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# Q32Q24 Presentation

November 14th, 2024

# **Q32024** ATAGLANCE



## **Q3 2024 HIGHLIGHTS**





# PRODUCT PERFORMANCE UPDATE



# FISHING CLASH: GROWTH OF BOOKINGS AND NO. OF USERS





#### Average MAU (M) and monthly ABPU\*



- Q3'24 bookings increased by 4.3% q-o-q. Main focus of the team was on improvement of quality of user experience and LiveOps operations based on feedback from users
- Implementation of anti-churn strategy and tests of frequency of new fisheries in the game with focus on changes in the game's economy, optimization of players' segments, and testing new monetization solutions

#### Plans for Q4' 24 include:

- new progression system in game
- introduction of new monetization solution
- continuation of anti-churn strategy
- Bookings in October on a similar level as in September; TSG Store' share in bookings exceeded 19%.



## HUNTING CLASH: GROWTH OF BOOKINGS AND PROFITABILITY



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





#### Bookings increased by 3.9% q-o-q in Q3'24.

- Focus of the team was on implementation of changes in LiveOps operations to support game's monetization. First positive results especially in quality & diversity of events, Also, new features supporting user engagement with good KPI results.
- Testing new strategies in the game with ech new location and preparing new mechanics to be introduced in Q4'24.
- Positive results of anti-churn strategy.
- Increasing share of TSG Store in bookings as a result of offer integration efforts; experiments with new approach to targeting players.
- Q4'24 brings new in-game mechanics with each new location f.ex.: different hunting spots, new game mode.
- Growth of bookings in October by 2.6% m-o-m. TSG Store's share grew to 11%.



\*Average Bookings Per User

## WINGS OF HEROES FLYING HIGH WITH CONSISTENT GROWTH





#### Average MAU (M) and monthly ABPU<sup>\*</sup> (PLN)



- Growth of bookings by 61.4% q-o-q in Q3'24
- Focus on building monetization depth of the game and introduction of wheel of fortune feature
- Increased UA spending due to improvement in monetization
- Growth of bookings in October by 12.5% m-o-m
- In the beginning of October squadron wars feature was introduced to add next layer of competition and monetization depth
- Development plans include: introduction of plane traits, rarities, and new game mode.



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### **TSG STORE:** NEW INITIATIVES TO FURTHER BOOST THE GROWTH

#### **TSG STORE** % SHARE IN GROUP'S BOOKINGS









#### **Growth of revenues flow** through TSG Store in both products

Positive effects of tests and adjustments introduced in Q3 2024

Finalizing the tests of **special currency** integrating better FC offer & TSG Store

New approach to promotion of TSG Store in games

# UPDATE ON PROTOTYPE DEVELOPMENT



## **PROTOTYPES:** MAXIMIZING CHANCES OF SUCCESS



## DECISION TO STOP FURTHER TESTS OF FISHING CHAMPIONS



# FINANCIAL RESULTS



### **PROFIT AND LOSS DYNAMICS**

| PLN m                               | Q1'23 | Q2'23 | Q3'23 | Q4'23 | 2023  | Q1'24 | Q2'24 | Q3'24 |
|-------------------------------------|-------|-------|-------|-------|-------|-------|-------|-------|
| Revenues from sales                 | 117.4 | 104.9 | 105.6 | 108.1 | 436.0 | 100.1 | 98.0  | 94.0  |
| Bookings                            | 123.6 | 101.2 | 110.4 | 108.5 | 443.7 | 99.7  | 96.2  | 102.3 |
| Gross profit on sales               | 98.1  | 86.0  | 87.8  | 91.4  | 363.3 | 80.7  | 82.1  | 78.2  |
| margin                              | 84%   | 82%   | 83%   | 85%   | 83%   | 81%   | 84%   | 83%   |
| Selling costs, including:           | 69.0  | 59.8  | 56.4  | 54.3  | 239.5 | 55.0  | 52.0  | 55.9  |
| User Acquisition costs              | 27.2  | 21.2  | 19.8  | 18.6  | 86.8  | 19.8  | 19.4  | 24.7  |
| Commissions                         | 33.6  | 30.5  | 29.6  | 29.9  | 123.6 | 28.4  | 26.4  | 25.0  |
| General and<br>Administrative costs | 16.8  | 8.1   | 6.6   | 7.2   | 38.7  | 7.5   | 7.1   | 6.7   |
| Write-downs                         | 26.6  | 5.1   | 0     | 46.5  | 78.2  | 0     | 0     | 0     |
| Adjusted EBITDA                     | 27.6  | 21.9  | 33.7  | 35.3  | 118.5 | 27.5  | 27.3  | 26.5  |
| margin                              | 24%   | 21%   | 32%   | 33%   | 27%   | 27%   | 28%   | 28%   |
| Net Profit/Loss                     | -12.8 | 7.6   | 22.1  | -1.7  | 15.2  | 17.9  | 22.0  | 12.5  |

