333
Cash and cash equivalents	5,073	8,596
Current assets other than tangible assets held for sale	31,759	44,291
Assets held for sale	-	-
Current assets	31,759	44,291
Total assets	93,770	104,544
Equity		
Equity attributable to shareholders of the parent		
Share capital	6,820	6,820
Capital from share premium	32,064	32,064
Equity from share-based payments	6,809	6,401
Other reserves	7,679	7,679
Retained earnings	12,489	16,208
Total equity	65,861	69,172
Liabilities		
Long-term liabilities		
Deferred income tax liabilities	3,486	4,115
Other financial liabilities	5	97
	3,491	4,212
Short-term liabilities		
Other financial liabilities	125	122
Trade and other liabilities	24,293	31,038
	24,418	31,160
Short-term liabilities not held for sale	24,418	31,160
Short-term liabilities held for sale	-	-
Short-term liabilities	24,418	31,160
Total liabilities	27,909	35,372
Total equity and liabilities	93,770	104,544

Condensed standalone interim statement of changes in equity

	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)	-	-	-	-	(3,719)	(3,719)
Comprehensive income	-	-	-	-	(3,719)	(3,719)
Share-based payments	-	-	408	-	-	408
Changes in equity	-	-	408	-	(3,719)	(3,311)
As at 30 September 2025 (unaudited)	6,820	32,064	6,809	7,679	12,489	65,861
As at 1 January 2024 (audited)	6,770	32,064	6,947	-	34,228	80,009
Net profit (loss)	-	-	-	-	712	712
Other comprehensive income	-	-	-	-	-	-
Comprehensive income	-	-	-	-	712	712
Capital increase	50	-	-	-	-	50
Disbursements to owners	-	-	-	-	(4,774)	(4,774)
Distribution of profit brought forward	-	-	-	7,679	(7,679)	-
Share-based payments	-	-	249	-	-	249
Changes in equity	50	-	249	7,679	(11,741)	(3,763)
As at 30 September 2024 (unaudited)	6,820	32,064	7,196	7,679	22,487	76,246

* In the financial statements for the 9 months ended on 30 September 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 September 2024.

Condensed standalone interim cash flow statement

	9 months ended 30 September	
	2025	2024
	(unaudited)	(unaudited)
Profit/loss before tax	(4,307)	1,018
Adjustments:	14,282	19,969
Amortization	12,771	9,347
Impairment loss on development cost	3,851	3,359
Foreign exchange profit (loss)	409	161
Interest revenue	(606)	(890)
Interest cost	29	45
Profit (loss) on investment activities	130	(8)
Change in cryptographic assets	-	49
Change in the balance of receivables	4,896	17,546
Change in liabilities	(6,744)	(10,594)
Settlement of share-based payment costs	408	249
Profit (loss) from fair value measurement	5	211
Impairment loss on investment in subsidiaries	-	18
Impairment loss on receivables	(867)	476
Cash flows from operating activity	9,975	20,987
Income tax (paid) / refunded	(123)	(495)
Net cash flows from operating activity	9,852	20,492
Investment activity		
Sale of property, plant and equipment and intangible assets	316	20
Proceeds from repayment of loans granted	5,194	-
Interest received	38	16
Sale of subsidiaries	157	-
Proceeds from liquidation of subsidiaries	54	-
Acquisition of subsidiaries	-	(2)
Acquisition of property, plant and equipment and intangible assets	(47)	(167)
Expenditure on intangible assets	(18,318)	(21,625)
Loans granted	(629)	(1,607)
Net cash flows from investment activity	(13,235)	(23,365)
Financial activity		
Capital increase	-	69
Dividends received	-	411
Dividends and other disbursements to owners	-	(4,774)
Repayment of lease liabilities	(88)	(95)
Interest	(29)	(45)
Net cash flows from financial activity	(117)	(4,434)
Cash flows before exchange differences	(3,500)	(7,307)
Net foreign exchange differences on cash and cash equivalents	(23)	19
Total net cash flows	(3,523)	(7,288)
Cash opening balance	8,596	16,607
Cash closing balance, including:	5,073	9,319
- of limited disposability	-	-

IV. BOOMBIT S.A. MANAGEMENT REPORT FOR THE 9 MONTHS ENDED 30 SEPTEMBER 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

