

Q2 and H1 2023 Results Presentation

31 August 2023

Q2 2023 investor presentation

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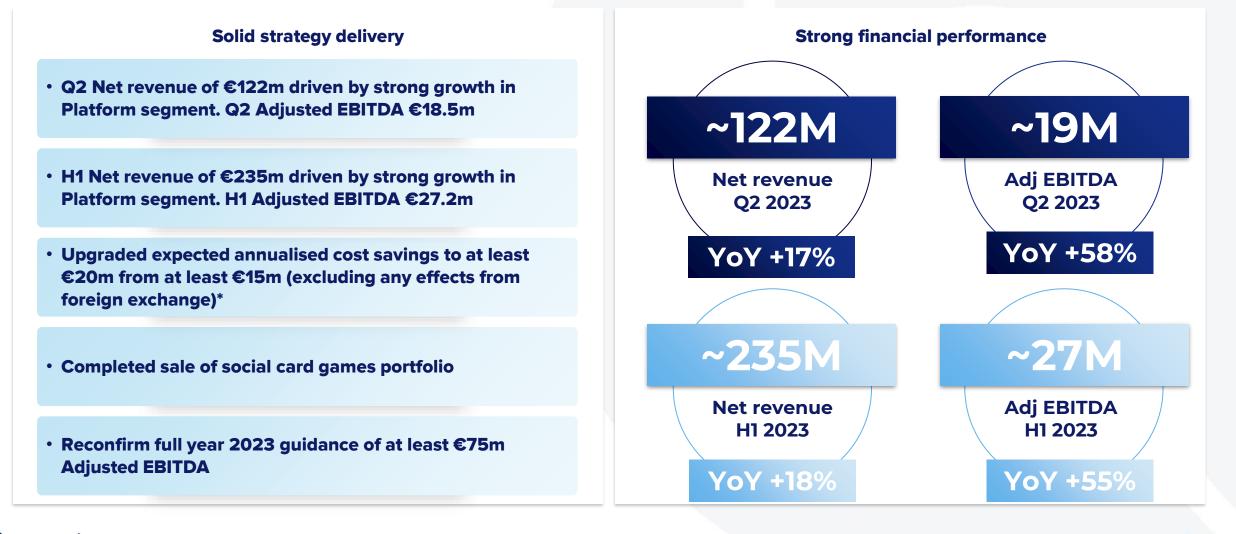
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Key messages

Delivering on consolidation strategy and realising platform synergies



*The expected savings are compared to the January 2023 baseline.

Consolidation and integration update

Focus on integration and consolidation; strategic M&A powering growth

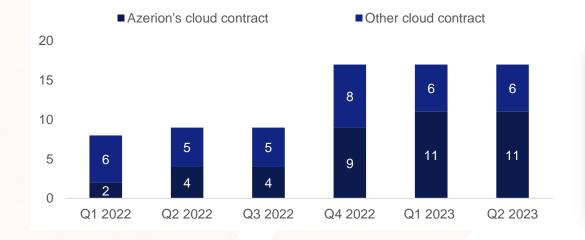
Transaction	Strategic rationale	Progress	Milestones Achieved
ΙΝΕΙΝΙΑ	 Geographic diversity into LATAM & US Spanish speaking market DMP focused on improving customer advertising campaigns through digital activation Premium publisher reach 	\bigcirc	 Commercial and technical integration complete with teams, product, and clients managed under one Azerion structure Optimised for improved financial contribution
madvertise.	 Diversification of publisher monetisation services Premium publisher reach Geographic diversity 		 Integrated sales teams of Madvertise and Hi-media, rebranded as Azerion
MEDIA	 Diversification of publisher monetisation services Exclusive premium publisher reach Established local sales team 	\bigcirc	Commercial and personnel integration complete.Mmedia branding merged with Azerion
🚺 HybridTheory	 Extend advertising performance management Geographic diversity into the US & UK Advertiser, Agencies, Publisher reach 	•	 Commercial integration complete with launch of Azerion US and Azerion UK Majority of data segments integrated into Azerion's SSP platform Improve Digital
\land \supset \land \land \land \land	 Geographic diversity Publisher monetisation technology Premium agency & publisher reach 	•	 Product integration complete with technology being run through Azerion full monetisation services Commercially rebranded as Adplay by Azerion
NLY BY	 Geographic diversity Diversification of ad formats Premium publisher reach 	•	 Integration of CTV technology into Azerion's SSP Improve Digital on going
+Monolith, Takerate & Adverline	 Entry into digital audio advertising Geographic diversity into the US & UK Diversification of ad formats Premium advertiser & publisher reach 	•	 Tech updates of Improve Digital platform to integrate new digital audio ad format ongoing Commercial integration into Azerion complete outside of core markets Belgium and France

