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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 2024

OPERATIONAL REVIEW

FINANCIAL REVIEW

STRATEGY

APPENDIX



2024 WAS ABOUT REBUILDING



 Focus on cash generation while investing in high-potential games

Tight cost management and data-driven capital allocation

Strongest pipeline ever with three games in the top 100 Steam global wishlist

FY 24 HIGHLIGHTS





\$6.2m
Cash from operations



>90
games portfolio



77% of sales from 0wn-IP



87% of sales from catalogue



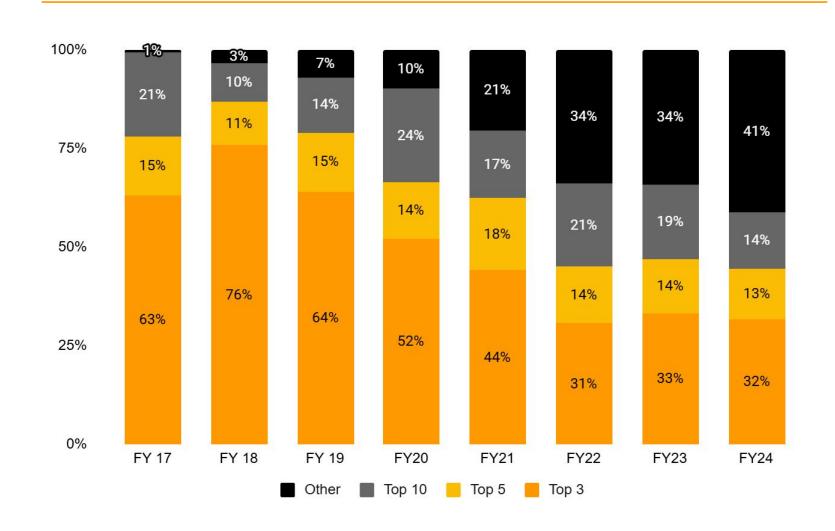
\$3.1m cash at the end of Dec '24

