

Earnings Call - Interim Report Q1 2022

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Agenda

introduction

Business Overview

@ Our Ad-Software Platform

@ Overview ESG

G Financial Performance

🕅 Vision 2025



1. Introduction



Today's Presenters and Ownership Structure

Shares listed on Frankfurt Stock Exchange and Nasdaq First North Premier Stockholm



Remco Westermann

CEO & Chairman of the Board since 2012

- Manager, entrepreneur and investor with more than 25 years of experience from various leadership positions
- Founding, reorganising and growing various companies in the new technologies and media sector
- Remco holds a MSc in Business Economics, Erasmus University, Rotterdam
- Holdings in MGI: 41,682,227 shares



Source: Group information

Paul Echt

CFO since 2018

- Finance manager with more than 10 years of experience from the tech and finance industry
- Previously positions at UniCredit Bank in Berlin, Munich and New York as well as Shopgate Inc. in San Francisco
- Paul holds a MA in Business Management and Bachelor of Law from University of Applied Sciences, Wildau
- Holdings in MGI: 45,320 shares and 1,700,000 phantom stock



Disclaimer: Product names, company logos, and app screenshots used on this slide are property of their respective owners. Note: 1) To hire top key employees as well as retaining employees the board has decided to launch an ESOP program and to allow for the issuance of up to 15 million new MGI shares, earliest from May 2024 and latest till December 2030 via an option at a strike price of minimal Euro 2.60 per share.



Shareholdings (159,249,358 shares)¹

Remco Westermann



Remco Westermann holds his MGI shares via the German holding company Bodhivas GmbH. Bodhivas GmbH is based in Düsseldorf where Remco Westermann resides and holds the shares of Remco Westermann as well as voting rights of early gamigo Investors.



Oaktree Capital Management, LP is a USD 140bn diversified global asset manager growing their platform companies into recognized market leaders.

Janus Henderson Investors is a global asset manager with EUR 340bn AUM who take an active investment approach in the most compelling opportunities in the market.



The free float is composed of retail and institutional investors who bought the shares on the secondary market and during various capital increases e.g., Skandia Fonder, BMO Global Asset Management (now Columbia Threadneedle), Didner & Gerge Fonder and Knutsson Holdings.



2.

Business Overview

Q1'22 in a Nutshell

A leading European Ad-Software-Platform with strong First-Party Games Data

Notes: (1) including contractors / freelancers, (2) as of December 2021, without Smaato, (3) calculated on a year-over-year basis from companies being within the Group for twelve months or more. Excludes the revenue growth from acquisitions that have not been part of the group in the last twelve month, and the decline from sales stemming from closures/divestment of whole businesses, (4) As of Q1'2022 (5) Based on Q1'2022 YoY, Programmatic Exchange Business, including Smaato



Key facts

€266M Revenue LTM Q1'22

€75M Adj. EBITDA LTM Q1'22

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+450 Software Clients ⁴

55% Tech Employees²

+800 Employees¹

27% Revenue Growth Q1'22

+96% Retention Rate with Software Clients >\$100k⁵

18% Organic Revenue Growth Q1 2022³

125% Net \$ Expansion Rate total Software Clients⁵



Global Reach

Combining vast global reach...

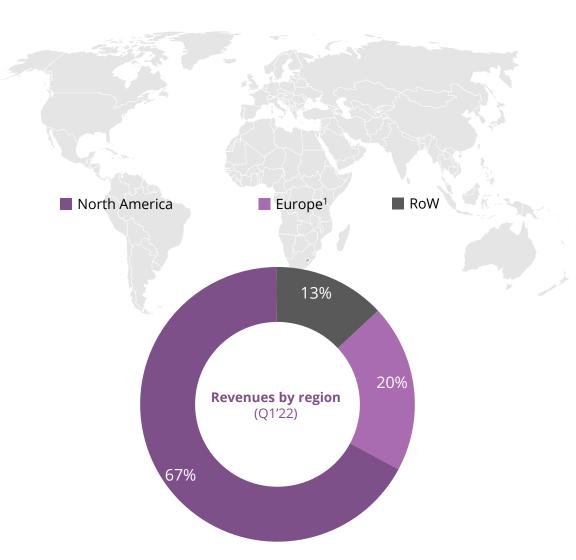
+516B yearly ad impressions² +2.0B Connected endconsumer devices⁵ +250M

Daily active users³

... with world class first party content access.

