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## PRESENTING TODAY



#### Alex Nichiporchik - CEO, Founder

20+ years' industry experience. Pro-gamer, shipped over 20 titles as Producer, discovered pillar titles and built relationships with key influencers.



#### Giasone (Jaz) Salati - CFO

20+ years' finance experience. Top ranked equity research analyst, and Chief Innovation Officer for tech and media companies.





# AGENDA - FY 2023

OPERATIONAL REVIEW

FINANCIAL REVIEW

STRATEGY

APPENDIX



### 2023 WAS THE TOUGHEST YEAR

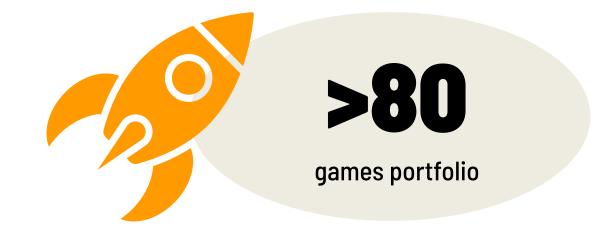


- Further revenue compression in H2 (large contracts and delays at Versus Evil)
- Upward pressure on costs (amortisation of dev costs, inflation)
- Tough decisions taken to reduce costs (nearly \$10m annual savings in 2024)
- Global settlement (\$1.5m paid in Q4 2023 plus \$2m in Q1 2024)
- Capital increase in January 2024 supported by CEO and Atari (\$11.4m net proceeds)

