ONMOBILE GLOBAL LIMITED
E City, Tower-1, No.94/1C & 94/2,
Veerasandra Village, Attibele Hobli,
Anekal Taluk, Electronic city Phase-1,
Bangalore - 560100, Karnataka,
India

P: +91 80 4009 6000 | F: +91 80 4009 6009
CIN - L64202KA2000PLC027860
Email - investors@onmobile.com

www.onmobile.com

November 04, 2025

To,

Department of Corporate Services
BSE Limited,
Phiroze Jeejeebhoy Towers,
Dalal Street,
Mumbai - 400 001
Scrip Code: **532944**

The Listing Department
National Stock Exchange of India Limited,
Exchange Plaza,
Bandra Kurla Complex, Bandra (East)
Mumbai - 400 051
Scrip Code: **ONMOBILE**

Dear Sir/ Madam,

Sub: Investor Presentation- Q2 FY 2025-26

Pursuant to Regulation 30 & 46 of SEBI (Listing Obligations and Disclosure Requirements) Regulations, 2015, we are enclosing herewith a copy of the Investor Presentation on the Financial Results of the Company for the quarter and half year ended September 30, 2025, which is made available on Company's website: www.onmobile.com.

Request you to kindly take the same on record.

Thanking you,

Yours sincerely,
For OnMobile Global Limited

Pakanati V Varaprasad
Digitally signed by Pakanati V Varaprasad
Date: 2025.11.04 19:46:44 +05'30'

P V Varaprasad
Company Secretary
FCS 5877

Encl: a/a

Celebrating onmobile 25th ANNIVERSARY

onmobile

Global Leader in Mobile Entertainment

Propelling Mobile Gaming & Entertainment

EARNINGS DECK – Q2’FY26

Key Highlights

25 Years of Empowering Millions to Connect, Express & Engage

- Q2FY26 revenue at INR 1,310 Mn up by 2.7 % QoQ.
- Q2FY26 EBITDA at INR 86 Mn up by 32.3% QoQ.
- Q2FY26 Mobile Gaming Revenue at INR 355 Mn up by 12.0% QoQ.
- Gaming subscriber base at 13.7Mn up by 14% QoQ.
- Closing Gross Cash balance at INR 1295Mn.

Financial Summary Q2 FY26

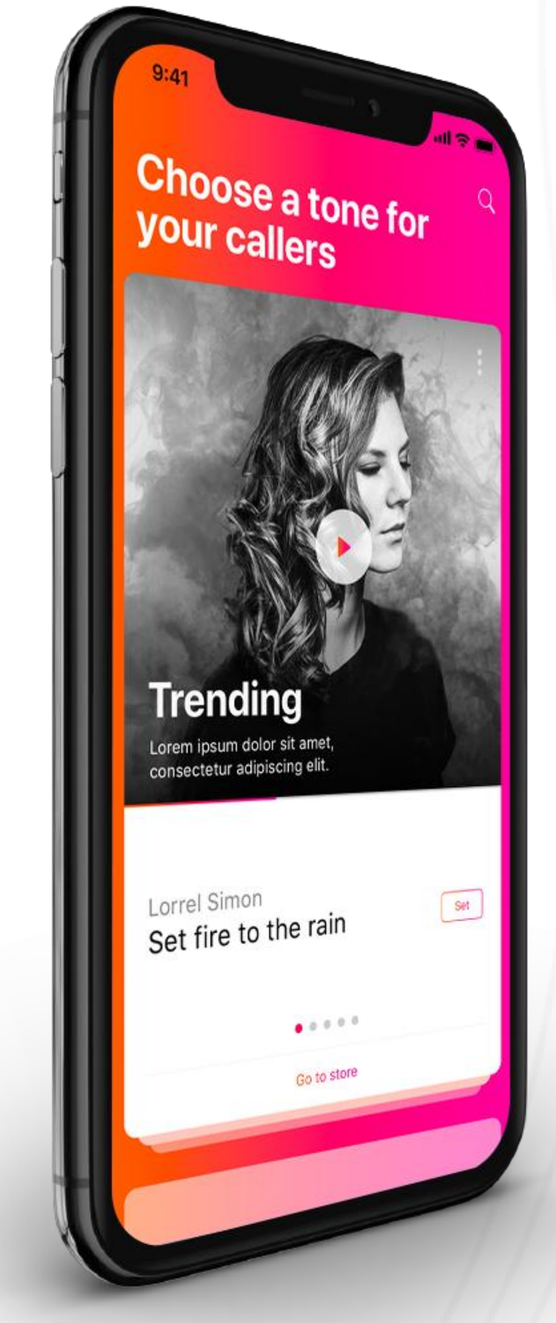
Gross Revenue	People cost	Marketing	Opex
INR 1,310 Mn	**INR 278 Mn**	**INR 232 Mn**	**INR 111 Mn**
+2.7% QoQ	+3.4% QoQ	-3.3% QoQ	+3.7% QoQ

EBITDA	PAT	Mobile Gaming Revenue	Mobile Entertainment Revenue
INR 86 Mn (6.7%)	**INR 60 Mn**	**INR 355 Mn**	**INR 955 Mn**
Q1 FY26- INR 65 Mn		+12.0% QoQ	-0.1% QoQ

