



# BOOMBIT

INVESTOR PRESENTATION - Q1 2026

# Q1 2026 HIGHLIGHTS



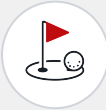
## Best quarterly revenue since Q4 2022

- PRevenue: +18.0% QoQ
- +50.1% YoY



## Darts Club: USD 3.3M revenue

- High-margin recurring revenue
- UA investment funding new launches while sustaining portfolio growth



## Mini Golf Club: USD 1.4M in first full quarter

- 2M downloads
- 39% D1 retention
- ROI positive within 30 days



## Idle Bitcoin Empire enters Top 6

- UDS 0.9M Q1 2026.
- Cooperation with Mobile Esports



## Maintained cost discipline

- Fixed costs down 6.1% YoY
- Personnel costs down 14.6%



## AI development engine operational

- 6-stage autonomous pipeline live.
- R&D cycle: 3 weeks to 2-3 days.

# QUARTERLY REVENUE

**USD 18.6M**

Revenue Q1 2026

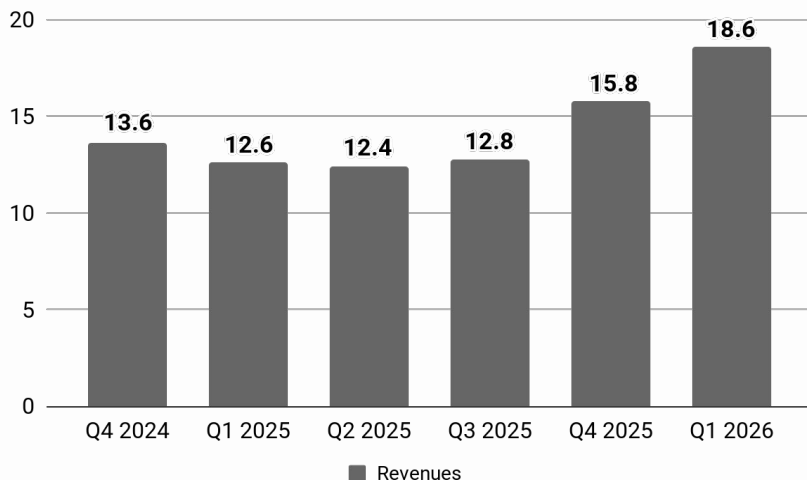
**+50.1%**

Year-on-year growth

**+18.0%**

quarter-on-quarter

REVENUE (USD M)



