HUUUGE

Q2 2026

PRESENTATION

SEPTEMBER 2026

DISCLAIMER

This presentation ("Presentation") has been prepared by Huuuge, Inc. (the "Company"). By reading the Presentation, you agree to be bound by the following limitations.

The Presentation is protected by copyright law, in particular the Polish Act of February 4, 1994 on Copyright and Related Rights. Copying, duplicating and use of part or all of the photos and graphics contained in the Presentation without the Company's permission is prohibited.

The Presentation does not constitute an offer to sell or subscribe for or a solicitation of an offer to purchase or subscribe for securities. This Presentation is provided for informational purposes only. This Presentation does not constitute or form part of and should not be construed as an offer, solicitation or invitation to sell or issue, or an offer, solicitation or invitation to, subscribe for, underwrite, buy or otherwise acquire, securities of the Company or any of its subsidiaries in any jurisdiction, or an inducement/recommendation to enter into investment activity in any jurisdiction. Neither this Presentation nor any part hereof, nor the fact of its distribution or issuance, shall form the basis of, or be relied on in connection with, any contract, commitment or investment decision whatsoever.

The information contained herein is only preliminary and indicative and does not purport to contain the information that would be required to evaluate the Company, its financial position and/or any investment decision. This Presentation is not intended to provide, and should not be relied upon for, accounting, legal or tax advice nor does it constitute an investment recommendation. This Presentation is given in conjunction with an oral presentation and should not be taken out of context.

No information included in this Presentation may be considered as investment advice or investment recommendation. The information contained in the Presentation has not been independently verified. No representation, warranty or undertaking, expressed or implied, is made as to, and no reliance should be placed on, the fairness, accuracy, completeness or correctness of the information or the opinions contained herein.

Matters discussed in this Presentation may constitute forward-looking statements. Forward-looking statements constitute statements that are other than statements of historical fact. Statements which include the words "expects," "intends," "plans," "believes," "projects," "anticipates," "will," "targets," "aims," "may," "would," "could," "continue" and similar statements of a future or forward-looking nature identify such forward-looking statements.

Forward-looking statements include in particular statements regarding the financial performance, business strategy, plans and objectives of the Company for future operations (including growth potential). All forward-looking statements included in this Presentation address matters that involve known and unknown risks, uncertainties and other factors which could cause the Company's actual results, performance or achievements to differ materially from those indicated in such forward-looking statements and from past results, performance or achievements of the Company. Such forward-looking statements are based upon various assumptions and estimates regarding future events, including numerous assumptions regarding the Company's present and future business strategies and future operating environment. Although the Company believes that these estimates and assumptions are reasonable, they may prove to be incorrect.

The information, opinions and forward-looking statements contained in this Presentation speak only as at the date of this Presentation and are subject to change without notice. The Company, its directors, agents, employees and advisors do not intend to, and expressly disclaim any duty, undertaking or obligation to, make or disseminate any supplement, amendment, update or revision to any of the information, opinions or forward-looking statements contained in this Presentation to reflect any change in events, conditions or circumstances. To the extent permitted under the applicable provisions of law, neither the Company nor any of their affiliates, advisers or representatives shall have any liability whatsoever (in negligence or otherwise) for any loss however arising from any use of this Presentation or its contents or otherwise arising in connection with this Presentation.

This Presentation is not for distribution or use by any person or entity in any jurisdiction where such distribution or use would be contrary to local law or regulation or which would subject the Company or any of its affiliates to authorization, notification, licensing or other registration requirements under applicable laws. Any failure to comply with this restriction may constitute a violation of United States securities laws. Persons into whose possession this Presentation comes should observe all such restrictions.

TODAY'S PRESENTERS

Wojciech Wronowski
Chief Executive Officer

Maciej Hebda
Treasurer, CFO

To learn more please visit: https://ir.huuugegames.com/governance

Q2 2026 HIGHLIGHTS

$120M SBB Announced -164% of 2025 Free Cash Flow

Executing USD 120m SBB this autumn
~$0.5bn returned to shareholders over the last 5 years

Resilient gross profit & focus on profitability
Gross profit $41.5m in Q2 2026; H1 2026 Adj. EBITDA margin: 41%

Record DTC share
DTC at a record: 42.5% of revenue in Q2 2026 and ~44.9% of revenue in July

Extensive H2 roadmap
H1 in line with internal roadmap (seasonality); business pickup expected in H2 with slightly lower UA costs

$50.9m
Revenue
-13.4% YoY
-9.9% QoQ

$19.8m
Adj. EBITDA
-17,5% YoY
-18.6% QoQ

39%
Adj. EBITDA Margin
-2.0pp YoY
-4.2pp QoQ

2026 STRATEGIC PRIORITIES UPDATE

Priority #1
Core business longevity

- Focus on player retention over short term monetization
- Minimizing the gap to the social casino market dynamics in the long run
- Doubling down on successful features and existing USPs
- D2C expansion continuing to lift margin and cash generation

Priority #2
iGaming Entry

- Multiple pathways under assessment: build, partner, license a platform, or acquire
- M&A focus sharpened on smaller targets with clear, demonstrable synergies - faster to close and integrate
- No ceiling on deal size; the test is quality and economics
- Entry no longer depends on any single transaction, which keeps us selective
- Strong USPs across product, marketing, content, and infrastructure