**Increase in bookings (up by 6.3%) q-o-q**, thanks to better performance in main titles and 4th consecutive quarter of growth in Wings of Heroes as well as growing revenues in RFS.

Lower revenue due to higher booking of deferred revenue (according to IFRS). This is non-cash adjustment.

- **2** User Acquisition costs increased in Q3'24. Good market KPIs allowed for UA investment before unpredictable Q4. Growth in Fishing Clash and Wings of Heroes.
  - **General and Administrative costs** kept under control
  - Adjusted EBITDA in Q3'24 slightly lower **due to UA investment.**

**Net profit** lower q-o-q mainly due to higher than usual deferred revenues.

In the **long term** a possible positive impact on results may have the release of PLN 12.5 **tax provision**.

#### DEFERRAL OF REVENUE IS REQUIRED BY FINANCIAL STANDARDS (IFRS 15) IT MEANS WE NEED TO RECOGNISE REVENUE ACCORDING TO PLAYERS' LIFETIME

Step 1. Bookings

recognized at the moment when a player purchases virtual currency in a game (cash inflow)





TSG needs to estimate the average player lifetime, the % of durables & consumables in the bookings position

A portion of revenue is

recognized based on average player

lifetime

Step 3. Deferred revenue

unused part of virtual goods needs to be presented as deferred revenue (unearned revenue). Non-cash adjustment.

Deferred revenue is recognized over subsequent periods as players continue to use durable/consumable items

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### **CASH FLOW** GENERATION WITH A STRONG CASH POOL

| M PLN                                       | Q1'23  | Q2'23  | Q3'23 | Q4'23 | Q1'24   | Q2'24  | Q3'24 |
|---|--------|--------|-------|-------|---------|--------|-------|
| Adjusted EBITDA                             | 27.6   | 21.9   | 33.7  | 35.3  | 27.5    | 27.3   | 26.5  |
| Net Cash Flows from Operating<br>Activities | 29.9   | 28.6   | 32.5  | 30.5  | 32.4    | 26.8   | 28.1  |
| Net Cash Flows from Investing<br>Activities | (14.7) | (9.5)  | (2.0) | (0.3) | (1.4)   | (12.5) | (1.4) |
| Net Cash Flows from Financing<br>Activities | (1.5)  | (54.3) | (1.3) | (1.4) | (114.4) | (0.7)  | (1.0) |
| Total Net Cash Flows                        | 13.7   | (35.2) | 29.2  | 28.8  | (83.4)  | 13.6   | 25.7  |
| Cash and cash equivalents                   | 140.2  | 105.4  | 133.8 | 162.8 | 76.8    | 95.0   | 121.4 |

**Strong cash position** at the end of Q3' 2024 - PLN 121.4 M despite substantial cash outflows in previous quarters of 2024:

the execution of record high buyback program of PLN 114.6M in Feb. 2024, - earnout payment to Rortos' shareholders of PLN 11M in April 2024.

### **TSG'S APPROACH TO DISTRIBUTION OF PROFIT TO SHAREHOLDERS**

#### **TSG'S DIVIDEND POLICY**

#### allocation of up to 75% of consolidated net profit

depending on the needs in terms of liquidity and investment plans of the company (on condition that the standalone net profit allows payment of such an amount).



