



Q2 2026 EARNINGS CALL

21 JULY 2026

HACKSAW

TODAY'S PRESENTERS

ANA VRABIC VERDIR

INTERIM GROUP CEO, BOARD MEMBER



MIKAEL RAHM

GROUP CFO



Q2 HIGHLIGHTS

CONTINUED GROWTH AND HIGH MARGINS

Operational highlights

- Closed 106 new deals with new and existing clients
- Started to provide its games in several new locally licensed jurisdictions
- 17 new in-house developed games released; 17 new 3rd party studio developed games released on OpenRGS platform
- Aloha Games and Good Times studios released their first games on OpenRGS
- Secured Alberta registration, after the end of the quarter

Financial highlights

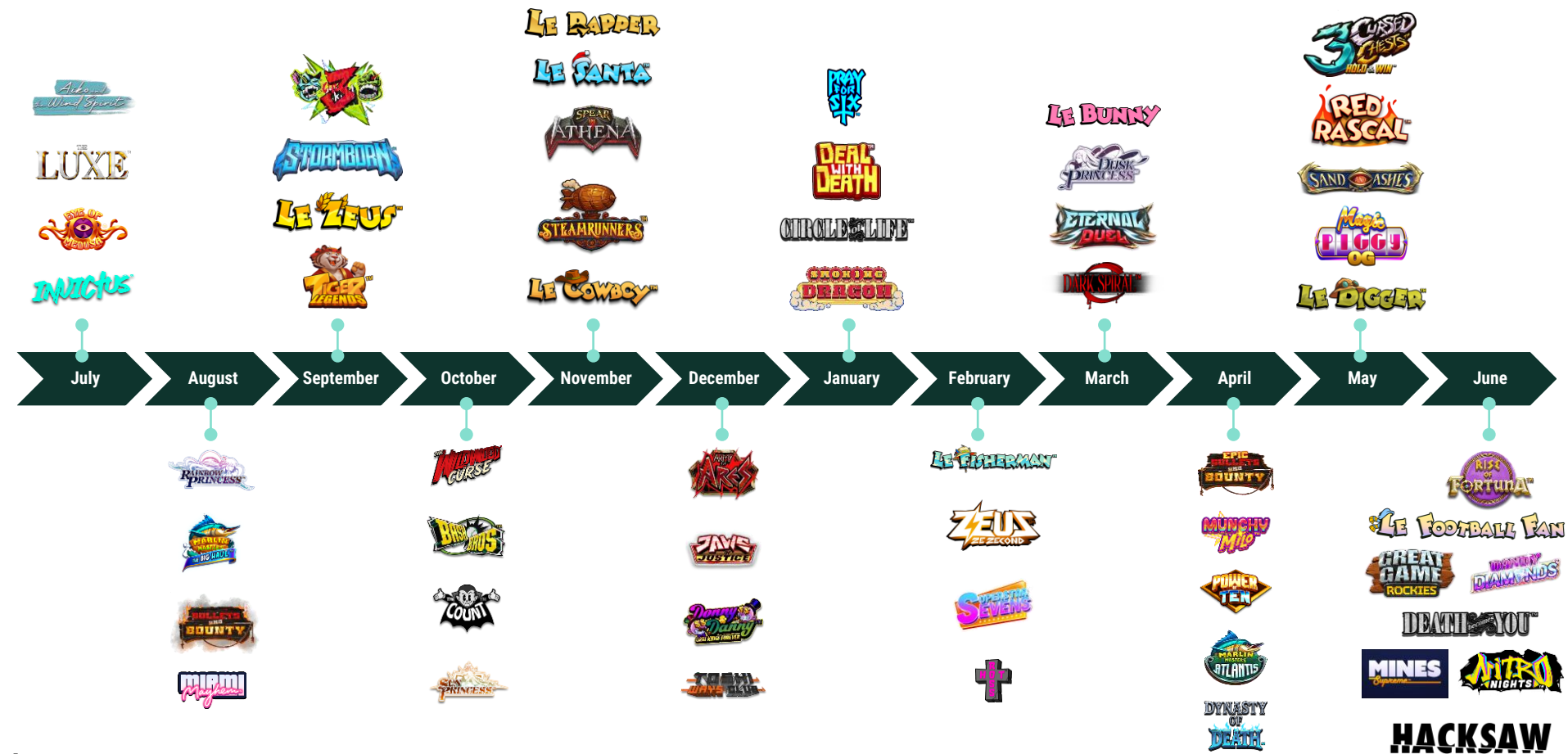
- Revenue of EUR 59m, 31% YoY growth, 33% FX adjusted
- LTM revenue of EUR 224m, 31% growth compared to Q2 2025 LTM, 37% FX adjusted
- Adjusted EBIT of EUR 48m, 82% margin
- Operating cash flow of EUR 43m, 60% YoY growth, 38% adjusted for one-time items 2025
- Free cash flow of EUR 40m, 91% LTM conversion rate