**Strongest quarterly revenue since Q4 2022**

Third consecutive quarter of sequential growth

**Key revenue growth factors:**

- Darts Club seasonal peak
- Mini Golf Club
- Idle Bitcoin Empire games launch

# MONTHLY REVENUE

**USD 6.1M**

Revenue less UA and Platform Fees Q1 2026

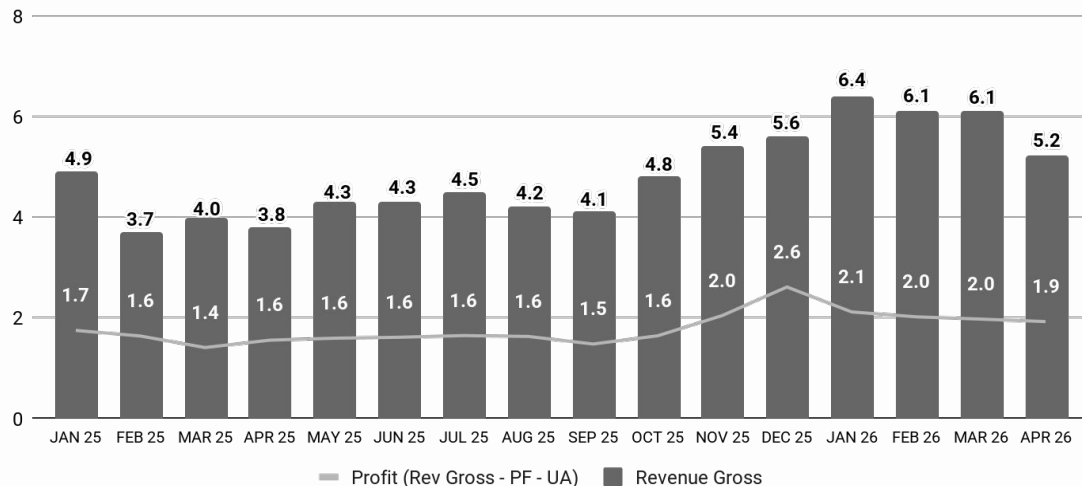
**+28.2%**

Year-on-year growth

**-3.0%**

quarter-on-quarter

## REVENUE NET OF UA AND PLATFORM FEES (USD M)



Revenues net of UA and platform fees: **USD 1.3M, higher than in Q1 2025**. A **+28.2%** YoY increase confirms improved underlying portfolio monetization.

Excluding one-off from December 2025, revenue net of UA and platform fees was **8.6% higher QoQ**

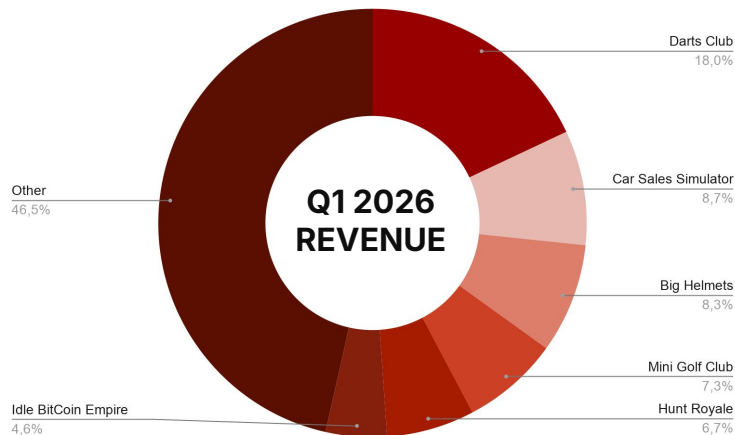
Monthly profit in April remained stable despite lower QoQ revenues

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

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.

**BOOMBIT**

# BALANCED PORTFOLIO



## Stable leader

Darts Club: USD 3.3M gross  
18.0% Share in Q1 2026 revenues

## Two New Top-6 Titles in Q1 2026

Mini Golf Club (4th, USD 1.4M)  
Idle Bitcoin Empire (6th, USD 0.9M)  
Both ROI-positive within 30 days.

## Top 6 titles: 54.8% of revenue

Six titles each generating at least USD 0.85M in revenue  
Reduces single-title concentration risk

## 46.5% from Titles Outside Top 6

Wide portfolio generating recurring revenue from retained player bases.  
+100 games in portfolio  
Low incremental user acquisition cost.

	Q1 2026 [USD 000s]
Darts Club	3 340
Car Sales Simulator	1 605
Big Helmets, Heroes of Destiny	1 536
Mini Golf Club	1 359
Hunt Royale	1 234
Idle Bitcoin Empire	855

