

Q3 2025

PRESENTATION

BOOMBIT



Q3 2025 SUMMARY

KEY HIGHLIGHTS

\$13.0M in sales revenue

\$1.7M adjusted EBITDA

\$0.3M adjusted net profit

Strong start to Q4: October \$5.1M in revenue

MOBILE GAMES SEGMENT REVENUE

Q3 2025

\$13M*

Mid-Core & Casual \$6.4M

Hyper-Casual \$6.6M

TOP 10 – Q3 2025

Revenues in \$M

Darts Club	1.95
Hunt Royale	1.77
Car Sales Simulator	1.33
Car Driving School Simulator	0.49
Dawn of Ages	0.47
Downhill Race League	0.44
Crazy Plane Landing	0.40
Boss Fight	0.39
Idle Farm	0.36
Truck Transport Simulator	0.30

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

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BIG HELMETS | HEROES OF DESTINY

Release date: 03.10.2025

Initial results similar to Hunt Royale

Positive ROI after days +19%



32.5_{min}

Average Session Time

47k

Average DAU

40.9%

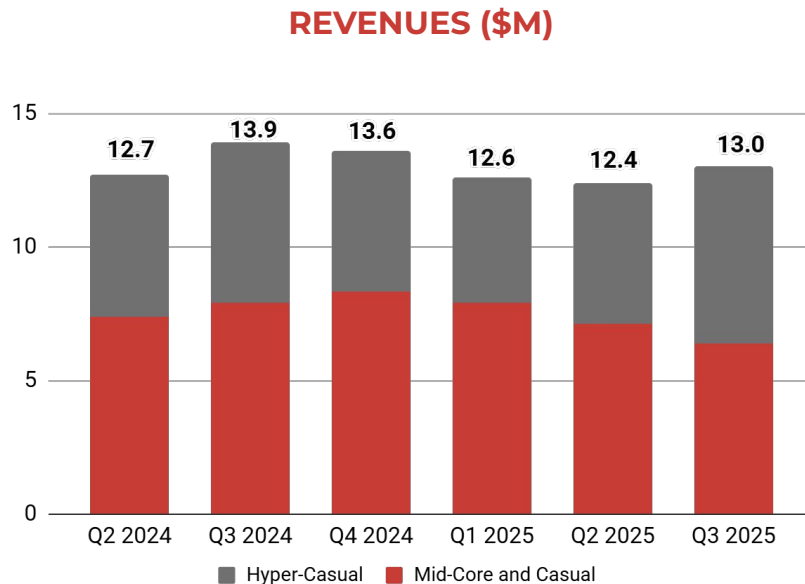
D1 Retention

18.3%

D7 Retention

MOBILE GAMES SEGMENT

\$13.0M revenues in Q3 2025 (+4.8% q/q)