Consolidation and integration update

Integration efforts resulting in a highly scalable and profitable platform



- Value optimisation initiatives end of 2022 onwards to accelerate integration and consolidation of acquired businesses into a single scalable platform organisation
- Resulting in around 22% increase in Net revenue per FTE in Q2 2023 compared to Q2 2022



- Simplification of Azerion's hosting contracts by migrating to group contract with AWS over time
- Server costs per Million requests reduced by around 19% in Q2 2023 as compared to Q4 2022

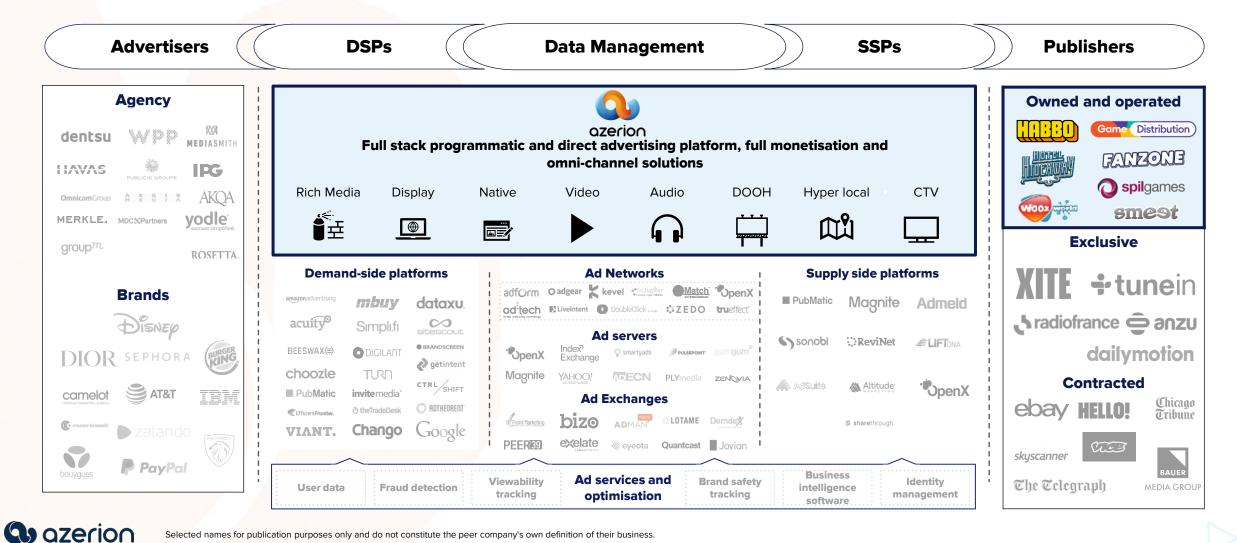
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Platform strategy

Our integrated model optimises the advertising value chain



Platform strategy Azerion's single solution advertisement platform



Platform strategy

Becoming the go-to-partner for advertisers for an easy-to-use, competitively priced and brand-safe digital environment

