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INVESTOR PRESENTATION - Q2 2026

QUARTERLY REVENUE

USD 14.9M

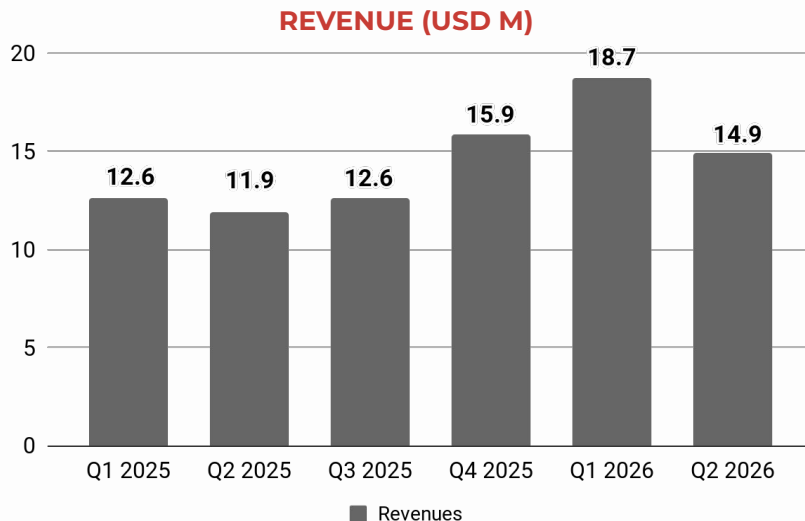
Revenue Q2 2026

+25.1%

Year-on-year growth

-20.2%

quarter-on-quarter



- Q2 2026 revenue was 25% higher year-on-year, Despite a 20% quarter-on-quarter decline.
- Portfolio diversification continues to provide a solid revenue base and support positive year-on-year growth
- The quarter-on-quarter revenue decline:
 - Seasonal peak of Darts Club in Q1 2026
 - UA activities were adapted to prevailing market conditions in Q2 2026

*The presented revenues do not include adjustments related to the soft launch phase which, in accordance with the Group's accounting policies, are capitalised as development expenditure.
The data presented for Q1 and Q2 2026 are based on the Group's current reports.*

MONTHLY REVENUE

USD 5.4M

Revenue less UA and Platform Fees Q2 2026

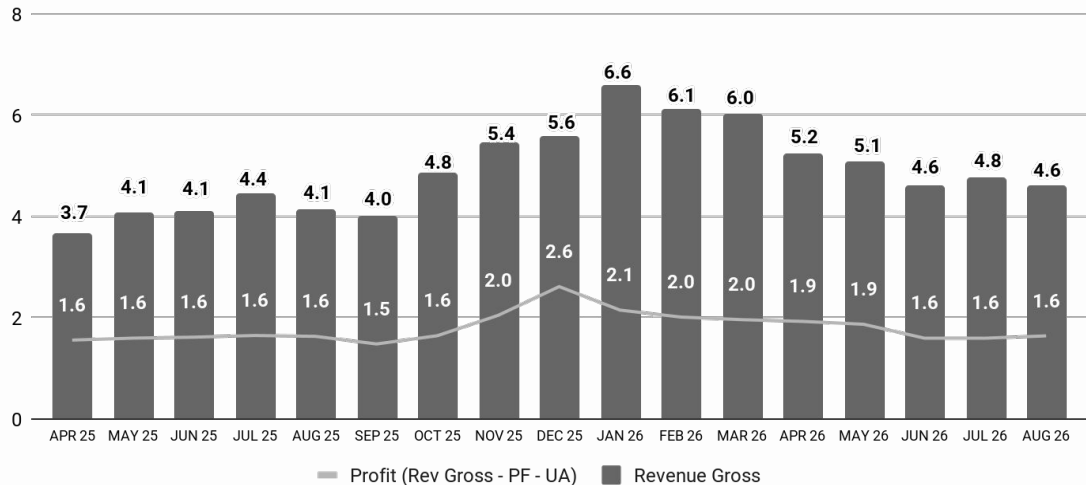
+13.8%

Year-on-year growth

-12.1%

quarter-on-quarter

REVENUE NET OF UA AND PLATFORM FEES (USD M)



- Revenue net of UA and platform fees: USD 0.6M higher than in Q2 2025. Increase by +7.7% confirms the strong diversification of the portfolio.