### **HISTORY OF PROFIT DISTRIBUTION TO SHAREHOLDERS\***

### **PLN 385 M** distributed to shareholders



\*TSG became publicly listed company in May 2018. Presented profit distribution does not include dividends paid out before TSG became listed company.



# **SUMMARY: ON THE STRATEGIC PATH**



**Prototyping for success** 

Wings of Heroes & TSG Store

effective selection of the most prospective projects in the second round of tests

Cost discipline & financial efficiency



### **INVESTOR'S** CALENDAR

#### **Company news flow:**

- **Q4 2024 Sales Update** early January 2025
- **Reporting calendar for 2025** early January 2025

#### **Investors' conferences:**

- Wood's Winter Wonderland Investor Conference December 5th, 2024
- **2025 Business Outlook** by BoŚ January 13th, 2024



# Q&A SESSION



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# THANK YOU!

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# FINANCIAL RESULTS



## **PROFIT AND LOSS REPORT**

| Selected positions in k PLN | Q1'23    | Q2'23       | Q3'23   | Q4'23    | 2023    | Q1'24   | Q2'24  | Q3'24  |
|-----------------------------|----------|-------------|---------|----------|---------|---------|--------|--------|
| Revenues from sales         | 117,450  | 104,932     | 105,572 | 108,122  | 436,076 | 100,118 | 97,998 | 93,979 |
| Fishing Clash               | 72,558   | 63,194      | 69,738  | 68,743   | 274,232 | 61,219  | 59,597 | 62,158 |
| Let's Fish                  | 2,172    | 1,852       | 1,614   | 1,890    | 7,529   | 1,732   | 1,763  | 1,609  |
| Wild Hunt                   | 2,353    | 1,998       | 1,813,  | 1,967    | 8,131   | 2,209   | 2,033  | 1,898  |
| Hunting Clash               | 32,396   | 24,412      | 27,311  | 26,377   | 110,497 | 23,732  | 22,109 | 22,979 |
| Wings of Heroes             | 5,769    | 2,072       | 1,757   | 1,928    | 11,526  | 2,922   | 3,495  | 5,639  |
| Others                      | 8,346    | 7,698       | 8,166   | 7,558    | 31,767  | 7,845   | 7,231  | 8,021  |
| Deferred revenues           | -6,143   | 3,706       | -4,827  | -340     | -7,606  | -457    | -1,769 | -8,327 |
| COGS                        | 19,328   | 18,901      | 17,809  | 16,679   | 72,717  | 19,389  | 15,863 | 15,785 |
| Gross profit on sales       | 98,122   | 86,032      | 87,762  | 91,442   | 363,359 | 80,728  | 82,136 | 78,193 |
| GPS margin                  | 84%      | 82%         | 83%     | 87%      | 83%     | 81%     | 84%    | 83%    |
| Selling costs               | 69,004   | 59,814      | 56,409  | 54,347   | 239,574 | 54,950  | 51,954 | 55,896 |
| As % of revenues            | 59%      | <b>57</b> % | 53%     | 50%      | 55%     | 55%     | 53%    | 59%    |
| G&A costs                   | 16,771   | 8,082       | 6,566   | 7,193    | 38,613  | 7,509   | 7,058  | 6,683  |
| Write-downs                 | 26.6     | 5.1         | -       | 46,616   | 78,306  | 0       | 0      | 0      |
| EBIT                        | -14,414  | 9,639       | 25,032  | (16,739) | 3,518   | 19,108  | 23,278 | 15,607 |
| EBITDA                      | 17,137   | 19.795      | 30.001  | 34,598   | 101,531 | 23,614  | 27,707 | 19,560 |
| EBITDA margin               | 15%      | 18%         | 28%     | 26%      | 23%     | 24%     | 28%    | 21%    |
| Net profit                  | (12,845) | 7,654       | 22,150  | (1,662)  | 15,207  | 17,939  | 22,023 | 12,505 |
| Net profit margin           | _        | 7.3%        | 21%     | -        | 3%      | 18%     | 22%    | 13%    |
| Adjusted EBITDA             | 27,634   | 21,940      | 33,662  | 35,348   | 118,583 | 27,489  | 27,343 | 26,516 |