### FY 23 HIGHLIGHTS









**68%** of sales from Own-IP



**92%** of sales from catalogue



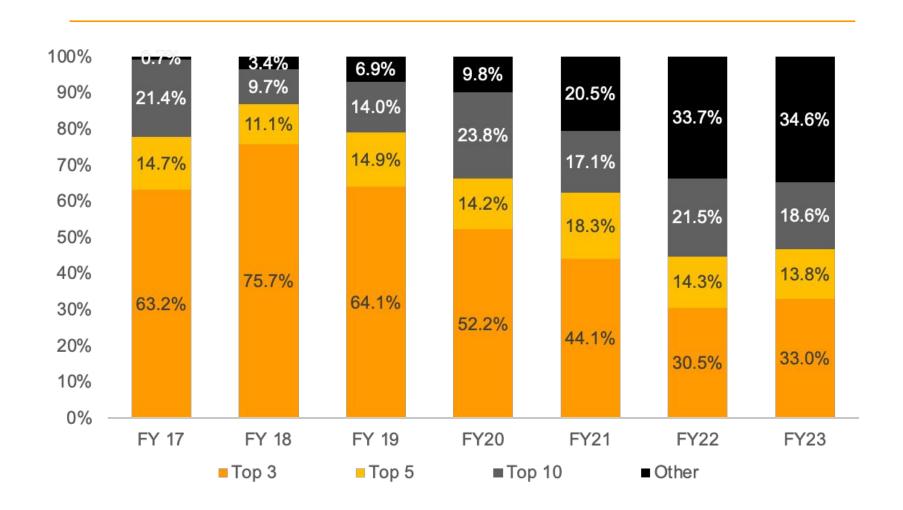
\$2.5m
cash at the end of Dec '23

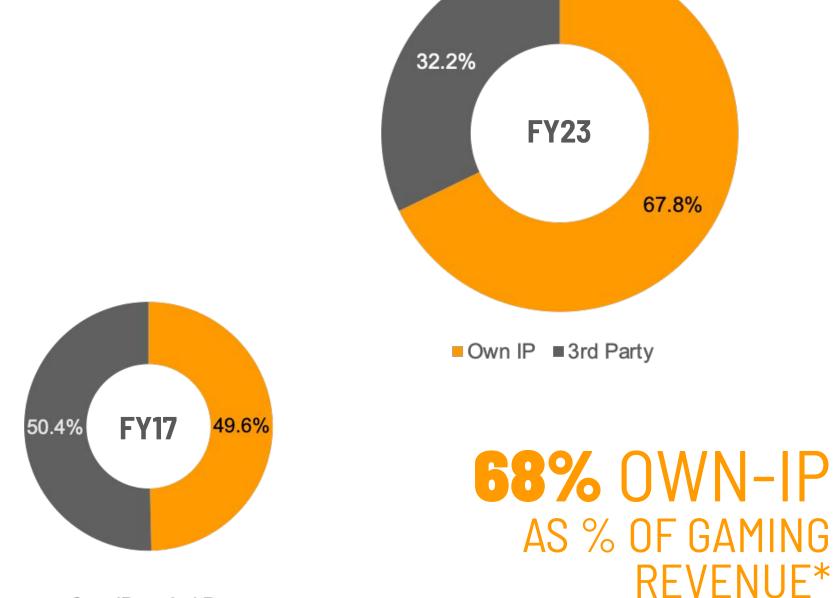




### OWN IP ACROSS MULTIPLE PLATFORMS

# OVER 80 GAMES CREATING FRANCHISE POTENTIAL





■Own IP ■ 3rd Party



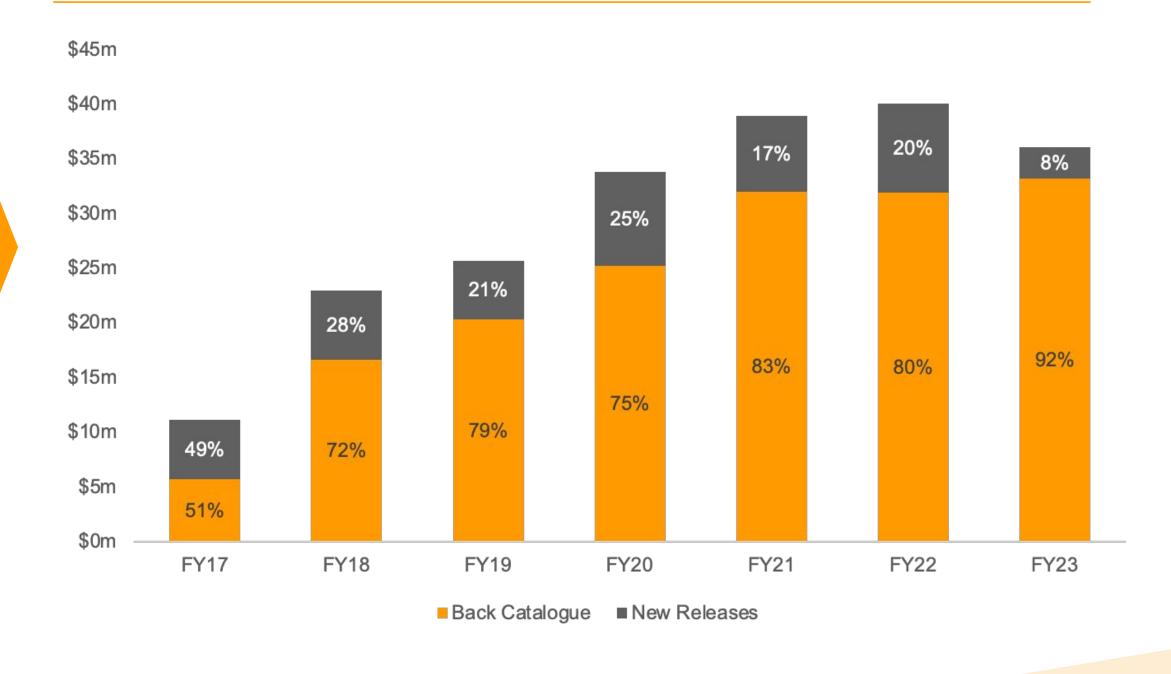


### BALANCED MIX BACK CATALOGUE / FRONT LIST



### 92% BACK CATALOGUE\*

AS % OF GAMING REVENUES\*\*

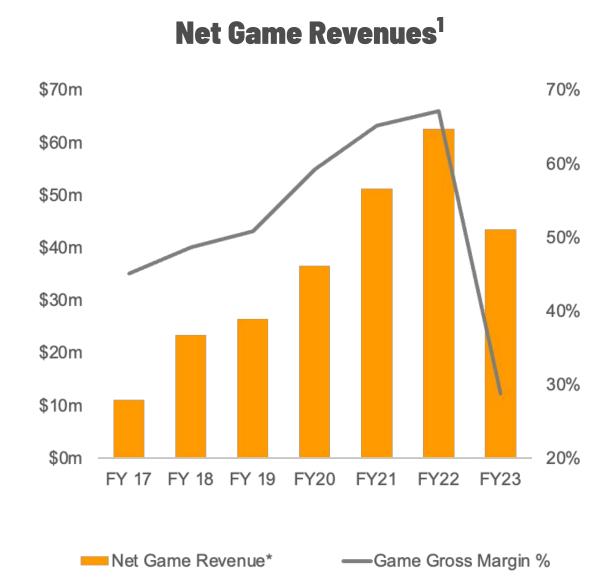




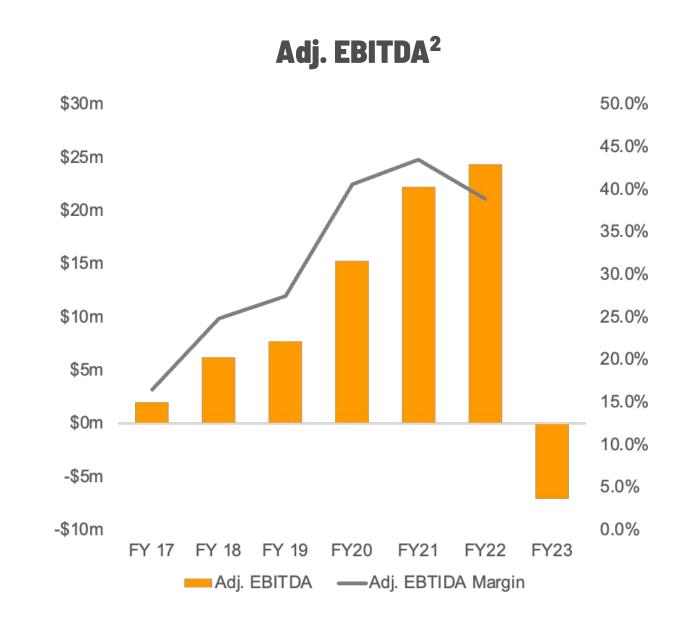