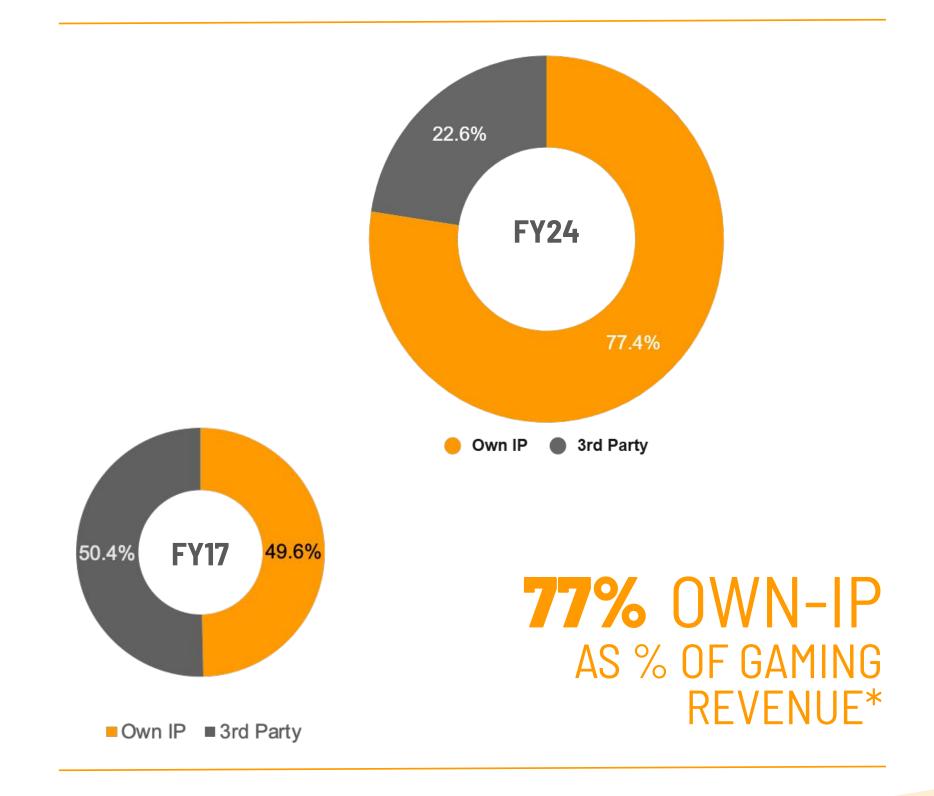




OWN IP ACROSS MULTIPLE PLATFORMS

OVER 90 GAMES CREATING FRANCHISE POTENTIAL





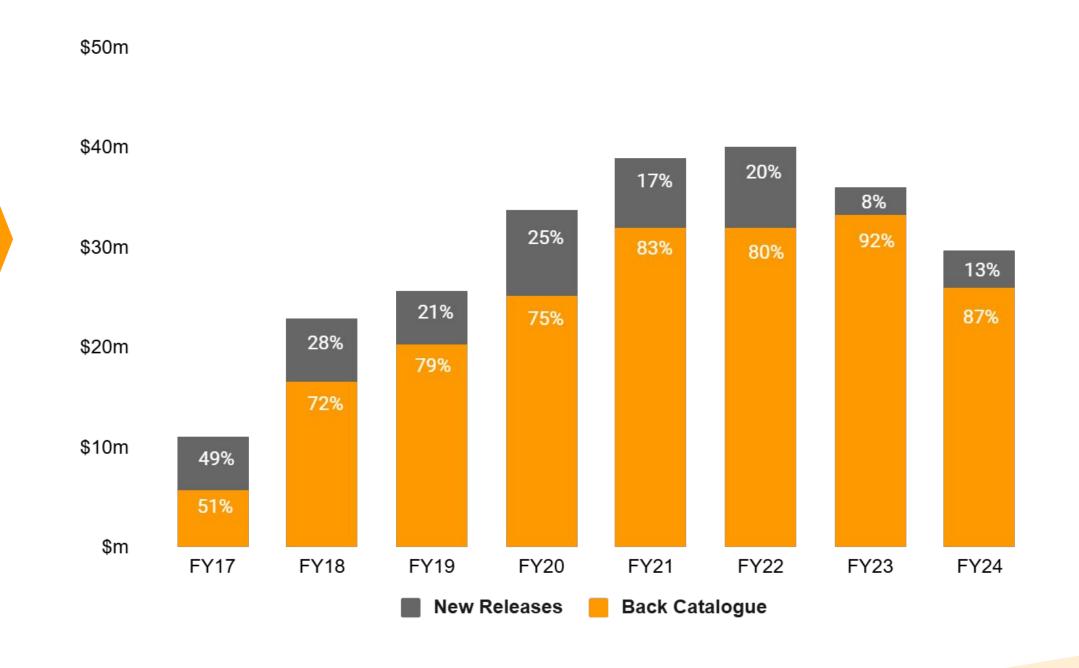


BALANCED MIX BACK CATALOGUE / FRONT LIST



87% BACK CATALOGUE*

AS % OF GAMING REVENUES**







FINANCIAL REVIEW

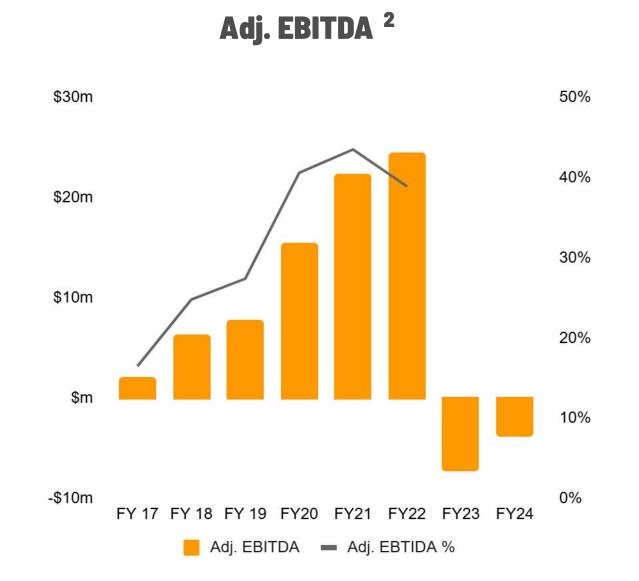
Giasone (Jaz) Salati, CFO

FY 24, A RESET YEAR

Net Game Revenues ¹

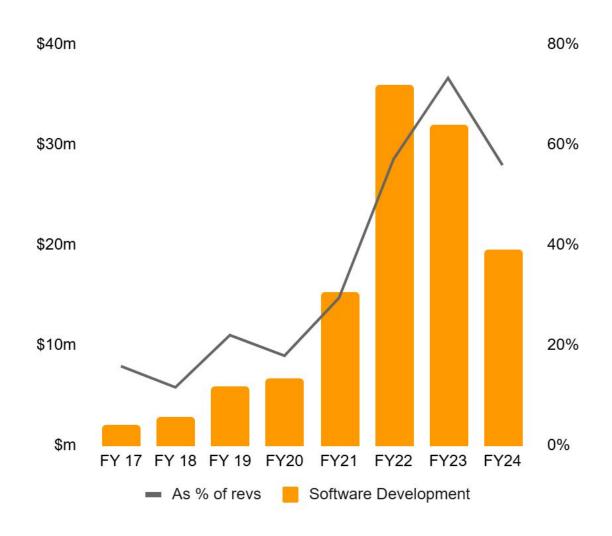
Net game revenue dropped \$33.3m (-23% y-o-y) as a result of lower sales across the whole portfolio in a tougher video game market and a minimal contribution from platform deals

