



BOOMBIT

INVESTOR PRESENTATION - FY 2025

FY 2025 KEY HIGHLIGHTS

Q4 2025: strongest quarter since Q1 2024 — turnaround confirmed

Revenue USD +29.9% q/q, +18.8% y/y;

Margin USD (as revenue less platform fees and UA) +40.0% q/q, +22.4% y/y

Improved results sustained in Q1 2026

Darts Club the highest-earning title in 2025

The best year in the history - USD 9.89M revenues in 2025 (23% y/y)

Strengthening portfolio with new titles

Big Helmets - USD 1.81M revenues in Q4 2025 (8th place in 2025)

Hunters Origin - USD 0.45M revenues in Q4 2025

Mobile Esports growth

Revenue growth in both Q4 2025 and 2026

Idle Bitcoin Empire entered monthly top 5 by January 2026

Legacy blockchain activities fully concluded

100% focus on mobile gaming operations

TOP GAMES – FY 2025

Revenues in m USD

1. Darts Club	9.89
2. Hunt Royale	7.07
3. Car Sales Simulator	3.34
4. Downhill Race League	1.97
5. Car Driving School Simulator	1.96
....	
8. Big Helmets: Heroes of Destiny	1.81

TOP GAMES – Q4 2025

Revenues in m USD

1. Darts Club	2.50
2. Big Helmets: Heroes of Destiny	1.79
3. Car Sales Simulator	1.59
4. Hunt Royale	1.39
5. Car Driving School Simulator	0.59
6. Hunters Origin	0.45

MINI GOLF CLUB | PvP Multiplayer

Launch: 05.01.2026

Initial KPIs similar to Darts Club

Positive ROI after 30 days: +25%



~2M

Downloads on GP & Appstore

92k

Average DAU

39%

D1 Retention

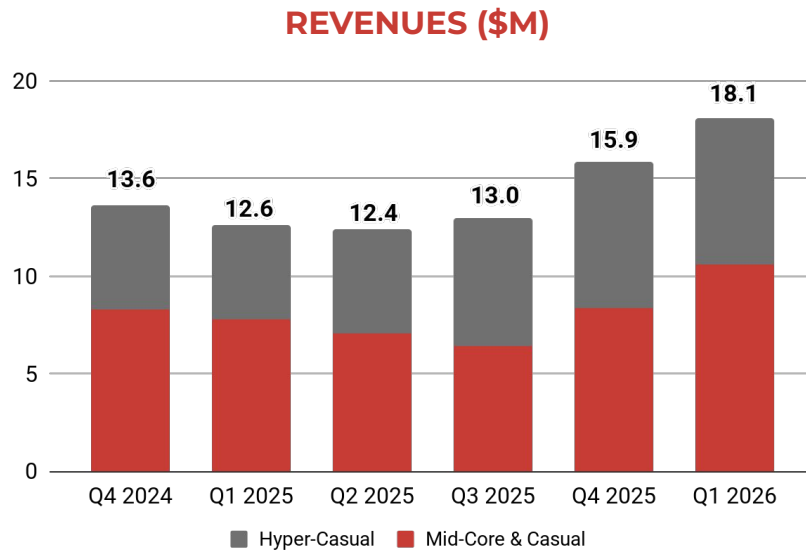
14%

D7 Retention

MOBILE GAMES SEGMENT

Q4 2025: USD 15.9M +22.3% q/q

Q1 2026: USD 18.1M +13.8% q/q



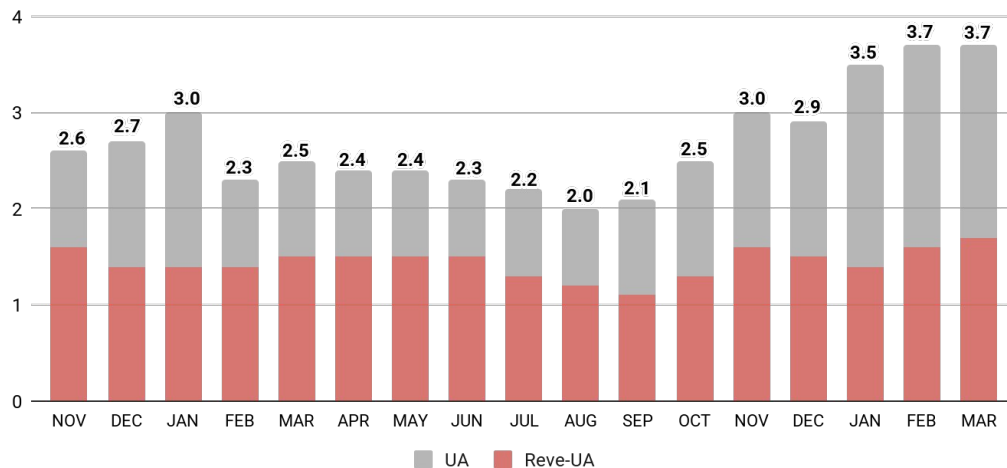
* The presented revenues do not include the value of the adjustment from the soft launch phase, which, in accordance with the accounting principles of the Group, are capitalized as development expenditures.
The data presented for Q1 2026 comes from the Group' current reports

