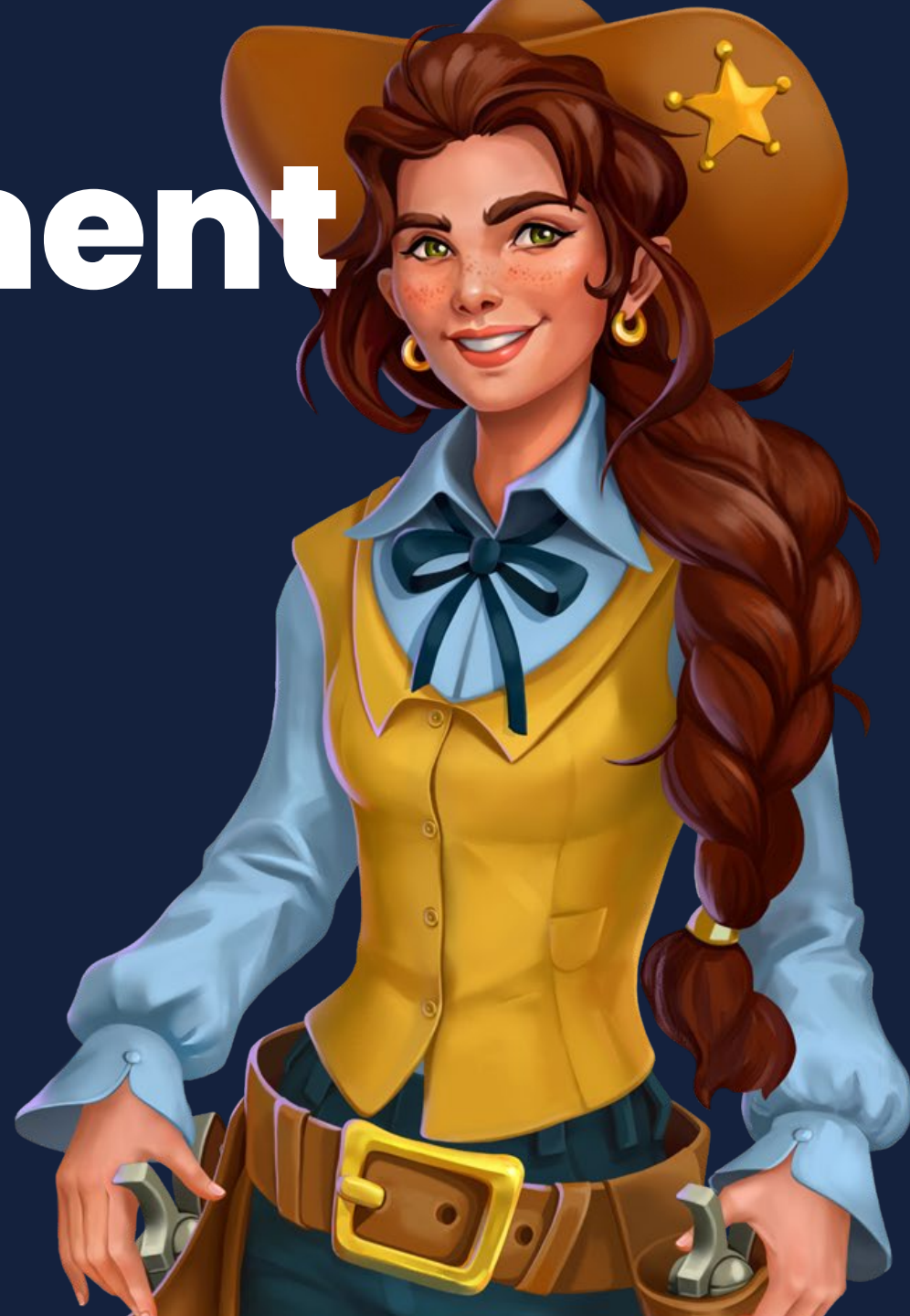


G5 Entertainment

Investor presentation

NASDAQ OMX: [G5EN.ST](https://www.nasdaq.com/quote/G5EN)



G5 Entertainment in brief

- **Game Developer and publisher**
Casual free-to-play (F2P) games
for tablets, smartphones and PCs
- **Puzzle and adventure game genres**,
such as Hidden Object, Match-3 and Mahjong
Solitaire
- Serving **\$90+ billion global market**
- **Female audience 35+**
- **North America** accounted for 63% of group
revenue in 2024