Net Game Revenue* — Game Gross Margin %



Adj. EBITDA loss was \$3.7m in FY 24 (\$7.1m loss in FY 23) as lower revenues, more than offset cost savings and a slightly more favourable revenue mix

Software Development



- Capitalised software development costs decreased by \$12.5m in absolute terms (-40% y-o-y) and decreased to 55% of revenues (70% in FY 23)



PROFIT & LOSS

(12m to 31/12/2024, audited, \$'000)	2023	2024
Game and merchandise royalties	34,296	27,710
Development Services	6,919	3,456
Licensing	2,285	2,152
Events	1,163	1,381
Total Revenue	44,663	34,699
Growth	-29%	-22%
Cost of Sales	(30,980)	(21,370)
Impairments of development costs	(36,206)	(13,663)
Administrative Expenses	(26,503)	(21,069)
Impairments of intangible assets	(11,849)	0
Exceptional costs	(2,881)	1,024
Operating profit	(63,756)	(20,378)
Margin	na	na
Add back:		
Impairments	48,055	13,663
Other Operating Income	0	(1,024)
Share-based payment expenses	414	147
Amortisation of purchased IP & Intangibles	5,229	0
Depreciation of PP&E	0	3,883
Other	2,945	28
Adj. EBITDA	(7,113)	(3,681)
Margin	nmf	nmf

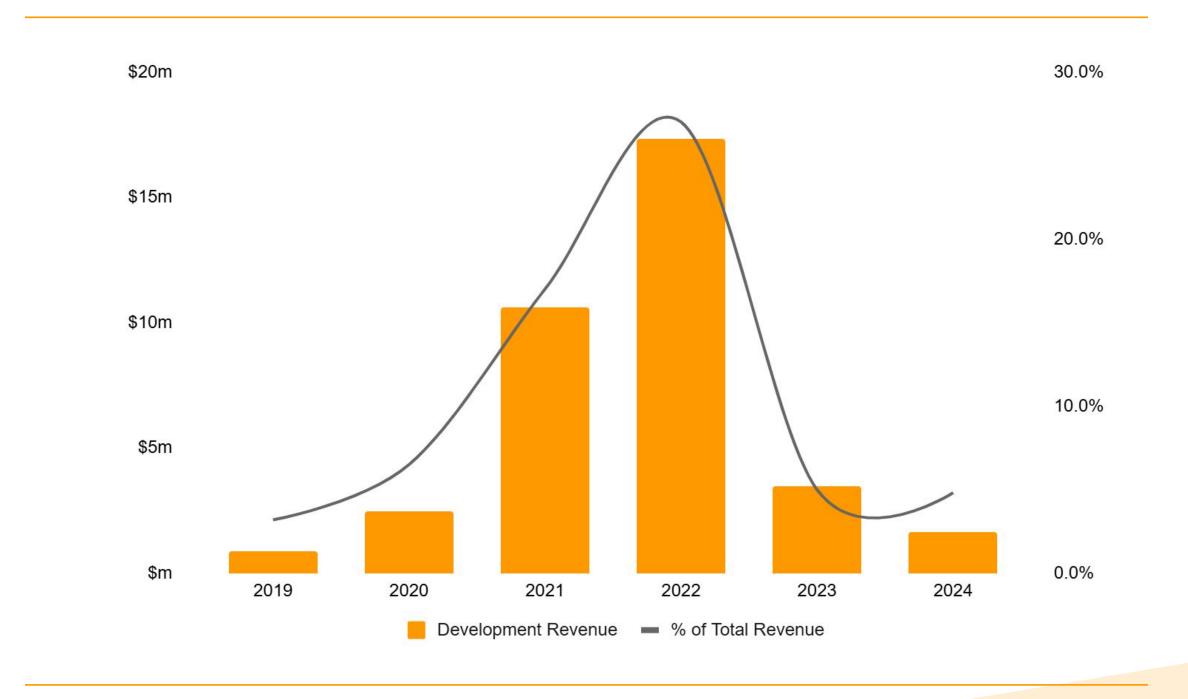
- Revenues from game sales decreased 19% in a difficult year despite slightly higher contribution from new releases
- Development revenues dropped for the third year in a row primarily due to lower contribution from platform deals
- Cost of sales was lower due to lower revenues and a slightly better revenue mix
- G&A decreased due to the direct impact of cost action taken at the end of 2023
- \$13.7m impairment of development costs reflecting underperformance of some key titles such as Broken Roads and Level Zero: Extraction
- Adj. EBITDA loss improved to \$3.7m (\$7.1m loss in FY 23) as cost control more than offset lower revenues