- The slowdown since Q2 2026:

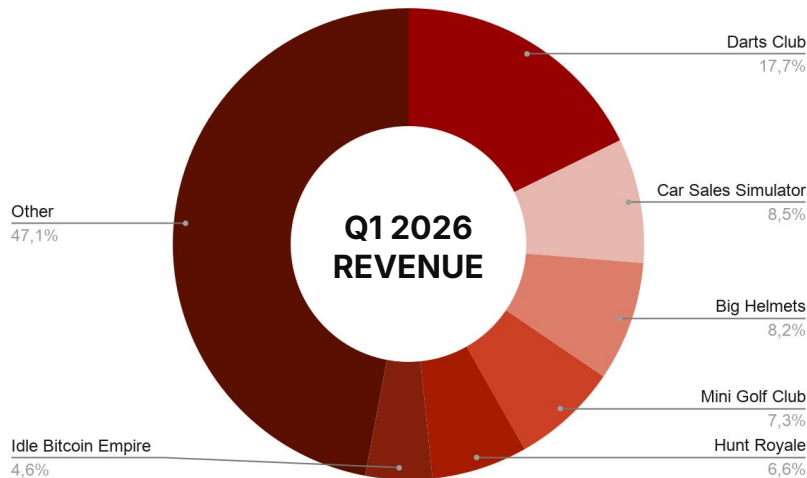
- lower UA spending, in line with the broader market trend.
- Ongoing work on new projects and updates for several flagship titles

The data presented for July and August comes from the Group's current report

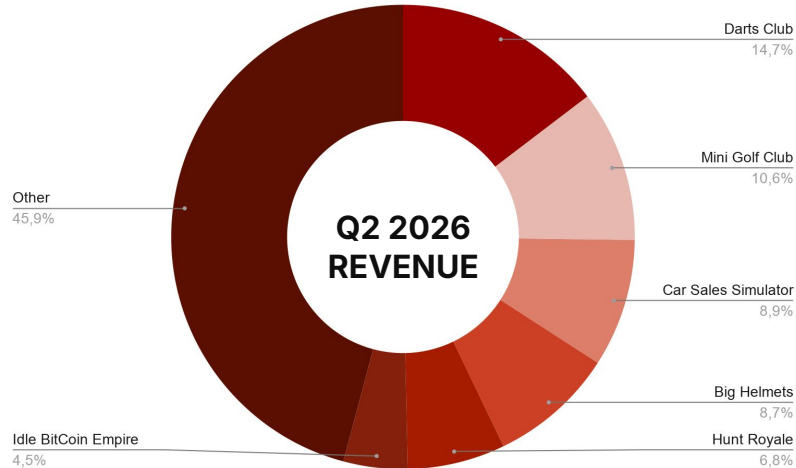
The presented revenues do not include the value of the adjustment from the soft launch phase, which, in accordance with the accounting principles of the Group, are capitalized as development expenditures.

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BALANCED PORTFOLIO



	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



	Q2 2026 [USD 000s]
Darts Club	2 183
Mini Golf Club	1 573
Car Sales Simulator	1 328
Big Helmets, Heroes of Destiny	1 302
Hunt Royale	1 016
Idle Bitcoin Empire	666