# VARIABLE COSTS | CONTRIBUTION MARGIN



**USD 13.9M**

Main Variable Costs

**+63.1%**

year-on-year

**+27.5%**

quarter-on-quarter



**USD 4.9M**

Contribution margin\*

**+18.0%**

year-on-year

**-9.9%**

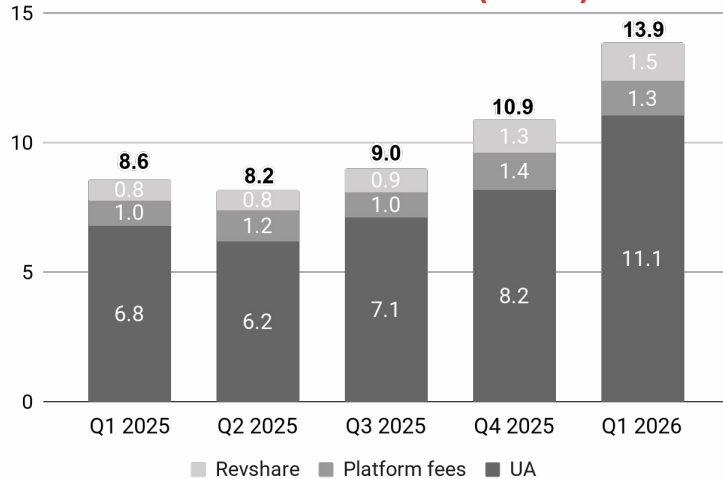
quarter-on-quarter



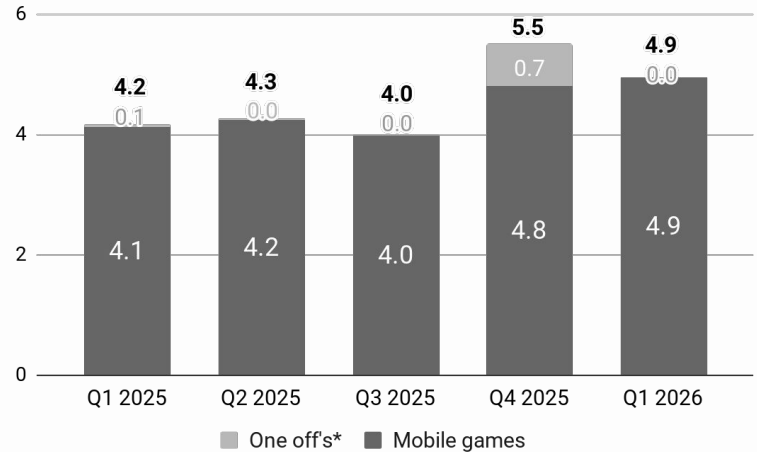
## Key drivers

- UA increased from \$8.2M (Q4 2025) to \$10.7M (Q1 2026)
- Higher variable costs are primarily due to new launches and the scaling of Darts Club during the peak season
- Mobile games contribution margin, excluding one-off from December, remained at \$4.9M

MAIN VARIABLE COSTS (USD M)



CONTRIBUTION MARGIN (USD M)