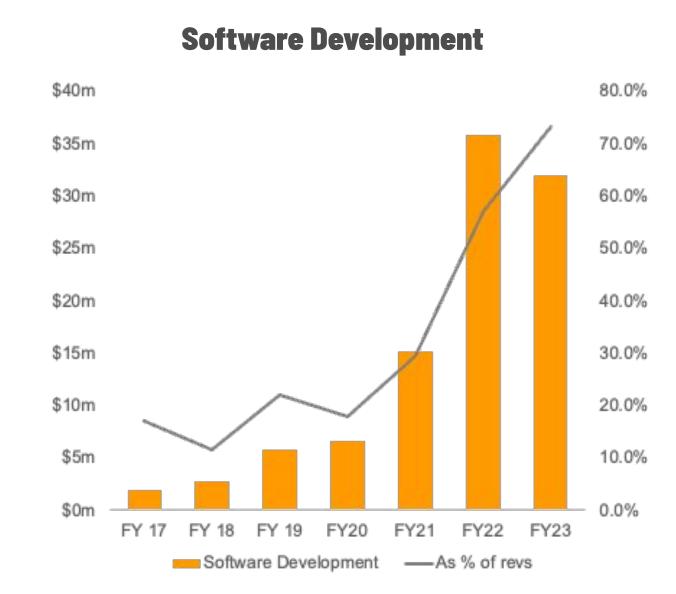
### FY 23, A RESET YEAR



Net game revenue dropped \$19m (-31% y-o-y) due to lower platform deals contribution in a tougher video game market



 Adj. EBITDA was negative \$7.1m in FY 23 as a result of lower revenues, less favourable mix, higher amortisation of development costs and underlying cost inflation



 Capitalised software development costs decreased by \$4m (-10% y-o-y) in absolute terms and increased to 70% as % of revenues due to the sudden drop of revenues at the end of the year



### PROFIT & LOSS

(12m to 31/12/2023, unaudited, \$'000)	2023	2022
Game and merchandise royalties	36,581	40,020
Development Services	6,919	22,744
Events	1,163	531
Total Revenue	44,663	63,295
Growth	-29.4%	21.4%
Cost of Sales	(30,980)	(20,687)
Impairments of development costs	(36,206)	-
Administrative Expenses	(26,503)	(24,873)
Impairments of intangible assets	(11,849)	(11,256)
Operating profit	(63,755)	15,923
margin	nmf	25.2%
Add back:		
Impairments	48,055	11,256
Share-based payment expenses	414	1,726
Amortisation of purchased IP & intangibles	5,229	4,689
Other	2,945	(9,239)
Adj. EBITDA	(7,113)	24,355
margin	nmf	38.5%