## **BALANCE SHEET**

| Selected positions in k PLN* | 31.03.23 | 30.06.23 | 30.09.23 | 31.12.23 | 31.03.24 | 30.06.24 | 30.09.2024 |
|------------------------------|----------|----------|----------|----------|----------|----------|------------|
| ASSETS                       |          |          |          |          |          |          |            |
| Fixed assets                 | 297,613  | 279,861  | 285,981  | 215,778  | 214,234  | 212,420  | 208,412    |
| Receivables                  | 41,096   | 31,606   | 36,293   | 38,937   | 36,253   | 33,742   | 32,760     |
| Cash and cash equivalents    | 140,249  | 105,379  | 133,826  | 162,826  | 76,784   | 94,971   | 121,389    |
| Current assets               | 225,594  | 180,653  | 215,517  | 242,325  | 152,186  | 158,748  | 187,623    |
| Total assets                 | 523,207  | 460,514  | 501,498  | 458,103  | 366,420  | 371,168  | 396,035    |
|                              |          |          |          |          |          |          |            |
| EQUITY AND LIABILITIES       |          |          |          |          |          |          |            |
| Equity                       | 332,534  | 275,603  | 308,155  | 291,011  | 194,689  | 217,607  | 228,612    |
| Lease liabilities            | 4,537    | 3,357    | 2,621    | 1,379    | 7,420    | 6,863    | 6,191      |
| Total long term liabilities  | 47,986   | 46,659   | 48,867   | 29,465   | 34,881   | 24,223   | 24,364     |
| Trade payables               | 21,290   | 12,856   | 13,501   | 10,422   | 16,093   | 10,251   | 15,421     |
| Total short term liabilities | 142,687  | 135,252  | 144,476  | 137,627  | 136,850  | 129,338  | 143,059    |
| Total liabilities            | 190,673  | 184,911  | 193,343  | 167,092  | 171,731  | 153,561  | 167,423    |
| Total equity and liabilities | 523,207  | 460,514  | 501,498  | 458,103  | 366,420  | 371,168  | 396,035    |

## **CASH FLOW REPORT**

| Selected positions in k PLN              | Q1'23    | Q2'23   | Q3'23  | Q4'23   | Q1'24    | Q2'24   | Q3'24  |
|--|----------|---------|--------|---------|----------|---------|--------|
| OPERATING ACTIVITIES                     |          |         |        |         |          |         |        |
| Profit/loss before tax                   | (16,022) | 10,049  | 23,205 | (0,184) | 20,720   | 23,266  | 13,888 |
| Total adjustments                        | 49,203   | 9,273   | 11,372 | 27,985  | 13,803   | (1,784) | 16,397 |
| Amortisation                             | 5,289    | 5,143   | 4,969  | 4,809   | 4,506    | 4,429   | 3,953  |
| Cash from operations                     | 33,181   | 19,321  | 34,577 | 27,801  | 34,523   | 21,482  | 30,285 |
| Income tax paid                          | -3,305   | 9,320   | -2,110 | 2,718   | -2,077   | -5,346  | -2,225 |
| Net cash flows from operating activities | 29,878   | 28,642  | 32,466 | 30,519  | 32,446   | 26,828  | 26,828 |
| INVESTMENT ACTIVITIES                    |          |         |        |         |          |         |        |
| Inflows                                  | 2.219    | 9       | 79     | 105     | 306      | 13      | 2      |
| Outflows                                 | -16,906  | -2.077  | -1,477 | -449    | -1,739   | -12,527 | -1,384 |
| Net cash flows from investing activities | -14,687  | -9,541  | -1,998 | -343    | -1,433   | -12,514 | -1,363 |
| FINANCIAL ACTIVITIES                     |          |         |        |         |          |         |        |
| Inflows                                  | 0        | 0       | 0      | 0       | 1,184    | 265     | C      |
| Outflows                                 | -1,471   | -54,274 | -1,292 | -1,404  | -115,576 | -967    | -975   |
| Dividends                                | 0        | -52,307 |        | -       | -        | -       |        |
| Net cash flows from financing activities | 1,471    | 54,274  | -1,292 | -1,404  | -114,391 | -702    | -979   |
| Net cash flows total                     | 13,721   | -35,173 | 29,176 | 28,772  | -83.378  | 13,611  | 25,718 |