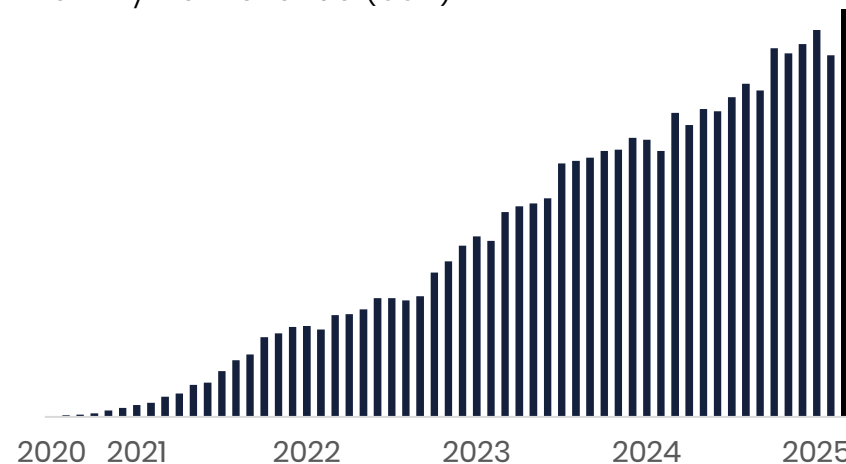
Strong history in sales and downloads

Secret Society: USD 111 M sales
28 M downloads

Hidden City: USD 400 M sales
57 M downloads

G5 Store

Monthly Net Revenue (USD)

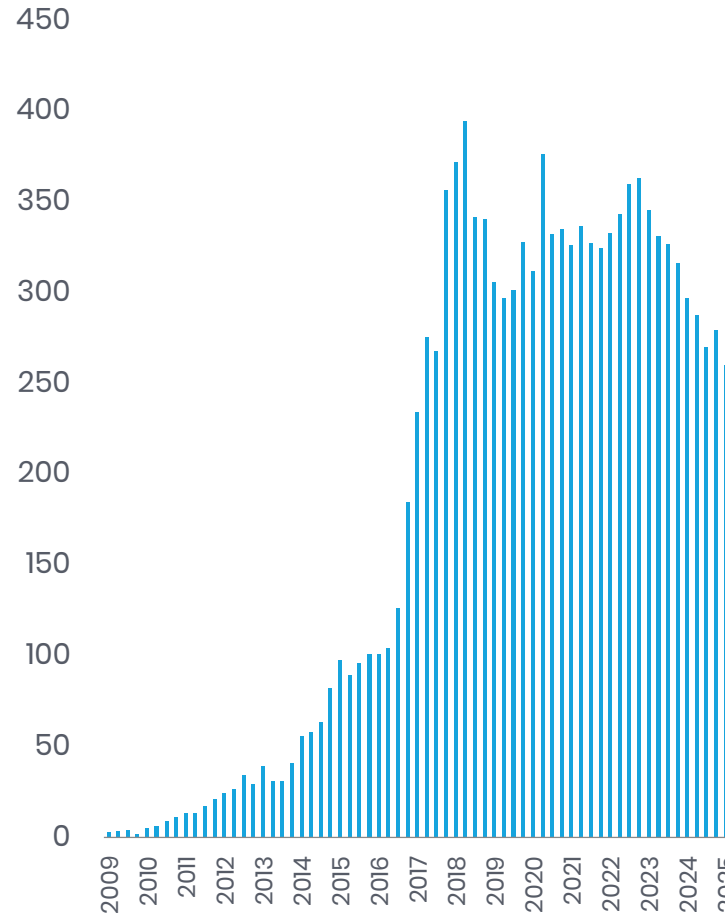


G5 Entertainment in brief (2)