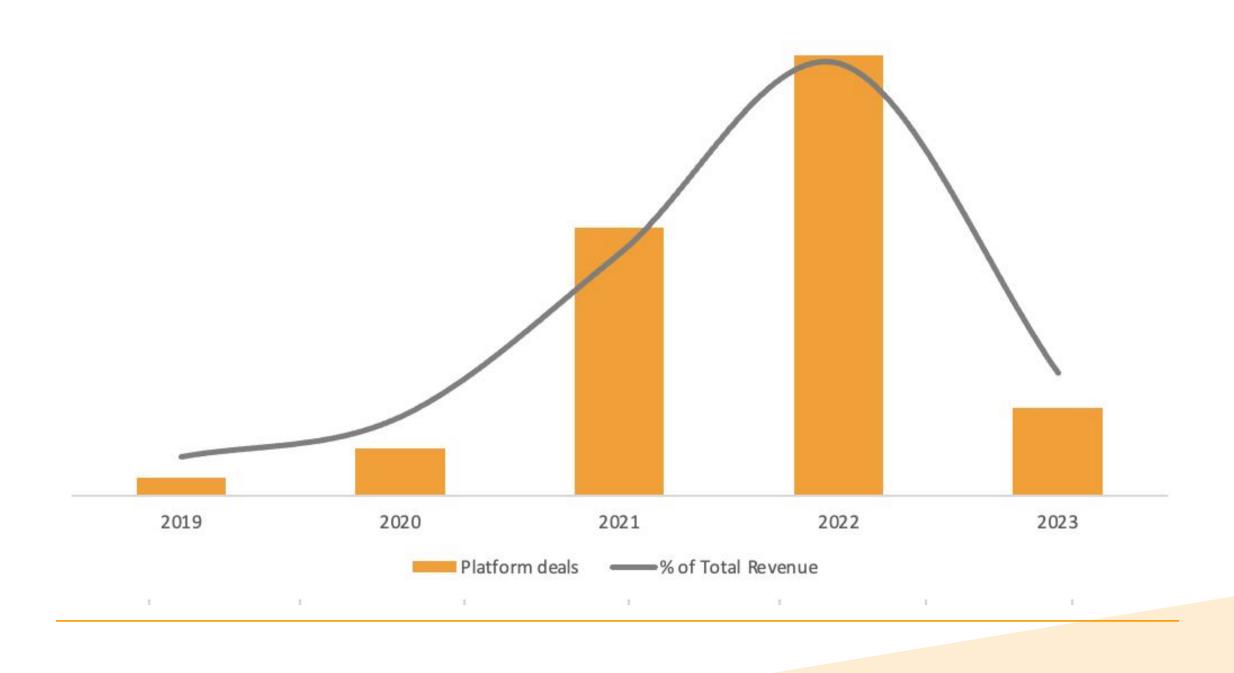
- Revenues from game sales relatively stable in a difficult year despite delays at Versus Evil
- Development revenues down sharply due to lower contribution from platform deals
- Cost of sales increase due to unfavourable revenue mix and higher amortisation of dev costs
- G&A increase due to inflationary pressure and relocation (no benefit from cost action taken in December 2023)
- \$36m impairment of development costs reflecting more competitive market conditions + \$11.8m impairment of intangible assets (Versus Evil and Red Cerberus)
- Adj. EBITDA drops to negative \$7.1m in FY 23

### PLATFORM DEALS DROPPED SHARPLY IN 2023

### 67% DROP IN PLATFORM DEAL REVS

TINYBUILD PLATFORM DEALS PEAKED IN 2022

- Revenues from platform deals materially down in 2023 across the industry
- tinyBuild saw a peak in 2022
   followed by a sharp drop in 2023
   (half the 2021 level, as a % of sales)
- Mitigating factors (e.g. lower cannibalisation) still difficult to quantify





### CASH FLOW

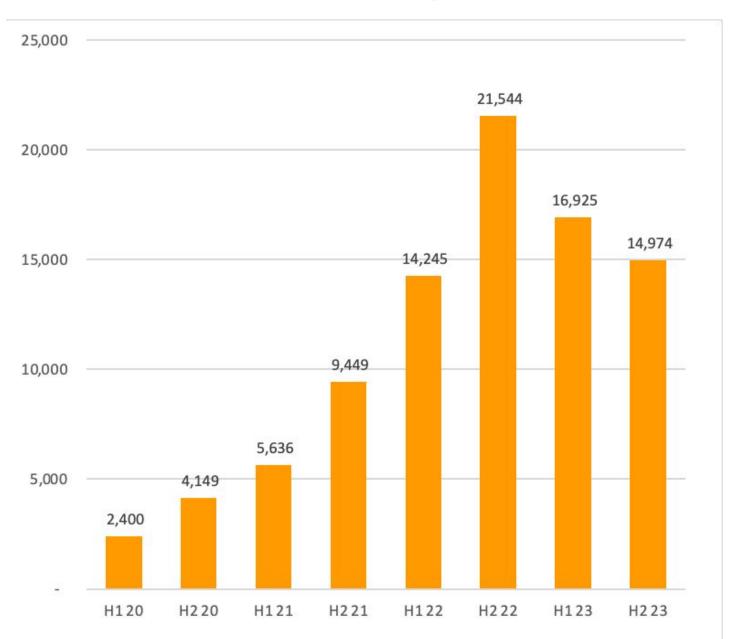
(12m to 31/12/2023, unaudited, \$'000)	2023	2022
Profit for the year	(62,845)	11,513
Share-based payments	414	1,726
Amortisation of intangible assets	15,134	9,777
Impairment intangible assets	48,055	11,170
Depreciation of tangible fixed assets	785	747
Finance costs/ (income)	(263)	(7)
Income Tax (credit)/ expense	(649)	4,962
(Increase)/ decrease in receivables	13,810	(13,778)
Increase/ (decrease) in payables	(399)	5,887
(Decrease)/increase in deferred tax liability	(1,412)	(545)
Income tax paid	(1,472)	(1,135)
Other	(541)	(11,129)
Net cash generated from operations	10,617	19,188
Software development	(31,899)	(35,789)
Purchases of Subsidiaries	(1,234)	
Purchase of intellectual property	-	(4,150)
Purchase of property, plant and equipment	(180)	(1,180)
Net cash used in investing activities	(33,313)	(41,119)