PLATFORM DEALS DROPPED SHARPLY IN 2024

52% DROP IN PLATFORM DEAL REVS

TINYBUILD PLATFORM DEALS PEAKED IN 2022

- Revenues from platform deals down again in 2024 from a low level
- tinyBuild saw a peak in 2022
 followed by a sharp drop in 2023
- Green shoots in 2025, primarily due to lower cannibalisation, though still difficult to quantify





CASH FLOW

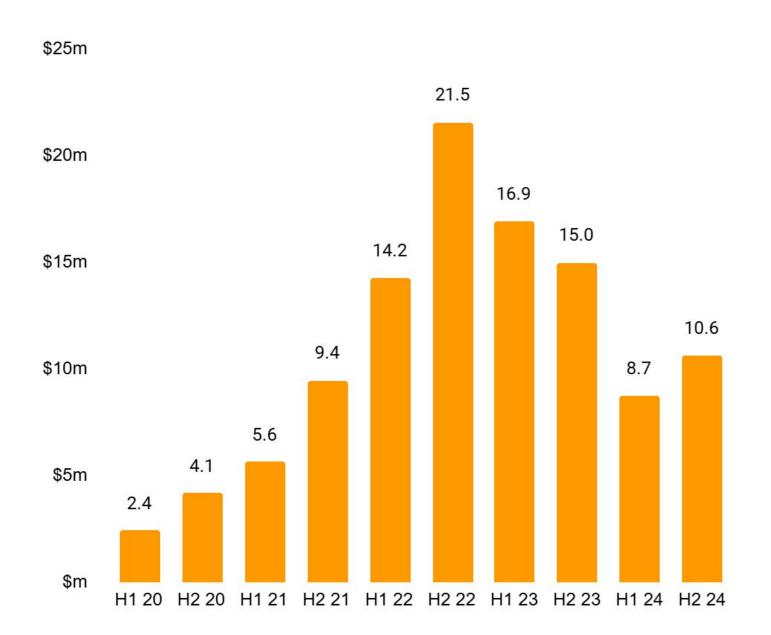
- Net cash generated from operations drops to \$6.2m (\$10.6 in FY 23)
- Net working capital contribution was broadly neutral
- Investments in software development decreased to \$19.4m (was \$31.9m in FY 23)

(12m to 31/12/2024, unaudited, \$'000)	FY 23	FY 24
Profit/ Loss for the period	(62,844)	(20,594)
Share-based payments	414	147
Amortisation of intangible assets	15,134	13,892
Impairment of goodwill & intangible assets	48,055	13,663
Depreciation of tangible fixed assets	785	522
Finance costs/ Interest received	(263)	27
Income Tax (credit)/ expense	(649)	333
(Increase)/ decrease in receivables	13,810	5,691
Increase/ (decrease) in payables	(399)	(6,469)
(Decrease)/increase in deferred tax liability	(1,412)	0
Income tax paid	(1,472)	0
Other	(541)	(1,039)
Net Cash Generated from operations	10,618	6,173
Software development	(31,898)	(19,315)
Purchase of Subsidiaries	(1,234)	0
Proceeds from disposal of intangible assets	0	2,594
Purchase of property plant and equipment	(180)	(22)
Net cash used in investing activities	(33,312)	(16,743)
Proceeds for share issue	0	11,409
Purchase of own shares	(1,031)	(69)
Lease Payments	(531)	(299)
Net cash used in financing activities	(1,562)	11,041
Cash (at end of period)	2,500	3,088