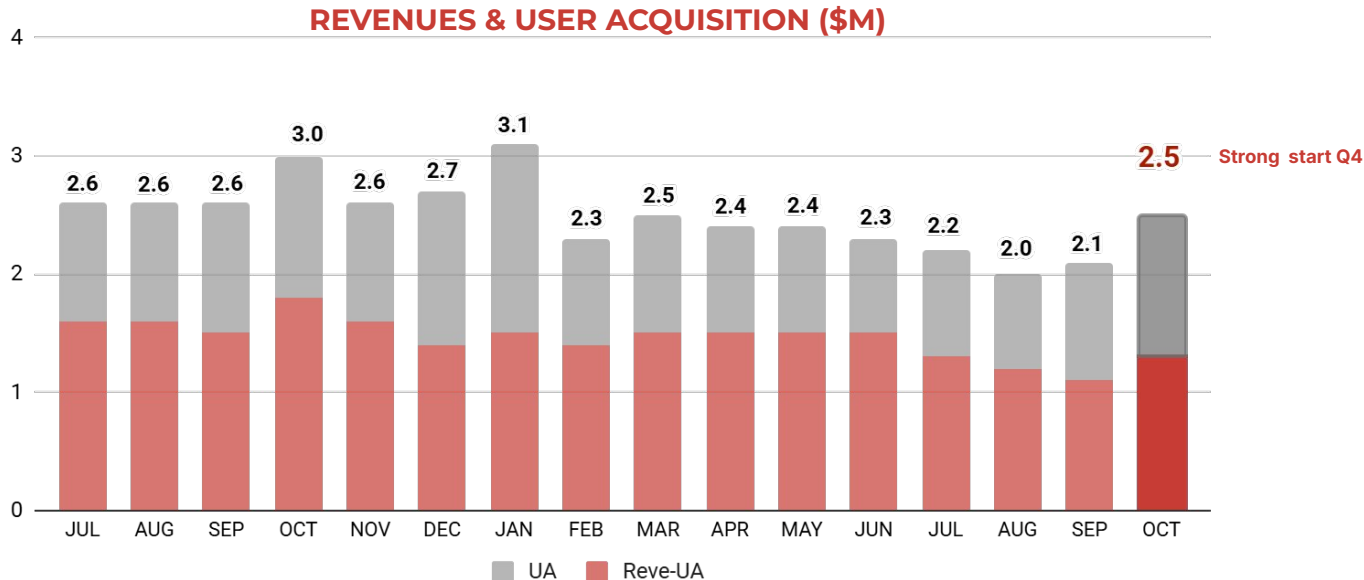
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MID-CORE & CASUAL

\$6.3M in revenue in Q3 2025 (-11.3% q/q)

\$3.6M in revenue excluding UA (-20.0% q/q)

\$2.5M in October, strong start Q4 thanks to Big Helmets



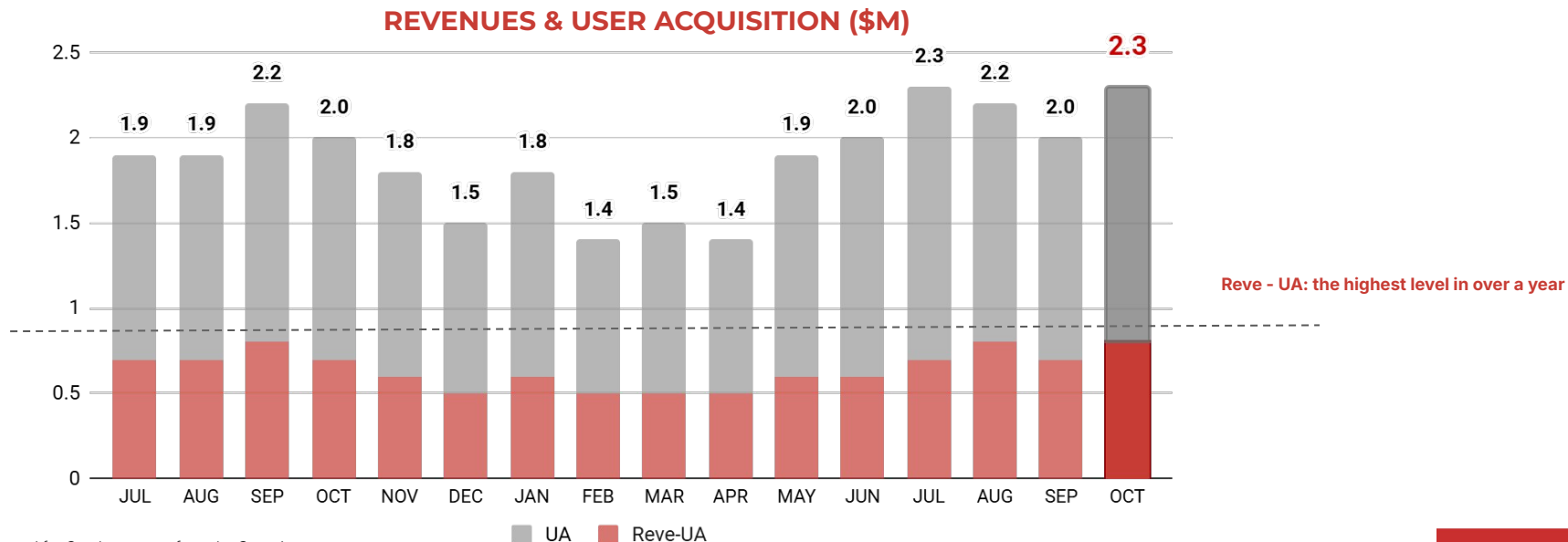
* The presented revenues do not include the value of the adjustment from the soft launch phase, which, in accordance with the accounting principles of the Group, are capitalized as development expenditures. The data presented for October comes from the Group' current report, adjusted for the settlement of the contract concerning the game MyBots, which was recorded in September.

