

## **Q32020 RESULTS**

**NOVEMBER 2020** 



#### HIGHLIGHTS













New proposed lineup of Management Board







#### **Global Testing**

First test results of new games

Zysk netto 18→65M PLN\* **+261% yoy** 

**Revenues 67→179M PLN** +165% yoy

#### PROPOSED NEW MANAGEMENT BOARD (SINCE 2021)\*



















**Chief Product** Strategy Wojciech Gattner

**Chief Production** Officer Andrzej Ilczuk

**Chief Growth** Officer Anna Idzikowska

СТО Janusz Dziemidowicz

CFO Marcin Chruszczyński

CEO Maciej Zużałek

15 years experience 5 years at TSG

15 years experience 1 year at TSG

11 years experience 7 years at TSG

13 years experience 9 years at TSG

19 years experience 3 years at TSG

20 years experience 3 years at TSG

Product Strategy

Game Production

Growth

R&D

Finance

HR

**Customer Support** 

Business Development

ΙT

Legal

Business Intelligence

M&A

<sup>\*</sup> Proposed Management Board composition needs to be accepted by Supervisory Board

#### GLOBAL TESTING OF NEW GAMES - GAMES FOR LADIES









Start

27.07.2020

15.09.2020

Results

Organic traffic below expectations, limited scaling potential

Change of market environment - a lot of new games with similar themes released this year

Next steps

Low maintenance mode

Low maintenance mode

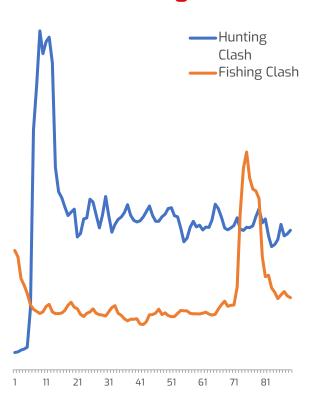
Teams moved to other projects

#### **HUNTING CLASH – START COMPARABLE TO FISHING CLASH**

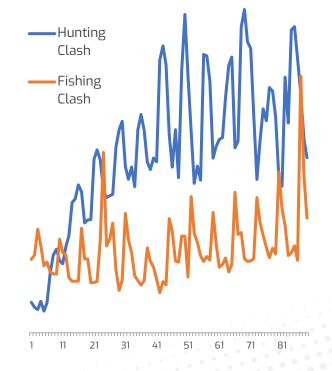




### DAU – first 90 days in global testing



### Net payments – first 90 days in global testing





90 days UA budget: 300k USD



90 days UA budget: ca. 2,4M USD ARPDAU: 80% Fishing Clash\*
ROAS: 66% Fishing Clash\*

<sup>\*</sup> Comparison of KPI of both games from first 90 days of global testing

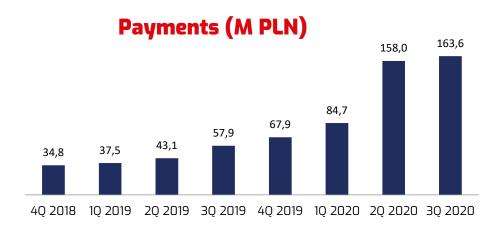
# Q32020 RESULTS











#### Average MAU (M) and monthly ARPU (PLN)



- +3% gog growth of payments in Q3 2020, +182% yoy
- Continuous development of the game improvements to the store, wheel of fortune, sonar, new fishing grounds and fish
- Ongoing live-ops activities
- ARPU leap after reducing marketing expenses in Q3 better converting players remain in the game