# FIXED COSTS

**USD 5.3M**

Fixed costs Q1 2026

**-6.1%**

Year-on-year

**+1.0%**

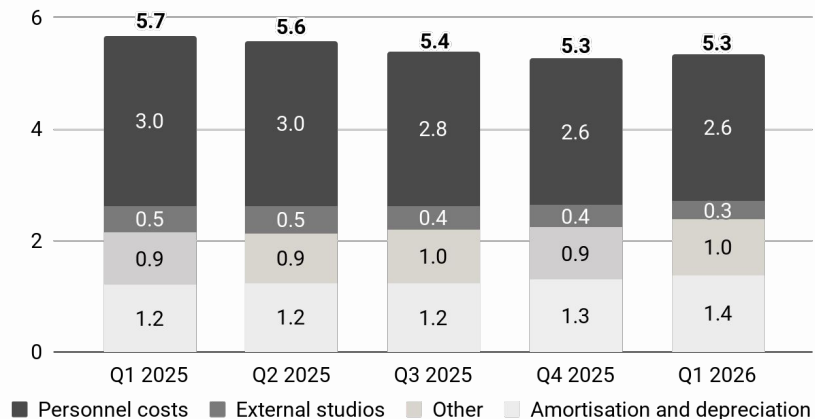
Quarter-on-quarter



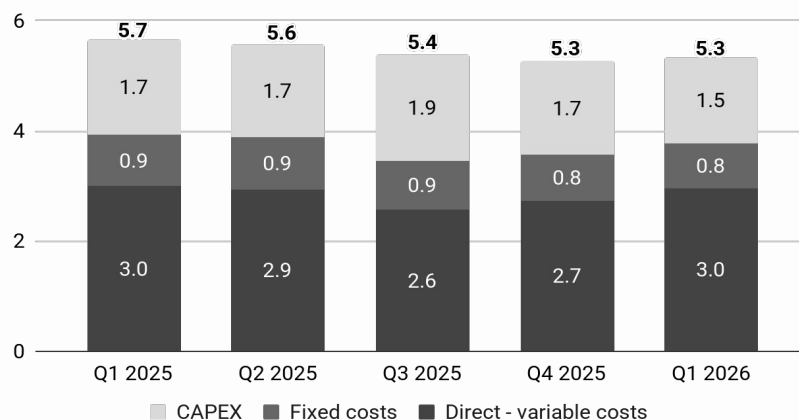
**Cost base structurally lower**

- Fixed Costs \$5.3M in Q1 2026 down \$0.4M Year-on-Year
- Optimization of personnel costs, decreased from \$3.0M (Q1 2025) to \$2.6M (Q1 2026)

**DIRECT COSTS (USD M)**

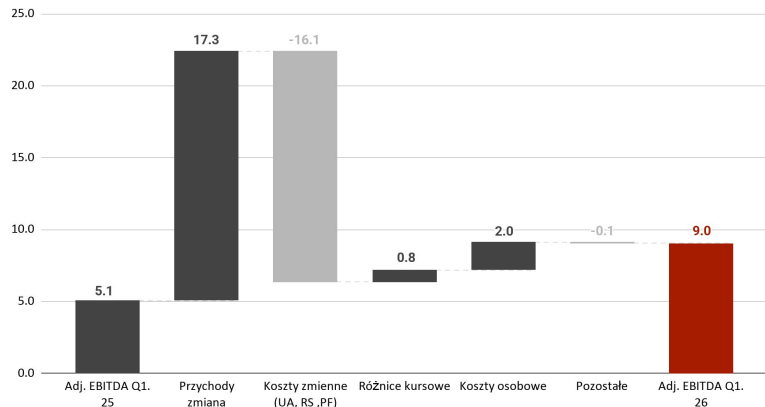


**CAPEX AND FIXED COSTS (USD M)**

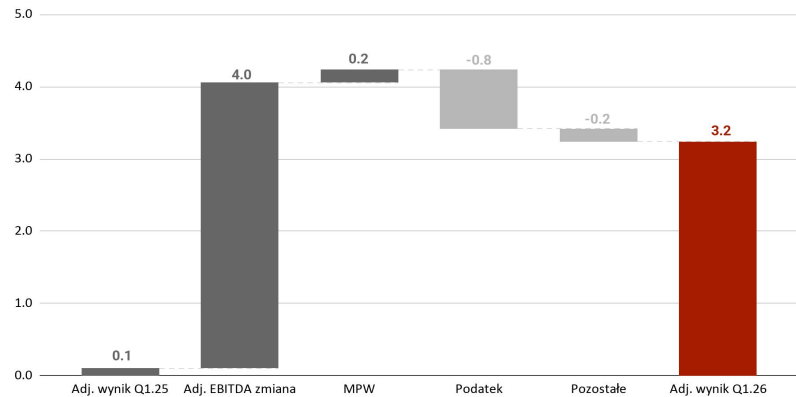


# FINANCIAL RESULTS

## ADJUSTED EBITDA (USD M)



## ADJUSTED NET PROFIT (USD M)



[USD 000s]	Q1 2026
Revenues	18 772
Adjusted EBITDA	2 500
Adjusted net profit	894

Q1 2025	CHANGE %
12 691	+47.5%
1 282	+95.0%
26	+3,350.1%

Q4 2025	CHANGE %
16 695	+12.1%
2 504	-0.2%
1 003	-10.9%

# AI: AUTONOMOUS GAME R&D ENGINE

An integrated pipeline from concept to live market test

## Testing Velocity

R&D cycle compressed from ~3 weeks to 2-3 days  
Multiple concepts tested in parallel

**2-3 days**  
R&D cycle (was ~3 weeks)

## End-to-End Automation

AI concept generation to live CPI test  
Each stage triggers the next automatically  
No manual handoff.