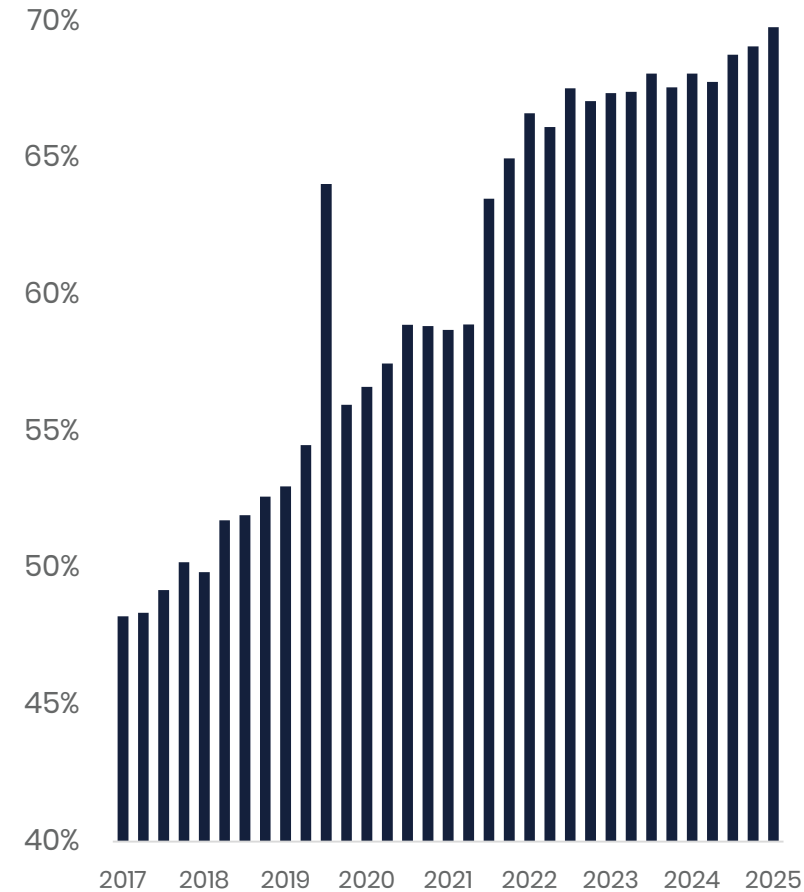
Stable performance in 2024

- **1.1 billion SEK** revenue
- **117 million SEK** EBIT
- **68.4%** Gross Margin
- **G5 Store** boosted gross margin and contributed to stable performance
- **15.22 SEK** EPS
- **8.00 SEK** dividend

Revenue (MSEK)

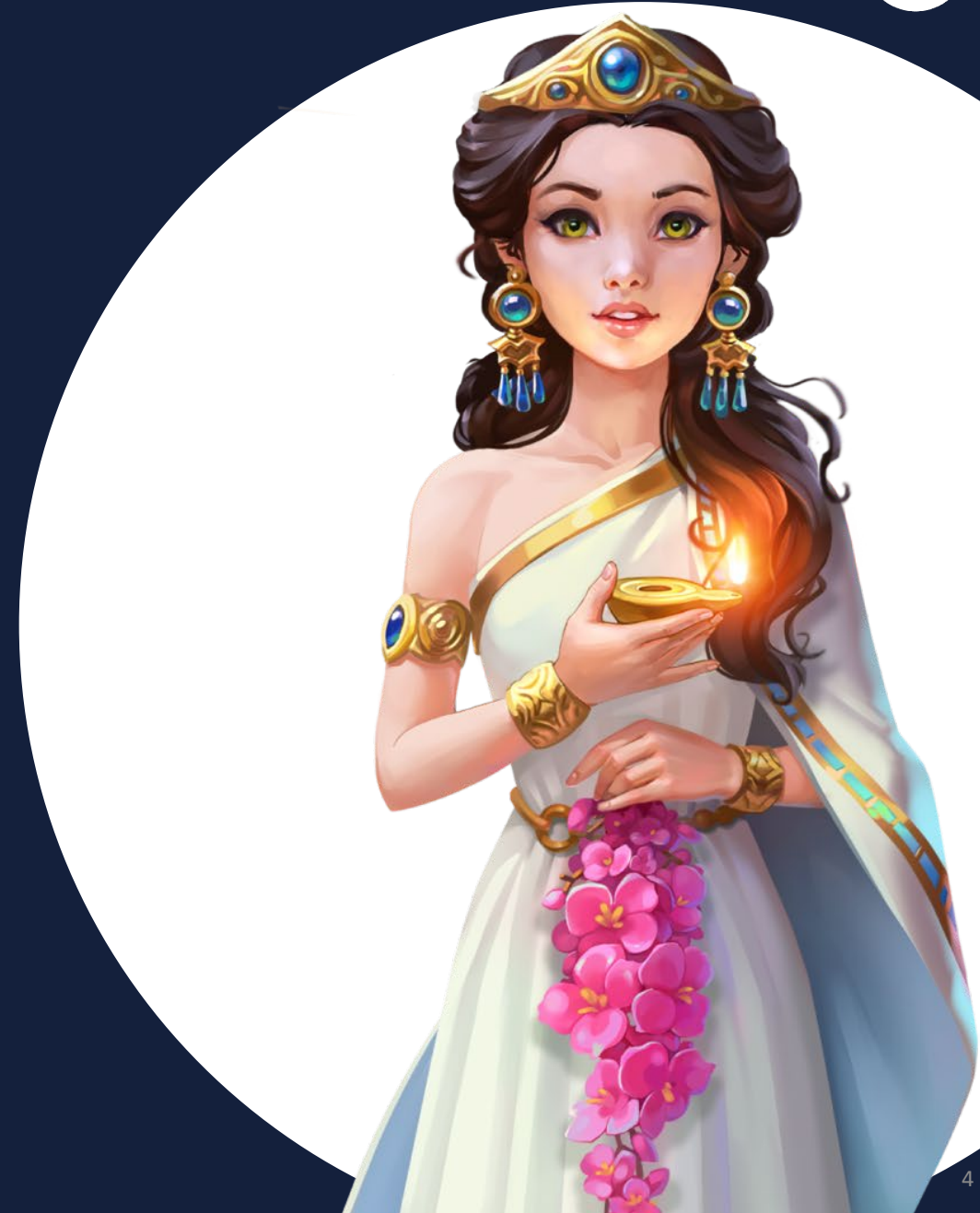


Gross Margin (%)



Mobile Gaming Industry

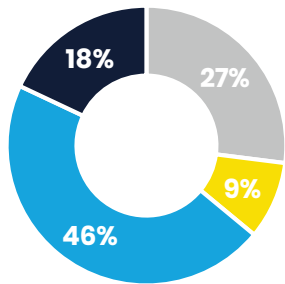
Mobile gaming is the best-performing segment of the overall gaming market.