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## METHOD OF DETERMINING ADJUSTED EBITDA

| Selected items of the P&L Statement in<br>k PLN        | Q1'23    | Q2'23  | Q3'23  | Q4'23    | Q1'24  | Q2'24  | Q3'24  |
|--|----------|--------|--------|----------|--------|--------|--------|
| Operating profit IFRS                                  | (14,414) | 9,639  | 25,032 | (16,739) | 19.108 | 23,278 | 15,607 |
| Amortisation   | +4,978   | +5,039 | +4,969 | +4,809   | +4,506 | +4,429 | +3,953 |
| Write-down for impairment                              | +26,573  | +5,117 | -      | +46,529  | 0      | 0      | 0      |
| EBITDA IFRS  | 17,137   | 19,795 | 30,002 | 34,598   | 23,614 | 27,707 | 19,560 |
| Adjustments:   |          |        |        |          |        |        |        |
| Non-cash impact of the incentive programs              | +6,033   | 0      | +164   | +493     | +2,855 | +311   | +441   |
| Deferred result (unused virtual currency and durables) | +4,300   | -2,594 | +3,379 | +239     | +1,331 | -675   | +6,515 |
| M&A costs  | +163     | +571   | -      | -        | -310   | -      | -      |
| Other  | -        | +4.169 | +117   | +20      | 0      | 0      | 0      |
| Adjusted EBITDA  | 27,634   | 21,940 | 33,662 | 35,348   | 27,490 | 27,343 | 26,516 |

## **GENERAL AND ADMINISTRATIVE COSTS**

| General administrative costs (PLN k) | Q2'23 | Q3'23 | Q4'23 | 2023   | Q1'24 | Q2'24 | Q3'24 |
|--------------------------------------|-------|-------|-------|--------|-------|-------|-------|
| Recurring costs                      | 7,510 | 6,454 | 6,860 | 31,398 | 6,288 | 6,905 | 6,453 |
| Salaries, subcontractor services     | 3,683 | 3,207 | 3,070 | 14,495 | 3,039 | 3,011 | 3,081 |
| Subsidiaries costs                   | 1,135 | 1,074 | ,972  | 4,794  | 926   | 1,024 | 1,000 |
| Office rental and maintenance        | 986   | 749   | 789   | 3,624  | 561   | 705   | 674   |
| Other                                | 1,706 | 1,424 | 2,209 | 8,485  | 1,762 | 2,165 | 1,698 |
| Non - recurring costs                | 572   | 112   | 333   | 7,215  | 1,221 | 153   | 230   |
| MSOP cost                            | 0     | 111   | 333   | 6,478  | 1,531 | 153   | 230   |
| M&A cost                             | 572   | 1     | 0     | 737    | -310  | 0     | 0     |
| Other one-off costs                  | 0     | 0     | 0     | 0      | 0     | 0     | 0     |
| General and administrative costs     | 8,082 | 6,566 | 7,193 | 38,613 | 7,509 | 7,058 | 6,683 |

## **ACCOUNTING PRINCIPLES FOR REVENUES – IFRS 15**



#### **Virtual currency**

- 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

#### "Durable"



X – the number of periods that paying players on average stay in a game

Period 1 – user makes a payment for a durable good in a game (e.g., a fishing rod) - a cash flow is generated. The revenue for the period is the value of the payment divided by X; the remaining value of the payment is booked as deferred revenue.

Periods from 2 to X – in each period the same value (equal to revenue recognized in period 1) is reclassified from deferred revenue to current period revenue.

## **MARKETING EXPENSES POLICY**

#### **Marketing expenses**

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

### Marketing expenses model





- 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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