+5,000 own games +20,000 Connected mobile apps⁴ +800M

Own gamers /audience⁵



Notes: (1) Revenues generated in Russia amounting to less than 1% of total group's revenues (2) ads delivered LTM including Smaato in Q3'21 and Q4'21 (3) Maximum daily active users measured as active devices within the days between 01.01.22 - 20.02.22, (4) access via SDK to publisher apps with same data compared to own game, (5) Including AxesInMotion figures

Major Events during Q1 2022

Initiatives facilitating strong revenue growth in the first quarter of 2022

NEW GAMES PUBLISHERS ONBOARDED: IEC, EYEWIND, ZEPHYR MOBILE,...

LAUNCH OF MOMENTS.AI™ CONTEXTUAL MARKETING SOLUTION

MGI-SSP RANKED NR 1 FOR INVENTORY QUALITY BY PIXALATE

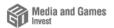


NEW LAUNCH DEPARTMENT TO FURTHER INCREASE GAME LAUNCHING EFFORTS

FRACTURED ONLINE: CLOSED BETA ANNOUNCEMENT

LAUNCH OF +100 CASUAL GAMES AND SEVERAL CONTENT UPDATES

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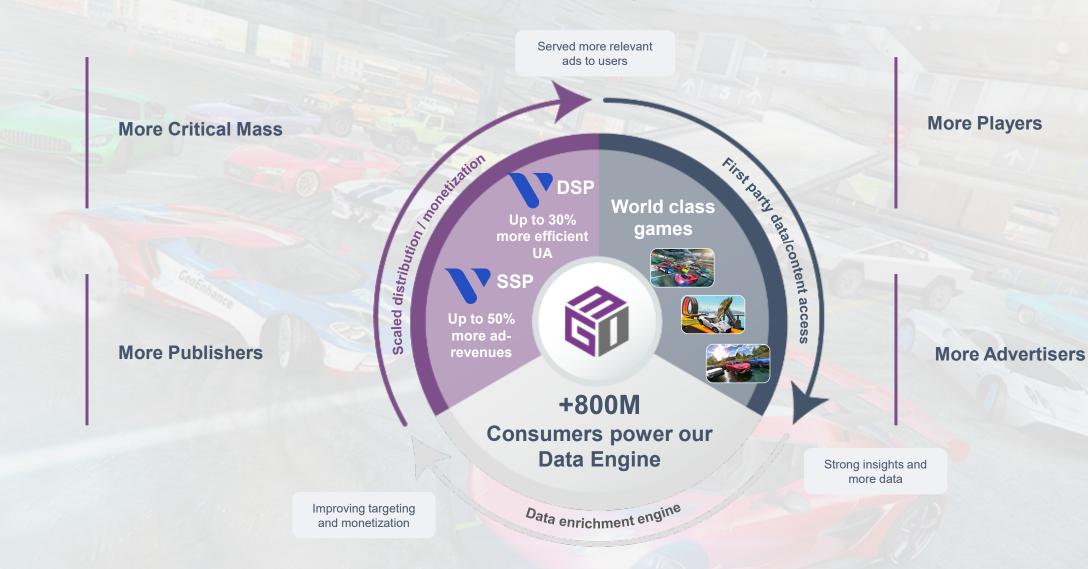


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3. Our Ad-Software Platform

Acceleration of the MGI Flywheel

AxesInMotion is a perfect strategic fit to spin our Flywheel



Media and Games

Acceleration of the MGI Flywheel (2/2)