OnMobile's Product Journey Over Years

OnMobile

Mobile Entertainment

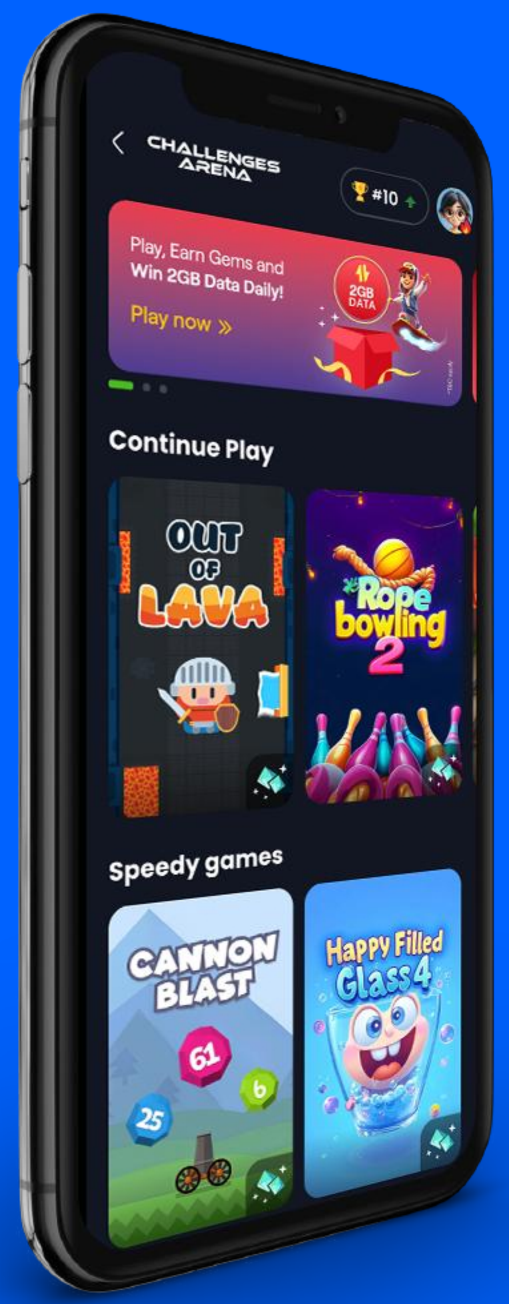


Tones

Videos

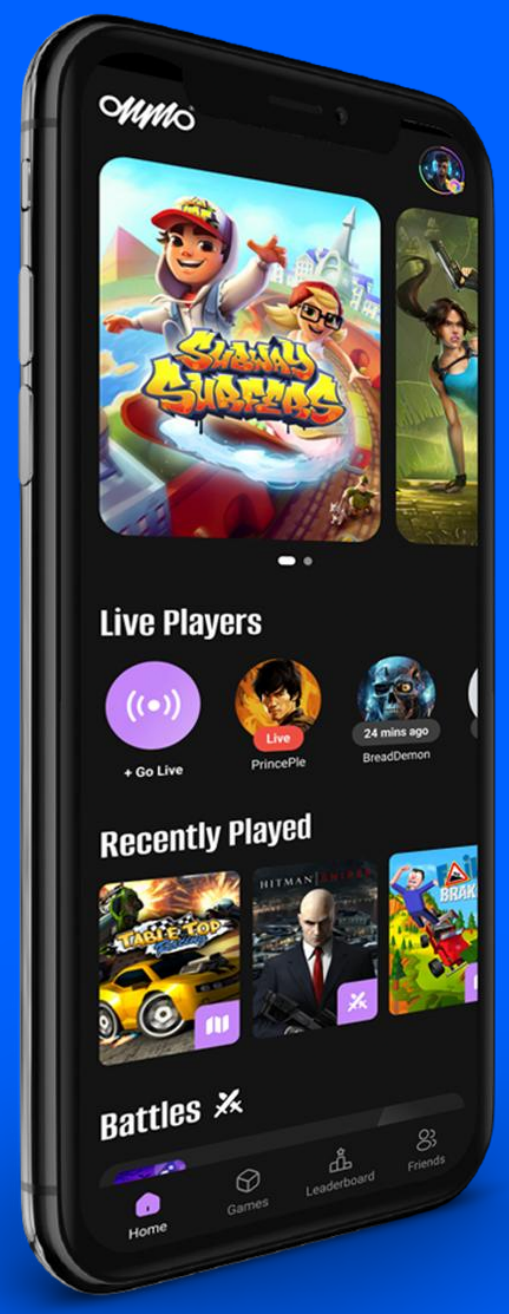
Subscription

Mobile Gaming



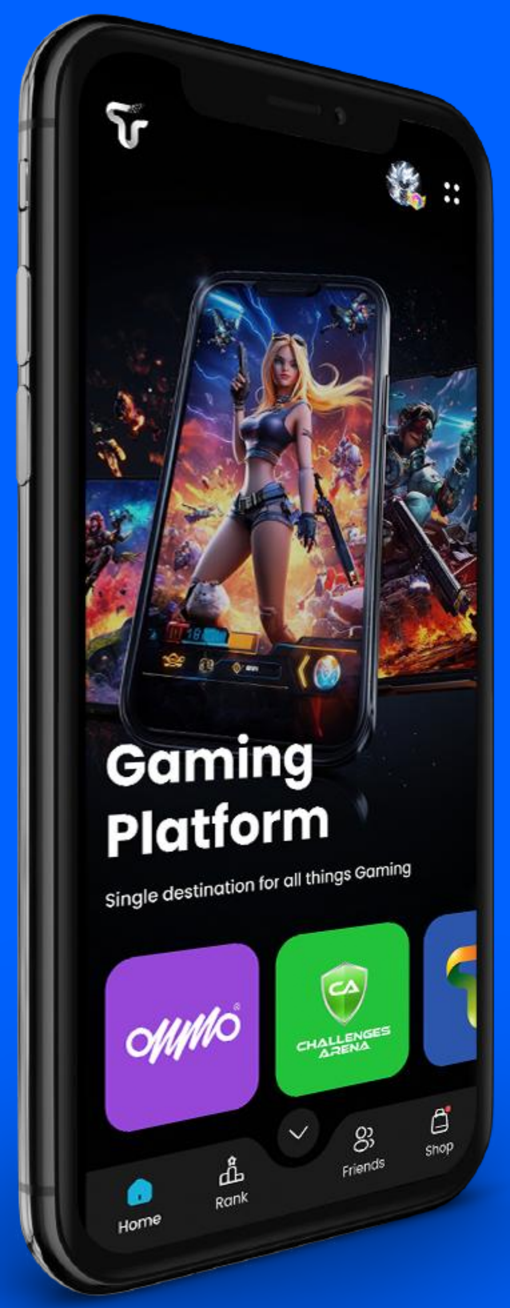
Challenges Arena

Subscription



ONMO

Subscription + Ads



Gaming Platform

Subscription + Licensing + IAP

20 Years Legacy with Tones

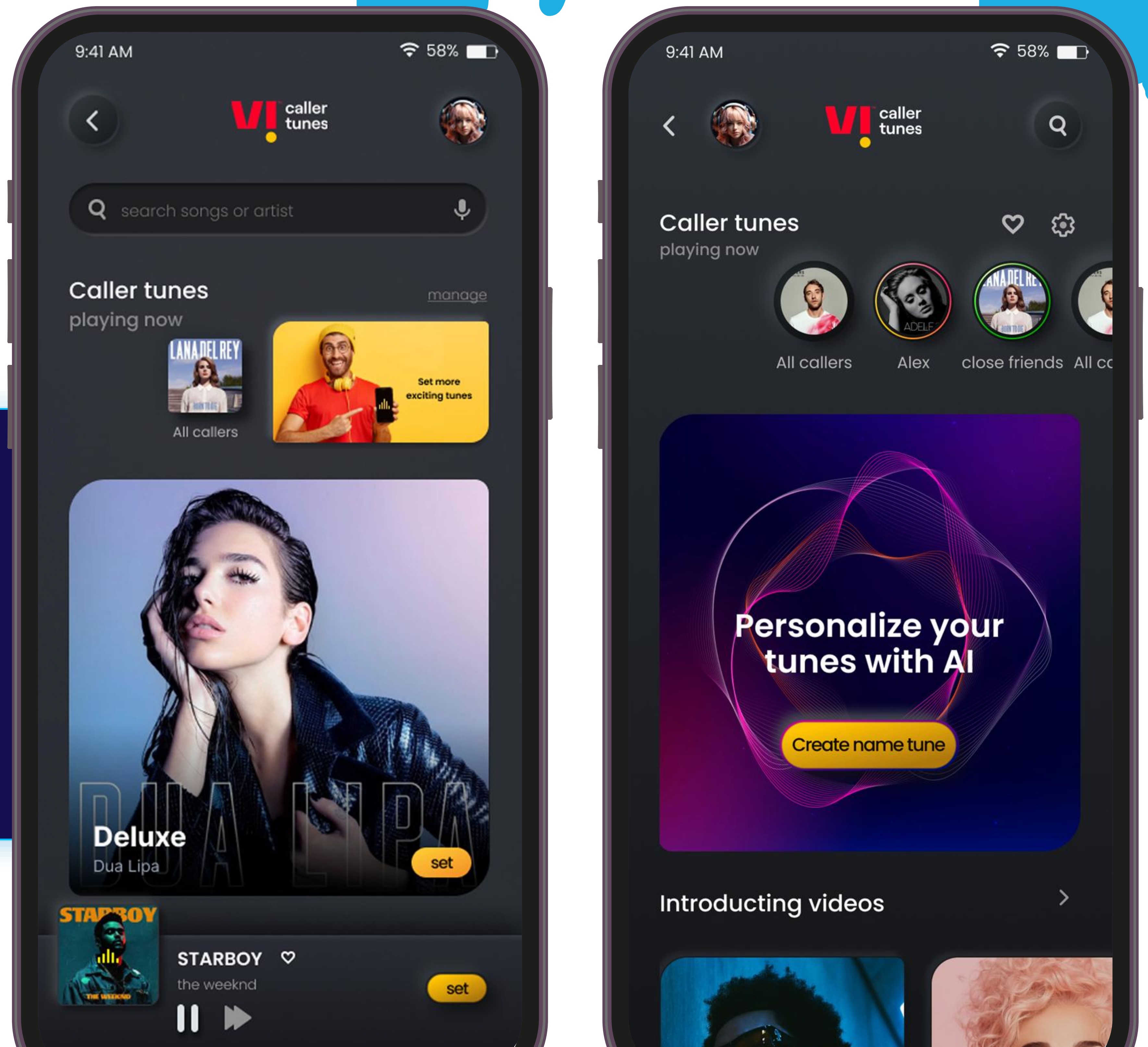
01. Enhanced experience with AI integration & Video Tunes

02. Exclusive Connectivity with 2,500 Servers Inside Mobile Operators' Networks

03. Tones Network and Infrastructure Was Our Main Pivot into Cloud Gaming

150Bn

song bytes played to over 1Bn individuals in FY25



Launch
2004

Active Subscribers
56.4
Million

Live Telcos
29

Monetization Model
Subscription

Videos & Infotainment

Premium Videos

01.