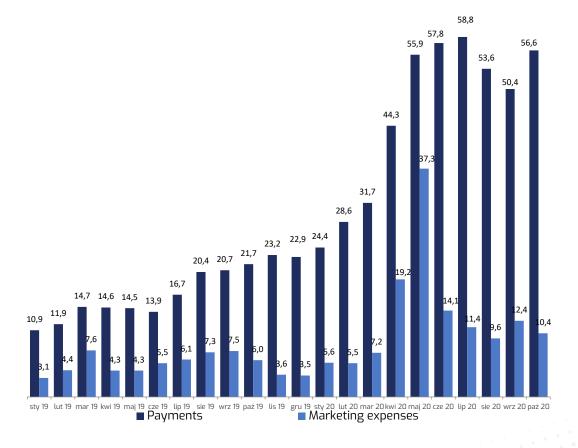








#### Payments and marketing expenses (M PLN)



- Maintaining an increased level of revenue by improving game parameters and maintaining a significant portion of new users acquired in Q2
- Level of marketing expenses lowered compared to Q2; market conditions have returned to normal now the main focus is on improving the game and further improving its parameters



#### LET'S FISH - STABLE REVENUE LEVEL



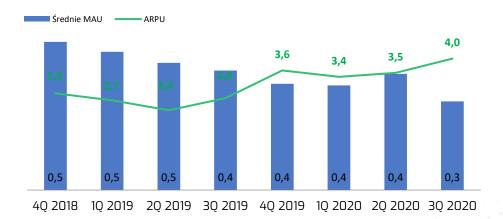


#### Payments (M PLN)



- **3,8M PLN** payments in Q3 2020 compared to **4,5M PLN** in Q2 2020 decrease of **15%** qoq, increase of 6% yoy
- Further product development new fisheries, fish, equipment, Vanity items, continuous development of Live Ops activities (full globalization of larger events, improved segmentation)

#### Average MAU (M) and monthly ARPU (PLN)



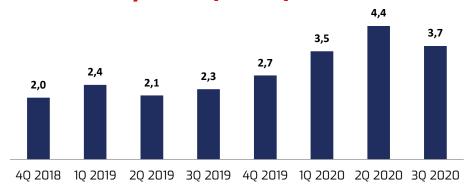


#### **WILD HUNT - IMPROVED MONETISATION**

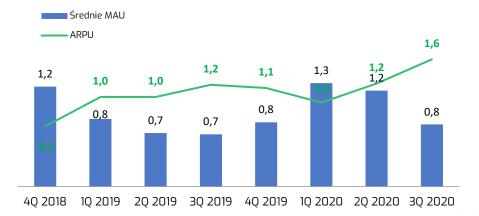




#### Payments (M PLN)



#### Average MAU (M) and monthly ARPU (PLN)



- **16** % decrease of revenues in Q3 2020 qoq, **60**% increase yoy
- Continuous delivery of new content: locations, animals, weapons; improvement of backoffice infrastructure - AB tests; extension of live ops activities (loyalty mechanisms)
- Increase in ARPU due to continuous improvement of the game





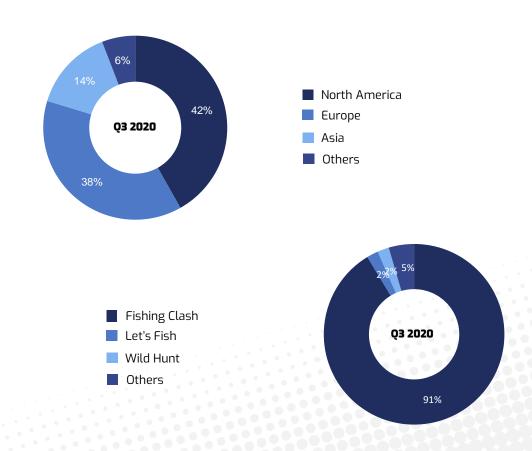




#### Sales revenues (k PLN)



#### **Revenue breakdown – geographies and products**



#### OPERATING COSTS UNDER CONTROL

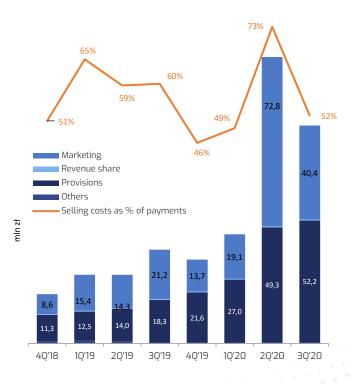




### Operating costs excluding selling costs\*



#### **Selling costs**



- Increase in operating costs due to gradual increase in employment
- Development costs increase with the strengthening of game teams in the soft launch and live phases
- Investments in further growth reflected in GA's
- The largest ever marketing budgets in Q2 2020 due to the unique situation on the User Acquisition market