Media and Games

Leading mobile racing game developer with +700 million downloads (acquisition signed after Q1'22)

- Perfect strategic fit to achieve MGI's Vision 2025 by adding first party data from own mobile games content
- Exceptional **revenue synergy potential** with MGI's Ad-Software-Platform as **87%** of the revenues are generated via in-game advertisement
- Purchase Price **EUR 55 million** plus up to maximum **EUR 110 million** earn-out depending on EBITDA overachievements until business year 2024
- Highly-accretive acquisition adding +20% EBITDA to MGI taking buyer specific synergies in the coming years into account
- Acquisition financed via **SEK 300 million capital increase to maintain net leverage ratio below 3x** plus available cash at hand



Transaction Highlights

9.1x +36% **EUR 9.2m EV/EBITDA** Organic Growth 2022FC Revenue multiple¹ CAGR² +700M The power of data EUR 55m **EUR 6.0m Downloads** Purchase Price¹ 2022FC EBITDA Since 2014 ata enrichment

Acceleration of the MGI Flywheel

Revenue share across the value chain and ad-formats

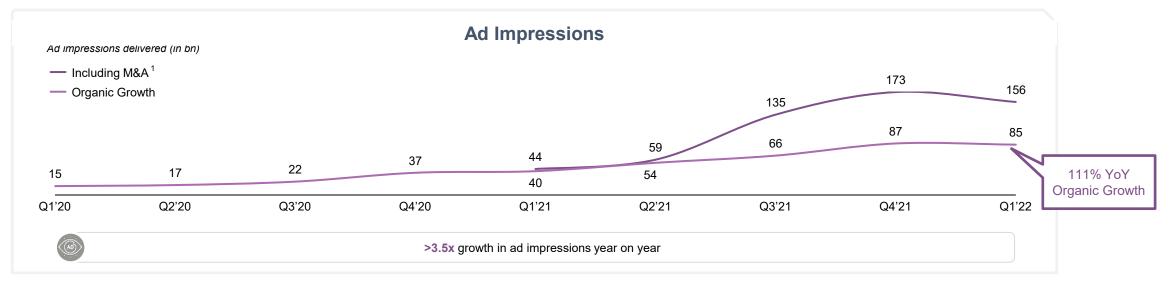
Strong Supply Side Positioning in Mobile In-App

Revenue breakdown by ad-platform Revenue breakdown per consumer device Q1'22² Q1'22¹ Focus on growing the Demand Side via M&A and direct sales in the coming periods 29% Desktop¹ Mobile (In-App) \$7% Connected TV **Demand Side Segment** 14% (CTV) Supply Side Segment 93% Digital out of Home (DooH) Includes former Games Segment which decreases % share of DSP

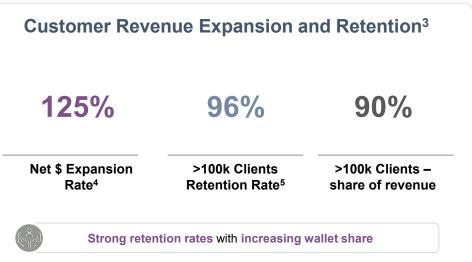


We Grow With Our Software Clients

The KPIs driving our top-line growth







Media and Games

Notes: (1) includes VGI CTV starting Q1'21 and Smaato starting Q3'21, (2) Software Clients with >100k gross revenues, includes customers from M&A, stated amounts are gross revenues, ad-platform customers only, (3) ad-platform customers only, (4) Q1'22 Net \$ Expansion Rate based on all Software Clients, Programmatic Exchange Business, including Smaato (5) excluding 2021 M&A, includes ad-platform customers > USD 100k (6) Ad-Software platform revenues as part of Group revenues; Software includes advertising revenues in own games (7) Subscriptions and In-Game Item Sales, but excluding in-game advertising revenues