MID-CORE & CASUAL

Q4 2025: USD 8.4M in Mid-Core & Casual revenue (+33.3% q/q)

Revenue less UA: USD 4.4M in Q4 2025 (+22.2% q/q)

REVENUES & USER ACQUISITION (\$M)



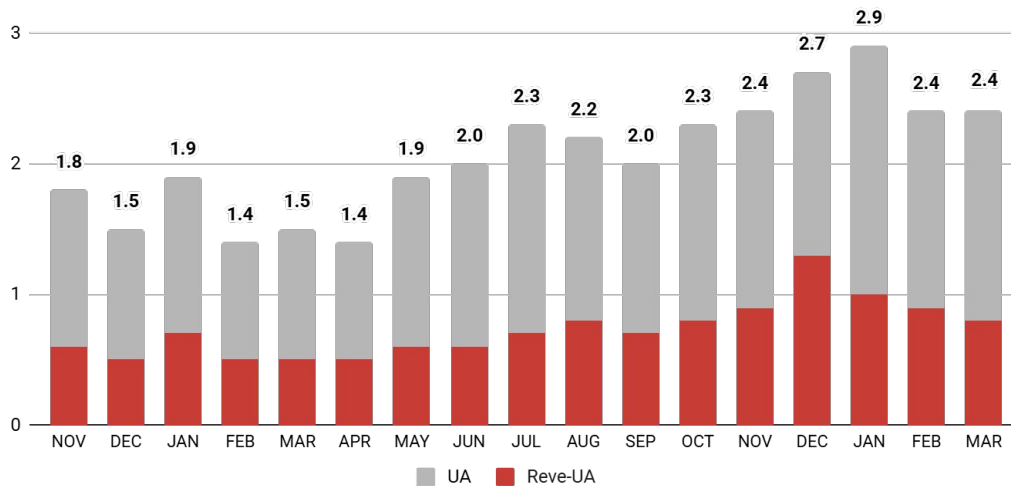
*The data presented for Q1 2026 comes from the Group' current reports

HYPER-CASUAL

Q4 2025: USD 7.4M in HC revenue (+13.8% q/q)

USD 3.0M revenue less UA in Q4 (+36.4% q/q)

REVENUES & USER ACQUISITION (\$M)

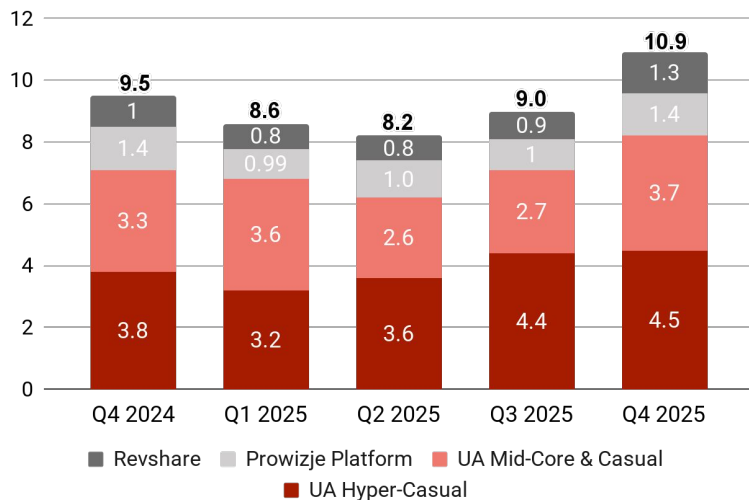


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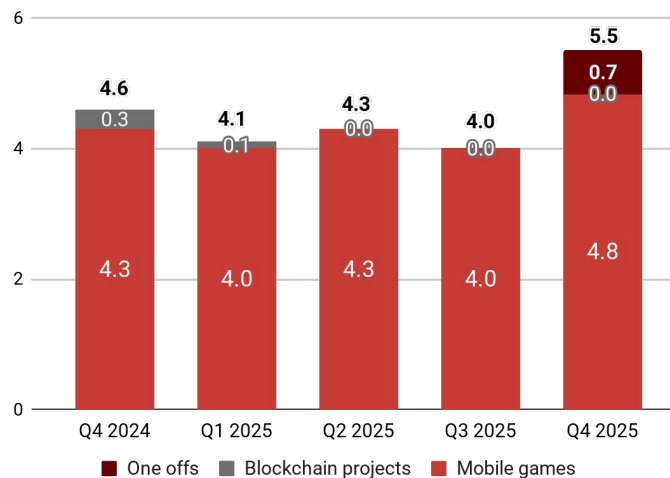
VARIABLE COSTS