Global Mobile Gaming: A Growth Market

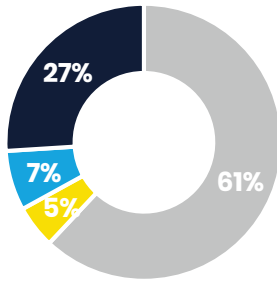
- Mobile gaming is the best-performing segment of the overall gaming market, with global revenues expected to reach **\$106 Bn** USD by 2027
- **48% of 2024 global game revenue** will come from mobile gaming
- With almost **3.4 billion gamers worldwide today** (+5% Y/Y), and 3.8 billion gamers projected by 2027, mobile gaming has more players than any other gaming segment
- Asia is the biggest market, accounting for almost **46%** of total revenues for the industry in 2024, followed by the US
- G5's main market is North America, followed by EU and Japan

2024 Global Games Market per region



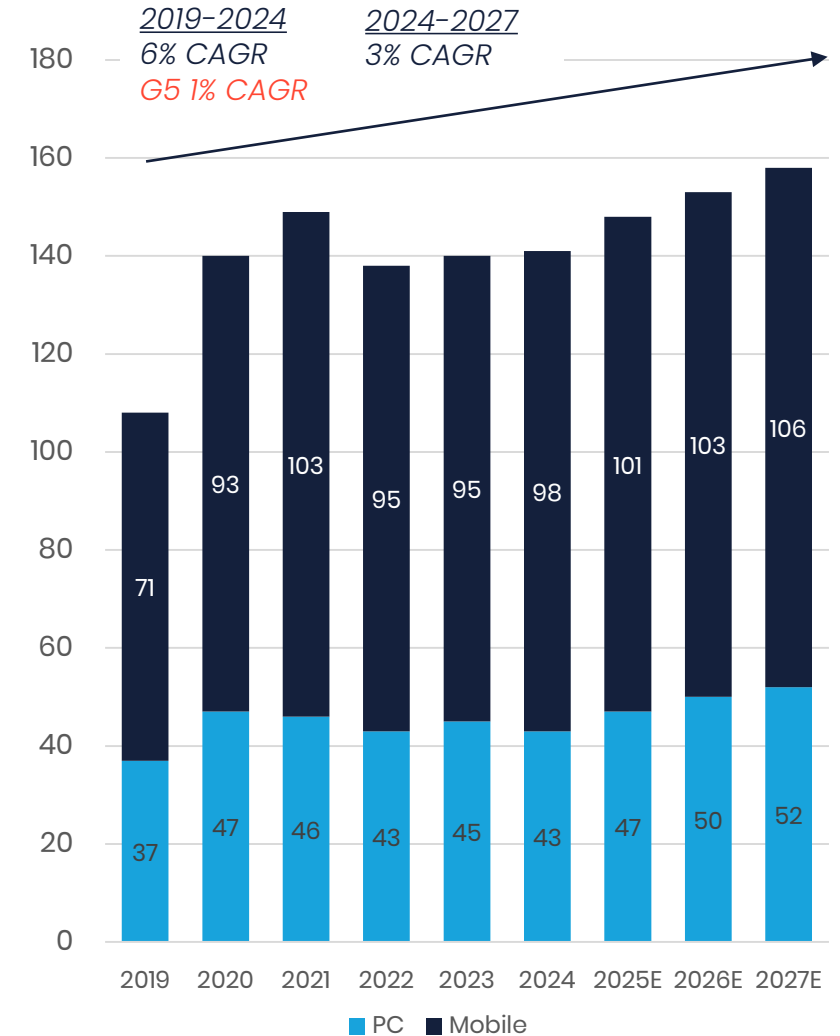
■ North America ■ ROW ■ Asia ■ Europe

G5 Revenue breakdown by geography Q1 2025



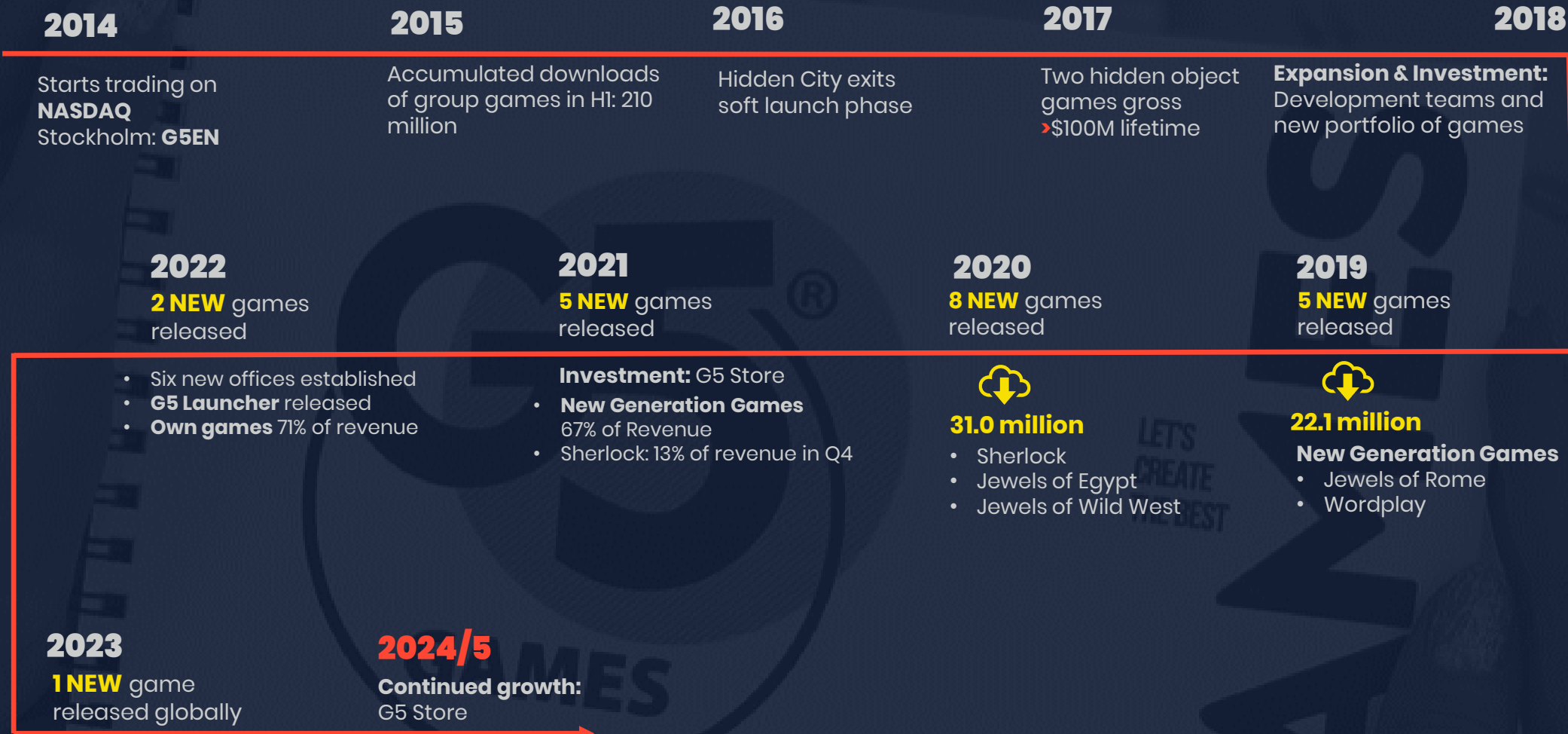
■ North America ■ ROW ■ Asia ■ Europe

Global Mobile Games Market Revenues
Mobile & PC Games , Bn USD



*NEWZOO market data

G5 Development: 2014–2025



G5's Portfolio & Development funnel

“G5 has a range of games in the genres that are all liked by the company's target audience.”



Target Audience and Game Genre



A Unique Market:

Women Age 35+

Growing demographic
Underserved market
Very loyal audience
Strong paying audience \$