HYPER-CASUAL

\$6.5M in revenue in Q3 2025 (+22.6 q/q)

\$2.2M in revenue excluding UA (+29.4% q/q)

Revenue excluding UA in October – the highest level in over a year



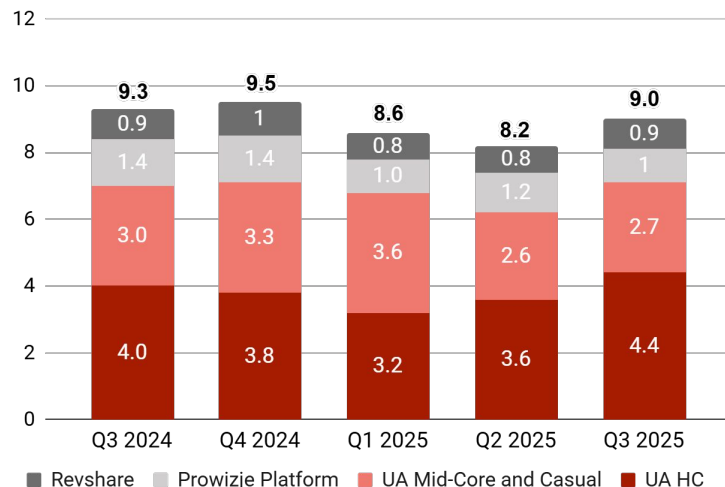
The data presented for October comes from the Group's current report.

VARIABLE COSTS

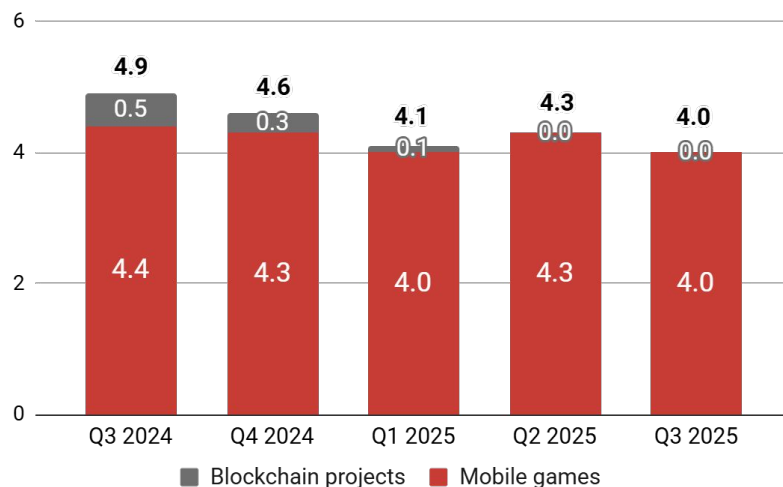
\$9.0M variable costs in Q3 2025 (+9.8% q/q)

\$4.0M revenues minus variable costs in Q3 2025 (-1.3% q/q)

MAIN VARIABLE COSTS (\$M)



REVENUES REDUCED BY VARIABLE COSTS (\$M)