Our answers to an identifier and cookie-less world

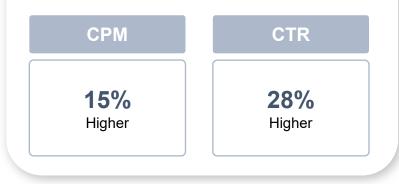


MGI's strong value-added services in the new era of programmatic





PRIVACY-FIRST, ON-DEVICE AUDIENCE TARGETING SOLUTION FOR MOBILE MARKETERS & PUBLISHERS



Contextual Targeting

Moments.AI[™]

CONTEXTUAL MARKETING IN MILLISECONDS AND AT SCALE LEVERAGING AI AND SMART SEGMENTATION





FULL MARGIN IN-HOUSE: HIGHEST DATA QUALITY, EFFICIENT UA FOR OWN GAMES, IMPROVED FILL-RATES AND MUCH HIGHER CPM



Why We Believe First Party Data is important



4^h

MAKING OUR AI / ML MORE POWERFUL

- MGI is in the process to further improve its Machine Learning and Artificial Intelligence by leveraging 1P data
- Certain competitors have been a bit further in this process and have claimed to reach a point where they can achieve comparable results with 3P data
- MGI is focusing on omnichannel, as we see this as a significant advantage, especially for brands requiring more extensive training of the algorithms

CROSS-CHANNEL CAPABILITIES FOR BRANDS

- We focus largely on brands to manage cross-channel campaigns through our platform while others focus on performance and mobile
- We believe brand spend will only increase in games going forward, especially as traditional brands become more digital and we have a strong footprint here
- Accordingly, we are working on setting up our ML and AI for these tasks in the best possible way



UNCERTAINTIES REGARDING 3P-DATA AVAILABILITY

- To us 3P data availability in the future is a big question mark
- Therefore, it makes sense to continue to use and expand access to 1P data, even we already achieve via ML and AI algorithms good results with currently available 3P data
- 1P always delivers a high or higher quality in terms of transparency and thus much better ROI for advertisers