Categories

News
Beauty
Sports
Health
Leisure

02.

Sources

In-house Editors
Live Feeds
AI Powered

Kids

01.

Content

Educational Videos & Games for Kids

02.

Special Features

Parental Controls

Launch 2007

Active Subscribers
1.1 Million

Live Telcos
18

Monetization Model
Subscription

Challenges Arena – Instant Play With Rewards

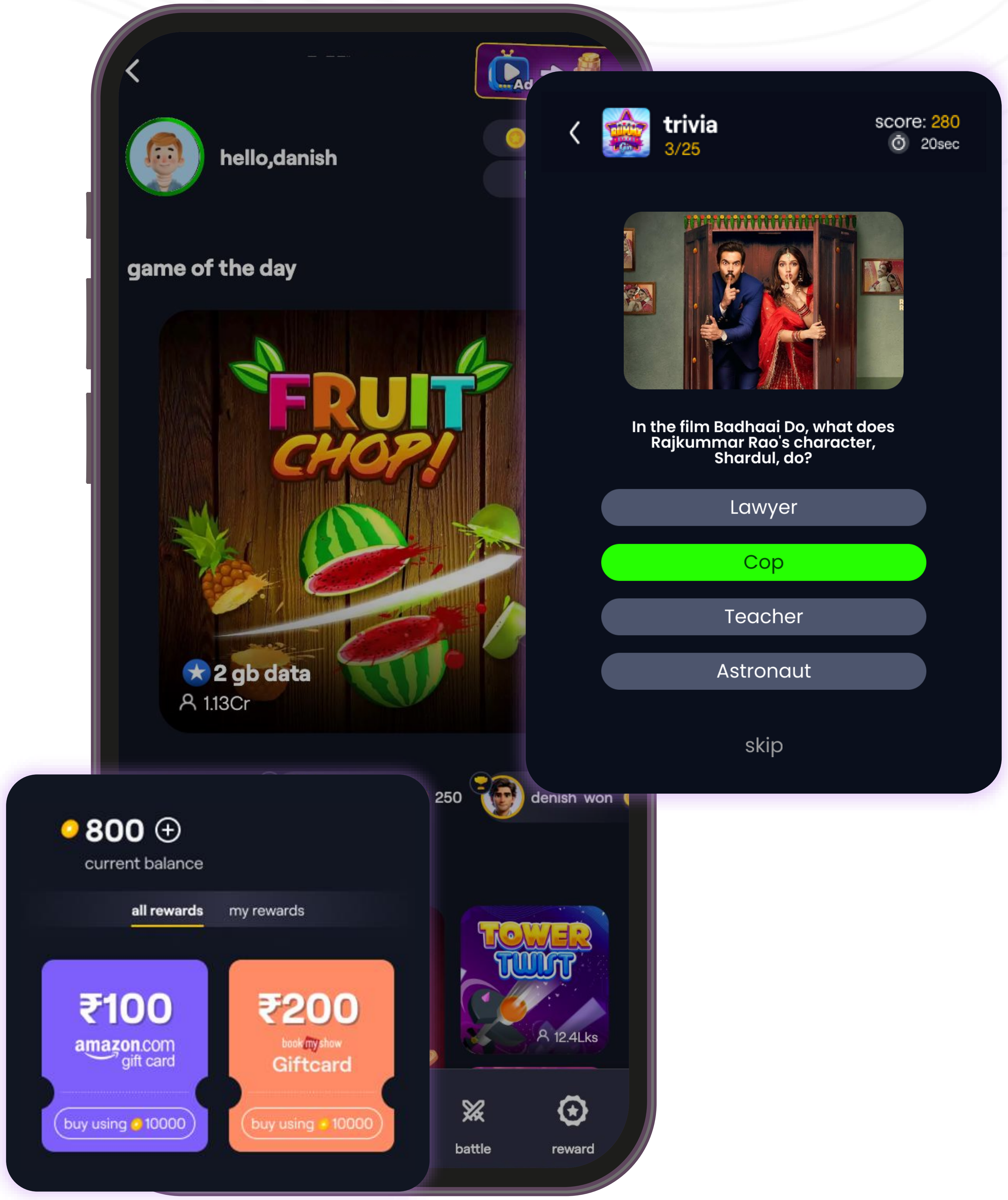
Capturing the First Wave of Gamers on Low-End Devices Across Emerging Markets

01.
One Tap Play
Light weight, low learning curve HTML5 games

02.
Content Formats
Arcade, Words, Trivia, Puzzles, Cards

03.
18+
Languages Supported

04.
35
Countries With Localized Content



Launch
2021

Active Subscribers
8.77
Million

Live Telcos
82

Monetization Model
Subscriptions

ONMO – Premium Social Gaming

Pioneering Cloud Technology for Mobile Games With Short Streaming

The Only Solution Where Gamers Can Compete in Popular Games and Socialize Live with Friends