- Net cash generated from operations drops to \$10.6 in FY 23, as the net loss more than offset a positive Working Capital contribution
- The decrease in receivables is mostly the result of timing differences relating to seasonality
- Investments in software development decreased by \$4m y-o-y, to \$32m



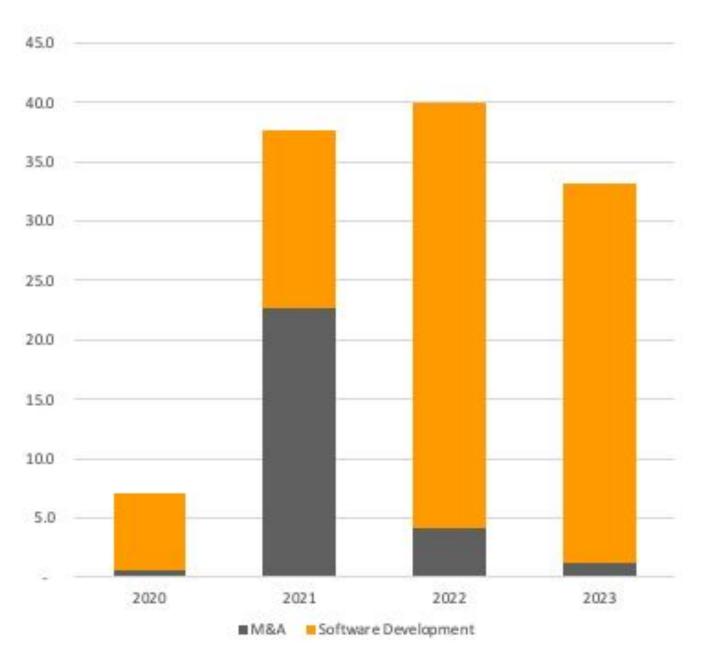
### INVESTMENTS PEAKED IN 2022

#### **Software development**



 Software development investments continued to decline in H2 2023

#### **Total investment**



 Total investments (Software development + M&A) now below 2021 level



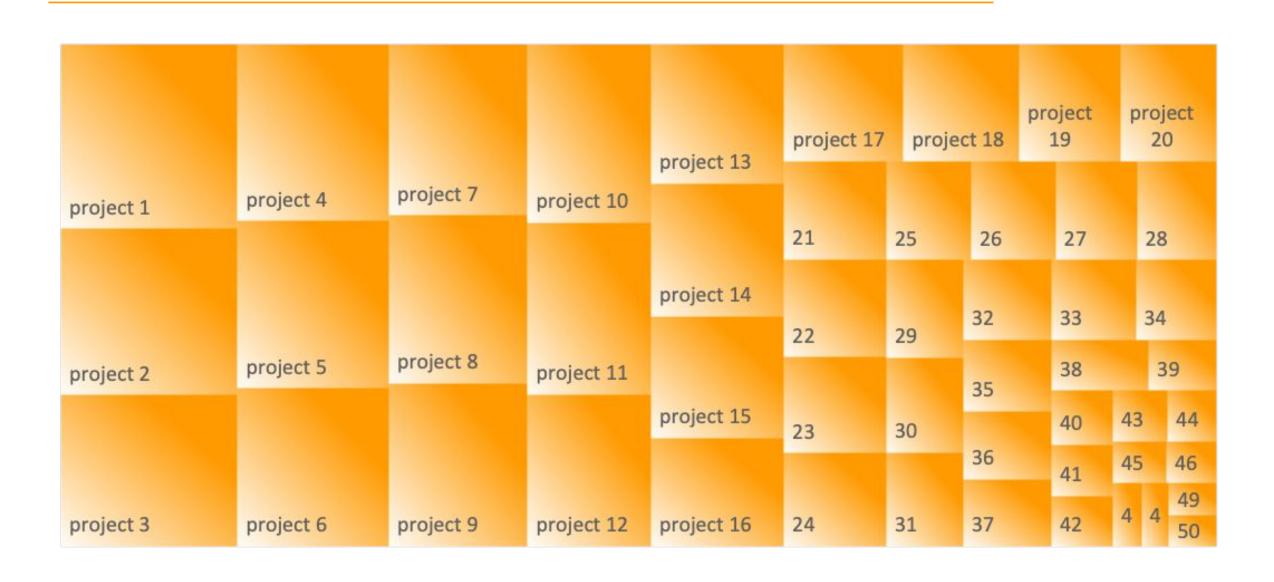
### DIVERSIFIED INVESTMENTS

#### Over 20 projects with annual spend of \$500k+ in FY 23, some cancelled

- No game accounted for more than 15% of total
- 5%+ invested in new tech, media & platforms
- Stricter assessment of games' potential throughout the development process may lead to further cancellations

### 50+ PROJECTS UNDER DEVELOPMENT

BREAKDOWN OF 2023 DEVELOPMENT COSTS





### BALANCE SHEET

(12m to 31/12/2023, unaudited, \$'000)	2023	2022
Intangible assets	51,512	80,384
Property, plant and Equipment	1,035	1,137
Trade and Other receivables	385	406
Total non-current assets	52,932	81,927
Trade and other receivables	13,665	25,380
Cash	2,500	26,496
Total Current Assets	16,165	51,876
Total Assets	69,098	133,804
Lease Liabilities	146	97
Provisions	388	1,800
Total Non-Current Liabilities	534	1,897
Accounts payable	20,227	20,046
Other Current liabilities	232	270
Total current liabilities	20,459	20,316
Total liabilities	20,993	22,213
Equity	48,105	111,591
Total liabilities & equity	69,098	133,804
Net cash position	2,500	26,496

- The decrease in Intangible assets primarily reflects the impairment of development costs and goodwill
- The decrease in receivables is partly the result of timing differences relating to seasonality
- Net cash position decreased to \$2.5m at 31 December 2023, reflecting lower profit and continued investments in software development