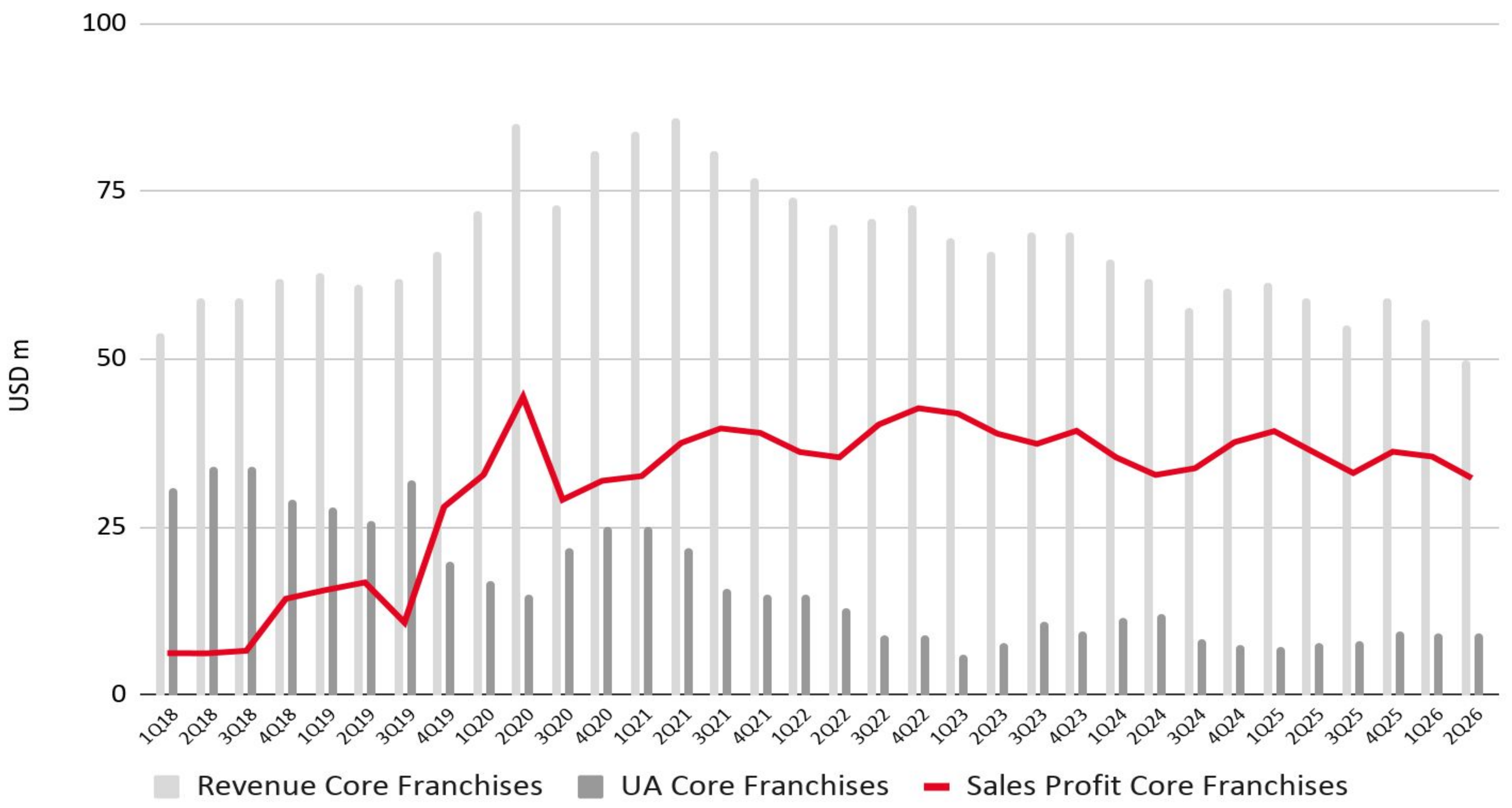
Priority #3
Capital Distribution Policy

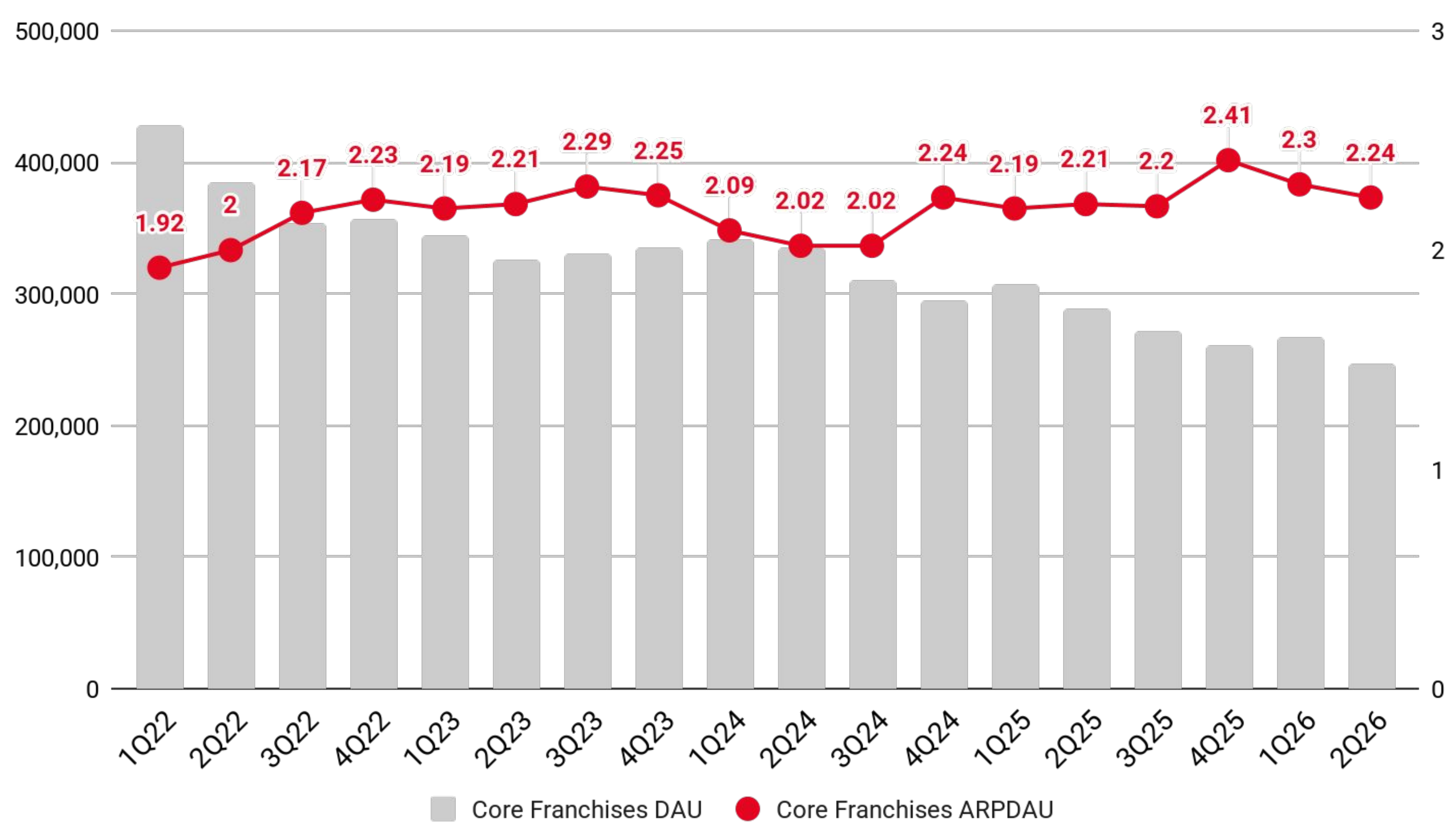
- Policy: 50%-100% of annual Free Cash Flow, distributed in the following fiscal year
- 2025 Free Cash Flow: $73.3m
- 2026 share buyback of $120m, above the top of the policy range
- No debt; balance sheet funds both capital returns and M&A