1000s
of Moments From Popular Games

+

2 Disruptive Technologies

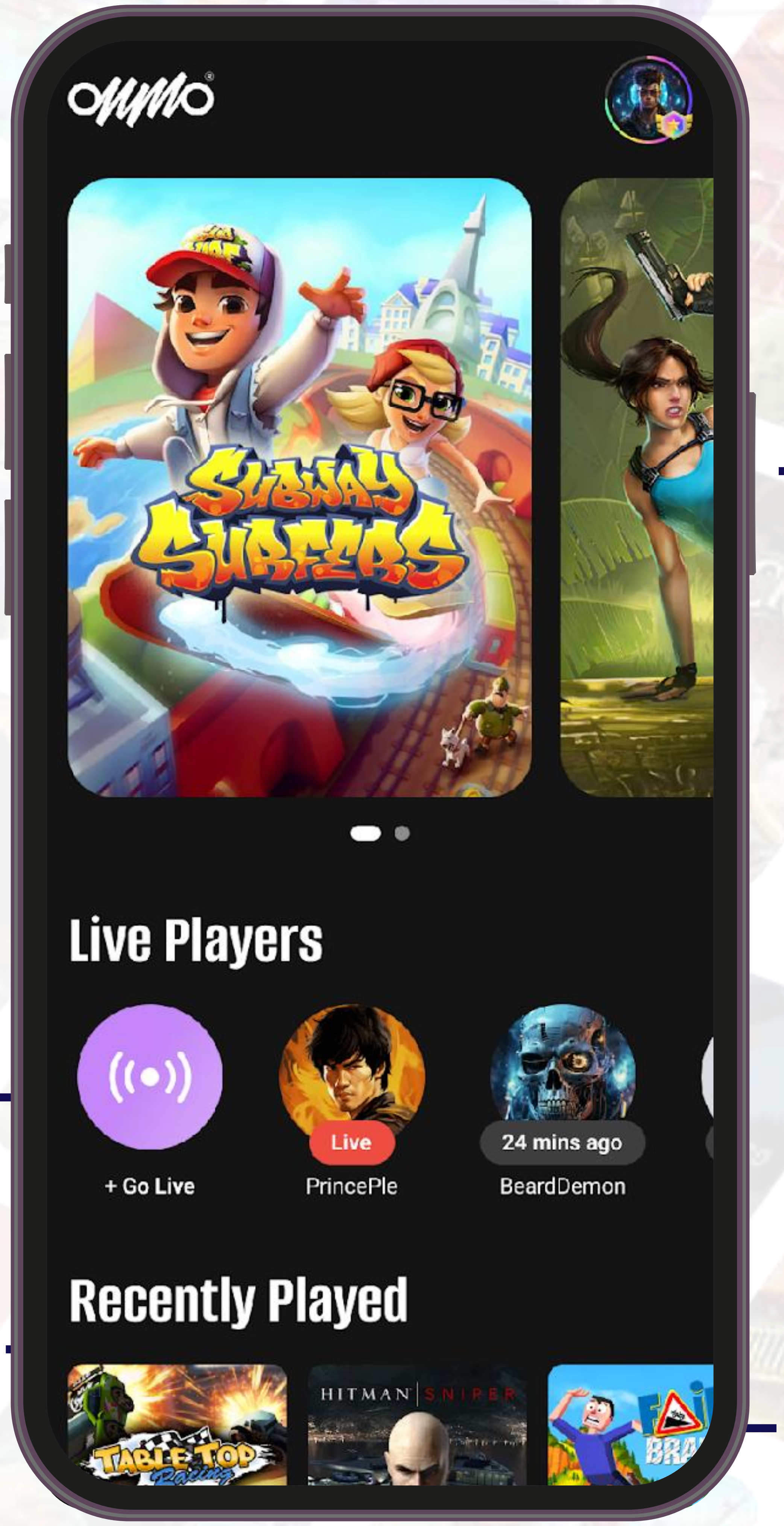
+

3 Key Mobile Gaming Trends

SHORT FORMAT GAMING

SOCIAL

ESPORTS



VISION AI

CLOUD GAMING

Launch 2022

Active Subscribers
4.97 Million

Live Telcos
42

Monetization Model
Subscriptions

The Gaming Platform – Single Destination For All Gaming Services

Redefining App Stores for Consumers, Developers and Telcos

Launch 2025

Monetization Model

Platform Licensing
+
In App Purchases

The rapid expansion of $242 Bn gaming industry is a market opportunity and presents a strong potential for future growth