OPERATIONAL UPDATE

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IN-HOUSE DEVELOPED GAME RELEASES



3RD PARTY STUDIOS ACTIVE ON THE OPENRGS PLATFORM

108 GAMES RELEASED SINCE 2023

BACKSEAT
GAMING

HZF

ace
ROLL

KITSUNE
STUDIOS

FOXHOUND
GAMES

BULLSHARK
GAMES

NOW NOW
GAMING

JINX
GAMING

PINEAPPLE
PLAY

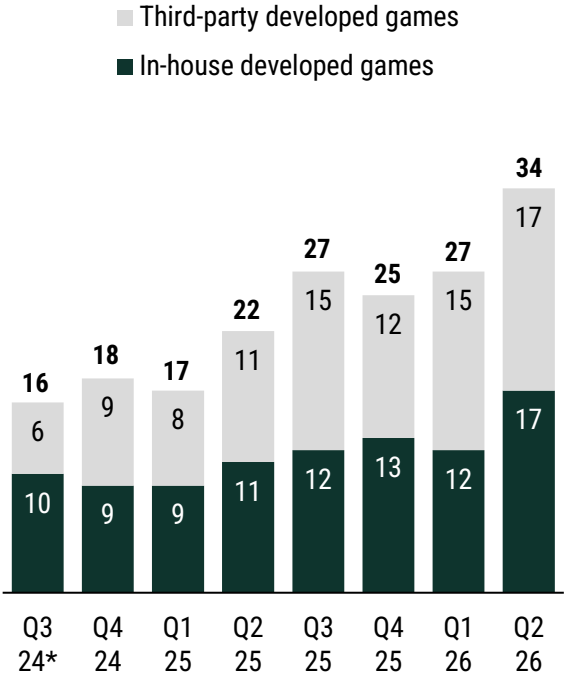
GoodTimes
STUDIOS

Aloha
GAMING

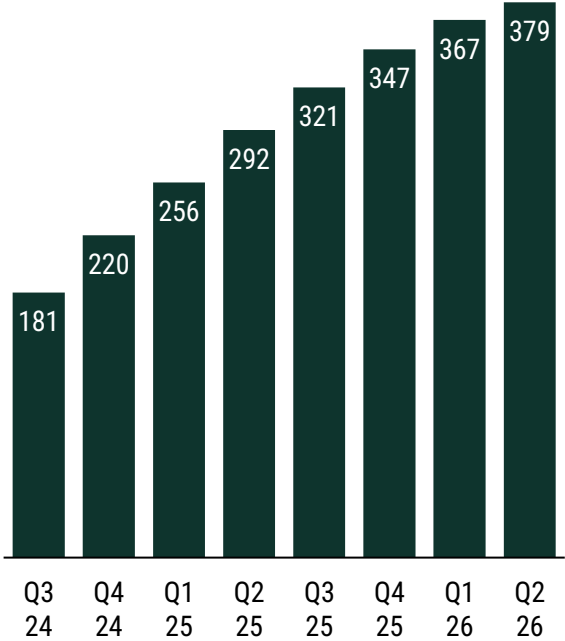
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KEY OPERATIONAL PERFORMANCE INDICATORS