BUSINESS UPDATE

HUUGE

Q2 2026 CORE FRANCHISE PERFORMANCE





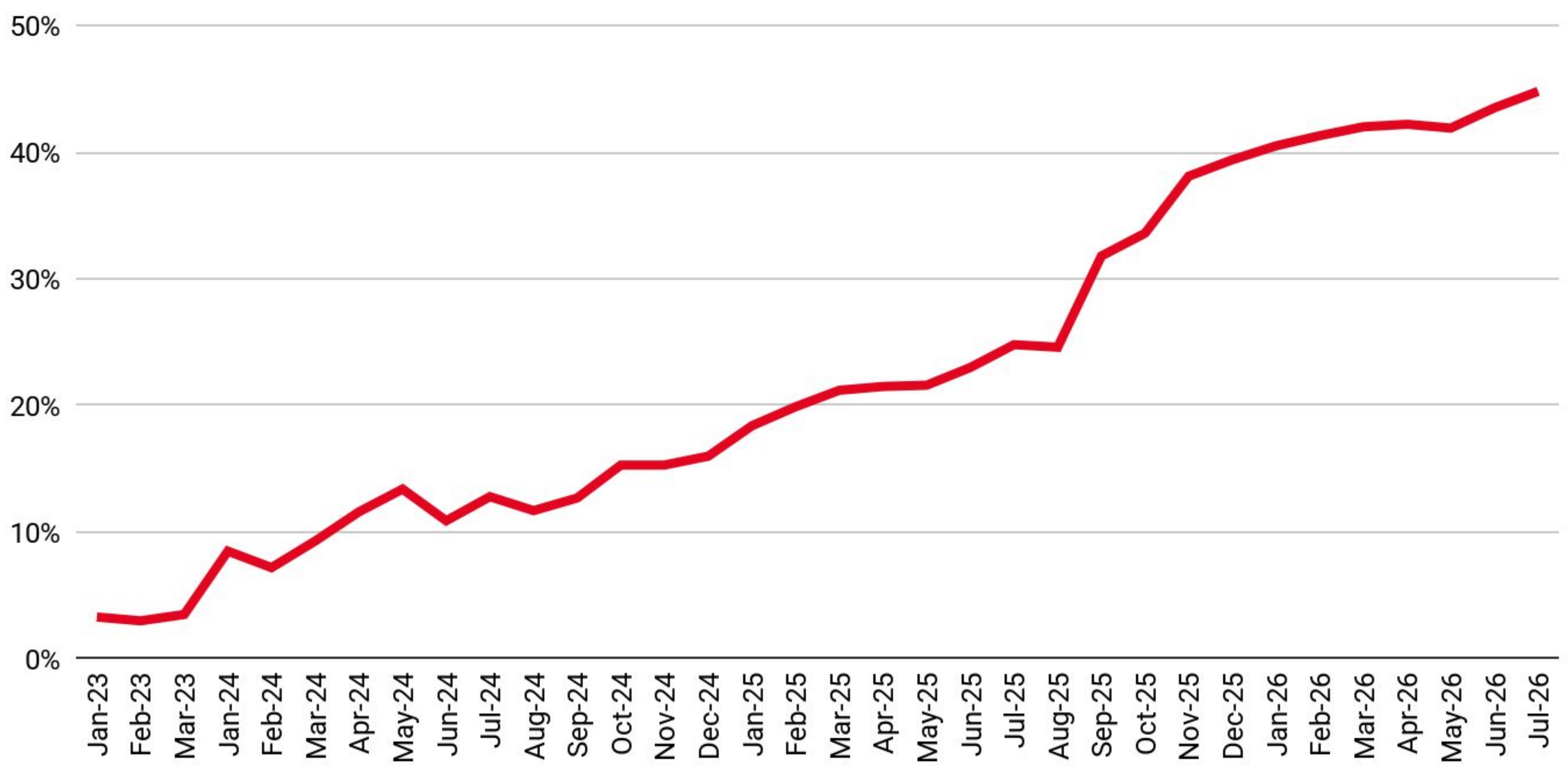
Q2 2026 group gross profit of $41.1m, down 7% YoY, consistent with broader social casino market weakness.

- Core Franchise DAU decreased by 14.5% YoY and 7.7% QoQ
- Core Franchise ARPDAU increased by 1.5% YoY, down 2.4% QoQ
- Core Franchise ARPPU increased by 2.3% YoY, broadly flat QoQ

Maintaining stable and long-term profitability across our core portfolio remains our primary focus.