Hidden Object



Match-3



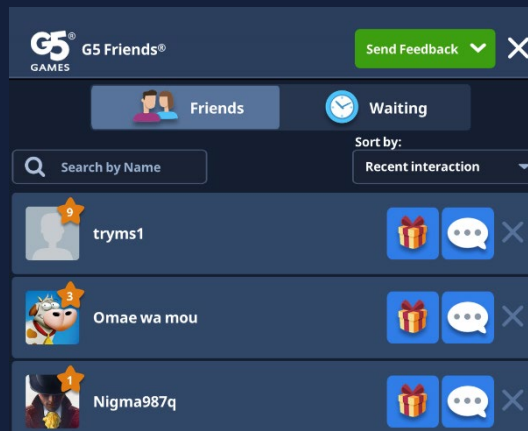
Mahjong / Solitaire



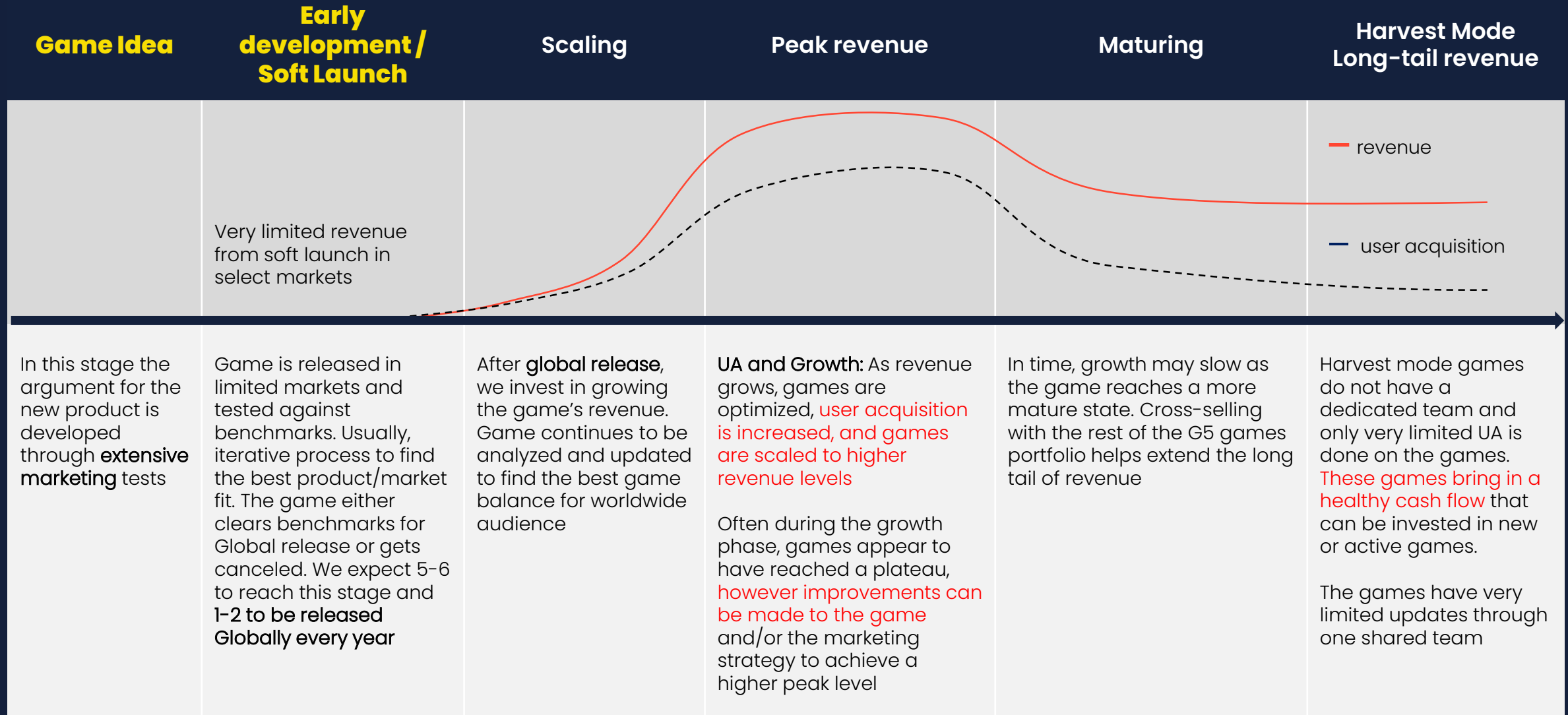
New Genres



G5 Friends Network



New Games Development Funnel



Development funnel stages

1. PRE-PRODUCTION

**2. PRODUCTION OF SOFT
LAUNCH VERSION**

**3. SOFT LAUNCH –
ENGAGEMENT TESTING**

**4. SOFT LAUNCH –
MONETIZATION TESTING**

**5. SOFT LAUNCH –
SCALABILITY TESTING**

**6. PREPARATION FOR
GLOBAL LAUNCH**

3 GAMES

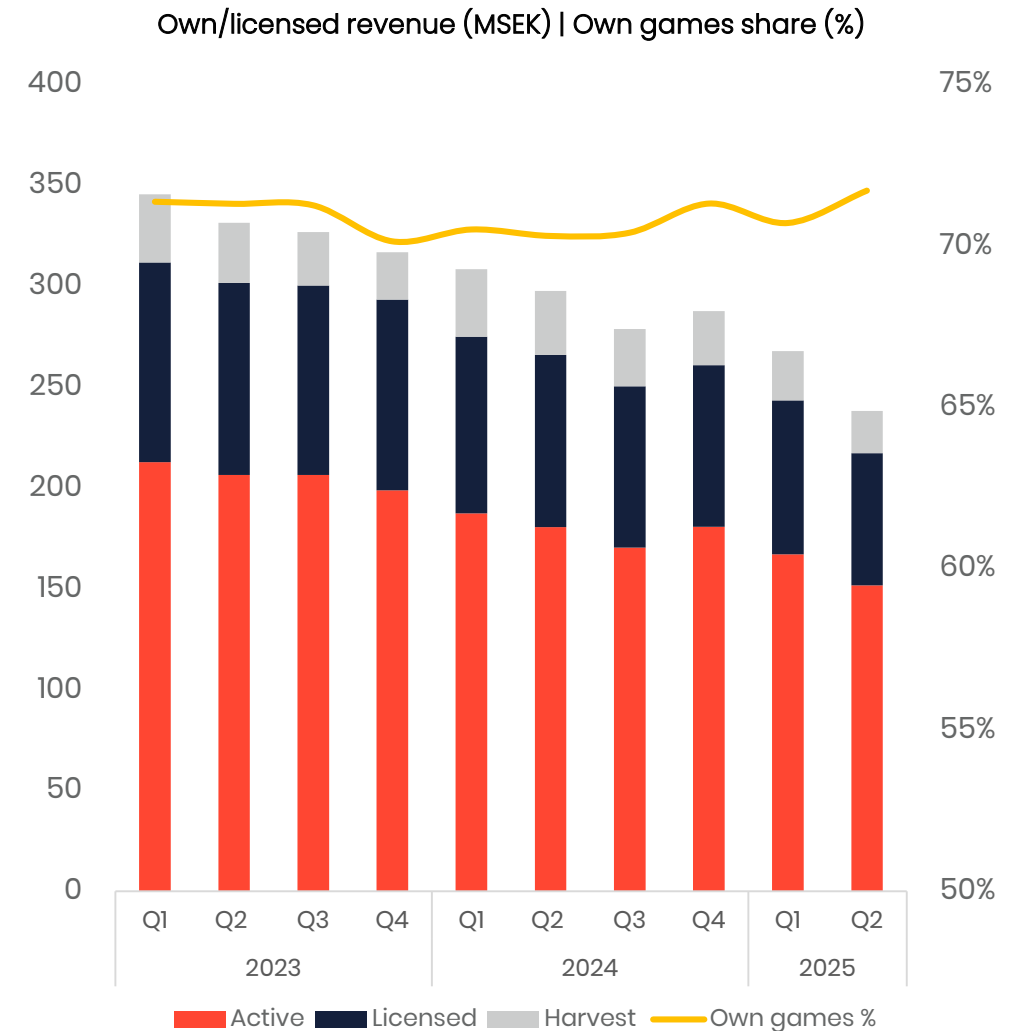
4 GAMES

GLOBAL LAUNCH



Our Portfolio Approach

- **Strengthened development teams** giving the company full control over game development and quality combined with tougher approach to underperforming games
- Revenue from Own games have consistently grown and is now **>72%** of the total net revenue
- We plan to work on 30 game ideas, soft-launching 5-6 games. We expect to release **one game globally**. Building on previous technology and game play foundation with an emphasis on engaging storylines and immersive meta-mechanics
- **Balanced and diversified portfolio** with games in different stages in their lifecycle creates a balance between profitability and growth



Active: Own and actively managed

Licensed: Licensed

Harvest: Not actively supported games & older games, *Mahjong Journey included in harvest since Q1 2024

Financials

“We are confident that our strategic initiatives will bear fruit in the coming quarters, reinforcing our position in the market.”