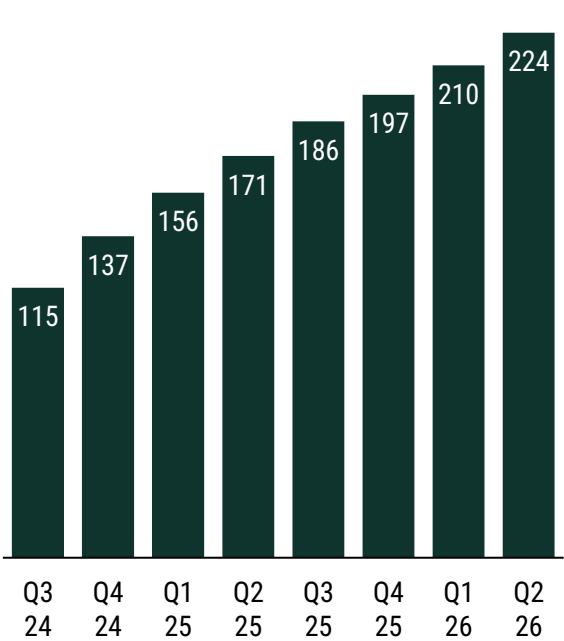
GAME RELEASES BY QUARTER (# OF GAMES)



AVERAGE DAILY NUMBER OF ROUNDS PLAYED, LTM (INDEXED)



REVENUE, LTM (EURM)



* During the third quarter 2024, a total of 3 unique games were launched per month. The remaining games launched were alternative versions of existing games.

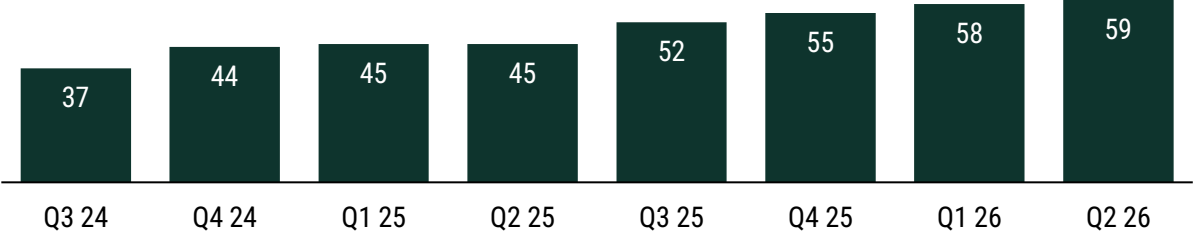
FINANCIAL UPDATE

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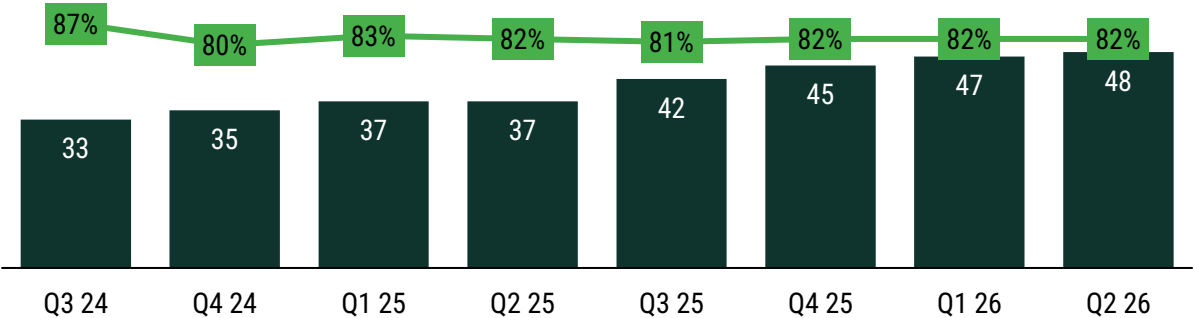
FINANCIAL HIGHLIGHTS