$400 Bn

projected size of Gaming Industry by 2029

10.5%

expected CAGR

~50%

revenues from Mobile Gaming

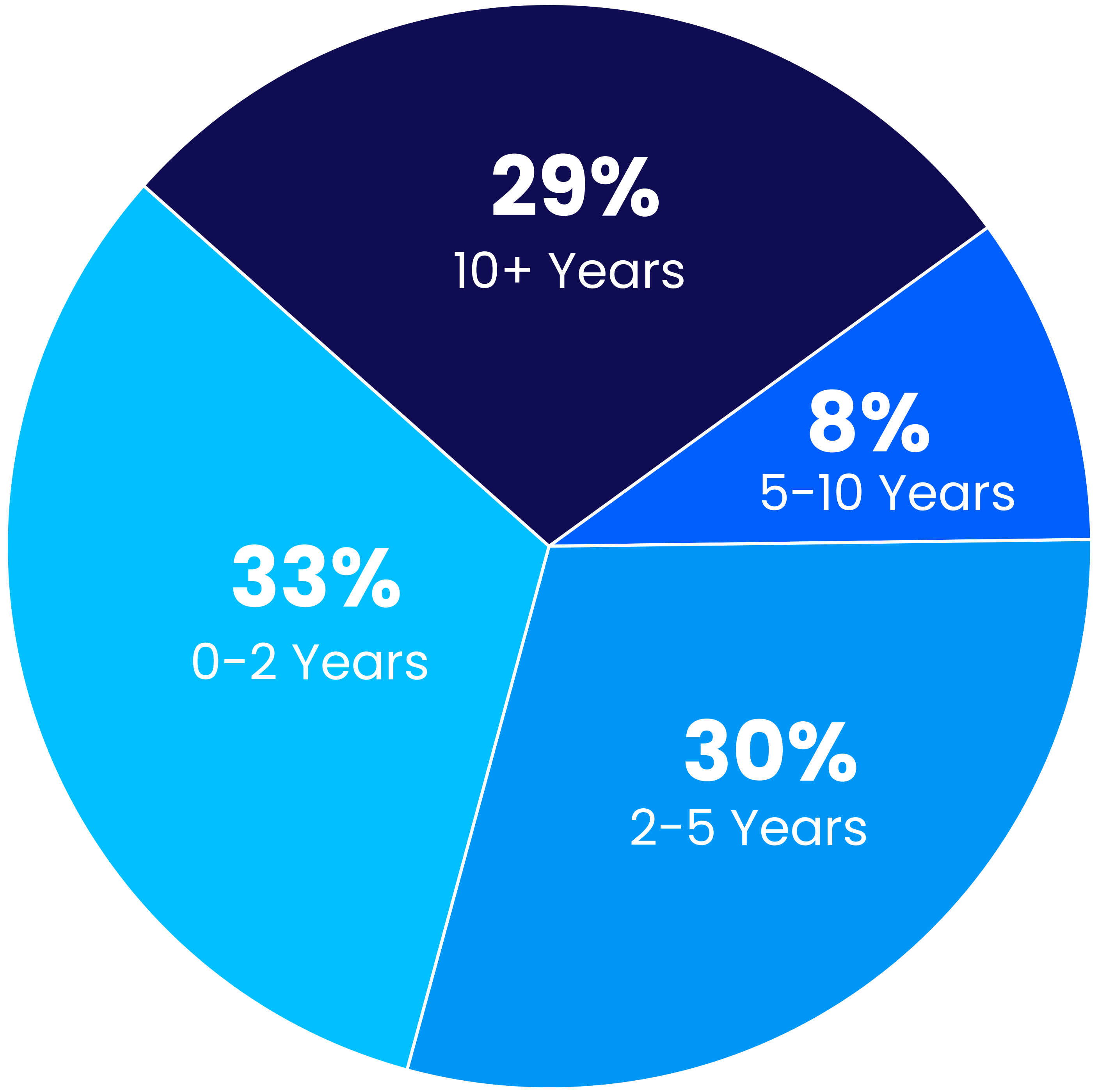
~50%

revenues from AAA Gaming

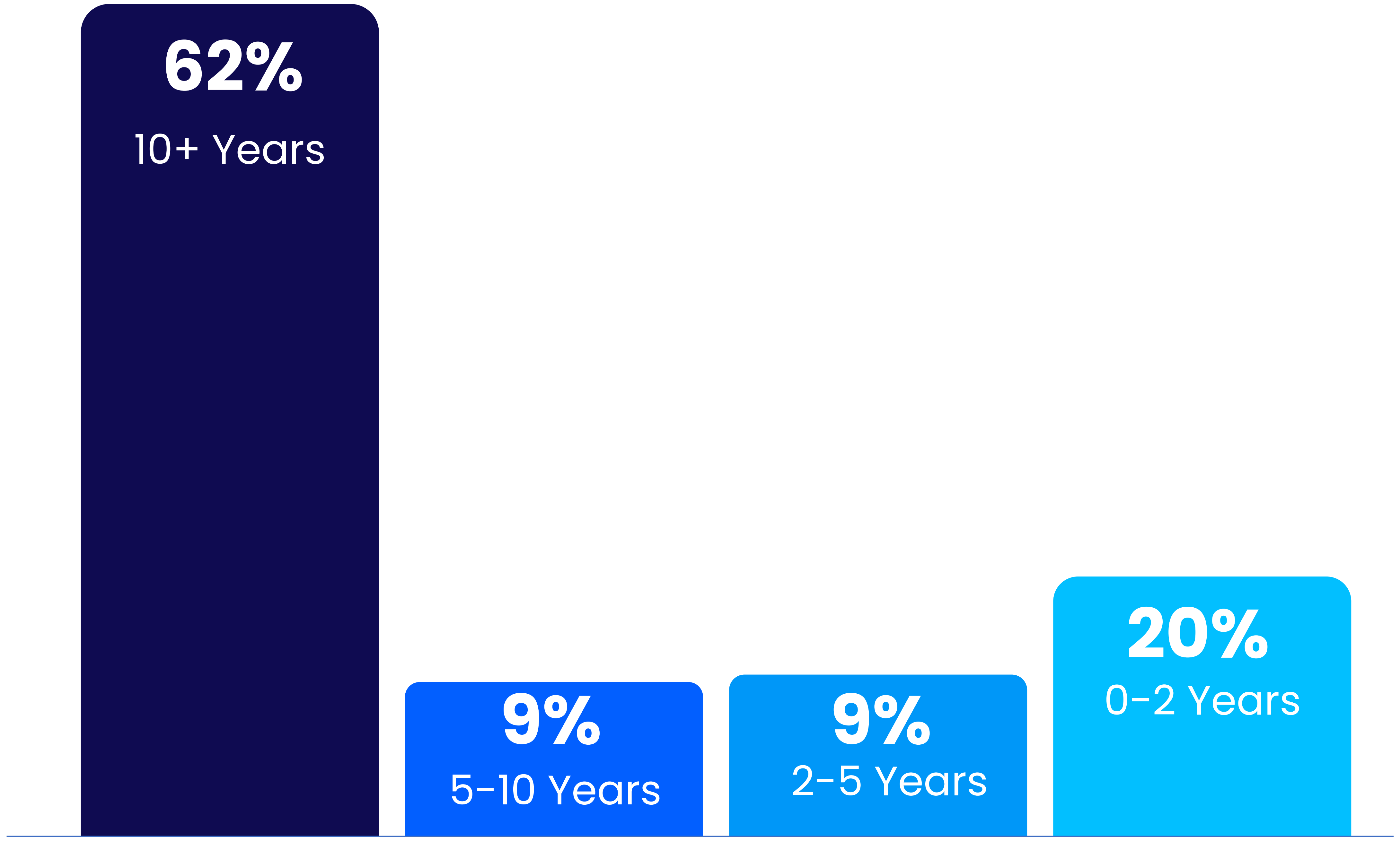
Company maintains strong, long-term relationship with global telecom leaders

OnMobile is trusted by marquee clients with average vintage of 11+ years

Number of Telecom Operators



Revenue contribution % FY 2025



124 Deployed Customers Across The Globe

- robi
- Safaricom
- vodafone
- Telefónica
- ooredoo
- airtel
- true move
- bKash
- Omantel
- AIS
- Dialog
- Vi
- DITO TELECOMMUNITY
- Telia
- entel
- MTN
- ATOM
- cellcard
- ethio telecom
- telcel
- 3
- LEBARA
- etisalat by e&
- Claro
- vodacom
- orange
- STARHUB
- nuuday
- COSMOTE
- tigo
- mobifone
- MEO
- TURKCELL
- VIVA
- Telkom

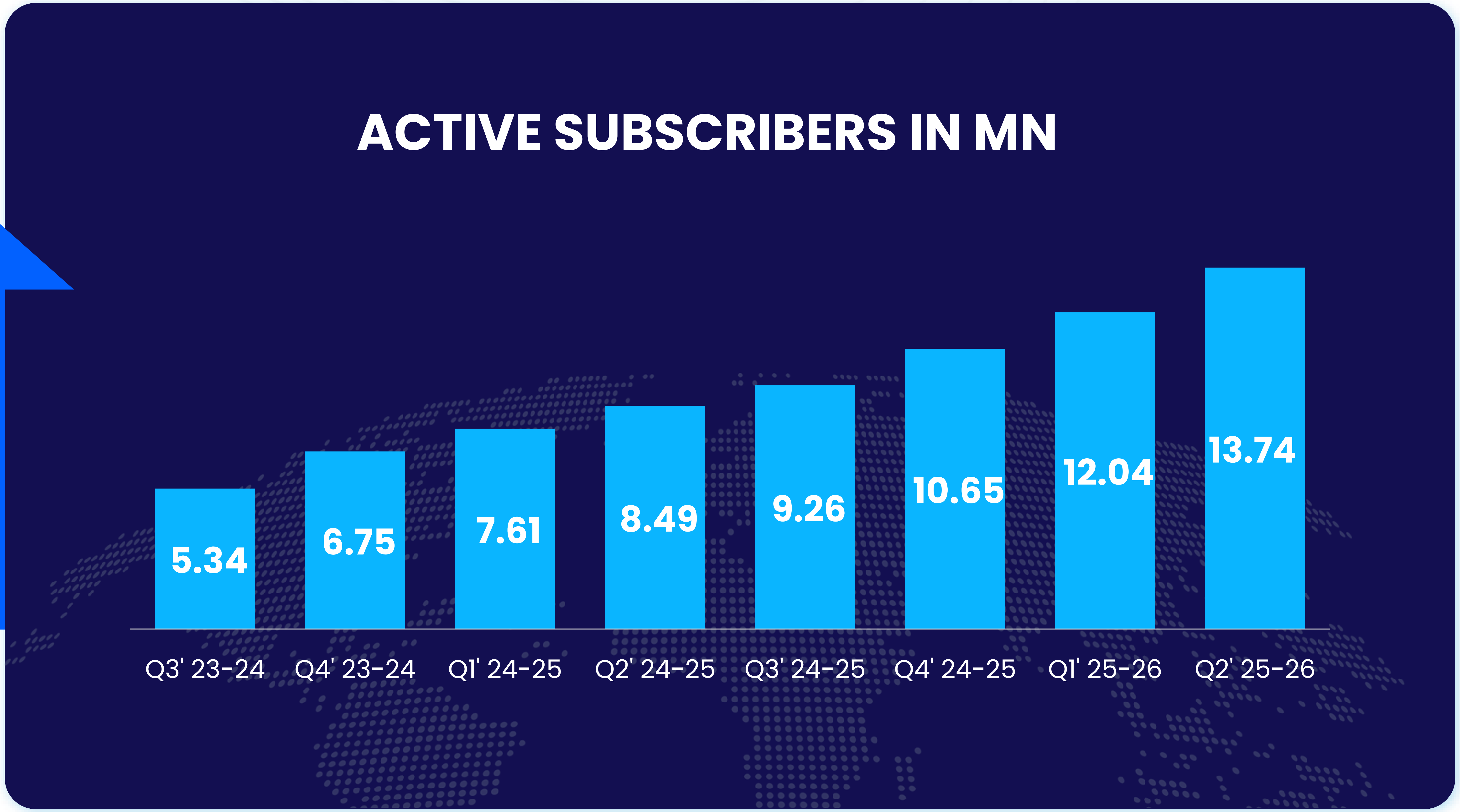
Mobile Gaming: Active base increased to 13.7 Mn