Financial Summary: Q2 2025

Record gross margin and record MAGRPUU

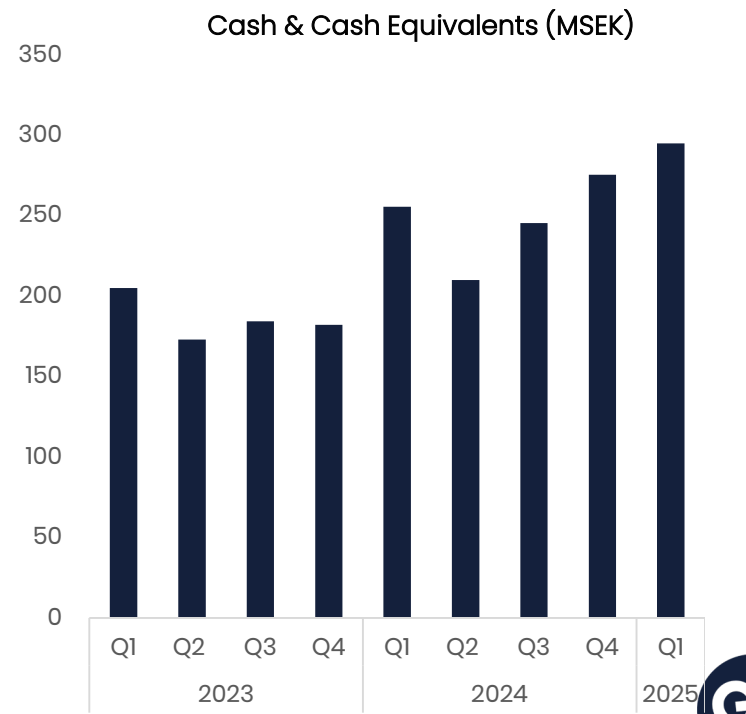
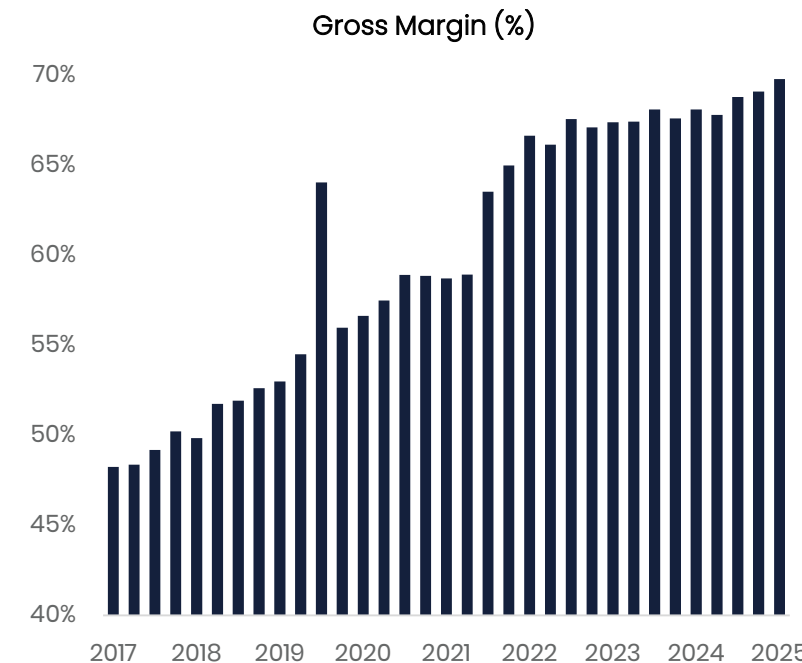
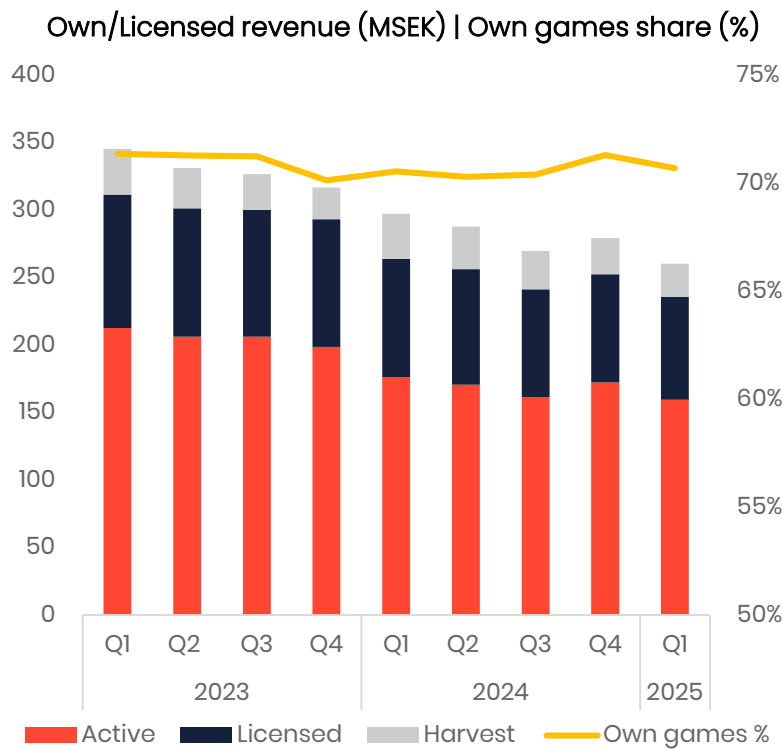
- Revenue was SEK 232 M, -1.7% Q/Q | -11% Y/Y in USD and -20% Y/Y in SEK
- Own games >72% of net revenue (70)
- Active own games: 62% (59) of net revenue, excl. *Mahjong Journey* that was put in harvest mode in Q1
- G5 Store accounts for 23.3% of total net revenue (15.2)
- G5 Store growth +25% Y/Y, -2% Q/Q in SEK | +38.5% Y/Y, +8% Q/Q in USD
- Record gross margin 70.0% (67.8) primarily driven by continued growth of the G5 Store
- Record MAGRPPU **\$65.4** (63.5)

**Operating Profit (EBIT) SEK 5.6 M (39.2)
EBIT margin 2.4%**

- EBIT was negatively impacted by revaluations related to fx SEK/USD revaluations of SEK -10.0 M (-3.4) and increase in UA back to previously communicated range
- Adjusted for negative impact from other income and expenses EBIT margin would be 6.8% (8.8)
- Net capitalization impact on earnings was SEK -0.4 M (-8.1)

Strong balance sheet

- Capitalization impact on cash flow SEK -22.5 M (-27.1)
- Cash flow before financing activities SEK 25.7 M (6.5)
- Total cash flow SEK -38.8 M (-56.3) negatively impacted by dividends SEK 62.2 M (62.4)
- Total cash at end of period SEK **247.0** M (196.3)



Status and Outlook for 2025



- We continue to execute on our long-term strategy going into second half of 2025
- Continue to improve active games to stabilize top-line and increase UA spend to facilitate growth
- Expect to release *Twilight Land* globally
- 3rd party developers to distribute their games on the G5 Store before the end of the year
- New management hires focused on development and marketing
- Continued operational efficiencies will strengthen our operations for future growth
- G5 Store is rapidly growing and scalable distribution opportunities will continue to boost our gross margin
- Maintaining UA spend to the 17-22% range
- Strong financial discipline, strong cash flow generation and zero debt

Development funnel





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