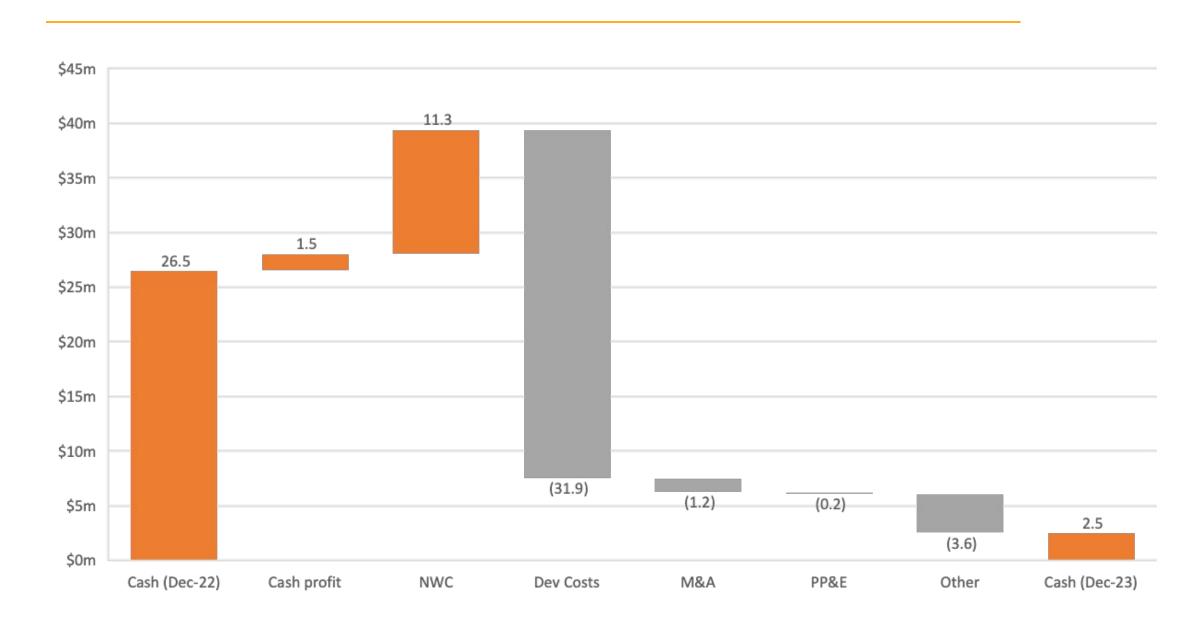




### CASH UTILISATION IN FY 23

- \$32m investments in development of new games
- M&A investment limited to \$1.2m
- \$1.6m paid for global settlement
- Cash position at the end of December 2023 was \$2.5m (high single digit \$m at the end of March 2024)

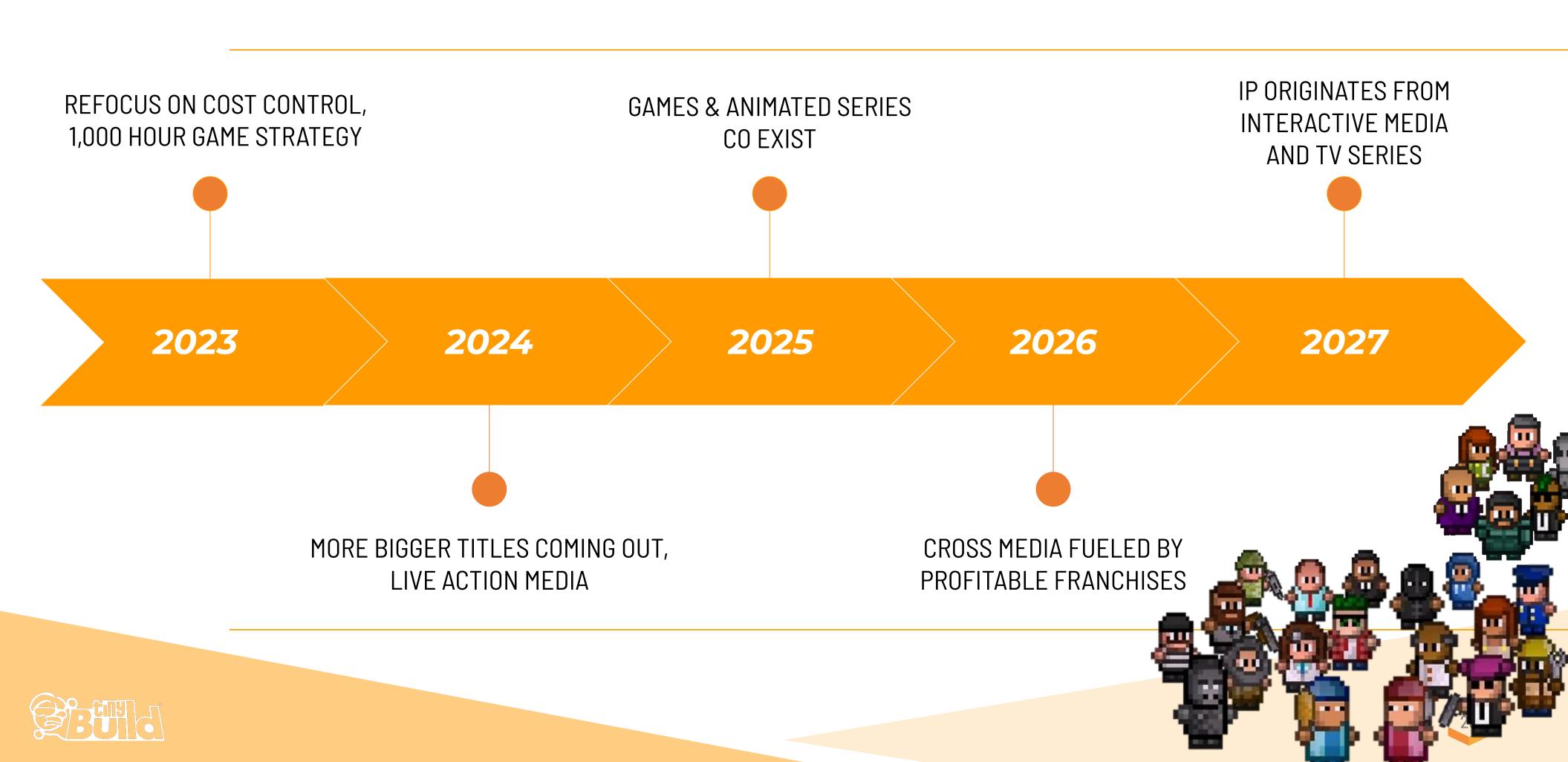
#### **\$2.5m** CASH AT 31 DECEMBER 2023