Q4 2025: USD 10.9M variable costs (+21.1% q/q)
 Revenue less variable costs: USD 5.5M in Q4 (+37.5% q/q)

MAIN VARIABLE COSTS (\$M)



REVENUES REDUCED BY VARIABLE COSTS (\$M)

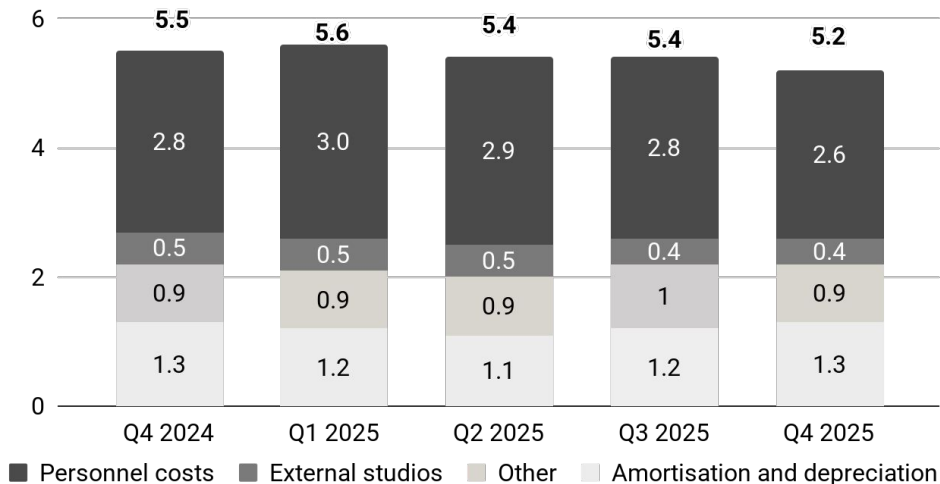


COSTS

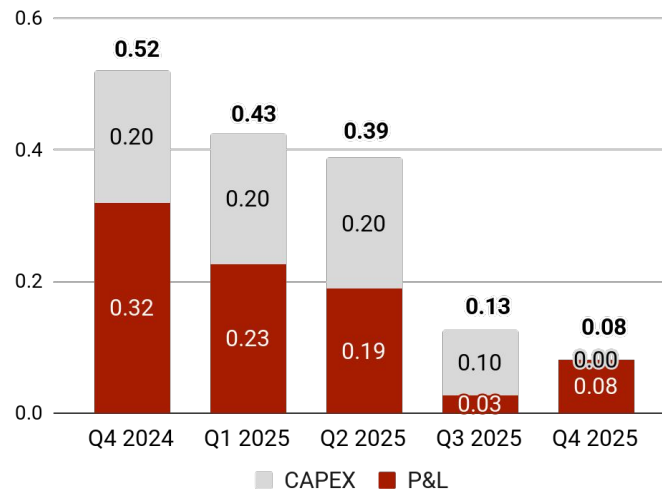
Q4 2025: USD 5.2 M operating costs stable despite new launch activity (-3.7% q/q, -5.5% y/y)
 Decrease in personnel costs (-7.1% q/q, -7.1% y/y)

DIRECT COSTS

REDUCED BY THE MAIN VARIABLE COSTS (\$M)



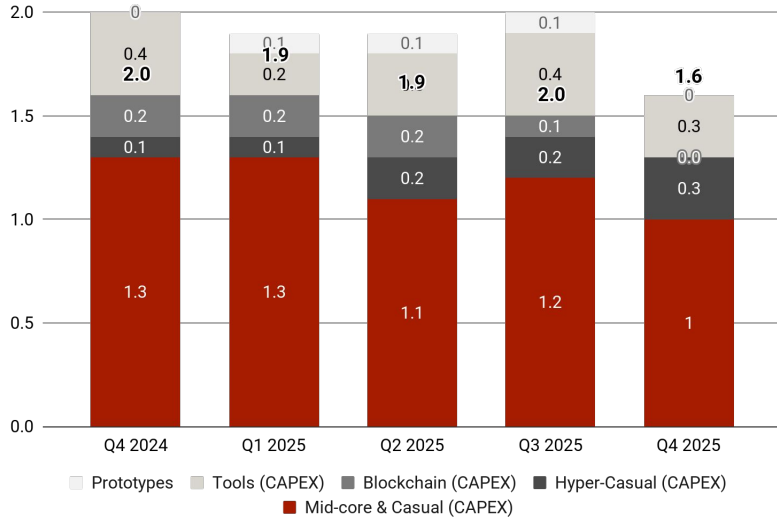
BLOCKCHAIN PROJECTS COSTS (\$M)