VARIABLE COSTS | CONTRIBUTION MARGIN



USD 10.6M

Main Variable Costs

+28.9%

year-on-year

-23.6%

quarter-on-quarter



USD 4.5M

Contribution margin*

+4.7%

year-on-year

-9.9%

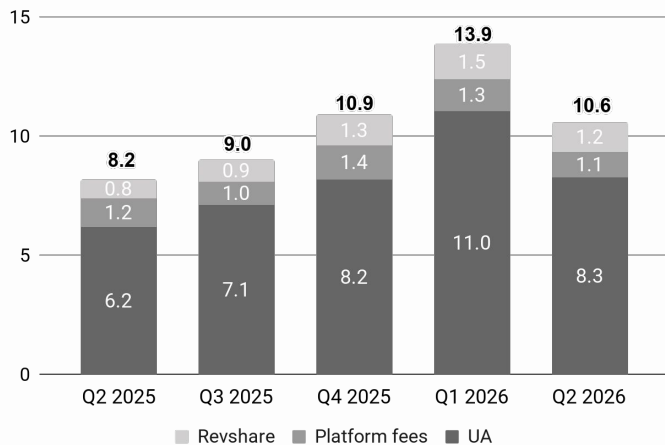
quarter-on-quarter



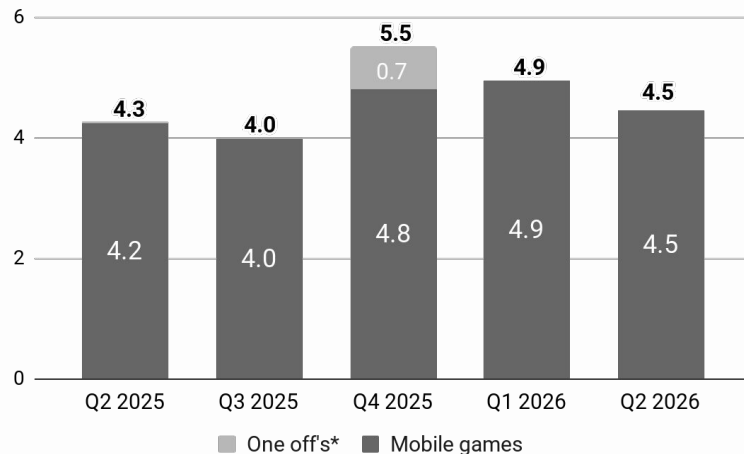
Key drivers

- UA decreased from \$11.0M (Q1 2026) to \$8.3M (Q2 2026)
- Mobile games contribution margin higher +4.7% y/y

MAIN VARIABLE COSTS (USD M)



CONTRIBUTION MARGIN (USD M)