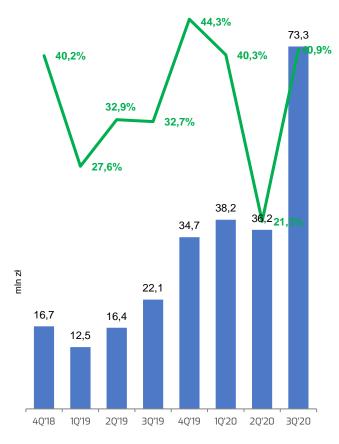
<sup>\*</sup> Results adjusted by deduction of non cash cost of 6M PLN booked in Q2 and Q3 2020

#### **STANDARDIZED OPERATIONAL RESULTS\***

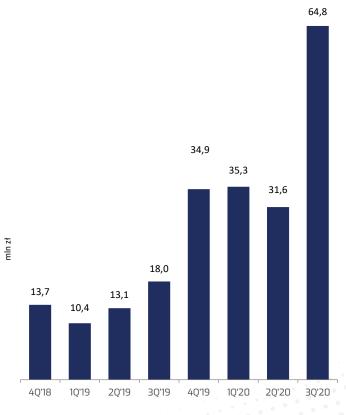




#### Standardized EBITDA\*



#### Standardized net profit\*



- Standardized EBITDA\* profit growth of 231% yoy
- Increase in standardized net profit\* by 193% yoy
- In Q2 results influenced by recordbreaking marketing expenses
- Since Q4 2019, IP BOX tax relief recognized (ETR around 10%)

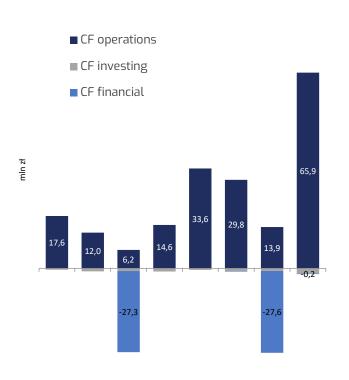
<sup>\*</sup> Results standardized by deducting non-cash expense of PLN 6 million included in general and administrative expenses in Q2 and Q3 2020







#### **Cash flow**



40'18 10'19 20'19 30'19 40'19 10'20 20'20 30'20

#### **Balance sheet structure**



40'18 10'19 20'19 30'19 40'19 10'20 20'20 30'20

- Record operating cash flow in Q3 2020
- Very good capital situation over 2/3 of the balance sheet total is cash
- In Q2 2020, a dividend of PLN 27 million was paid out.

#### **Q3 2020 SUMMARY**











- Monetisation of Fishing Clash success
  - The highest ever sales of Fishing Clash for the next consecutive quarter despite a significant reduction in User Acquisition expenses compared to Q2
  - The game has been prepared for years of further development and monetization currently the main focus is on development aimed at improving the parameters (including retention, ARPDAU)
- Global testing of three new games, one of which has been successfully completed Hunting Clash is now entering the Smart Growing phase
- 9 development teams, 5 projects in live phase, 1 in production (soft launch in Q4 2020), several at early development stage