FY23 audited, FY24 preliminary resu

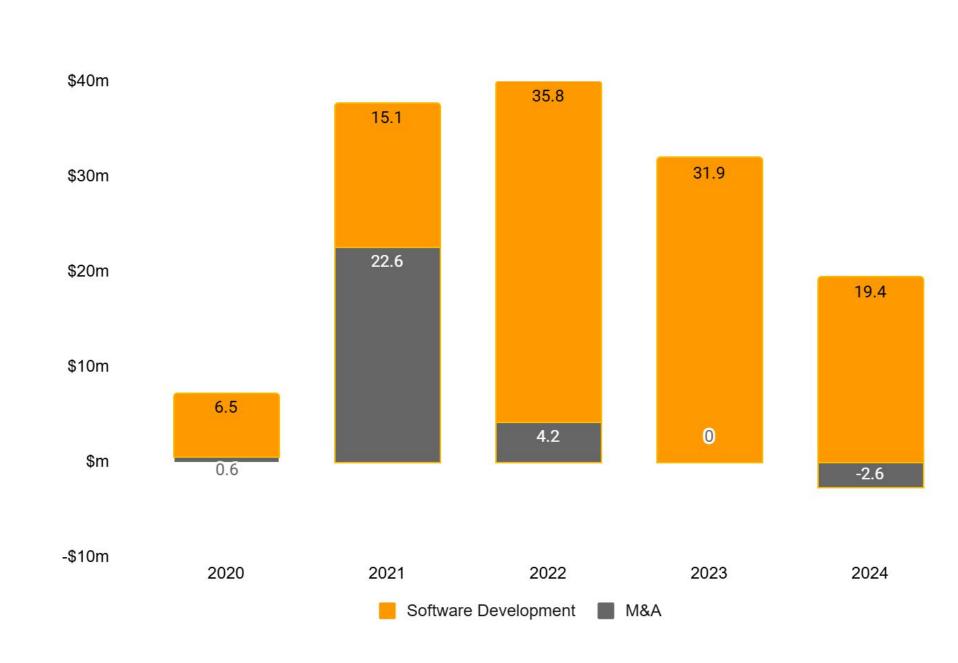
INVESTMENTS PEAKED IN 2022

Software development



 Software development investments increased slightly in H2 2024 focused on high-potential projects

Total investment



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





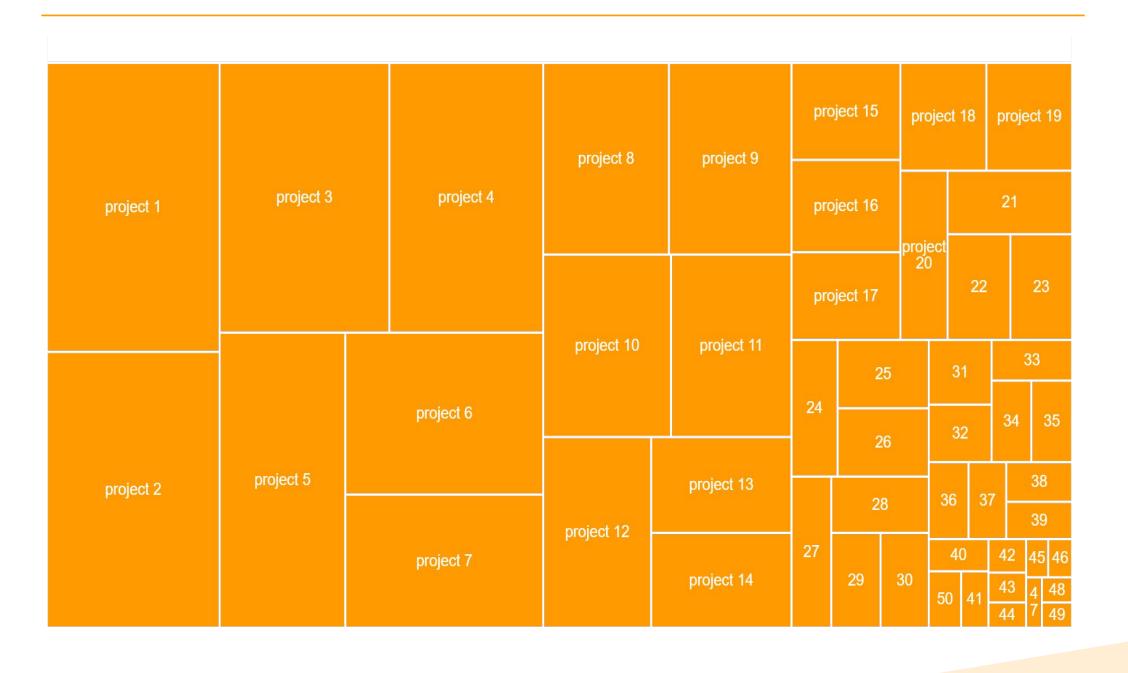
DIVERSIFIED INVESTMENTS

Over 10 projects with annual spend of \$500k+, including catalogue and unreleased titles

- No game accounted for more than 15% of total
- Stricter assessment of games' potential throughout the development process may lead to further cancellations

40+ PROJECTS UNDER DEVELOPMENT

BREAKDOWN OF 2024 DEVELOPMENT COSTS





BALANCE SHEET

(12m to 31/12/2024, audited, \$'000)	2023	2024
Intangible Assets	51,512	41,750
Property, plant and Equipment	1,035	661
Other Assets	385	408
Total non-current assets	52,931	42,819
Trade and other receivables	13,665	7,951
Cash	2,500	3,088
Total Current Assets	16,165	11,039
Total Assets	69,097	53,858
Lease Liabilities	146	218
Provisions for Liabilities	388	154
Total Non-Current Liabilities	534	373
Accounts payable	20,225	14,030
Other Current liabilities	232	164
Deferred revenue	0	410
Total current liabilities	20,457	14,605
Total liabilities	20,992	14,977
Equity	48,105	38,881
Total liabilities & equity	69,097	53,858
Net cash position	2,500	3,088