FIXED COSTS

USD 5.2M

Fixed costs Q2 2026

-7.6%

Year-on-year

-2.7%

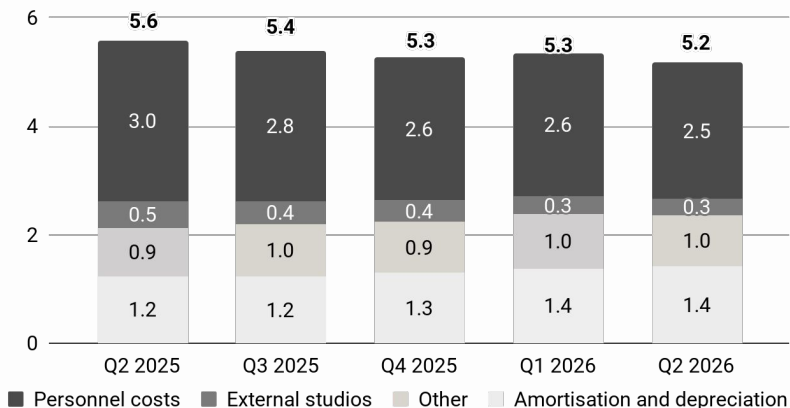
Quarter-on-quarter



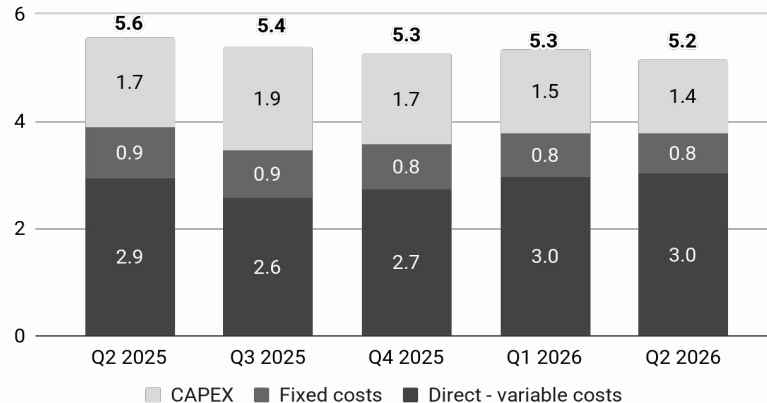
Cost base structurally lower

- Fixed Costs \$5.2M in Q2 2026 down \$0.4M Year-on-Year
- Optimization of personnel costs, decreased from \$3.0M (Q2 2025) to \$2.5M (Q2 2026)

DIRECT COSTS (USD M)



CAPEX AND FIXED COSTS (USD M)



ONE OFFS | H1 2025

Impairment charges and reversals

Games – impairment charge on the carrying value of capitalised development expenditures:

USD 0.5M impact on the consolidated financial statements

USD 0.8 M impact on the separate financial statements

Partial reversal of impairment charges:

Moondrip – reversal of impairment charges related to loans granted and receivables:

USD 0.7M impact exclusively on the separate financial statements

AppLifters – reversal of impairment charges related to loans granted:

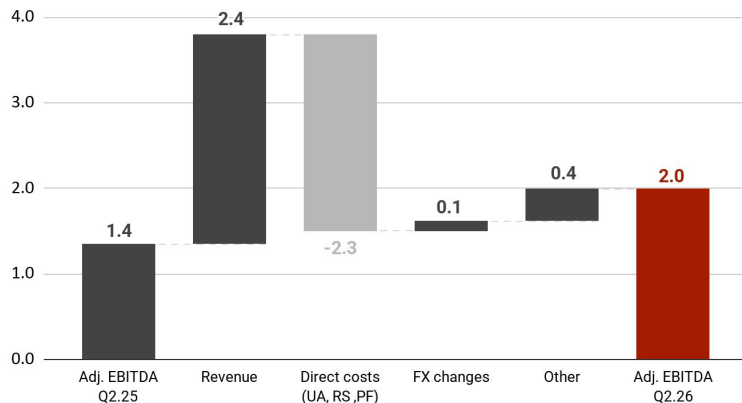
USD 0.3M impact exclusively on the separate financial statements

Total impact on the consolidated financial statements: USD -0.5M

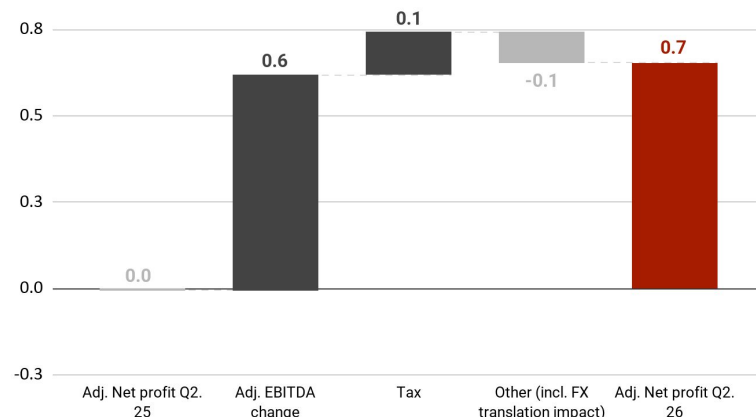
Total impact on the separate financial statements: USD +0.3M

FINANCIAL RESULTS

ADJUSTED* EBITDA (USD M)



ADJUSTED* NET PROFIT (USD M)



[USD 000s]		Q2 2026
	Revenues	14 978
	Adjusted EBITDA	1 986
	Adjusted net profit	652

Q2 2025	CHANGE %
12 451	+20.3%
1 357	+46.7%
-5	-14335.7%

Q1 2026	CHANGE %
18 772	-20.0%
2 500	-20.5%
894	-27.1%

*Adjusted (Adj.) metrics exclude one-off items.

Thank You for Your Attention!

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