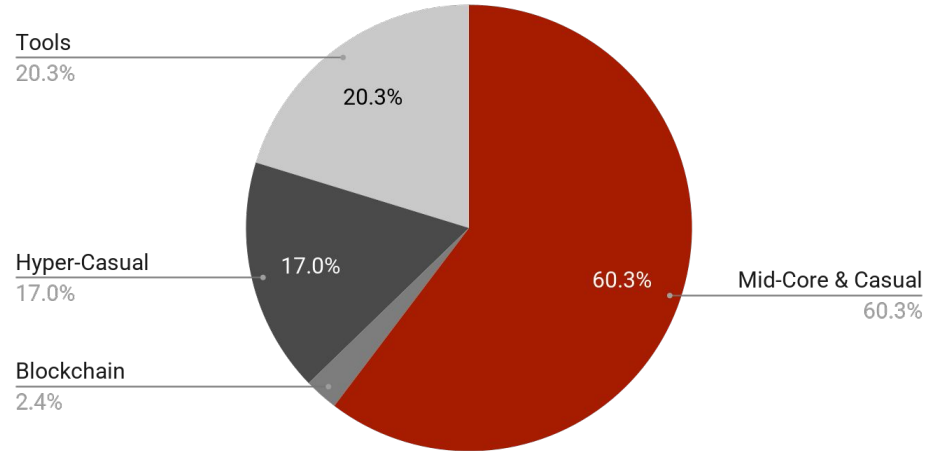
CAPITAL EXPENDITURES

USD 1.6M investment expenditures in Q4 2025 (-15.8% q/q)
60.3% of total capex is for MidCore & Casual games

CAPEX AND INVESTMENTS
(USD M)



STRUCTURE OF INVESTMENTS
(CAPEX AND P&L) IN Q4 2025



ONE OFFS IN Q4 2025

Write-downs

ADC

- USD 1.3M - 100% wartości posiadanych udziałów
(wpływ wyłącznie na sprawozdanie skonsolidowane)

Games

- USD 0.5M - value of development expenditures
(impact on consolidated financial statement , 1,3 mln PLN in the separate financial statement)

Revenues

BoomLand

- USD 0.3M - revenue from the settlement of contracts for \$BOOM tokens (non-cash)
(impact on consolidated financial statement only)

Idle Inventor

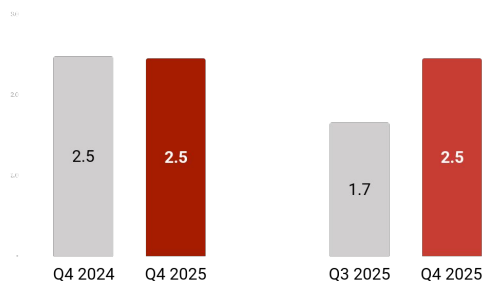
- USD 0.4M - selling the game

FINANCIAL RESULTS

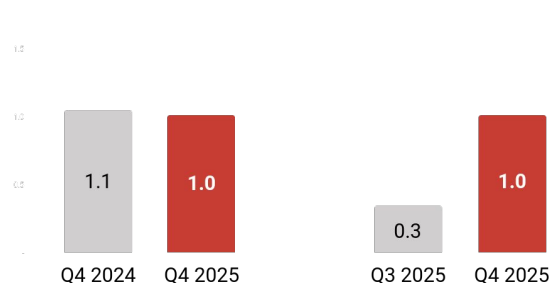
Strong reversal of the negative trend

Q/Q results improved in the mobile games segment - EBITDA **+54.2%**, net result **+227.1%**

ADJUSTED EBITDA (\$M)



ADJUSTED NET PROFIT (\$M)



	MOBILE GAMES*					
	Q3 2025	Q4 2025	CHANGE %	2024	2025	CHANGE %
Revenues	12,829	15,954	24.4%	51,988	54,231	4.3%
EBITDA adjusted*	1,732	2,671	54.2%	6,988	7,424	6.2%
Net Result adjusted*	367	1,200	227.1%	2,849	1,895	-33.5%

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

CONCLUSIONS | PERSPECTIVES 2026

Reversing the negative trend

Over USD 2.6M in adjusted EBITDA* in Q4 2025 — best quarter in 2025

Portfolio strengthening confirmed by results of new titles

Big Helmets (October 2025): USD 1.79M in Q4 2025

Mini Golf Club (January 2026): immediately became top 3 contributors since release

MyBots (softlaunch) — premiere planned for Q2 2026

Mobile Esports development

Revenue growth; several active titles; Idle Bitcoin Empire in the top 5 for January 2026 (USD 0.9M in Q1 2026)

Applifiers — SaaS ready for commercialization in Q2 2026

Cost discipline maintained — foundation for profitability

Stable fixed cost base; lower personnel costs; blockchain segment costs eliminated from 2026

* In mobile gaming segment

Thank You for Your Attention!

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