- The decrease in Intangible assets primarily reflects the impairment of development costs
- The decrease in receivables/ payables is primarily attributable to lower revenues and cost action
- Net cash position improved slightly to \$3.1m at 31 December 2024, reflecting continued focus on cash generation

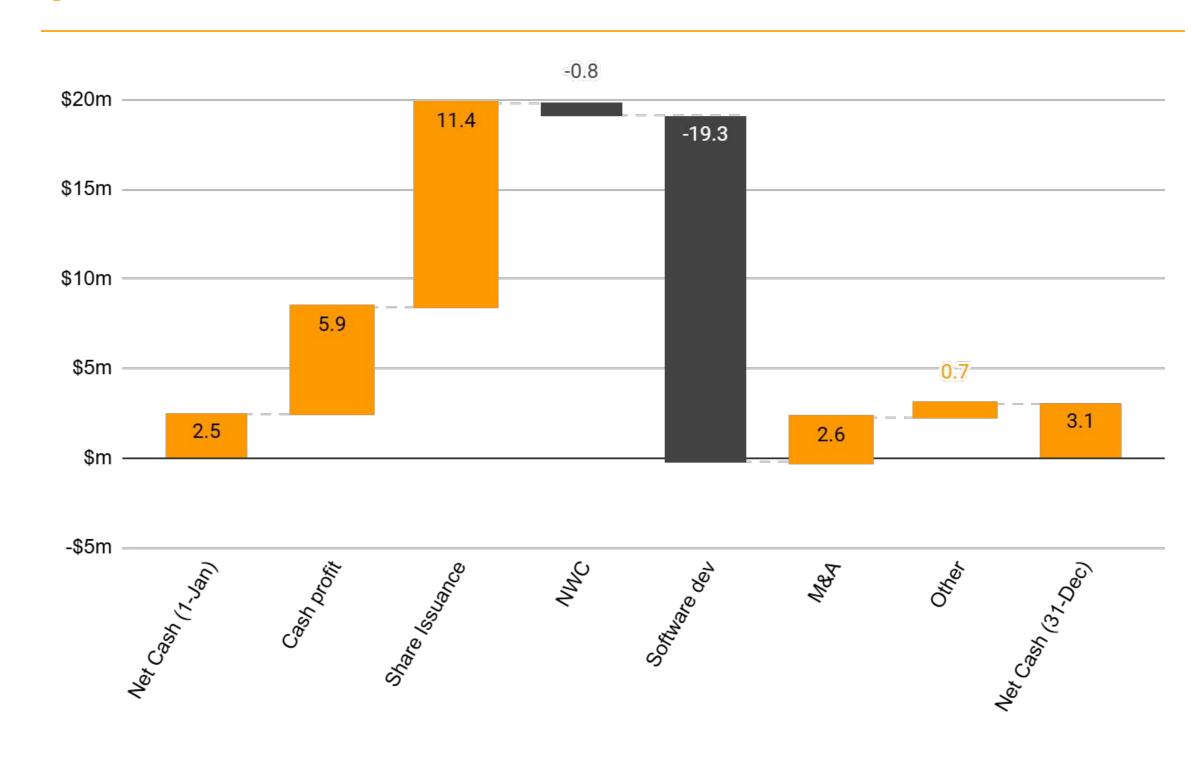




CASH UTILISATION IN FY 24

- \$19m investments in development of new games
- M&A generated \$2.6m proceeds
- Cash position at the end of December 2024 was \$3.1m (cash in low single digits at end of March 2025)