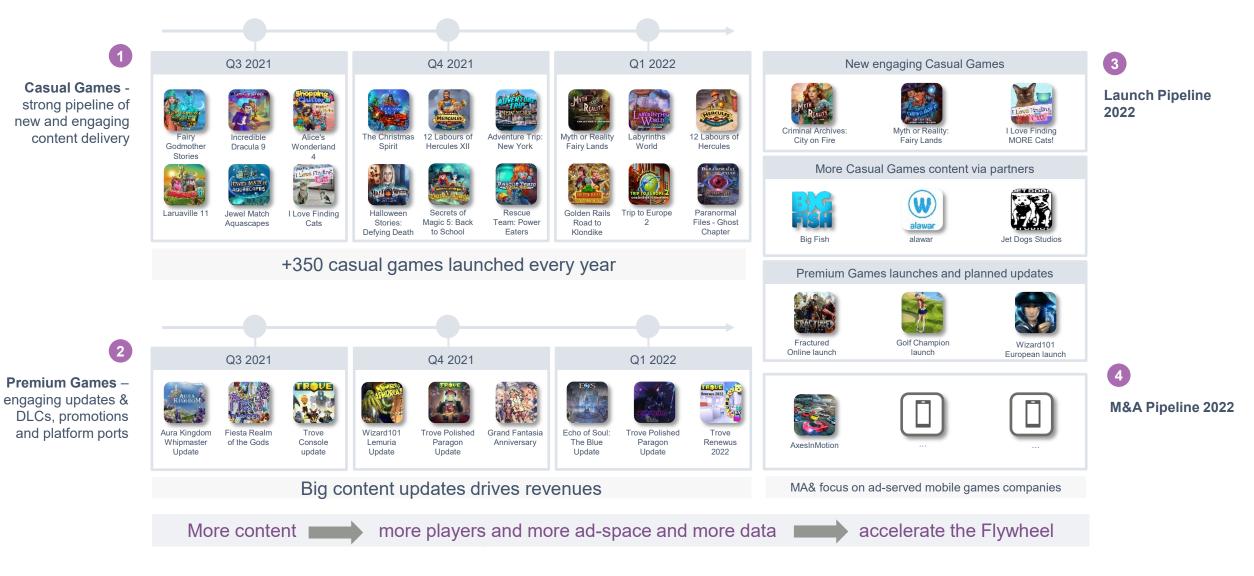


FULL DATA TRANSPARENCY AND FAIRNESS

- We are 100% transparent towards our publishers when it comes to data collection and usage
- They see that MGI do not misuse their data, which is also shown by Pixalate's Sellers Trust Index where MGI ranks number 1
- MGI does not have the problem that games publishers are afraid that we use their data for the optimization of our own games as we have consent based data sharing. On the contrary, we experience a very high level of trust from them.

Content Launches at Scale To Accelerate the Flywheel

Delivering new content on an ongoing basis drives engagement and ad monetization

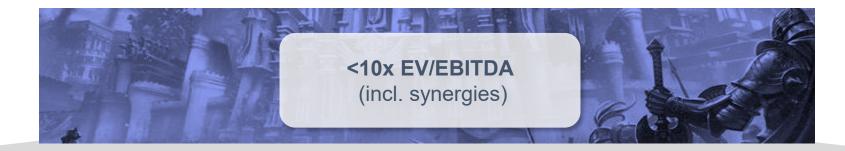


Media and Games

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Top 5 M&A Targets

Several attractive targets in the pipeline, with some signings expected soon



Overview of cases with good potential to be signed within next 6 months¹:







翁 4. Overview ESG



Sustainability, a Key Focus Area for MGI

MGI has put great emphasize on sustainability initiatives and will continue to do so in the future

Sustainability Report 2021 out now!

Release date: 2022-04-29

Download: mgi-se.com/sustainability-reports/

Selection of some major achievements in 2021



MGI Is Actively Improving Its Governance

Reducing administrative complexity and risk premium on MGI stock



Update on the relocation process

- Initiated relocation away from Malta following Malta's grey- \checkmark listing by the FATF¹ in mid-2021
- SE conversion in 2021 to be able to facilitate inter-EU \checkmark relocation
- In-depth analysis of various jurisdictions led to decision in favor of Sweden the decision was motivated by: \checkmark
 - Listing in Sweden in 2020
 - Familiarity with local capital markets
 - · Strong local network on the ground as well as several operating subsidiaries in Stockholm
- Board of Directors decided to propose moving \checkmark headquarters from Malta to Sweden at the next AGM
 - AGM to decide on Transfer Documents and by doing so on approving the relocation



Governance structure

Nomination Committee established

- Increase number of Board members and establish a Nomination, Remuneration and Audit Committee, in accordance with the Swedish Corporate Governance Code
- Role of CEO and Chairman will be split in line with Swedish Corporate Governance Code
- Various additional measures to improve governance:
 - Optimizing management structure
 - Optimizing internal control and risk system in cooperation with KPMG
 - Publication of a governance and sustainability report
- Continuous improvement of transparency and communication
 - KPMG project almost finished Governance and Sustainability