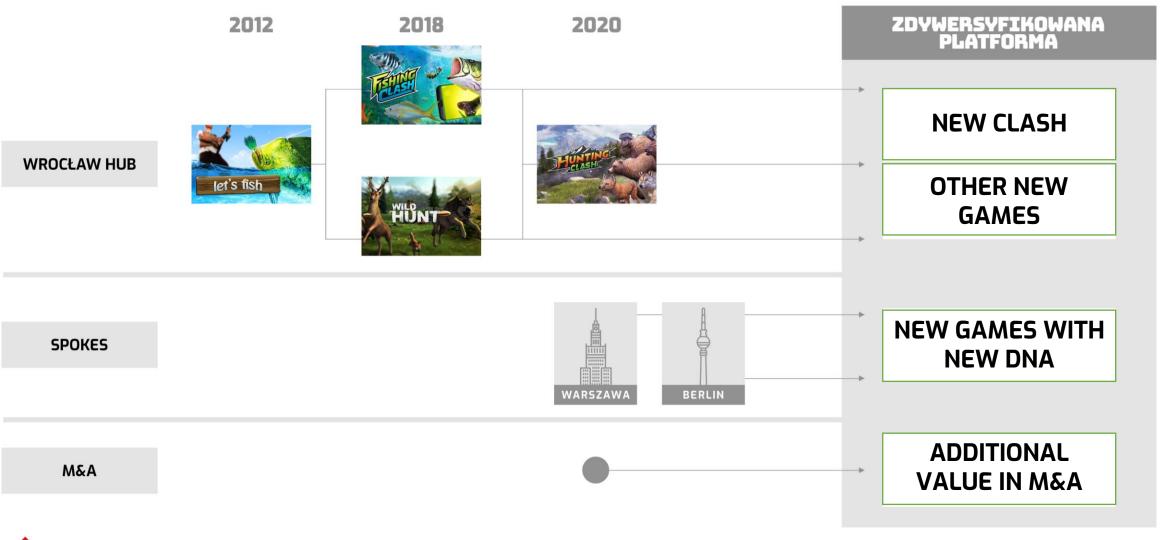
#### STRATEGIC UPDATE - UPCOMING MONTHS





- Fishing Clash, Hunting Clash further application of "Smart Growing" strategy
- Golf continued development, soft launch in H1 2021
- Pipeline early production phase of new games
- · "Spokes":
  - **Warsaw** working on prototype of a new game
  - **Berlin** new studio in preparation
- M&A:
  - Active discussions with numerous companies
- Further development of HQ:
  - Ongoing recruitment processes (development, BI, ...)
  - Market & Consumer Research Department Q1 2021

#### INVESTMENT IN DIVERSIFICATION











- Wood's Winter Wonderland EME Conference Virtual 01-04.12.2020
- Sales report for Q4 2020 early January 2021
- Erste Group Conviction Equity Investor Conference Virtual 28.01.2021
- **2020 FY Financial Report** March 2021 (exact dates of reporting for 2021 will be announced in early January)

## Q&A SESSION





## THANK YOU!

**IR Contact** 

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#### **PROFIT AND LOSS REPORT**