CORE FRANCHISES: DTC CHANNEL GROWTH

Direct-To-Consumer (Webshop) Revenue as % of Total Revenue

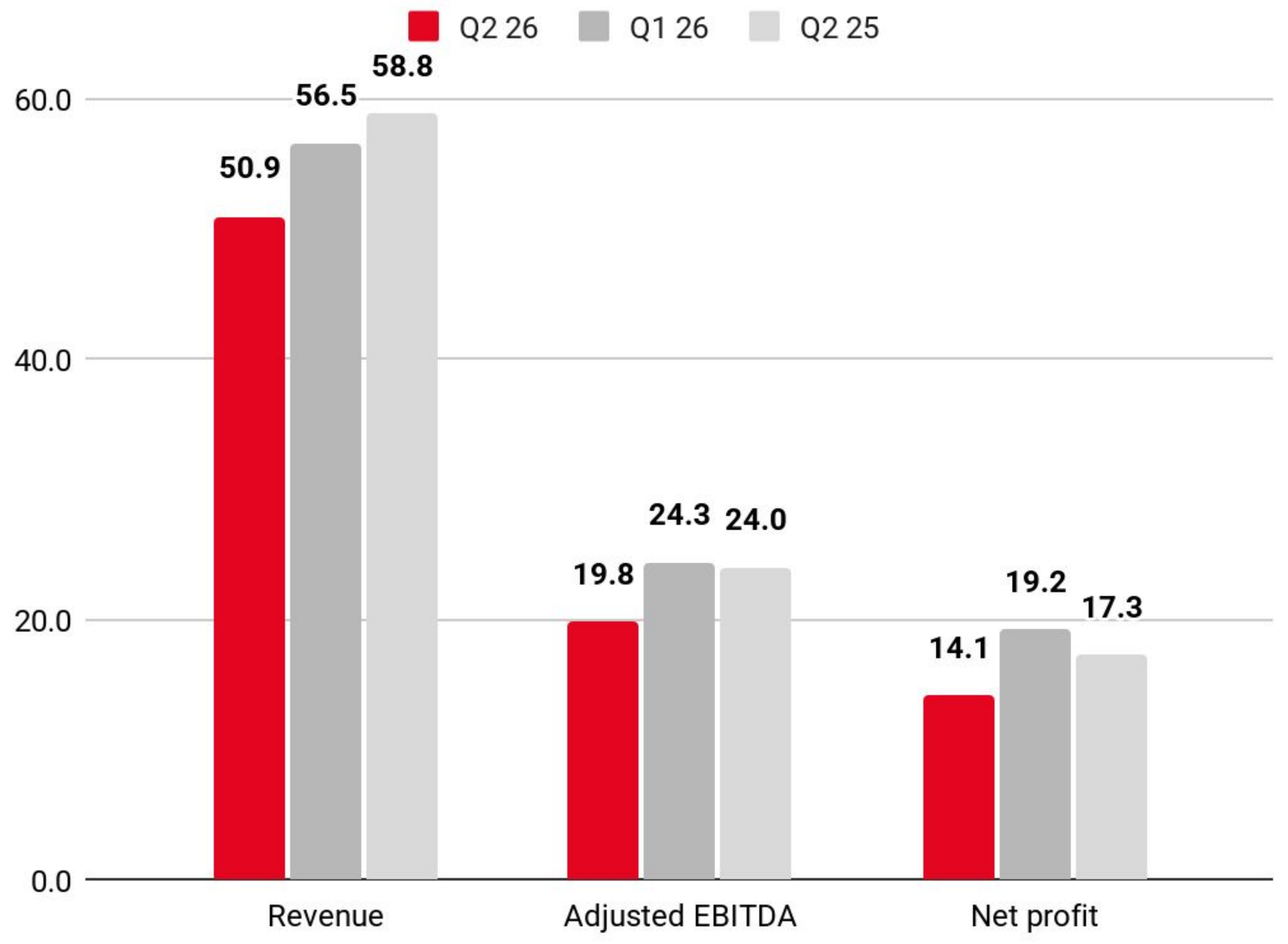


- DTC revenue reached ~42.5% of total revenue in Q2 2026 (41% in Q1 2026) and keeps growing to ~45% in July 2026
- We are aiming to keep increasing the D2C share in our revenue, subject to changes in regulations and distribution platform policies