Nedia and Game

Report published

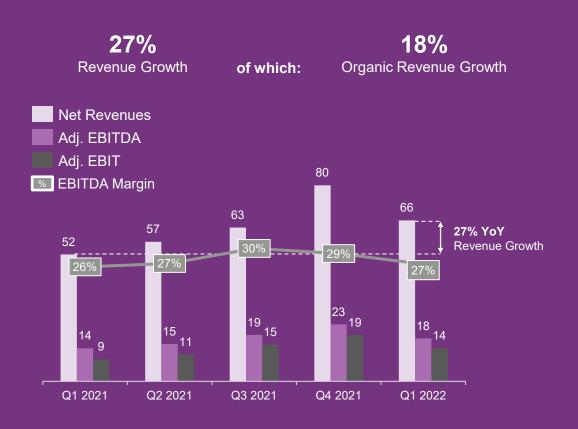


5. FinancialPerformance

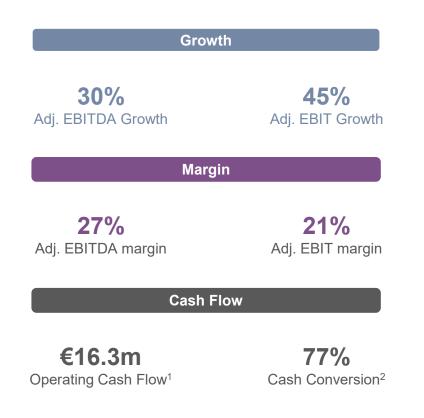
First Quarter Financial Highlights

Revenues increased by 27% and adjusted EBITDA by 30%

Strong Growth Compared To Q1 2021



Strong profitability and cash generation Q1 2022



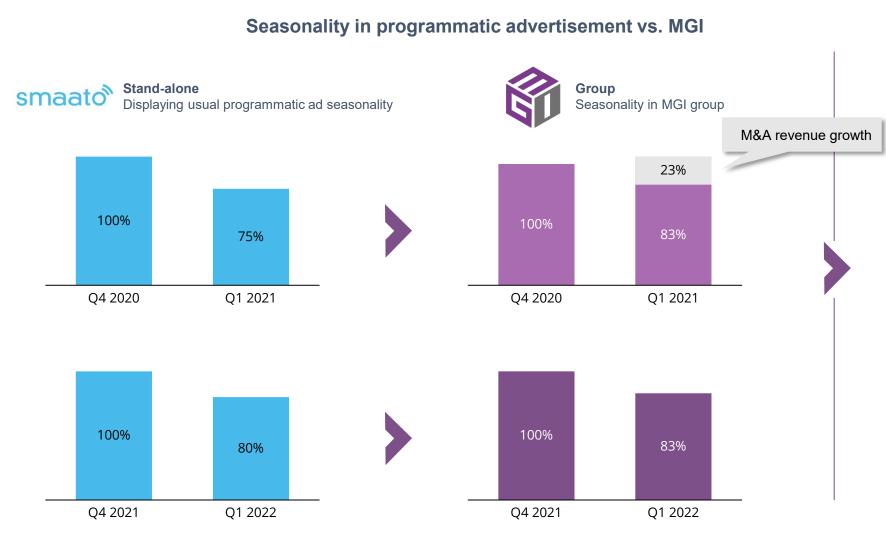
Notes: (1) Operating Cash Flow after change in WC, (2) Cash Conversion = (Operating Cash Flow after change in WC – Maintenance CAPEX) / Adj. EBITDA

Media and Games

Seasonality in Programmatic Advertisement



MGI outperforms the programmatic ad market in the seasonally always weak first quarter of the year