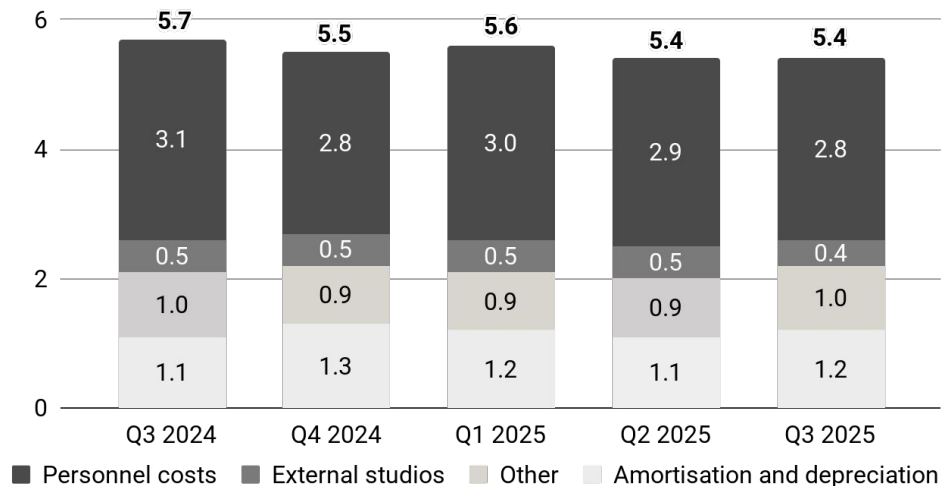
COSTS

\$5.4M in operating costs reduced by variable costs (0.0% q/q, 5.3% y/y)

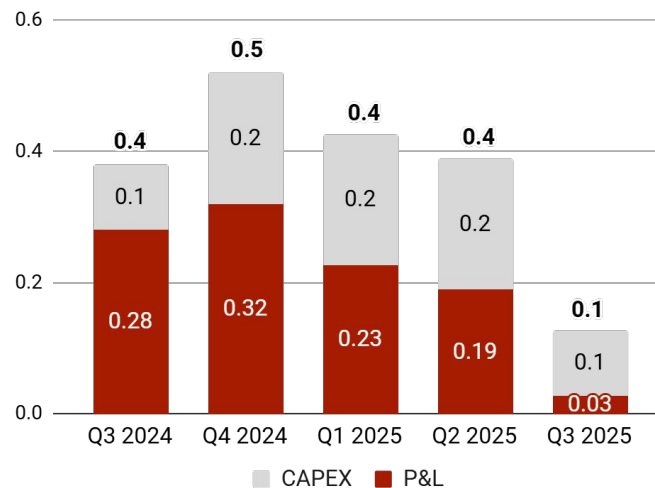
Decrease in personnel costs (-3.4% q/q, -9.7% y/y)

DIRECT COSTS

REDUCED BY THE MAIN VARIABLE COSTS (\$M)



BLOCKCHAIN PROJECTS COSTS (\$M)

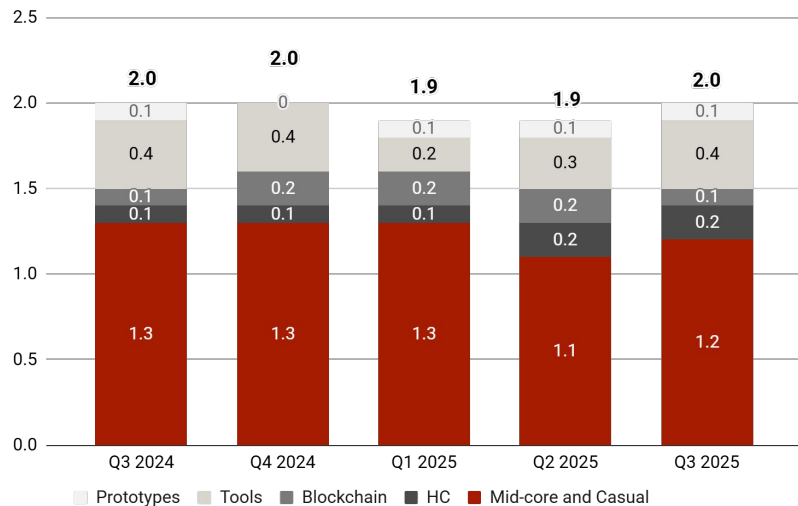


CAPEX

\$2.0M investments in Q3 2025 (+5.6% q/q)