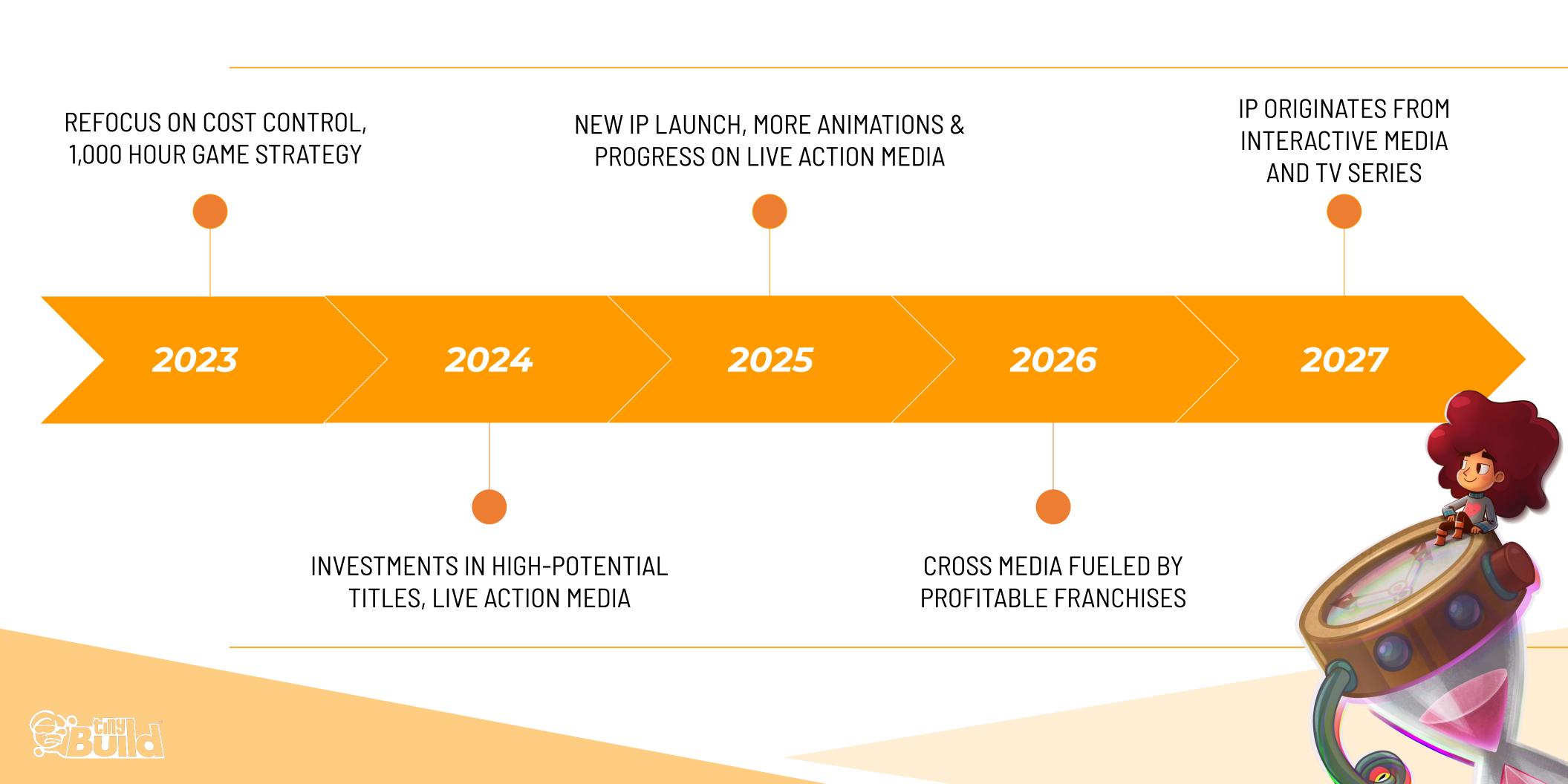
\$3.1m CASH AT 31 DECEMBER 2024







FIVE YEAR PLAN



CASE STUDY: KINGMAKERS



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

-> top 15 wishlisted on Steam, 2025 launch

CASE STUDY: DEADSIDE

Five years Early Access, v1.0 launch on PC

Successful port to console plus free w/e on Steam

Best platform release in company history

-> a new top franchise for tinyBuild

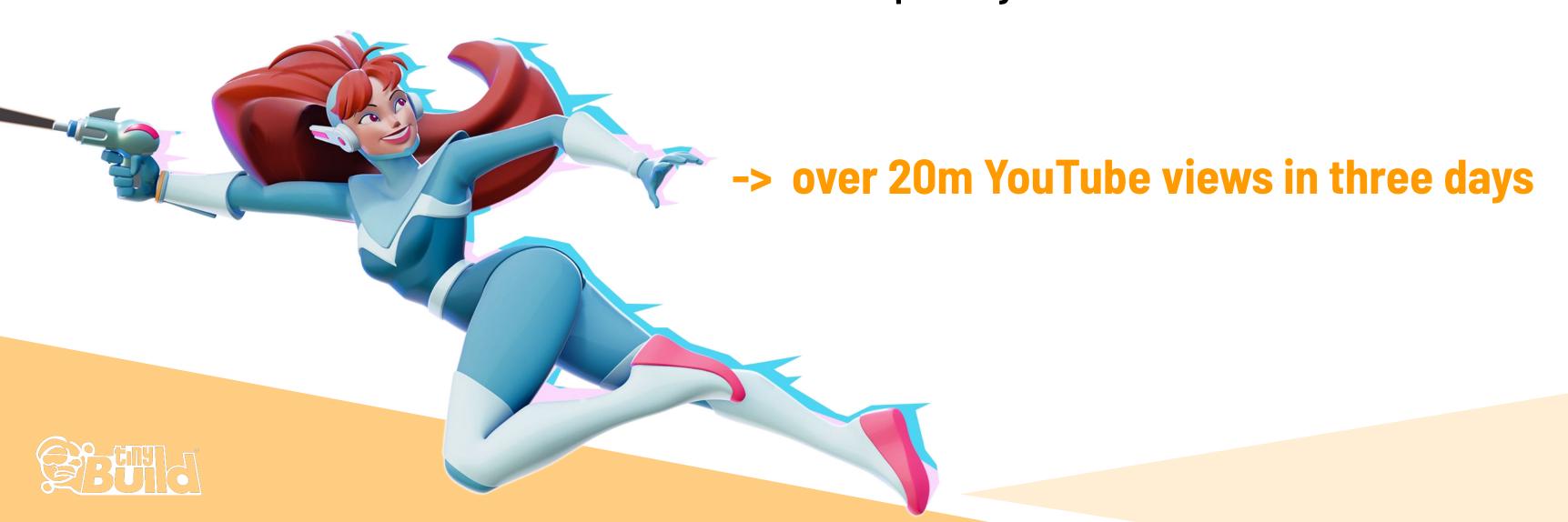




CASE STUDY: SPEEDRUNNERS 2



- 13y old classic competitive platformer
- Highly-anticipated sequel
- Developed by talented team



ANNOUNCED PIPELINE

- 1. ALL WILL FALL a physics based city builder
- 2. Ferocious a survival shooter in which you will discover a lost prehistoric world full of deadly creatures
- 3. Hello Neighbor 3 a physics-powered heist / home-alone game by the creator of Hello Neighbor