	Q3 2024	9 months 2024	Q1 2025	Q2 2025	Q3 2025	9 months 2025	change 9 months 2025 vs 9 months 2024	% change 9 months 2025 vs 9 months 2024
Revenue, including:	55,457	167,708	50,432	46,170	47,201	143,803	(23,905)	-14%
Micropayments and sale of digital copies	19,317	51,073	16,926	16,186	13,087	46,199	(4,874)	-10%
Advertising	33,252	108,282	29,339	24,600	24,965	78,904	(29,378)	-27%
Blockchain	1,686	5,513	171	77	83	331	(5,182)	-94%
Main variable costs:	36,309	112,192	33,688	30,396	32,423	96,507	(15,685)	-14%
Commissions of platforms	5,533	14,095	4,143	4,509	3,540	12,192	(1,903)	-14%
User Acquisition*	27,127	87,565	26,557	22,811	25,517	74,886	(12,679)	-14%
Rev share	3,649	10,532	2,987	3,076	3,366	9,430	(1,102)	-10%
Revenue minus main variable costs	19,148	55,516	16,744	15,774	14,778	47,296	(8,220)	-15%
EBITDA	7,587	26,176	5,093	3,674	6,277	15,044	(11,132)	-43%
Financial revenue/expenses	(117)	(50)	(103)	51	23	(29)	21	-42%
Share in the profit/loss of associates	210	210	(182)	(244)	(206)	(632)	(842)	-401%
NET PROFIT/LOSS	2,630	10,972	(78)	(757)	1,259	424	(10,548)	-96%
One-off events:	-	(5,545)	131	1,276	(3)	1,405	6,949	-125%
- impairment losses on outlays on intangible assets	-	4,511	-	3,747	-	3,747	(764)	-17%
- loss of control of the ADC Group	-	(10,056)	-	-	-	-	10,056	-100%
- release of provisions for tokens and bonuses	-	-	-	(2,527)	37	(2,489)	(2,489)	-
- other	-	-	131	56	(40)	147	147	-
Current/deferred tax on one-time events	60	1,176	50	(540)	(2)	(492)	(1,668)	-142%
Adjusted EBITDA	7,587	20,631	5,093	5,035	6,314	16,443	(4,188)	-20%
Adjusted NET PROFIT/LOSS	2,690	6,603	103	(21)	1,254	1,337	(5,266)	-80%
minority interest	(73)	(726)	(88)	1	(8)	(95)	631	-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 143.8 million) was 14% down versus the analogical period in the previous year (PLN 167.7 million). Revenue from advertisements was PLN 78.9 million and it was 27% down from the revenue in the three quarters of 2024.

Current period's revenue from micropayments was PLN 46.2 million and it was 10% down from the revenue in the analogical period of the previous year.

The revenue in the blockchain projects segment was PLN 0.3 million in the current reporting period, which was PLN 5.2 million down from the three quarters of 2024. The main reason for the decline was revenue from grants from the Immutable protocol operator (PLN 1.5 million) and from the NEAR Foundation (PLN 2.4 million), which were achieved in the same period last year but did not recur in the current period.

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 sales was PLN 129.6 million, which was PLN 17.2 million (12%) down from the three quarters of 2024 (PLN 146.8 million). Platform commission costs were PLN 12.2 million in the current reporting period, which was lower by PLN 1.9 million, i.e., 16%, from the comparative period. Platform commission costs show a positive correlation to revenue from micropayments. User acquisition costs were PLN 75.0 million in the current reporting period, which was PLN 12.3 million (16%) down from the analogical period of the previous year. Rev share costs were PLN 9.4 million in the current reporting period, and they were down by PLN 1.1 million (10%) 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 did not change significantly compared to the previous year and amounted to 67%.

Revenue less the main variable costs was PLN 47.3 million, which is PLN 8.2 million (15%) down versus the three quarters of 2024.

Savings in the area of staff costs were achieved in 2024 and in the three quarters of 2025. In the current reporting period staff costs recognized as development costs were PLN 15.5 million, which was PLN 3.5 million (18%) down from the analogical period in the year before. Staff costs included in the cost of sales were PLN 17.9 million in the current period, i.e., PLN 4.1 million (19%) down from the analogical period in the previous year.