Selected items of P&L in k PLN	1Q'18	2Q'18	3Q'18	4Q'18	2018	1Q'19	2Q'19	3Q'19	4Q'19	2019	10,50	20,50	30,50	q/q	r/r
Revenues from sales	14 400	23 871	35 436	41 551	115 258	45 304	49 878	67 650	78 301	241 133	95 018	169 622	179 258	+6%	+165%
Fishing Clash	7 560	17 527	28 846	34 831	88 763	37 524	43 147	57 896	67 933	206 501	84 678	158 044	164 256	+4%	+184%
Let's Fish	3 705	3 749	4 318	4 682	16 453	4 096	3 316	3 600	4 202	15 214	3 869	4 551	3 708	-19%	+3%
Wild Hunt	668	926	1265	2 021	4 880	2 439	2 094	2 344	2 749	9 626	3 543	4 375	3 708	-15%	+58%
Hunting Clash	-	-	-	-	-	-	-	-	-	-	65	347	3 361	+867%	N/A
Others	2 467	1668	1008	1 238	6 381	1 228	1368	4 227	3 752	10 575	2 833	3 346	4 798	+60%	+14%
Deferred revenues	0	0	0	-1 221	-1 221	17	-48	-417	-335	-783	96	-694	-575	N/A	N/A
COGS	1 641	1 836	1994	1 910	7 382	1 919	2 722	2 931	3 781	11 354	4 756	5 605	6 837	22%	133%
Gross profit on sales	12 758	22 034	33 443	39 641	107 876	43 384	47 155	64 719	74 520	229 779	90 261	164 017	172 421	5%	166%
GPS margin	89%	92%	94%	95%	94%	96%	95%	96%	95%	95%	95%	97%	96%	-1pp	+Орр
Selling costs	5 644	12 086	19 599	21 306	58 635	29 689	29 479	41 041	36 946	137 154	48 545	124 795	95 253	-24%	132%
As % of revenues	39%	51%	55%	51%	51%	66%	59%	61%	47%	57%	51%	73%	53%	-20pp	-8рр
General and administrative costs	850	1205	1028	1 164	4 246	1 429	1549	1898	2 208	7 084	3 404	9 722	10 692	10%	463%
EBIT	6 265	8 743	12 815	16 492	44 315	12 296	16 130	21 776	34 376	84 577	37 555	29 422	66 475	-31%	637%
EBITDA	6 444	8 857	13 023	16 688	45 012	12 482	16 400	22 095	34 750	85 728	38 249	30 159	67 256	123%	204%
EBITDA margin	45%	37%	37%	40%	39%	28%	33%	33%	44%	36%	40%	18%	37%	+19pp	+4pp
Net profit	4 999	7 528	10 234	13 709	36 469	10 356	13 054	18 149	34 827	76 386	35 341	25 622	58 770	129%	224%
Net profit margin	35%	32%	29%	33%	32%	23%	26%	27%	44%	32%	37%	15%	33%	+18pp	+6pp
															(OP)
Team size	113	124	131	139	139	151	168	200	215	215	231	275	310		

#### **BALANCE SHEET**

3Q'18

4Q'18

1Q'19

2Q'19

3Q'19

40'19

10'20

156 173

170 355

241 497

2Q'20

3Q'20

1Q'18

2Q'18

25 313

20 123

38 776

747
***

Selected positions in k PLN

Total equity and liabilities

Seteeted positions in KT ert	16.19	-é 10	26 10	.ų .υ	٠,٠	_ų .5	JŲ .J	٠,٠	.ų <b>–</b> 0	-4 -0	-ų -u
ASSETS											
Fixed assets	2 444	2 761	2 963	2 701	3 733	4 433	5 176	4 936	11 215	11 604	14 395
Trade receivables	6 684	8 734	12 228	10 671	16 249	15 652	24 012	20 737	34 447	58 723	57 205
Cash and cash equivalents	9 815	12 731	22 335	39 751	50 890	28 745	42 376	75 230	105 044	89 587	153 912
Current assets	17 678	22 552	35 813	51 766	70 399	47 861	71 021	101 109	144 958	158 751	227 103
Total assets	20 123	25 313	38 776	54 468	74 132	52 293	76 197	106 045	156 173	170 355	241 497
EQUITY AND LIABILITIES											
Equity	10 439	18 026	28 319	42 084	52 538	38 584	57 037	92 144	128 394	133 578	199 277
Leasing liabilities	0	0	0	0	0	0	0	0	5 511	5 252	7 296
Total long term liabilities	394	507	425	359	500	587	751	537	6 323	5 867	8 141
Trade payables	1 506	2 701	4 713	2 736	9 949	7 196	8 570	4 633	10 063	23 285	20 941
Total short term liabilities	9 290	6 780	10 032	12 024	21 093	13 122	18 409	13 363	21 455	30 909	34 079
Total liabilities	9 684	7 287	10 457	12 383	21 594	13 710	19 160	13 900	27 778	36 777	42 220
						0 0	0 0 0	000			1200