Strategic Priorities

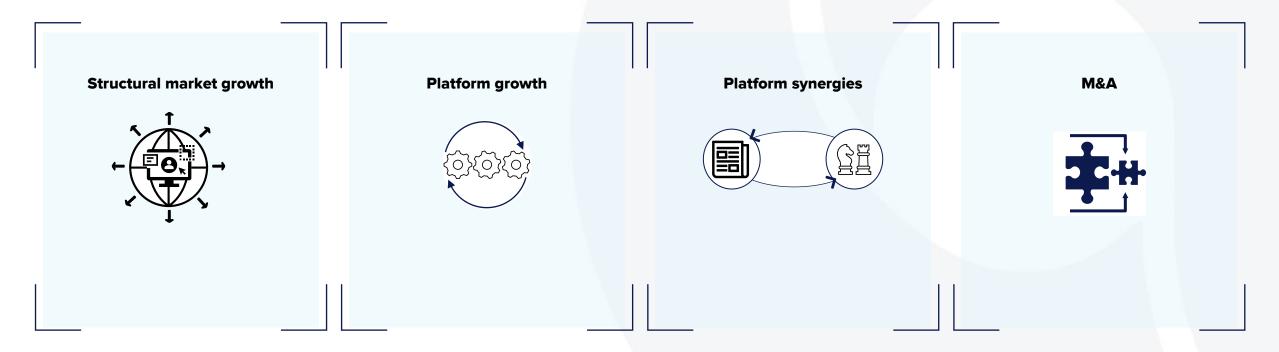
Ad sales	Local expert teams that help our clients achieve results		
Ad tech	Creative proprietary ad formats Efficient and easy to use Platform		
Curated Content	Publisher monetisation services Partnerships and high-margin titles in casual game distribution Innovative business models to bring audiences together Optimise our E-commerce business to strengthen relationship with advertisers		
Premium Games	Strengthen our position in the metaverse and offer an extended value proposition to advertisers to connect with digital audiences in innovative ways		

Q2 2023 – Example Proof Points

- Launch of Azerion Smart Bidding, Azerion's improved Al-integrated bidding system to further enhance Azerion's pricing in open market auctions
- Improved our Full Monetization Services, or FMS solution with Performance by Azerion for semantic segmentation allowing for better audience targeting
- Launched Smart Content, integrating Vlyby technology with Zoomin content, providing publishers with additional contextual content for monetisation
- Developed an internal campaign management solution for Azerion ad ops teams, Azerion Marketplace, improving ad campaign coordination efficiencies and margin contribution.
- Server costs per million ad request decreased by 19% in Q2 2023 compared to Q4 2022 due to further platform optimisation and benefits of scale
- Signed 61 new exclusive publishers to further extend our platform supply footprint, reaching larger audiences
- Accelerated the production of puzzle and word web games by Azerion Studio's for news and media publishers resulting in increased revenues at higher margins due to lower licensing fees
- Launch of Habbo X: Alpha 2, a play to earn metaverse environment which integrates blockchain technology, allowing brands such as EMA, Miffy and Cool Cats to collaborate with audiences and create lifetime engageable collectables, minted as an NFT.
- Partnered with Juniper Creates, opening unique opportunities for the Habbo community to design and select lines of apparel and toys which will be linked to in-game digital collectables.

Platform model

Our proven & successful growth strategy



10

Sale of Social Card Games

Sale of social card games portfolio

- Entered a definitive agreement with Playtika on 1 August, 2023 to acquire Azerion's social card games portfolio, including titles such as Governor of Poker 3 and Poker World.
- Sale of social card games portfolio completed 28 August 2023 for an initial cash consideration of € 81.3 million, subject to customary adjustments, with an earnout based on the performance of the acquired business that could take the total consideration up to a maximum of € 150 million.
- At completion Azerion received close to € 67 million before income tax and approximately 15 months after the completion date Azerion will receive the remaining proceeds subject to the terms of the asset purchase agreement. Gain on sale estimated at approximately €70 million before income tax.
- Earnout consideration calculated by multiplying incremental Adjusted EBTIDA performance of social card games portfolio above a baseline of around €13.5 million, by a multiple of between 6.0x and 7.0x (both inclusive); multiple contingent on revenue growth during the earnout period.
- Example of Azerion building and scaling valuable technology assets.