The costs recognized in the blockchain segment in the 9 months that ended on 30 September 2025 totaled PLN 2.3 million (versus PLN 10.8 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 mid-2024.

The Group continued to work with third-party developers, whose non-capitalized production costs were PLN 1.1 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 part of these costs are recognized as development costs. The capitalized production costs related to working with external developers were PLN 4.0 million in the analyzed period (PLN 7.0 million in the comparative period).

At PLN 10.4 million, general administrative costs were down by approx. 19% from the analogical period in the previous year (PLN 12.9 million in the comparative 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 16.4 million in the current period (versus PLN 20.6 million in the previous year), while net profit/loss adjusted by one-time events was PLN 1.3 million (versus PLN 6.6 million in the analogical period last year).

The Group's total assets as at 30 September 2025 were PLN 117.3 million, i.e., PLN 4.7 million down from 2024. The drop results mainly from the reduction of the balance of trade receivables by PLN 2.2 million and of the balance of

cash and cash equivalents by PLN 2.8 million versus the balance at the end of 2024. At the same time, intangible assets increased to PLN 42.9 million (by PLN 1.7 million compared to the balance at the end of 2024).

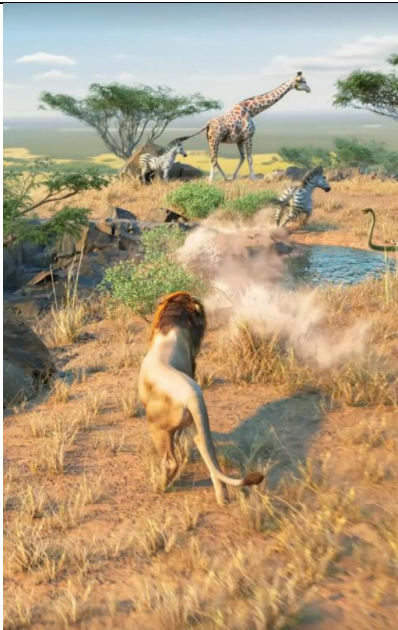
As far as liabilities are concerned, the total liabilities were PLN 42.9 million, which was a PLN 5.1 million drop versus the balance at the end of December 2024. The drop results mainly from the drop in trade and other liabilities by PLN 6.9 million, with a closing balance of PLN 31.8 million at the 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 74.3 million at the end of the third quarter of 2025, which was PLN 0.4 million up from the 2024 closing balance.

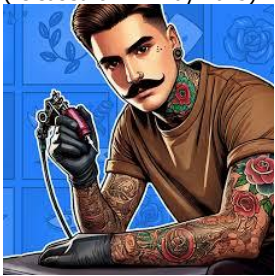
1.2 Mobile games

In 2025, by the date of this report, the Company and its affiliates have released a total of 31 games on iOS and Android: 26 hyper-casual games and 5 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 <i>Rest Stop Tycoon</i> - 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	
Train King Tycoon (released on 15 January 2025) 	Mid-Core Experience an incredible railway adventure with <i>Train King Tycoon</i> ! 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 speeds, spectacular drifts and ferocious fights 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 Studio Simulator (released on 12 May 2025) 	Hyper-Casual Face the world of tattoo and studio management on <i>Tattoo Studio Simulator</i>! 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 <i>Animal Run: Wild Race</i> 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 <i>Tractor Delivery Farm</i>, 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 <i>Truck Sales Simulator</i> 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	
Road Cycling: World Tour Bike Race (released on 24 September 2025) 	Hyper-Casual Hop on your bike and race to victory in <i>Road Cycling: World Tour Bike Race</i>! Race through breathtaking cities, mountain trails, and exotic landscapes as you compete against the world's best cyclists. Experience the thrill of world-class cycling. Main source of revenue: advertising	