54 468

74 132

52 293

76 197

106 045

#### **CASH FLOW REPORT**





Selected positions in k PLN	1Q'18	20'18	3Q'18	4Q'18	1Q'19	20'19	30'19	4Q'19	10'20	20,50	30,50
OPERATING ACTIVITIES											
Profit before tax	6 229	9 302	12 633	16 685	12 674	15 944	22 316	33 691	39 192	28 814	65 849
Total adjustments	-1 505	-743	-642	1 100	-299	-1 589	-7 197	671	-7 735	-6 675	2 219
Amortisation	179	114	208	196	186	270	320	374	694	737	782
Cash from operations	4 724	8 560	11 992	17 785	12 375	14 356	15 119	34 362	31 457	22 139	68 068
Income tax paid	-1 225	-209	-198	-189	-370	-8 124	-541	-738	-1 673	-8 230	-2 209
Net cash flows from operating activities	3 500	8 351	11 794	17 596	12 005	6 232	14 579	33 623	29 784	13 909	65 859
INVESTMENT ACTIVITIES											
Inflows	0	0	0	0	0	0	0	0	0	20	60
Outflows	-353	-498	-420	-495	-1 002	-890	-1 097	-554	-960	-868	-1815
Net cash flows from investing activities	-353	-498	-420	-495	-1 002	-890	-1 097	-554	960	848	-1 755
FINANCIAL ACTIVITIES											
Inflows	0	0	0	0	0	0	2	0	0	0	0
Outflows	0	-5 110	-1 199	0	0	-27 311	0	0	-194	-27 568	-209
Dividends	0	-5 110	-1 199	0	0	-27 311	0	0	0	-27 371	0
Net cash flows from financing activities	0	-5 110	-1 199	0	0	-27 311	2	0	-174	-27 588	-209
Net cash flows total	3 146	2 743	10 175	17 101	11 003	-21 968	13 483	33 069	28 650	-14 526	63 894