REVENUE (EURM)



- Revenue of EUR 59m (31% YoY growth, 33% on a constant currency basis)

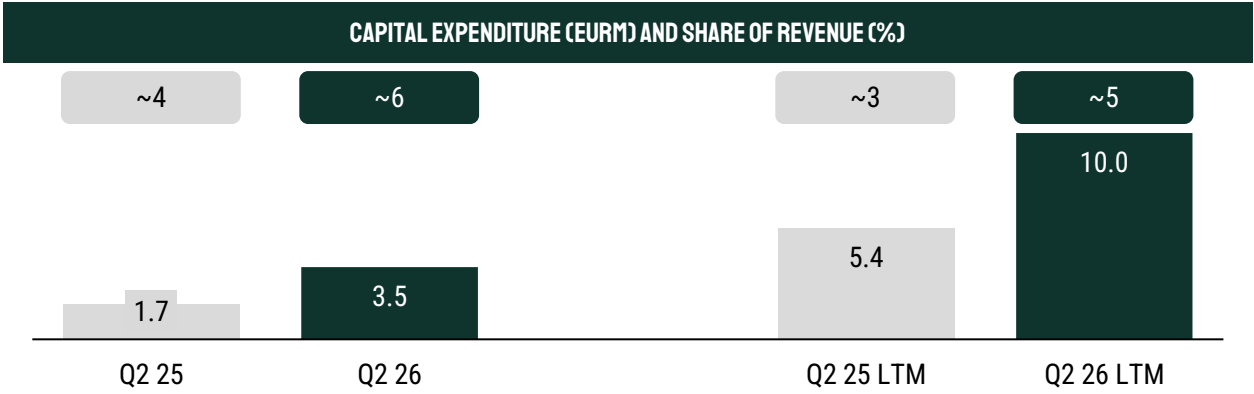
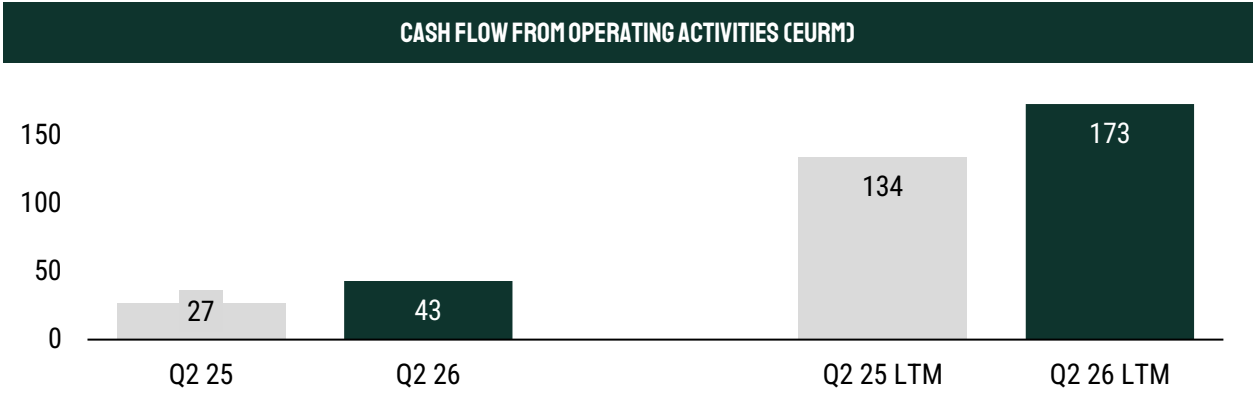
ADJUSTED* OPERATING PROFIT (EBIT) (EURM) AND MARGIN (%)



- Adjusted* operating profit (EBIT) of EUR 48m (31% YoY growth)
- Adjusted* EBIT margin of 82% (82)
- Net income of EUR 46m (43% YoY growth)

* Adjusted for items affecting comparability.