FINANCIAL UPDATE

FINANCIAL PERFORMANCE

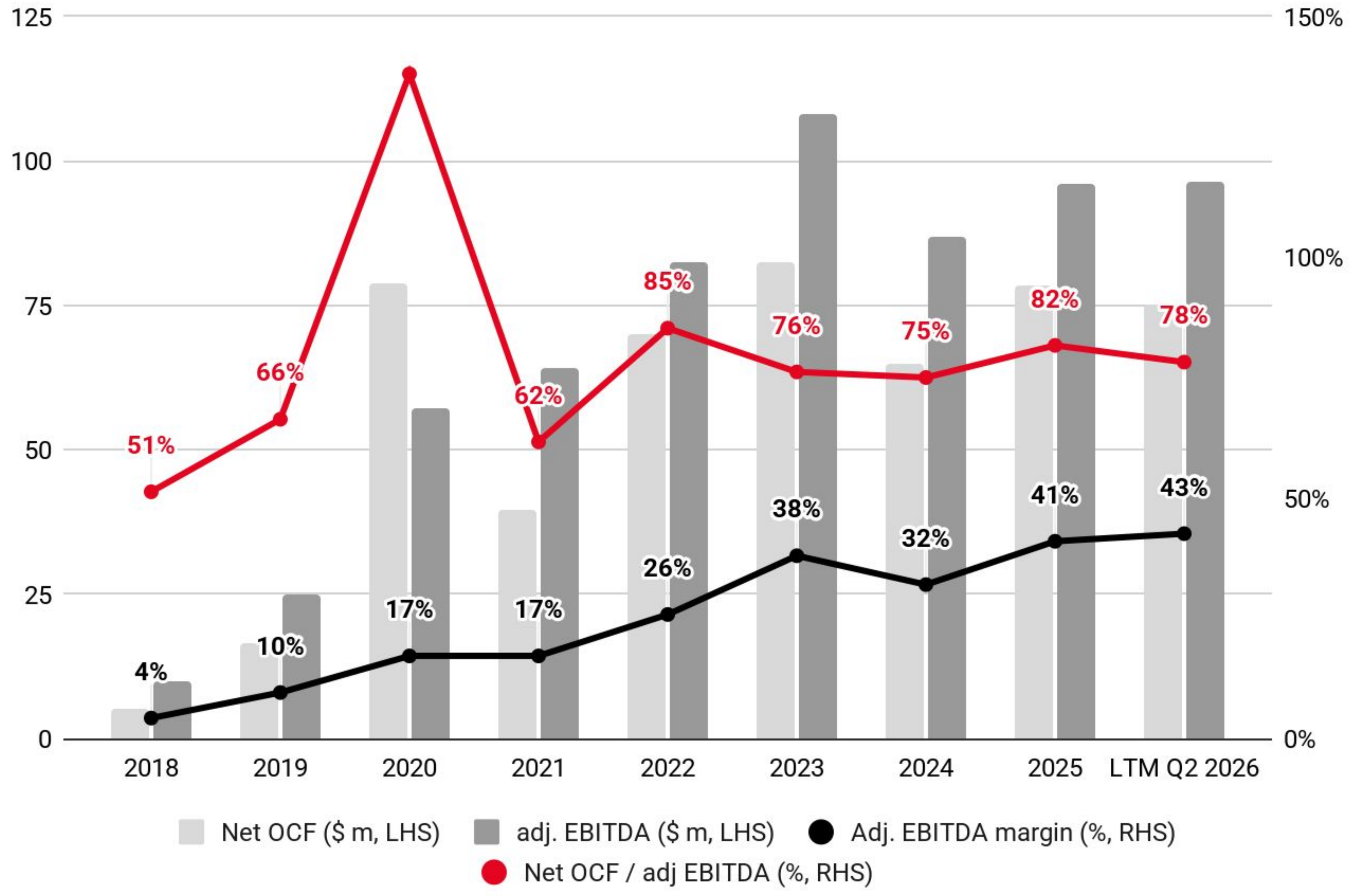
$ m	Q2 2026	Q2 2025	YoY	Q1 2026	QoQ	6m 2026	6m 2025	YoY
Revenue	**50.9**	**58.8**	**-13.4%**	**56.5**	**-9.9%**	**107.5**	**121.2**	**-11.3%**
Gross profit/(loss) on sales	**41.1**	**44.1**	**-7.0%**	**45.5**	**-9.7%**	**86.6**	**91.0**	**-4.9%**
Sales and marketing expenses	-12.9	-11.5	+11.7%	-13.5	-4.2%	-26.3	-22.6	+16.4%
Research and development expenses	-4.3	-4.1	+5.3%	-4.2	+0.9%	-8.5	-10.1	-15.4%
General and administrative expenses	-7.3	-6.9	+5.8%	-6.6	+9.9%	-13.9	-14.4	-3.4%
Other operating income/(expense), net	0.1	-0.9	n/a	0.1	-37.9%	0.2	-0.7	n/a
Operating result	**16.7**	**20.8**	**-19.7%**	**21.3**	**-21.6%**	**38.0**	**43.2**	**-12.1%**
Finance income/expense, net	0.9	-0.4	n/a	1.3	-32.3%	2.2	0.6	+273.8%
Profit/(loss) before tax	**17.6**	**20.4**	**-13.8%**	**22.6**	**-22.3%**	**40.2**	**43.8**	**-8.3%**
Income tax	-3.4	-3.1	+10.1%	-3.4	+1.0%	-6.9	-6.7	+1.7%
Net result for the period	**14.1**	**17.3**	**-18.1%**	**19.2**	**-26.4%**	**33.3**	**37.1**	**-10.1%**
Adjusted EBITDA	**19.8**	**24.0**	**-17.5%**	**24.3**	**-18.6%**	**44.1**	**49.3**	**-10.5%**



Constant focus on profitability; Gross profit dynamics highlights the impact of D2C expansion