+7M

Additional Active gaming subscribers in last 6 quarters

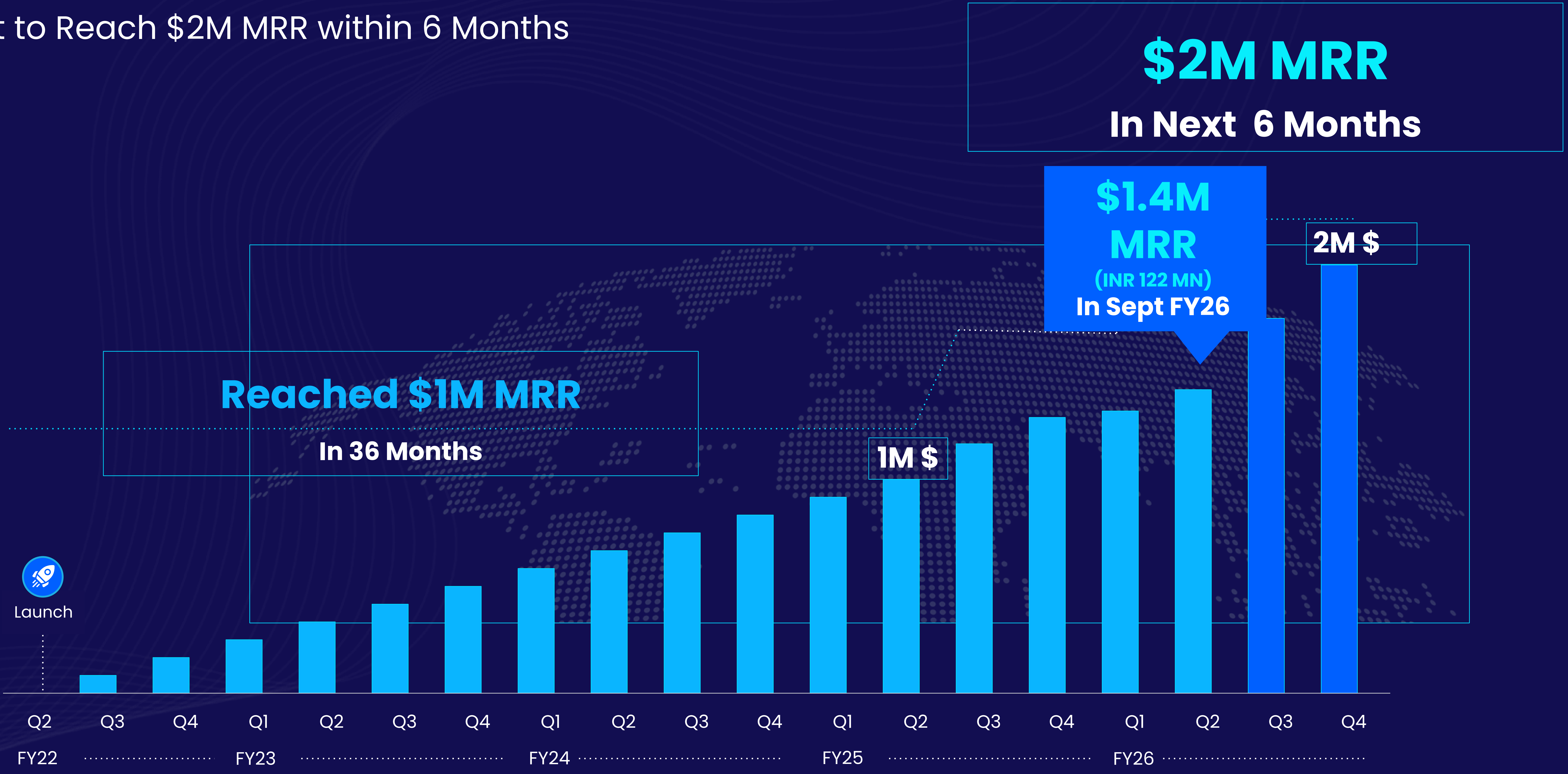
2X

In 6 Qtrs.



Mobile Gaming: Subscription Revenues to Double

Target to Reach $2M MRR within 6 Months



Monthly Recurring Revenue (MRR)

*All bars not to exact scale

Investment Rationale

Unmatched Growth Potential with Market-Disrupting Products and Established Telco Partnerships

01.

$400B Gaming Industry by 2029

OnMobile uniquely positioned to carve out its share

02.

Invested $35M+ in Technology

Developed unique IPs and patents to disrupt the gaming industry

03.

Gaming Revenues Expected to Grow by 50% in FY 2026

Subscription
$1.3M MRR to $2M MRR

Platform
Expected to be an important growth driver next FY

04.

Exceptionally well positioned in emerging markets

100+ Telcos & 4B+ mobile consumers not prioritised by top gaming players.

05.

ROI to Follow Gaming Industry Multiples

Current valuation multiples not inline with the gaming industry

FINANCIALS

P&L Q2 FY26

P&L(INR Mn)	Q2 FY26	Q1 FY26	QoQ Gr %	Q2 FY25	YoY Gr %
Gross Revenue	1,310	1,276	2.7%	1,319	-0.7%
COGS	603	595	1.3%	657	-8.2%
Gross Profit	**707**	**681**	**3.8%**	**662**	**6.8%**
Margin (%)	***55.2%***	***54.6%***		***51.2%***	
People Cost	278	269	3.4%	304	-8.6%
Marketing	232	240	-3.3%	233	-0.4%
Opex	111	107	3.7%	107	3.7%
EBITDA	**86**	**65**	**32.3%**	**18**	**377.8%**
Margin (%)	***6.7%***	***5.2%***		***1.4%***	
Depreciation	84	82	2.4%	81	3.7%
Operating Profit	**2**	**-17**	**-**	**-63**	**-**
Margin (%)	***0.2%***	***-1.3%***		***-4.9%***	
Profit After Tax	**60**	**156**	**-**	**-121**	**-**
Margin (%)	***4.7%***	***12.5%***		***-9.4%***	
EPS (Diluted)	0.5	1.4	-	-1.1	-