**6 stages**  
Autonomous pipeline

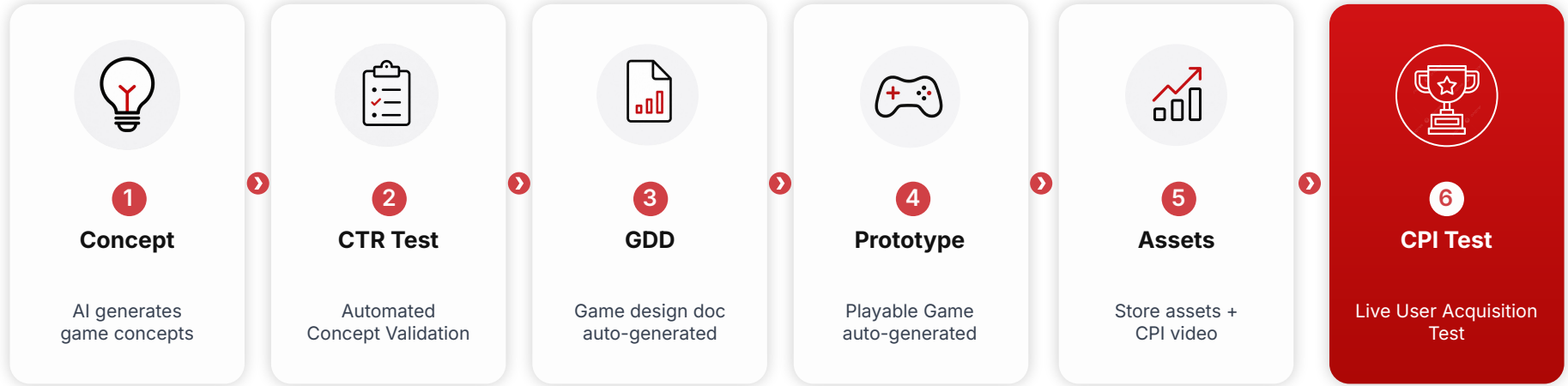
## QA Built In

System runs its own QA tests and creates Jira tickets automatically  
Quality is embedded, not a separate step.


**LIVE Q1 2026**  
Games in Live Test

# 6-STAGE AUTONOMOUS DEVELOPMENT PIPELINE


Only high-potential concepts proceed to build and test



**Parallel Testing**  
Multiple concepts tested simultaneously



**Auto QA**  
Runs Self-tests and creates Jira tickets automatically



**Live in Q1 2026**  
Fully operational. Games already in testing

# AI EMBEDDED ACROSS THE BUSINESS

Creative, Data, and Content

## CREATIVES & UA

LIVE

- AI-generated ad creatives at scale
- Lower content production cost vs. traditional creative production
- Multi-language translation built in
- Creative variant iteration within hours

## CONTENT & TOOLING

LIVE

- Idea generation pipeline for new game concepts
- Auto-translation in ad production workflow
- AI content generation for title creatives
- internal documentation assistant

## DATA & ANALYTICS

In Progress

- AI-assisted analytics across live portfolio
- Performance monitoring and anomaly detection
- Supports UA allocation and portfolio decisions
- Targeted for H2 2026 completion

# CONCLUSIONS | PERSPECTIVES FOR 2026

## Best quarterly revenue since Q4 2022

- Portfolio reinforcement validated

## AI wykorzystywane w działaniach operacyjnych

- 6-stage autonomous pipeline live
- R&D cycle: 3 weeks to 2–3 days

## Mobile Esports development

- Idle Bitcoin Empire in top 6 for Q1 2026

## Applifiers SaaS

- Ready for commercialisation

## Cost discipline

- Stable fixed cost base
- Lower personnel costs
- Blockchain costs fully eliminated from 2026

## Cash Position

- Cash: USD 3.8M as of 31 March 2026
- Up 12.1% year-on-year
- Up 13.4% quarter-on-quarter

**Thank You for Your Attention!**

**BOOMBIT**