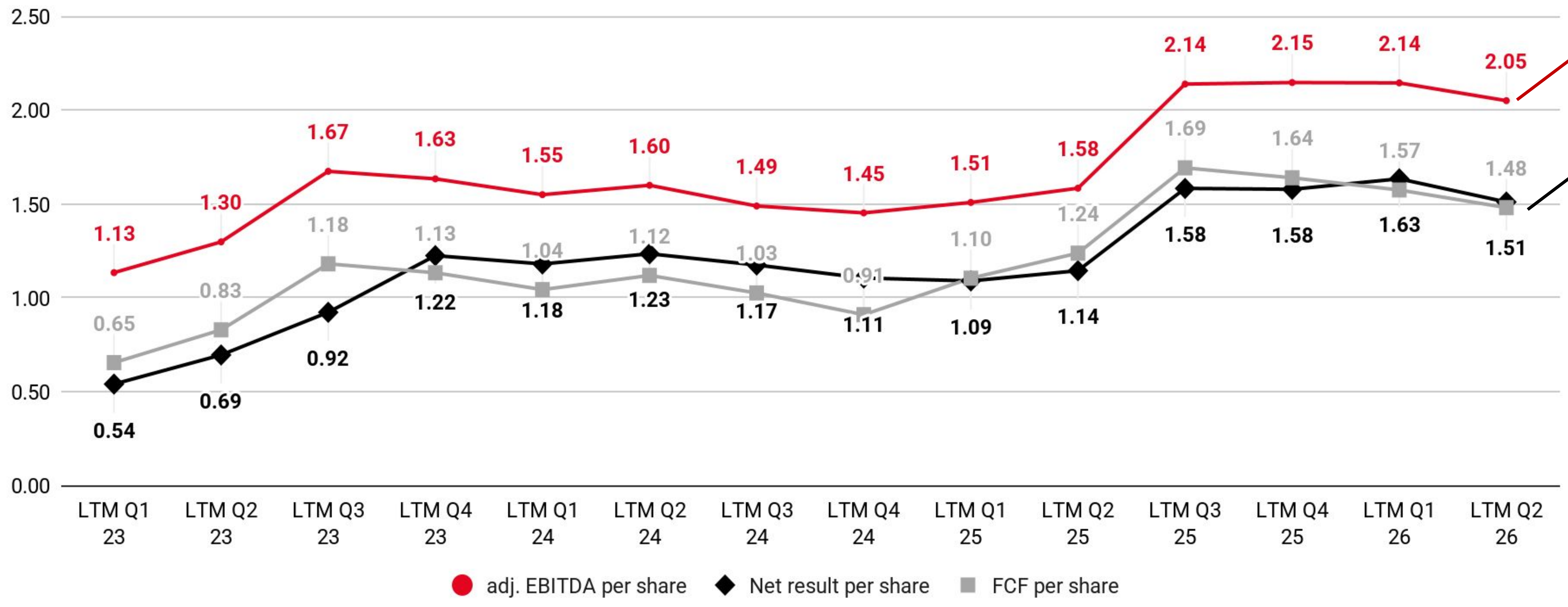
CASH FLOW STATEMENT

$ m	Q2 2026	Q2 2025	YoY	Q1 2026	QoQ	6m 2026	6m 2025	YoY
Pre-tax profit	17.6	20.4	-13.8%	22.6	-22.3%	40.2	43.8	-8.3%
Net Operating CF	20.8	25.3	-18.0%	19.2	+7.9%	40.0	47.6	-16.0%
Net Investing CF	-0.1	1.8	n/a	0.1	n/a	0.1	2.9	-97.7%
Net Financing CF	-1.1	-1.1	-7.7%	-1.8	-42.5%	-2.9	-2.6	+9.7%
Change in cash	**19.7**	**26.0**	**-24.3%**	**17.5**	**+12.2%**	**37.2**	**47.9**	**-22.4%**
Cash End of Period	**137.0**	**188.6**	**-27.4%**	**119.5**	**+14.6%**	**137.0**	**188.6**	**-27.4%**



Operating cash flow of $20.8m in Q2 2026 ($40.0m in H1 2026). Cash and cash equivalents increased to $137.0m, up $36.4m from year-end 2025. We remain committed to distributing last year's free cash flow in line with our publicly announced policy

KEY FINANCIALS PER SHARE



Assuming USD 120 m SBB and over 16m shares to be retired, 2026E per share ratios increase by almost 60%

Our per-share metrics have consistently improved over the past 2 years and are close to record high levels.
We believe that our capital allocation strategy driven by the share buybacks reducing the share count is beneficial to our shareholders in the long run.

2026

2026 OUTLOOK

Guidance for 2026 (% YoY dynamics)

Revenue	SLIGHT DECLINE
Marketing Spend	SLIGHT INCREASE
Opex (Ex-Marketing)	SLIGHT DECLINE
Adjusted EBITDA	SLIGHT DECLINE
Adjusted EBITDA Margin (%)	FLAT

KEY HIGHLIGHTS

- 2026 revenue (in net terms) expected to slightly decline YoY, in line with broader social casino market trends
- Marketing spend as percentage of revenue should be around the mid-teens level, subject to performance and strict paybacks discipline, H2 spend slightly lower than H1
- Operating costs (excluding UA) expected to decline modestly YoY following two years of organizational restructuring
- Strong profitability expected with Adjusted EBITDA margins comparable to 2025

THANK YOU

For more information, please visit ir.huuugegames.com

USD 120 m SBB program announced - 164% of 2025 FCF
USD 0.5 bn returned to shareholders over the last 5 years

Resilient gross profit & focus on profitability
Gross profit $41.5m in Q2 2026; H1 2026 Adj. EBITDA margin: 41%

Record DTC share
DTC at a record: 42.5% of revenue in Q2 2026 and ~44.9% of revenue in July

Extensive H2 roadmap
H1 in line with internal roadmap (seasonality); business pickup expected in H2 with slightly lower UA costs

iGaming entry on our terms
Flexible on route, selective on targets: disciplined M&A backed by strong USPs across product, content, and infrastructure

APPENDIX - KPI'S

(users)	FY 2022	FY 2023	FY 2024	FY 2025	Q1 2022	Q2 2022	Q3 2022	Q4 2022	Q1 2023	Q2 2023	Q3 2023	Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025	Q3 2025	Q4 2025	Q1 2026	Q2 2026
Total DAU	**610,489**	**429,787**	**374,648**	**314,598**	**701,620**	**671,967**	**557,666**	**510,702**	**468,395**	**426,045**	**416,609**	**408,100**	**408,509**	**392,898**	**359,193**	**337,992**	**346,936**	**322,044**	**301,976**	**287,437**	**291,206**	**267,500**
Core Franchises	380,751	334,126	320,482	282,086	428,174	384,442	353,568	356,818	344,143	326,640	331,069	334,652	341,228	335,522	310,137	295,043	308,106	288,145	271,603	260,489	267,045	246,400
Legacy Games	201,703	89,964	51,854	31,607	239,022	248,754	180,427	138,609	113,468	94,148	81,738	70,502	64,340	54,889	47,087	41,100	37,487	33,032	29,639	26,271	23,592	20,602
Other	28,055	5 697	2,312	905	34,424	38,770	23,671	15,275	10,784	5,257	3,802	2,946	2,941	2,487	1,970	1,849	1,342	868	734	678	569	479

(users)	FY 2022	FY 2023	FY 2024	FY 2025	Q1 2022	Q2 2022	Q3 2022	Q4 2022	Q1 2023	Q2 2023	Q3 2023	Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025	Q3 2025	Q4 2025	Q1 2026	Q2 2026
Total DPU	**22,266**	**16,689**	**14,364**	**12,814**	**24,951**	**23,123**	**21,041**	**19,948**	**17,814**	**16,341**	**16,510**	**16,089**	**15,691**	**14,195**	**13,369**	**14,199**	**14,080**	**12,953**	**11,962**	**12,261**	**12,021**	**10,900**
Core Franchises	18,134	15,205	13,642	12,405	19,788	18,066	17,330	17,352	15,843	14,757	15,231	14,990	14,759	13,442	12,723	13,644	13,575	12,527	11,587	11,931	11,729	10,600
Legacy Games	3,867	1,457	716	407	4,859	4,648	3,456	2,506	1,912	1,563	1,263	1,090	925	747	640	550	521	425	373	327	290	247
Other	236	27	27	3	304	410	254	90	60	20	17	9	7	6	6	5	3	2	2	3	2	1