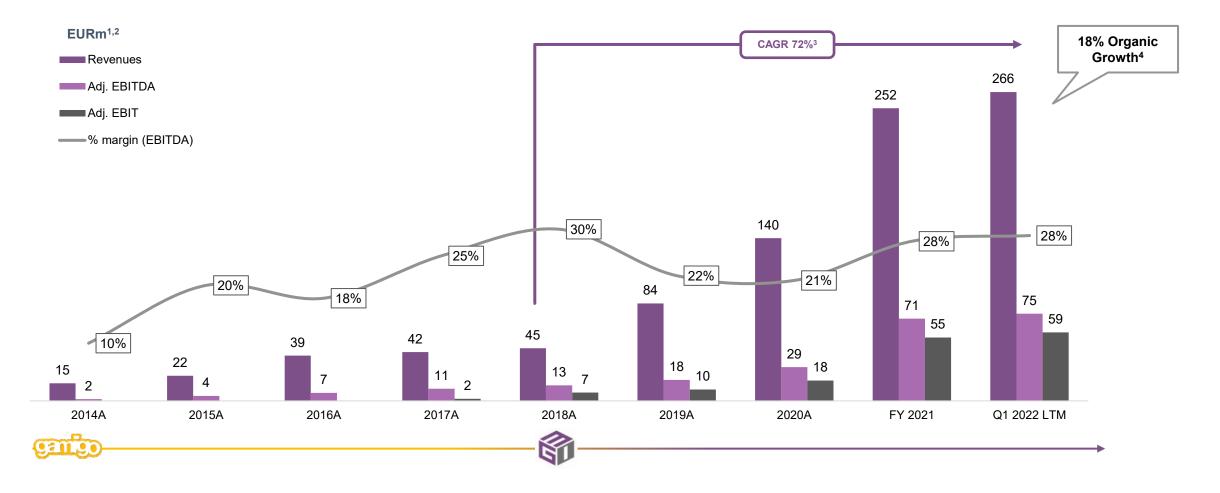


Comments

- Programmatic ad revenues in Q4 are driven by Xmas holiday sales; therefore revenues usually drop by 20-30% in Q1 vs Q4 due to seasonality effects
 - Revenues tend to build up during the year (Q1 < Q2 < Q3 < Q4)
- MGI increasingly subject to seasonality as business more gearing towards programmatic advertising
- In Q1 2021 acquisition of KingsIsle and LKQD helped to grow revenues quarter on quarter by 6%, excluding this effect we see the exact same revenue pattern in Q1 2022
- In Q1 2022 there were no acquisitions which helped to grow revenues compared to Q4 2021; hence, the usual seasonality patterns comes into place
- Overall strong performance of MGI in Q1 2022 (above Guidance in revenue and EBITDA growth rates) in a seasonal soft quarter

Consistent Long-Term Financial Development

Highly scalable and profitable business model with strong organic growth



Source: Group information

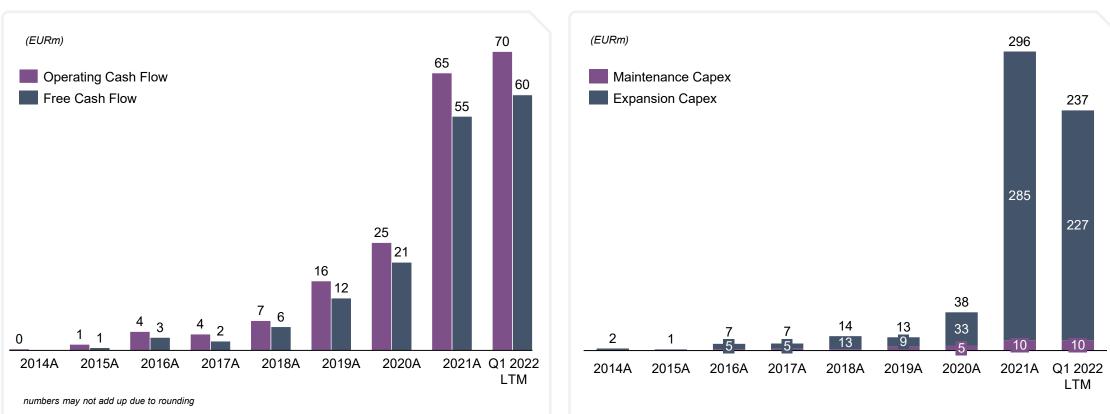
Media and Games

Invest

Notes: (1) gamigo standalone figures until 2018, EBITDA adjusted for one-time-, M&A and financing costs, (2) gamigo was acquired by MGI in May 2018, (3) growth rate CAGR 2018 – Q1 2022 LTM, (4) calculated on a year-over-year basis from companies being within the Group for twelve months or more. Excludes the revenue growth from acquisitions that have not been part of the group in the last twelve month, and the decline from sales stemming from closures/divestment of whole businesses