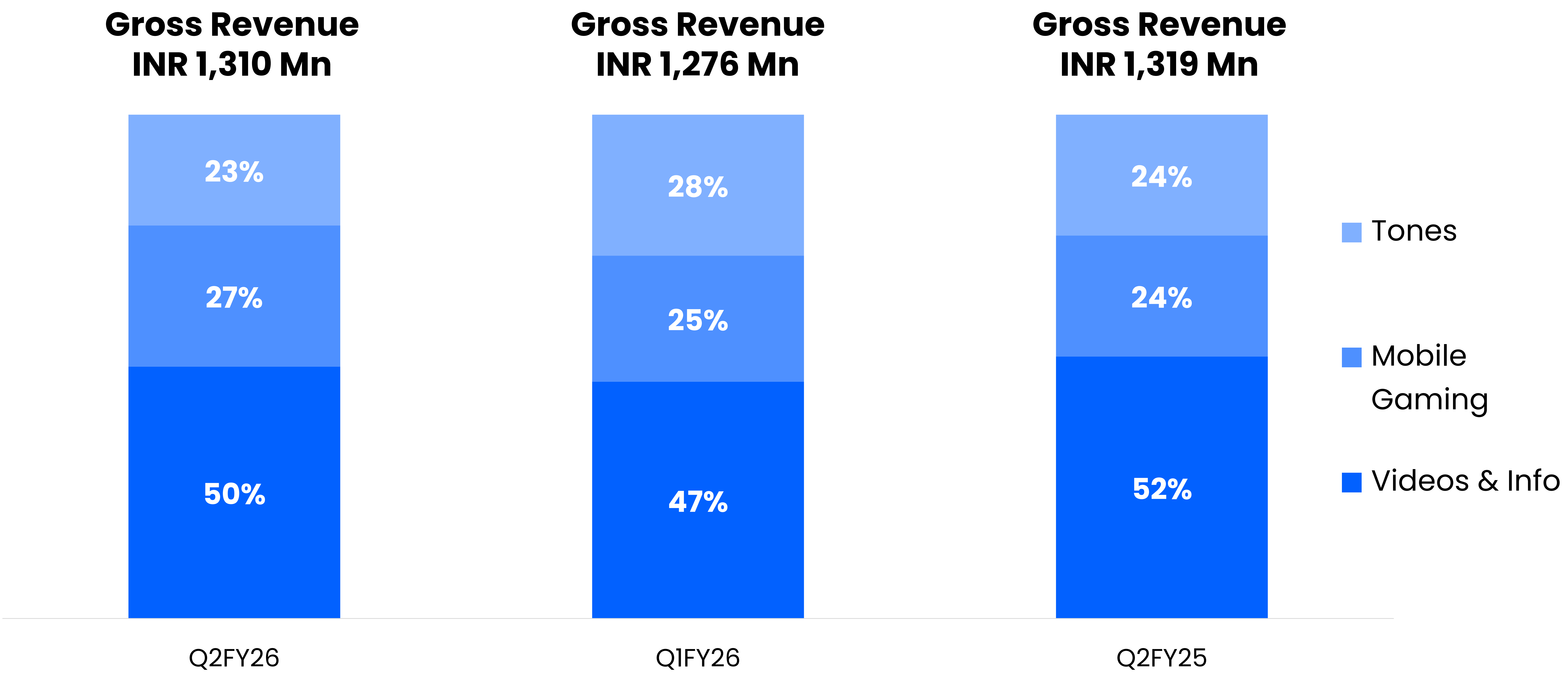
**COGS includes UFF*

P&L H1 FY26

P&L(INR Mn)	**H1 FY26**	**H1 FY25**	**YoY Gr %**
Gross Revenue	2,586	2,579	0.3%
COGS	1,198	1,286	-6.8%
Gross Profit	**1,388**	**1,293**	**7.4%**
Margin (%)	***54.7%***	***51.2%***	
People Cost	547	592	-7.6%
Marketing	472	463	1.9%
Opex	218	211	2.8%
EBITDA	**151**	**27**	**459.3%**
Margin (%)	***6.0%***	***1.1%***	
Depreciation	166	161	3.1%
Operating Profit	**-15**	**-134**	**-**
Margin (%)	***-0.6%***	***-5.3%***	
Profit After Tax	**215**	**-274**	**-**
Margin (%)	***8.5%***	***-10.7%***	
EPS (Diluted)	*1.9*	*-2.5*	

**COGS includes UFF*

Revenue by Products



Cash Position

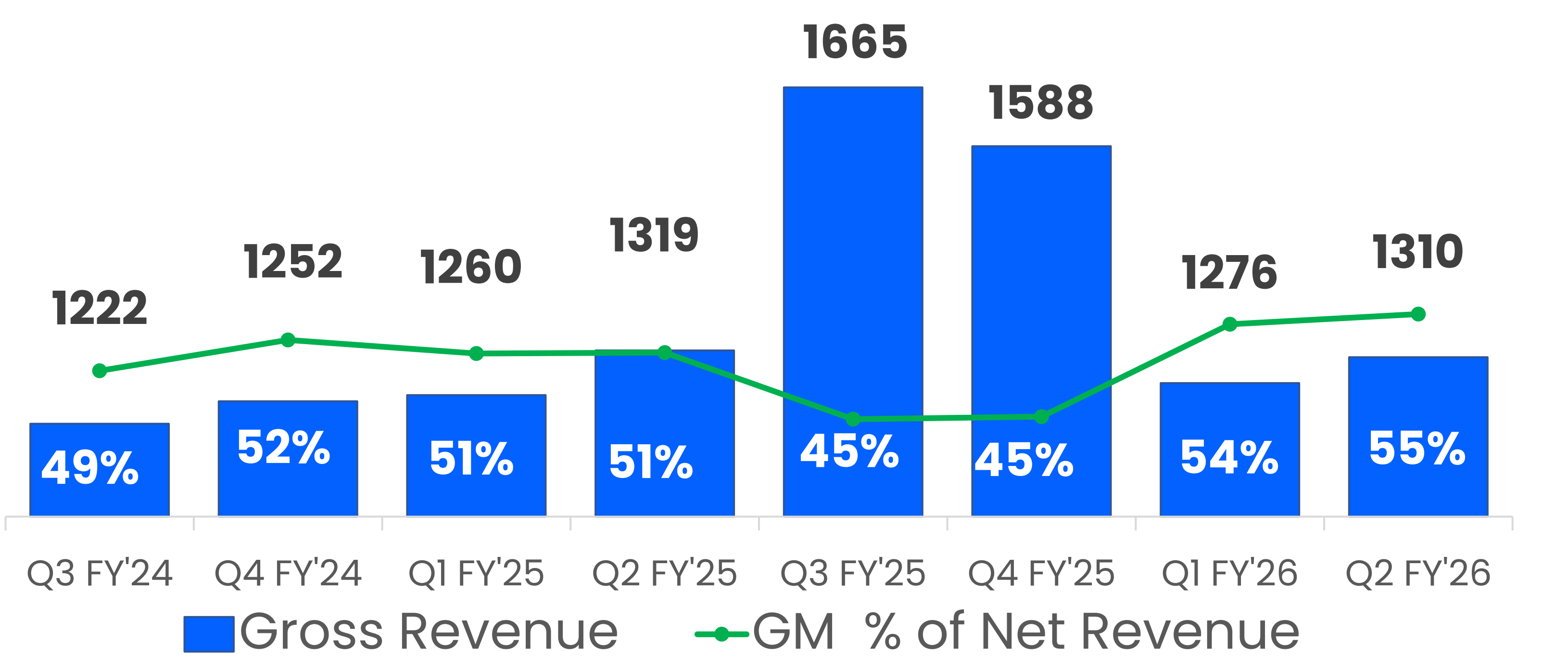
INR Mn	Q3 FY24	Q4 FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	Q1 FY26	Q2 FY26
Cash Balance	577	637	688	413	336	402	1086	1295

- Reduction in Q3 Cash due to Prod devpt cost of INR 150 Mn
- Increase in Q4 Cash due to better collections
- Increase in Q1 Cash due to better collections
- Reduction in Q2 Cash due to delay in customer collection in sept which I collected in Oct
- Reduction in Q3 Cash due to utilization For severance pay to international employee exits and pre payment for gaming license cost
- Increase in Q4 Cash due to collections of old outstanding
- Increase in Q1 Cash due to Positive Operational Cash Flows and Statutory Refunds and short term borrowings
- Increase in Q2 Cash due to Positive Operational Cash Flows and short term borrowings

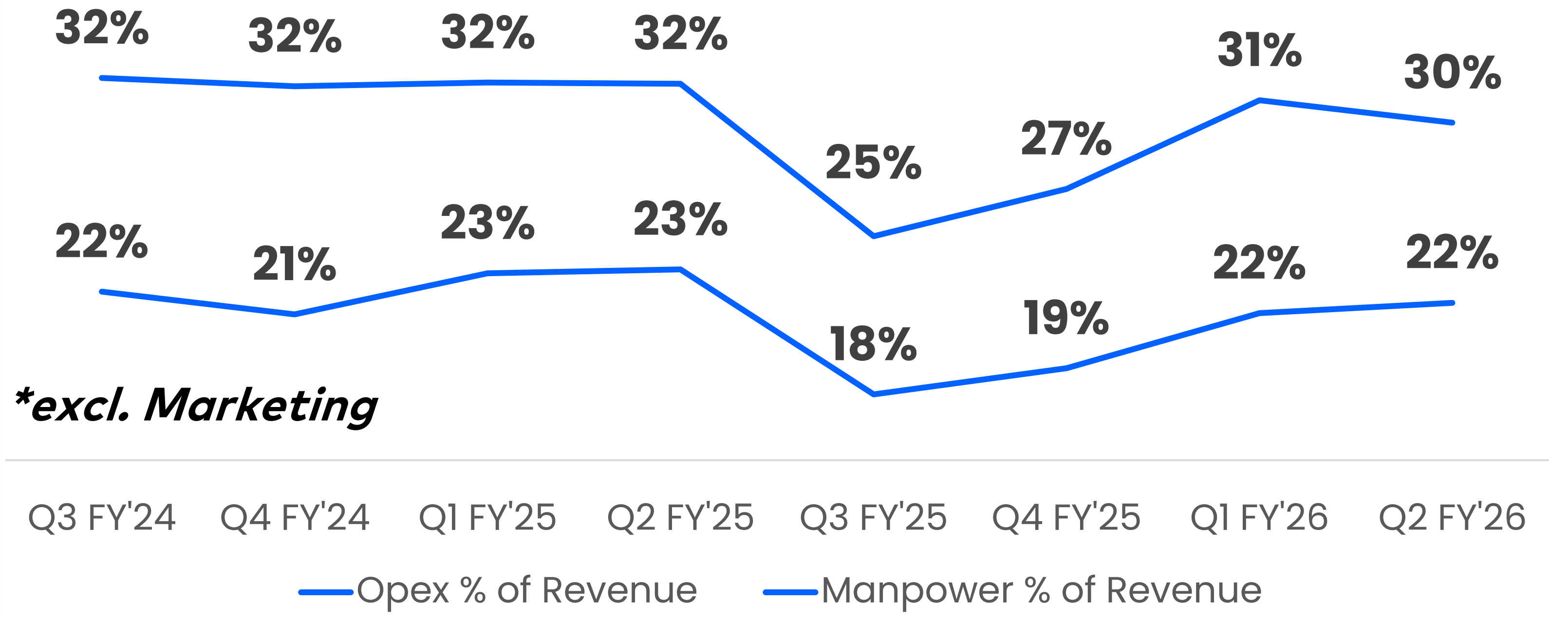
Financial Analysis & Trends: Profit & Loss