- 4. Kingmakers an action/strategy sandbox to change history with time travel
- 5. Of Ash and Steel an immersive open world RPG
- 6. Sand a multiplayer sandbox shooter from the developers of Secret Neighbor
- 7. SpeedRunners 2 highly anticipated sequel to tinyBuild's competitive platformer and first published game
- 8. Streets of Rogue 2 an immersive RPG sandbox set in a vast randomly generated open world
- 9. The King is Watching record setting demo for a unique roguelike
- 10. Trainfort unique physics-powered co-op survival crafting game



MULTIMEDIA PROGRESS

- S2 Animated series launched in 2024
- S3 (last one) planned for 2025
- Hello Neighbor movie script and production ongoing

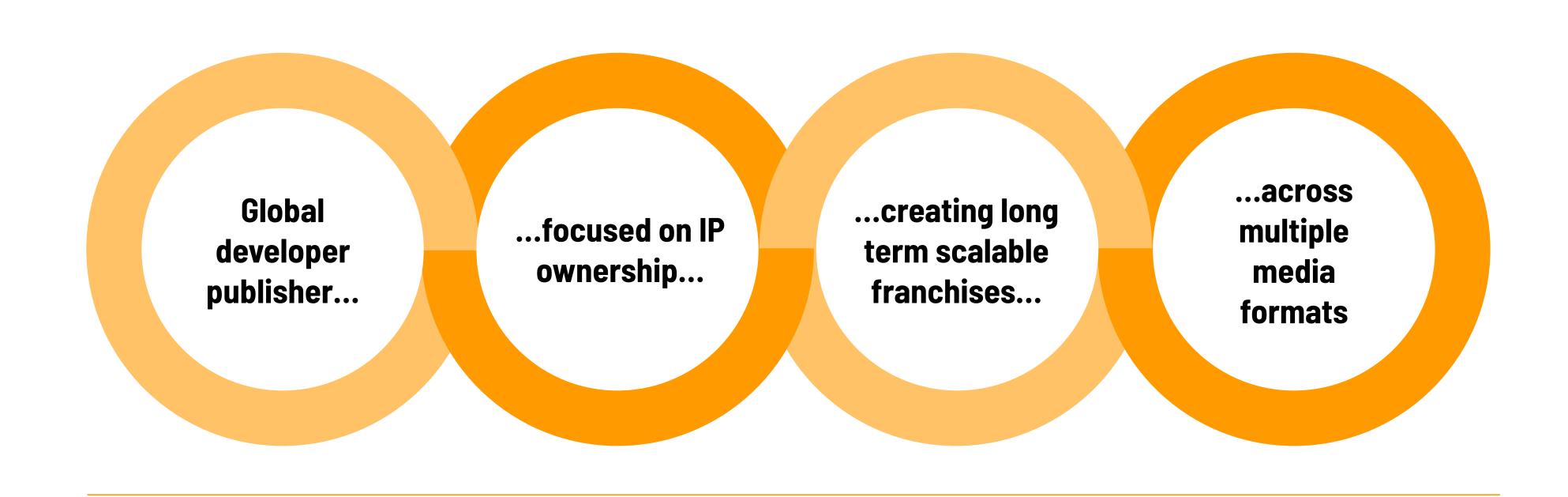
-> full multimedia development







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