### FIVE YEAR PLAN



### CASE STUDY 1: LEVEL ZERO

- Initial traction as a asymmetric multiplayer
- Re-announced as extraction horror title
- Selected influencers to play the game
- Alien Isolation meets Escape from Tarkov

-> 2k+ concurrent players, top 120 wishlisted





### CASE STUDY 2: KINGMAKERS



- Shooter/real time strategy hybrid
- 4-year investment in technology
- Millions of views of the announcement trailer

-> top 50 wishlisted on Steam in a few weeks

### CASE STUDY 3: DUCKSIDE

- Game announced as April Fools Joke
- Shared tech stack with DEADSIDE
- Playtest shortly after announcement
- -> 1k+ concurrent players





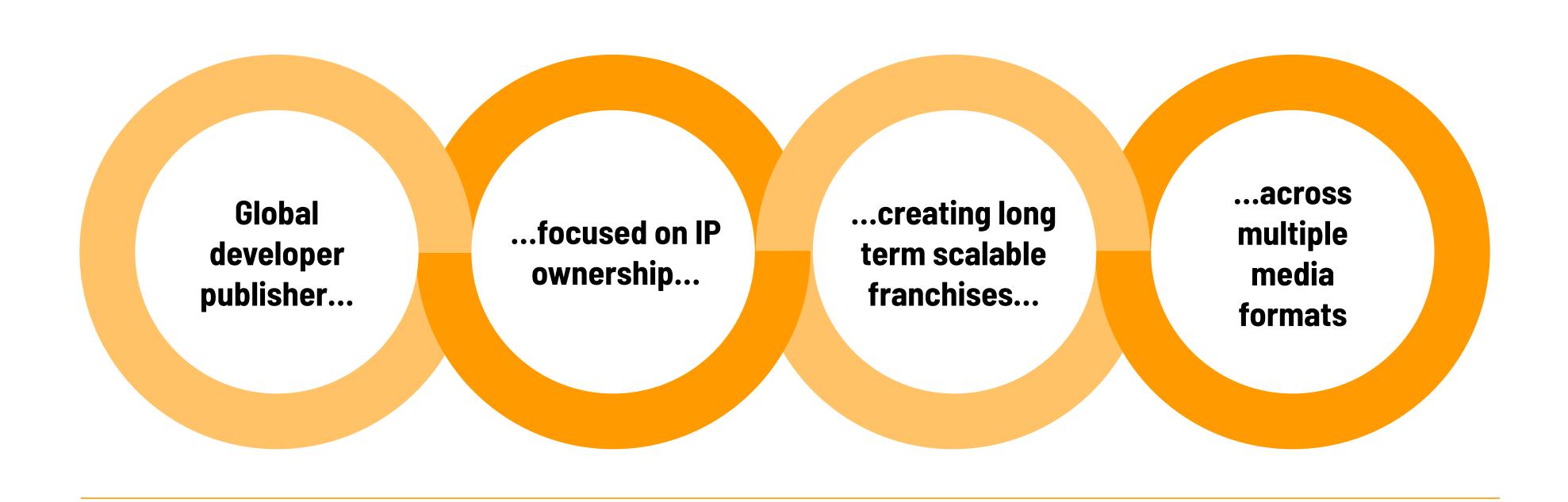
### ANNOUNCED PIPELINE

- 1. RAWMEN a light hearted, third person, free-to-play food fighter for 2-8 players
- 2. Streets of Rogue 2 an immersive RPG sandbox set in a vast randomly generated open world
- 3. Ferocious a survival shooter in which you will discover a lost prehistoric world full of deadly creatures
- 4. Sand a multiplayer sandbox shooter from the developers of Secret Neighbor
- 5. Train Valley World transport tycoon solo or in multiplayer
- 6. Kingmakers an action/strategy sandbox to change history with time travel
- 7. Level Zero Multiplayer extraction horror with high-stakes asymmetric PvPvPvE and immersive FPS combat
- 8. VOIN an action/ adventure RPG set in a dark fantasy world filled with secrets and dangers
- 9. Duckside a persistent world survival game with PVP, PVE, crafting, base building and weapon-wielding ducks, .
- 10. **RBO** a physics-powered heist / home-alone game by the creator of Hello Neighbor





## CORE STRATEGY





### OUTLOOK

# The Board remains confident the Company has adopted the right strategy and is on track to deliver results in line with expectations