64.2% total capital expenditures is for MidCore and Casual

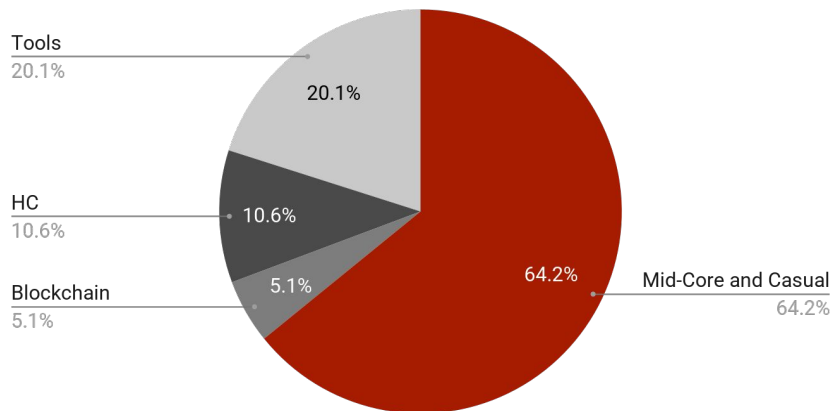
CAPEX AND INVESTMENT (\$M)



Mid-core and Casual category includes applications.

CAPITAL EXPENDITURES STRUCTURE

(CAPEX & P&L) IN Q3 2025

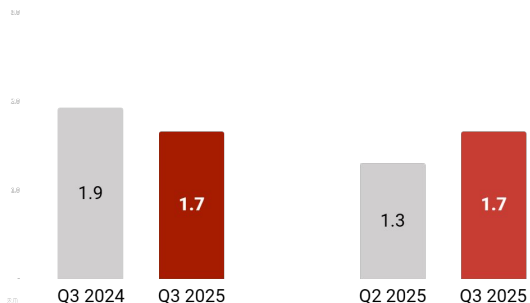


GROUP RESULTS

Reversal of the negative trend

Q/Q results improved in the mobile games segment - EBITDA **+13%**, net result **+213%**

ADJUSTED EBITDA (\$M)



ADJUSTED NET PROFIT (\$M)



	MOBILE GAMES*		
	Q2 2025	Q3 2025	CHANGE %
Revenues	12 414	12 829	3.3%
EBITDA adjusted*	1 528	1 732	13.3%
Net Result adjusted*	113	367	212.7%

* Data presented in the mobile games segment include exclusions of intragroup transactions between segments

KEY CONCLUSIONS – Q3 2025

Mobile Games segment – solid q/q improvement

Reversal of the negative trend, **increase in EBITDA and net profit**

Strong October – clear signal of rebound in Q4

October Revenue: \$**5.1M (+27% m/m)**, the highest since January

Big Helmets – successful launch

Scalling Continues, positive impact on revenue and the Mid-Core segment

Improved cost efficiency

Fixed costs down **11%** in Q3

Staff cost optimization continues in Q4

PERSPECTIVES FOR Q4 AND 2026

Strong start to the quarter:

October: **\$5.1M**, highest revenue since January

Preliminary data for November indicates a **continuation of the positive trend** compared to October

Strong results in the mobile games segment

Mid-Core and Casual continue to grow, with Hyper-Casual reaching its best level in 14 months

Big Helmets – growing impact on results

Scaling continues, supporting revenue and margins in Q4 and 2026

Hunter Origins – growing importance of the title

First positive qualitative signals, expected to begin contributing to results in **Q1 2026**

MyBots – preparations for global launch

Premiere planned for **Q1 2026**

Applifiers – a new pillar of growth in 2026

SaaS ready for commercialization, sales start in Q1 2026

Mobile Esports – dynamic growth in Q3, more than a dozen live games **and October and November results already higher than in entire Q3**

Cost reduction

The full impact of employment optimization will be visible in Q1 2026

Thank You for Your Attention!

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