Operating Cash Flow and Capex Development

MGI Flywheel at work: Increasing cash flow from operations, more investments in organic growth and larger acquisitions



Operating cash flow development^{1,2,3}

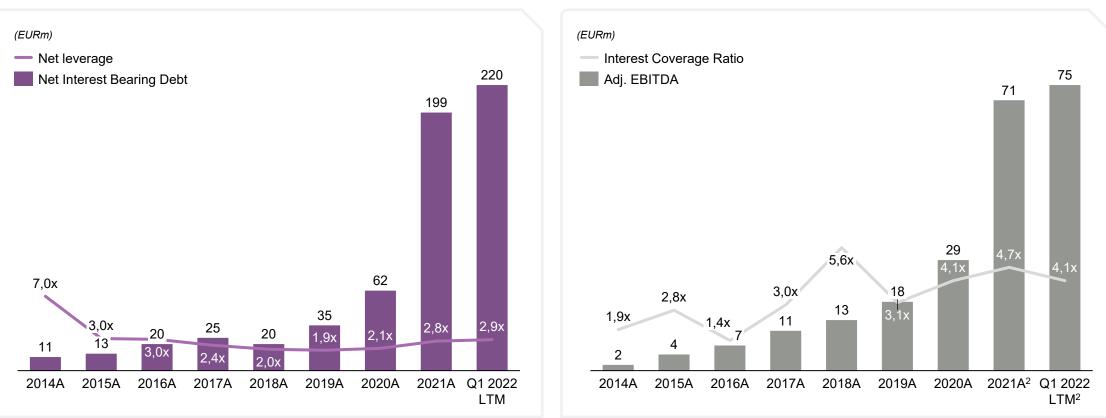
Capex development³

Limited Maintenance CAPEX leads to strong Free Cash Flow



Net Leverage and Interest Coverage Ratio

Conservatively levered with an net leverage of 2.9x based on Q1 2022 LTM adj. EBITDA



Interest Coverage Ratio development¹

Healthy leverage and strong interest-bearing capability

Media and Games

Net leverage to adj. EBITDA ratio development¹

Updated Guidance 2022 Strong EBITDA growth fueled by AxesInMotion				Media and Games Invest
	FY 2021	Guidance 2022	Updated Guidance 2022 incl. AxesInMotion ²	
Revenue (in €m)	252	290 – 310 ¹	295 - 315	
Growth	80%	15-23% ²	17-25%	
Adj. EBITDA (in €m)	71	80 – 90	83 - 93	
Growth	143%	13-27%	17-31%	

Notes: (1) Includes Affiliate and Influencer Marketing that has been discontinued in 2021, (2) pro-forma revenue growth of 25-34%, taking 232 mEUR as a start base in FY2021. The revenue start base is lowered due to the closure of the affiliate and influencer marketing activities in 2021 which contributed c. 20 mEUR revenues to the Group in 2021. (2) Based on first time consolidation as of June 01, 2022

Mid-term Financial Targets

Prudent mid-term financial targets which have been outperformed for three years in a row







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BEING ONE OF THE MOST DESIRED GLOBAL COMPANIES TO WORK FOR

embracing diversity, global, no politics, professional, engaged, innovative, strong drive

BECOMING ONE OF THE TOP 5 WORLDWIDE LEADING AD-SOFTWARE PLATFORMS

transparent, open source, innovative, multi-format, omniplatform, vertically integrated

RESPECTING OUR PARTNERS' VALUES AND DELIVERING TRANSPARENCY TO CLIENTS

combining our own and partner strengths, consent-based partners' data-sharing

BUILDING A "WHITE LABEL" SAAS AD-SOFTWARE PLATFORM

MGI enables companies to have their own Ad-Software platform and control their own data

Headlines Vision 2025

A clear commitment of the board and top management of MGI



Thank You.

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