(%)	FY 2022	FY 2023	FY 2024	FY 2025	Q1 2022	Q2 2022	Q3 2022	Q4 2022	Q1 2023	Q2 2023	Q3 2023	Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025	Q3 2025	Q4 2025	Q1 2026	Q2 2026
Conversion (monthly, MPU/MAU)	**6.3%**	**8.0%**	**7.0%**	**7.8%**	**5.6%**	**5.5%**	**7.0%**	**7.9%**	**8.1%**	**8.0%**	**7.9%**	**7.7%**	**7.1%**	**6.4%**	**6.6%**	**8.1%**	**8.2%**	**7.9%**	**7.5%**	**7.7%**	**7.50%**	**7.60%**
Core Franchises	9.7%	9.8%	7.8%	8.6%	8.6%	9.2%	10.7%	10.9%	10.8%	10.1%	9.6%	8.9%	8.2%	7.2%	7.2%	9.1%	9.1%	8.7%	8.1%	8.3%	8.00%	8.10%
Legacy Games	3.5%	3.8%	3.2%	2.9%	3.5%	3.2%	3.7%	3.9%	3.8%	3.8%	3.6%	3.8%	3.3%	3.2%	3.3%	3.2%	3.1%	3.0%	2.8%	2.9%	3.00%	2.90%
Other	1.8%	0.8%	0.4%	0.3%	1.5%	1.8%	2.6%	1.2%	1.1%	0.5%	0.6%	0.5%	0.4%	0.4%	0.4%	0.30%	0.3%	0.2%	0.3%	0.4%	0.4%	0.4%

(USD)	FY 2022	FY 2023	FY 2024	FY 2025	Q1 2022	Q2 2022	Q3 2022	Q4 2022	Q1 2023	Q2 2023	Q3 2023	Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025	Q3 2025	Q4 2025	Q1 2026	Q2 2026
ARPDAU	**1.43**	**1.81**	**1.83**	**2.05**	**1.33**	**1.29**	**1.50**	**1.66**	**1.70**	**1.77**	**1.88**	**1.90**	**1.80**	**1.77**	**1.78**	**1.99**	**1.98**	**2.01**	**2.01**	**2.22**	**2.13**	**2.10**
Core Franchises	2.07	2.23	2.09	2.25	1.92	2.00	2.17	2.23	2.19	2.21	2.28	2.25	2.10	2.02	2.02	2.24	2.19	2.21	2.20	2.41	2.30	2.20
Legacy Games	0.39	0.33	0.30	0.31	0.44	0.38	0.37	0.36	0.35	0.33	0.32	0.31	0.31	0.32	0.27	0.27	0,32	0.27	0.32	0.32	0.30	0.32
Other	0.13	0.06	0.08	0.02	0.15	0.14	0.11	0.07	0.07	0.08	0.06	0.04	0.03	0.04	0.17	0.07	0.01	0.02	0.03	0.03	0.02	0.25

(USD)	FY 2022	FY 2023	FY 2024	FY 2025	Q1 2022	Q2 2022	Q3 2022	Q4 2022	Q1 2023	Q2 2023	Q3 2023	Q4 2023	Q1 2024	Q2 2024	Q3 2024	Q4 2024	Q1 2025	Q2 2025	Q3 2025	Q4 2025	Q1 2026	Q2 2026
Daily ARPPU	**38.0**	**46.0**	**47.5**	**50.1**	**35.9**	**36.1**	**38.9**	**41.7**	**44.0**	**45.6**	**46.8**	**47.7**	**46.5**	**48.7**	**47.5**	**47.0**	**48.4**	**49.7**	**50.4**	**51.7**	**51.5**	**51.3**
Core Franchises	43.4	49.1	49.2	51.2	41.5	42.4	44.4	45.9	47.6	49.0	49.5	50.2	48.5	50.5	49.2	48.4	49.6	50.9	51.5	52.7	52.4	52.0

FINANCIAL DATA

Profit & Loss account (USD m)	2023	2024	2025	Q1 23	Q2 23	Q3 23	Q4 23	Q1 24	Q2 24	Q3 24	Q4 24	Q1 25	Q2 25	Q3 25	Q4 25	Q1 26	Q2 26
Revenue	283.4	250.8	235.6	71.7	69.2	71,2	71.3	67.0	63.4	58.8	61.7	62.4	58.8	55.8	58.6	56.5	50.9
Cost of sales	-82.6	-69.0	-55.7	-21.1	-20.3	-20.6	-20.5	-19.1	-17.6	-16.0	-16.3	-15.5	-14.7	-13.3	-12.2	-11.0	-9.9
Gross profit/(loss) on sales	**200.9**	**181.8**	**179.9**	**50.6**	**48.9**	**50.6**	**50.8**	**47.9**	**45.7**	**42.7**	**45.4**	**46.9**	**44.1**	**42.5**	**46.3**	**45.5**	**41.1**
Sales and marketing expenses. including	-50.2	-52.9	-48.6	-9.3	-11.0	-15.3	-14.5	-15.1	-15.6	-11.7	-10.6	-11.1	-11.5	-12.7	-13.2	-13.5	-12.9
User acquisition marketing campaigns	-35.3	-38.9	-31.9	*-6.3*	*-7.7*	*-10.9*	*-10.4*	*-11.8*	*-11.9*	-8.5	-6.7	-7.2	-7.5	-7.9	-9.2	-9.3	-8.8
General Sales and marketing expenses	-14.8	-14.1	-16.6	*-3.1*	*-3.3*	*-4.5*	*-4.0*	*-3.3*	*-3.6*	-3.2	-3.9	-3.9	-4.0	-4.8	-4.0	-4.2	-4.1
Research and development expenses	-22.0	-22.2	-17.8	-7.5	-5.4	-4.8	-4.5	-5.7	-5.9	-5.3	-5.3	-6.0	-4.1	-3.9	-3.8	-4.2	-4.3
General and administrative expenses	-34.5	-31.3	-28.4	-9.6	-8.0	-7.6	-8.9	-8.0	-7.8	-8.4	-7.1	-7.5	-6.9	-6.9	-7.1	-6.6	-7.3
Impairment of intangible assets		-3.5	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Other operating income/(expense). net	-0.2	-4.5	-1.0	0.4	0.0	-0.2	-0.3	-1.0	0.0	0.2	-3.8	0.2	-0.9	-0.4	0.1	0.1	0.1
Operating result	**94.1**	**70.9**	**84.2**	**24.5**	**24.4**	**22.5**	**22.6**	**18.1**	**16.5**	**17.5**	**18.7**	**22.4**	**20.8**	**18.6**	**22.3**	**21.3**	**16.7**
Finance income	5.8	7.1	6.8	1.6	2.1	0.7	1.4	2.1	1.9	0.5	2.6	2.1	1.5	1.7	1.5	1.4	1.3
Finance expense	1.2	-0.3	-3.0	-0.1	-0.1	-0.3	-0.6	-0.1	0.0	-0.1	-0.1	-1.2	-1.9	0.4	-0.4	-0.1	-0.4
Profit/(loss) before tax	**98.8**	**77.8**	**88.0**	**26.0**	**26.5**	**22.9**	**23.4**	**20.1**	**18.4**	**18.0**	**21.3**	**23.4**	**20.4**	**20.7**	**23.5**	**22.6**	**17.6**
Income tax	-16.6	-12.4	-14.9	-3.6	-4.7	-4.3	-3.9	-3.6	-3.3	-2.8	0.0	-3.6	-3.1	-5.7	-2.5	-3.4	-3.4
Net result for the period	**82.2**	**65.4**	**73.1**	**22.4**	**21.7**	**18.7**	**19.4**	**16.5**	**15.1**	**15.3**	**18.5**	**19.8**	**17.3**	**15.1**	**21.0**	**19.2**	**14.1**