Q2 2023: Increased earnings driven by revenue growth and ongoing cost savings



• Net revenue up approximately 17% year on year, mainly driven by Platform performance

 Adjusted EBITDA grew more than 58% in Q2 2023 year on year, largely due to revenue growth and efficiency savings from consolidation and integrations

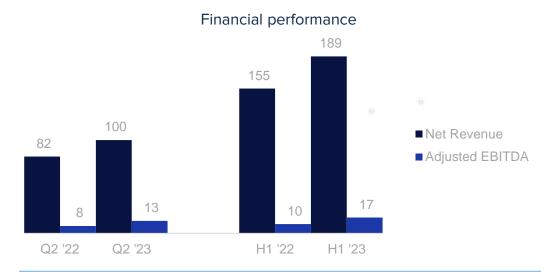
H1 2023: Increased earnings driven by revenue growth and ongoing cost savings



• Net revenue up approximately 18% year on year, mainly driven by Platform performance

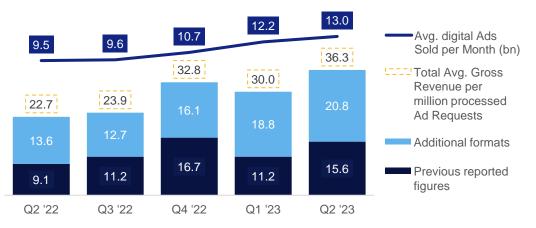
 Adjusted EBITDA grew by approximately 55% in H1 2023 year on year, largely due to revenue growth and efficiency savings from consolidation and integrations

Platform – revenue growth and benefits of consolidation and integration



- Net revenue in Q2 2023 up approximately 21% year on year. Net revenue in H1 2023 up approximately 22% year on year.
- Adjusted EBTIDA grew by around 68% in Q2 2023 year on year; Adjusted EBTIDA grew by around 71% in H1 2023 year on year – mainly due to net revenue growth and benefits of ongoing efficiency programmes.



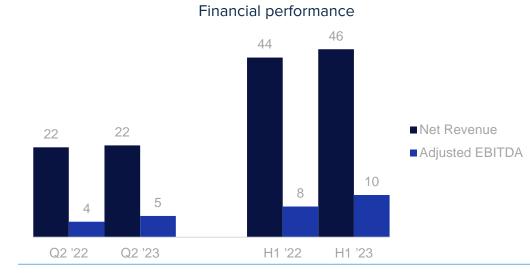


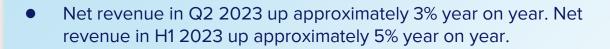
- Average digital ads sold per month increased to 13 bn in Q2 2023 from 9.5 bn in Q2 2022, approximately 37% increase.
- Average gross revenue per million processed ad requests grew to approximately EUR 36.3, an increase of around 59% year on year.

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 1 Avg. Gross Revenue per Million processed Ad Requests from advertising auction platform (\in). For further details see full text in Q2 H1 2023 Interim Results press release All figures in EURm unless otherwise indicated

Premium Games – improving profitability driven by efficiency and cost management





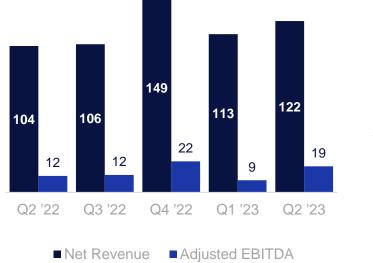
 Adjusted EBTIDA grew by around 37% in Q2 2023 year on year; Adjusted EBTIDA grew by around 34% in H1 2023 year on year – mainly due to benefits of ongoing efficiency programmes.