CASH FLOW & CAPEX



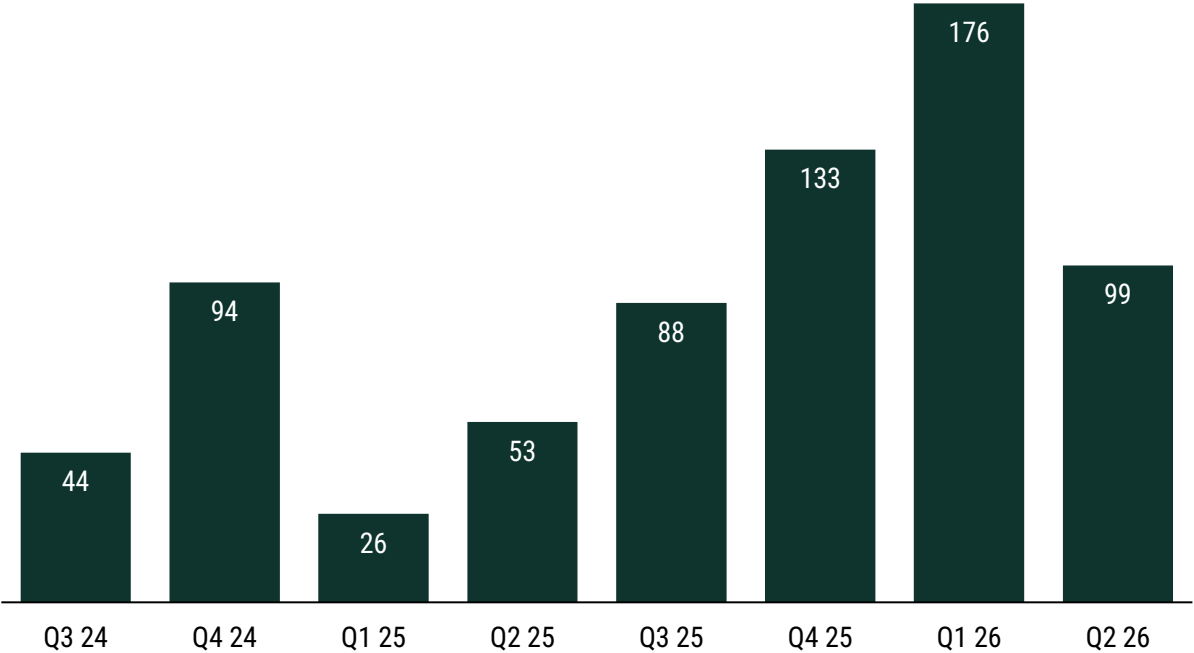
- Cash flow from operating activities of EUR 43m (60% YoY growth)
- Q2 2025 was negatively impacted by dividend related one-time items of net EUR 4m. Adjusted for these, YoY growth was 38%
- Free cash flow* of EUR 40m (57% YoY growth)
 - Adjusted YoY growth was 34%
- Free cash flow conversion rate** of 91% LTM
- Capex amounted to EUR 3.5m and consisted primarily of capitalised development expenses
- Capex as a percentage of total revenues at 6%

* Defined as cash flow from operating activities less cash flow from investing activities.

** Defined as rolling 12-month free cash flow, divided by rolling 12-month EBITDA.

FINANCIAL POSITION

CASH AND CASH EQUIVALENTS (EURM)



- Strong financial position with cash and cash equivalents of EUR 99m
 - Dividend of EUR 116m paid out in May 2026
- No interest-bearing debt
- Total asset base of EUR 157m (31% decrease since March 2026)
- Total equity of EUR 129m (35% decrease since March 2026)



SUMMARY

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SUMMARY

- Launch of 17 in-house developed games, 17 third-party games
- 2 studios onboarded in Q2 and a total of 11 OpenRGS studios live per quarter-end
- 106 deals with existing and new clients
- Secured Alberta registration after the end of the quarter
- LTM revenue of EUR 224m (31% growth compared to Q2 25 LTM, 37% adjusted for FX movements)
- LTM EBIT of EUR 183m (82% margin) and Free Cash Flow Conversion at 91%



Q&A

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