Balance sheet (USD m)	2023	2024	2025	Q1 23	Q2 23	Q3 23	Q4 23	Q1 24	Q2 24	Q3 24	Q4 24	Q1 25	Q2 25	Q3 25	Q4 25	Q1 26	Q2 26
Total non-current assets	29.8	25.8	15.5	36.5	32.9	30.5	29.8	32.6	32.1	30.9	25.8	24.1	23.4	17.6	15.5	15.9	14.2
Total current assets	191.5	177.5	139.8	274.6	293.8	163.5	187.6	196.8	141.0	156.0	177.5	197.0	219.2	240.5	139.8	157.8	175.9
Total assets	**221.3**	**203.3**	**155.3**	**311.1**	**326.7**	**194.0**	**217.4**	**229.4**	**173.1**	**186.9**	**203.3**	**221.1**	**242.6**	**258.1**	**155.3**	**173.7**	**190.1**
Total equity	177.1	172.8	132.6	263.8	286.0	153.7	177.1	193.8	138.4	156.1	172.8	194.8	215.7	231.7	132.6	151.9	167.8
Total non-current liabilities	7.2	4.0	0.9	9.6	8.6	7.5	7.2	6.5	5.5	5.0	4.0	3.1	2.4	1.6	0.9	2.0	1.8
Total current liabilities	37.0	26.5	21.8	37.8	32.1	32.8	33.2	29.1	29.2	25.7	26.5	23.1	24.6	24.8	21.8	19.8	20.5
Total equity and liabilities	**221.3**	**203.3**	**155.3**	**311.1**	**326.7**	**194.0**	**217.4**	**229.4**	**173.1**	**186.9**	**203.3**	**221.1**	**242.6**	**258.1**	**155.3**	**173.7**	**190.1**

Cash flow statement (USD m)	2023	2024	2025	Q1 23	Q2 23	Q3 23	Q4 23	Q1 24	Q2 24	Q3 24	Q4 24	Q1 25	Q2 25	Q3 25	Q4 25	Q1 26	Q2 26
Net cash flows from operating activities	**82.4**	**65.0**	**78.4**	**16.9**	**20.5**	**20.2**	**24.8**	**14.4**	**18.3**	**14.5**	**17.8**	**22.3**	**25.3**	**15.6**	**15.2**	**19.2**	**20.8**
Net cash from investing activities	**4.1**	**-0.6**	**4.8**	**1.4**	**1.2**	**0.5**	**0.9**	**-2.6**	**-0.1**	**1.0**	**0.8**	**1.1**	**1.8**	**1.2**	**0.6**	**0.1**	**-0.1**
Net cash from financing activities	**-155.0**	**-74.4**	**-125.7**	**-0.9**	**-1.0**	**-151.9**	**-1.1**	**-1.0**	**-71.4**	**-1.1**	**-0.9**	**-1.5**	**-1.1**	**-1.2**	**-121.9**	**-1.8**	**-1.1**
EBITDA	103.1	80.1	92.7	27.0	26.6	24.7	24.9	20.6	18.7	19.9	21.0	24.7	23.0	20.7	24.3	23.3	18.6
Adjusted EBITDA	**108.2**	**87.1**	**96.0**	**27.6**	**27.5**	**27.0**	**26.1**	**21.9**	**19.4**	**20.9**	**24.8**	**25.3**	**24.0**	**21.6**	**25.2**	**24.3**	**19.8**
Adjusted net result	**85.6**	**72.3**	**76.5**	**23.0**	**22.6**	**21.0**	**20.6**	**17.9**	**15.8**	**16.3**	**22.3**	**20.4**	**18.3**	**15.9**	**21.9**	**20.2**	**15.1**

APPENDIX - GLOSSARY

ARPDAU	Average revenue per daily active user.
ARPPU	Average revenue per paying user.
DAU	The number of individual users who played a game on a particular day.
DPU	The number of players (active users) who made a purchase on a given day.
EPS	Earnings per share
Live Ops	Activities aimed at increasing the player engagement, among others, by adding new features to games, recurring and one-off virtual events in which players can participate, and active management of promotions within the game.
MAU	The number of individual users who played a game during a particular month.
Monthly Conversion	The percentage of MAU that made at least one purchase in a month during the same period In-app purchases. Payments made by users after downloading a game, in connection with the purchase of additional game features. In-app purchases can be made through various non-cash payment instruments (e.g. payment card, transfer), various electronic channels (e.g. e-banking, mobile phone) or using payment service providers (e.g. PayPal).
MPU	MPU is defined as the number of players (active users) who made a purchase at least once in a given month.
Retention	The number of users who continued to use the game after a certain period of time after downloading the application.
UAMC User acquisition marketing campaigns	Process of the acquisition of users through paid campaigns or promotional offers.