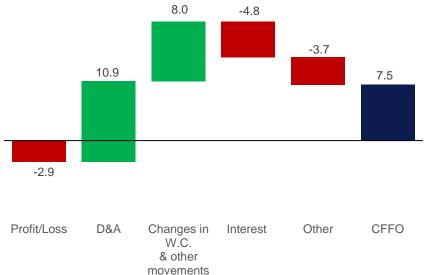
- Daily active users in Q2 2023 relatively stable as compared to Q2 2022.
- 5% increase in average revenue per daily active user in Q2 2023 as compared to Q2 2022.
- Focus on cross segment revenue growth by, for example, increasing integration of brand advertising into gaming environment and launch of Habbo X: Alpha 2 allowing brands to collaborate with audiences and create engageable collectables.

Financial update Strong financial framework

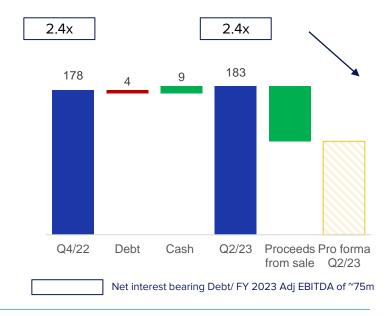
5-quarter rolling financial performance



Q2 2023 cash conversion



Q2 2023 Net interest bearing debt*



- Resilient performance in Q2 and H1 2023
- Continued cash generation from operating activities
- Implied leverage ratios pro forma the divestment of social card games reducing

Guidance update Update of our financial guidance

2023 FY Guidance

	FY 2022	Previous Guidance	Updated Guidance
Revenue (in €m)	+ € 453 million	[~] € 560 million	[~] € 540 million
Adj. Ebitda (in €m)	+ € 52 million	At least € 75 million	At least € 75 million

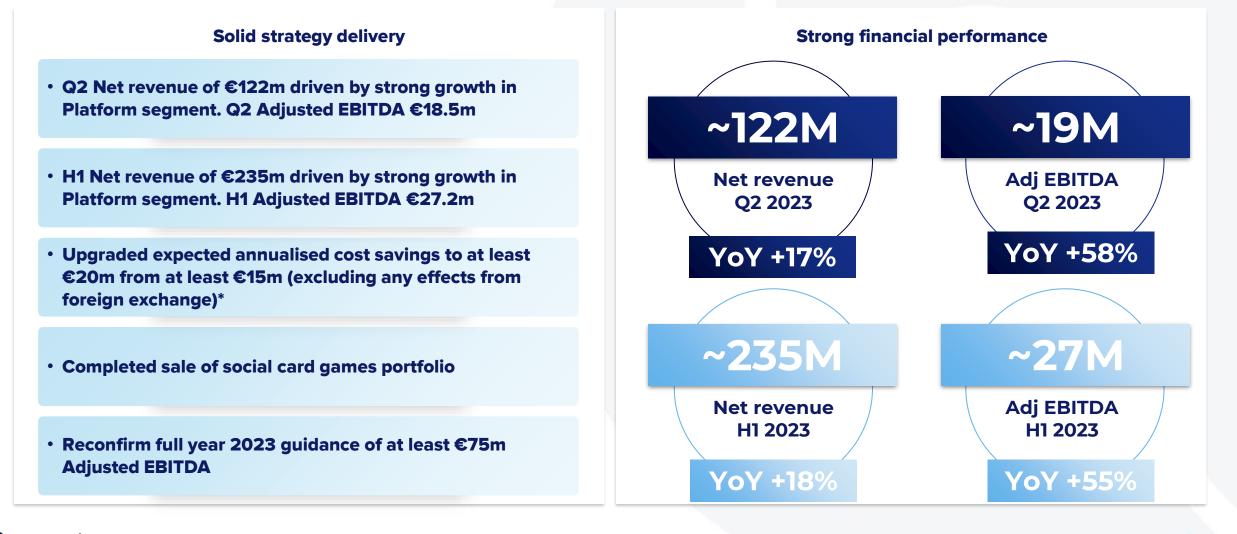
Medium term Guidance

	Previous Guidance	Updated Guidance	
Revenue Growth %	~ 15%	~ 15 %	
Adj. Ebitda Margin %	14% – 16%	14% – 16%	

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Key messages

Delivering on consolidation strategy and realising platform synergies



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