Big Helmets: Heroes of Destiny (released on 30 September 2025) 	Mid-Core <i>Big Helmets: Heroes of Destiny</i> is a tactical roguelike RPG full of epic adventures from the creators of <i>Tiny Gladiators</i> and <i>Hunt Royale</i>. Build a team of legendary heroes, explore dungeons, battle powerful bosses in PvP and co-op modes, collect artifacts, and create your own strategy. Will you stand with the light, or succumb to the dark power of chaos? Main source of revenue: micropayments and advertisements	
Hunter's Origin (released on 14 October 2025) 	Mid-Core Enter a vibrant world full of battles, loot, and legends. Explore vast lands, develop your class, acquire powerful equipment, and face your opponents. Join other players, gather resources, craft items, fight, and build—because in this world, every step leaves a mark, and your legend is just beginning! Main source of revenue: micropayments and advertisements	

Revenue from mobile games in the current reporting period totaled PLN 143.8 million, of which 43.8% was attributed to hyper-casual games and 56.2% to mid-core and casual games. At the same time, UA costs were PLN 75.0 million, 55.7% of that cost attributable to hyper-casual games and 44.3% to mid-core and casual games.

Revenue from mid-core games was approx. PLN 80.8 million, i.e., 12% 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 50.6 million. The revenue from hyper-casual games was PLN 62.9 million, i.e., 12% down from the analogical period in the previous year. The costs of user acquisition, rev share and distribution platforms' commissions totaled about PLN 46.0 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 0.5 million.
- provided playable ad, BI, and UA services to third parties. The total revenue from the provided services was PLN 3.2 million.

1.3 Blockchain projects

The revenue of the Blockchain Projects segment totaled PLN 0.3 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. 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

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 and is recognized as revenue on a straight-line basis over a period of 12 months. In the current reporting period, the Group recognized PLN 2.8 million in revenue from this source.

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

In the second quarter of current year, 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, in the second quarter of current year, 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

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 operation 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.

In the current reporting period, the Group recognized PLN 0.6 million in revenue.

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 November 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 E subscription warrants authorizing him to subscribe for class H 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 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.

6 Major litigations

None of the companies in the BoomBit S.A. Group is a party to any significant proceedings pending before a court, arbitration authority, or public administration authority concerning liabilities and receivables of BoomBit S.A. or its subsidiaries.

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 September 2025 was 241 people, which is down by 41 people (-14.5%) from the end of September of 2024. As a result, salary costs dropped for the 9-month period of 2025 by PLN 7.5 million (-18.4%) from the analogical period in the previous year.

The above-mentioned activities were continued in the fourth quarter of 2025, and their full effect will be visible in the Group's financial results for the second quarter of 2026.

At the same time, the Group does not rule out a possibility of hiring new people in connection with new projects.

Game production and publishing

The most important and advanced mid-core/casual productions include:

- *Hunter's Origin* (released in October 2025) – a game set in the *Hunt Royale* universe, with a deep character development system, extensive crafting, and an engaging storyline, allowing players to develop their characters through exploration, fighting, crafting, and completing numerous missions in an interactive world with other players.
- *Big Helmets: Heroes of Destiny* (released in October 2025) – based on the mechanics of *Clash of Destiny*, a turn-based roguelike RPG game.
- *Among Dead* – game from TapNice, involving the dynamic elimination of successive waves of zombies, its soft launch planned for the end of Q2 2026,
- *Idle Nightclub Party Manager* – An idle/tycoon simulation game that offers players the chance to manage a complex empire of nightclubs with various themes and an extensive character and infrastructure development system. Its première planned for Q4 2025,
- *Mini Golf* – PvP sports game from the creators of *Darts Club*. Its première planned for Q1 2026.
- *MyBots* – game based on the mechanics known from *Hunt Royale*, set in a futuristic world of advanced technology and artificial intelligence. Its première planned for Q1 2026.

Furthermore, the Group continues to develop other hyper-casual titles. 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 Q4 2025.

Free-to-play versions of *Dawn of Ages* and the premium game *Mine & Slash* premiered on Steam and Epic Games Store in April 2025. The *Carnage Battle Arena* premium game premiered on Steam and Epic Games Store in July 2025. In October and November, the following games were released on the Xbox platform: *Car Driving School* and *Build a Bridge!*

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.

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 few months. Another game scheduled to appear in the above web store is *Darts Club* (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. As of the date of this report, the company had several such titles in its portfolio.

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.

V. 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 9 months ended 30 September 2025 was approved for publication on 25 November 2025.

Marcin Olejarz
CEO

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

Marek Pertkiewicz
Director