#### **GEOGRAPHICAL BREAKDOWN OF REVENUES**





In k PLN	1Q'18	20'18	30'18	4Q'18	1Q'19	20'19	3Q'19	40'19	1Q'20	20'20	3Q'20
North America	4 822	10 938	15 732	16 254	18 841	21 646	28 718	31 965	38 250	72 716	75 238
Europe	6 404	8 818	14 597	19 344	19 059	19 790	26 551	31 026	39 269	64 966	68 081
Poland	1 556	1762	2 534	3 598	3 367	3 170	3 918	4 807	5 696	8 139	8 426
Others	4 848	7 056	12 063	15 746	15 691	16 620	22 634	26 219	33 573	56 827	59 654
Asia	2 195	2 635	3 191	4 670	5 191	6 134	9 690	11 930	12 875	23 830	25 986
South America	422	615	786	1 055	922	975	1420	1843	2 416	4 831	5 968
Australia and Oceania	389	579	685	762	860	957	1115	1 149	1 410	2 744	3 101
Africa	169	286	447	686	415	423	573	723	702	1 228	1 459
0/ -b-uf u-u	10/10	20/10	20/10	/O'10	10/10	20/10	20/10	40'10	10'20	20/20	20,20
% share of revenues	10'18	2Q'18	3Q'18	4Q'18	10'19	20'19	30'19	40'19	10'20	20'20	3Q'20
North America	33,5%	45,8%	44,4%	39,1%	41,6%	43,4%	42,2%	40,6%	40,3%	42,7%	3Q'20 41,8%
North America	-	-	-	•	-	•	•	-		-	
% share of revenues  North America  Europe  Poland	33,5%	45,8%	44,4%	39,1%	41,6%	43,4%	42,2%	40,6%	40,3%	42,7%	41,8%
North America Europe	33,5% 44,5%	45,8% 36,9%	44,4% 41,2%	39,1% 46,6%	41,6% 42,1%	43,4% 39,7%	<b>42,2%</b> <b>39%</b>	40,6% 39,5%	40,3% 41,4%	42,7% 38,1%	41,8% 37,9%
North America  Europe  Poland  Others	<b>33,5% 44,5%</b> 10,8%	<b>45,8% 36,9%</b> 7,4%	<b>44,4% 41,2%</b> 7,2%	<b>39,1% 46,6%</b> 8,7%	41,6% 42,1% 7,4%	<b>43,4% 39,7%</b> 6,4%	<b>42,2% 39%</b> 5,8%	<b>40,6% 39,5%</b> 6,1%	<b>40.3% 41.4%</b> 6.0%	<b>42,7% 38,1%</b> 4,8%	<b>41,8% 37,9%</b> 4,7%
North America Europe Poland Others Asia	33,5% 44,5% 10,8% 33,7%	<b>45,8% 36,9%</b> 7,4% 29,6%	44,4% 41,2% 7,2% 34,0%	<b>39,1% 46,6%</b> 8,7% 37,9%	<b>41,6% 42,1%</b> 7,4% 34,6%	43,4% 39,7% 6,4% 33,3%	<b>42,2% 39%</b> 5,8% 33,2%	<b>40,6% 39,5%</b> 6,1% 33,3%	<b>40.3% 41.4%</b> 6.0% 35.4%	<b>42,7% 38,1%</b> 4,8% 33,3%	41,8% 37,9% 4,7% 33,2% 14,5%
North America Europe Poland	33,5% 44,5% 10,8% 33,7% 15,2%	45,8% 36,9% 7,4% 29,6% 11,0%	44,4% 41,2% 7,2% 34,0% 9,0%	<b>39,1% 46,6%</b> 8,7% 37,9% <b>11,2%</b>	41,6% 42,1% 7,4% 34,6% 11,5%	43,4% 39,7% 6,4% 33,3% 12,3%	<b>42,2% 39%</b> 5,8% 33,2% <b>14,2%</b>	40,6% 39,5% 6,1% 33,3%	40,3% 41,4% 6,0% 35,4% 13,6%	42,7% 38,1% 4,8% 33,3% 14%	<b>41,8% 37,9%</b> 4,7% 33,2%

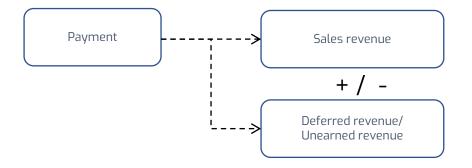






#### Changes in booking revenues according to IFRS 15

"Revenue is recognized when the customers has received all the benefits associated with the performance obligation"



- Payment -> a player purchases virtual currency
- Revenue -> the player uses the virtual currency to purchase a virtual goods (e.g. rods, lure packs)
- Deferred revenue -> unused balance of virtual currency booked as "Unearned revenue" on the balance sheet



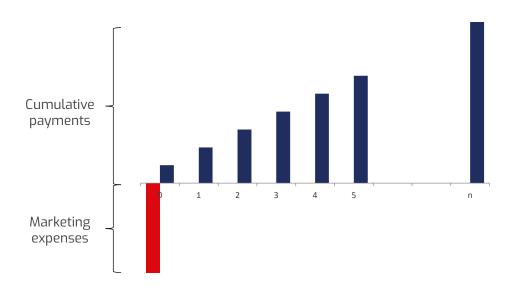




#### **Marketing expenses**

"We invest in marketing provided we get positive returns throughout user lifetime"

### Marketing expenses model cumulative approach



- The Group invests in marketing at point "O". Cohort acquired in this period analyzed throughout user lifetime (period "O" to "n")
- The Group monitors the current performance of acquired user cohorts
- Decision regarding marketing expenses based on several basic variables (user profitability, user acquisition cost, user life cycle)

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