In INR Mn

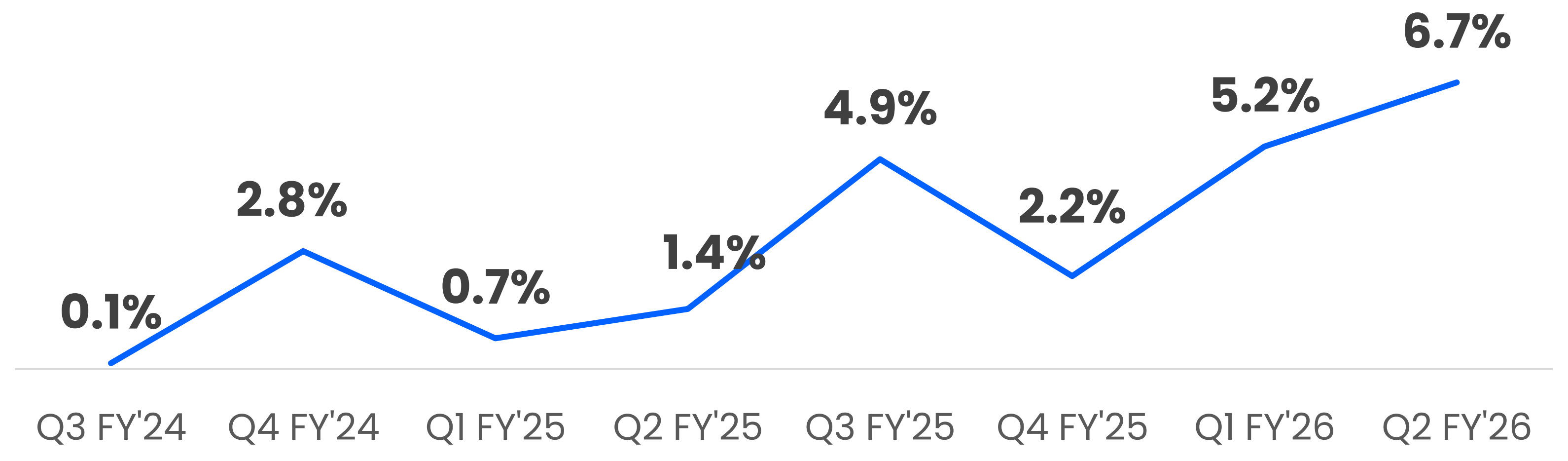
Revenue and GM (%) of Net Revenues



Opex* and People Cost % of Revenues

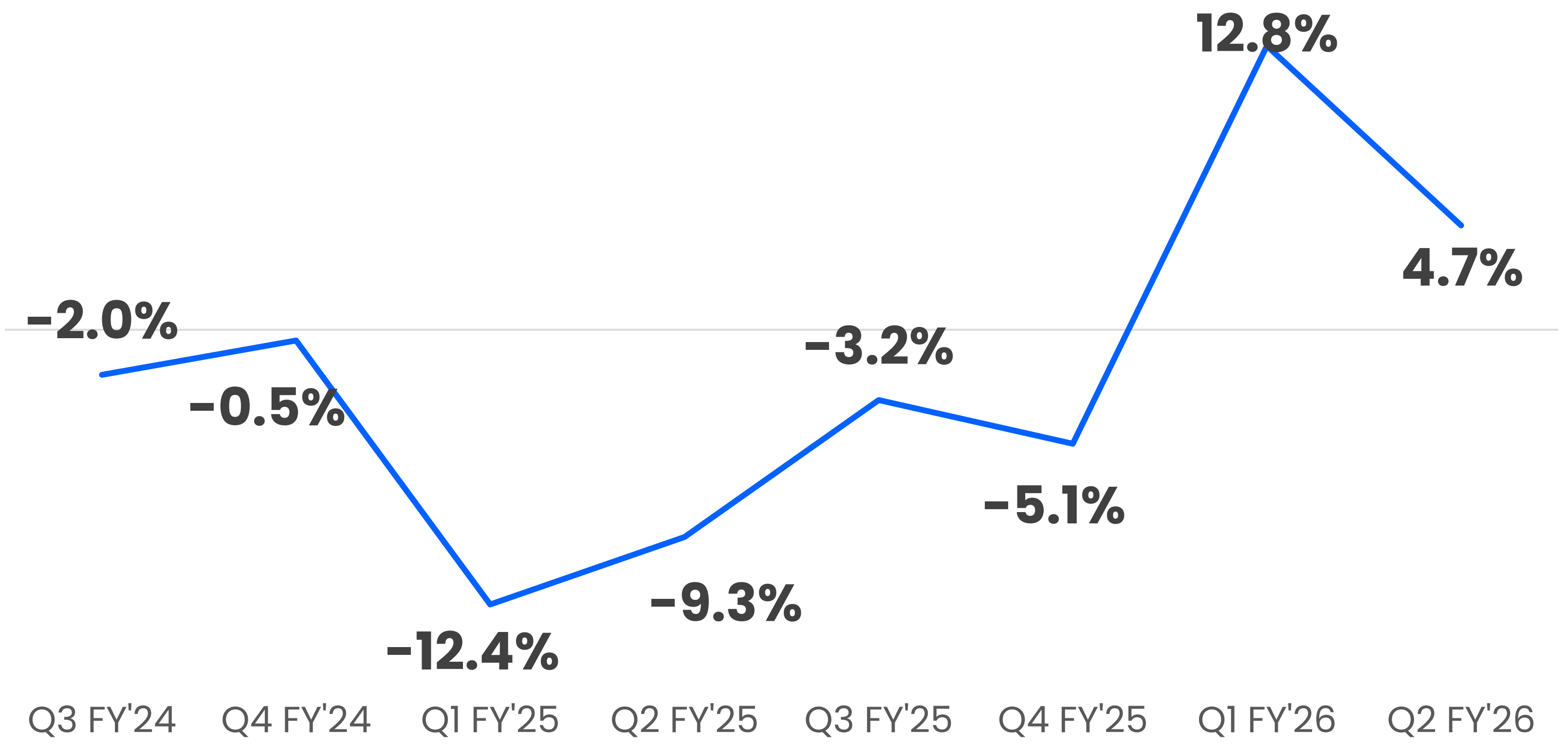


EBITDA %

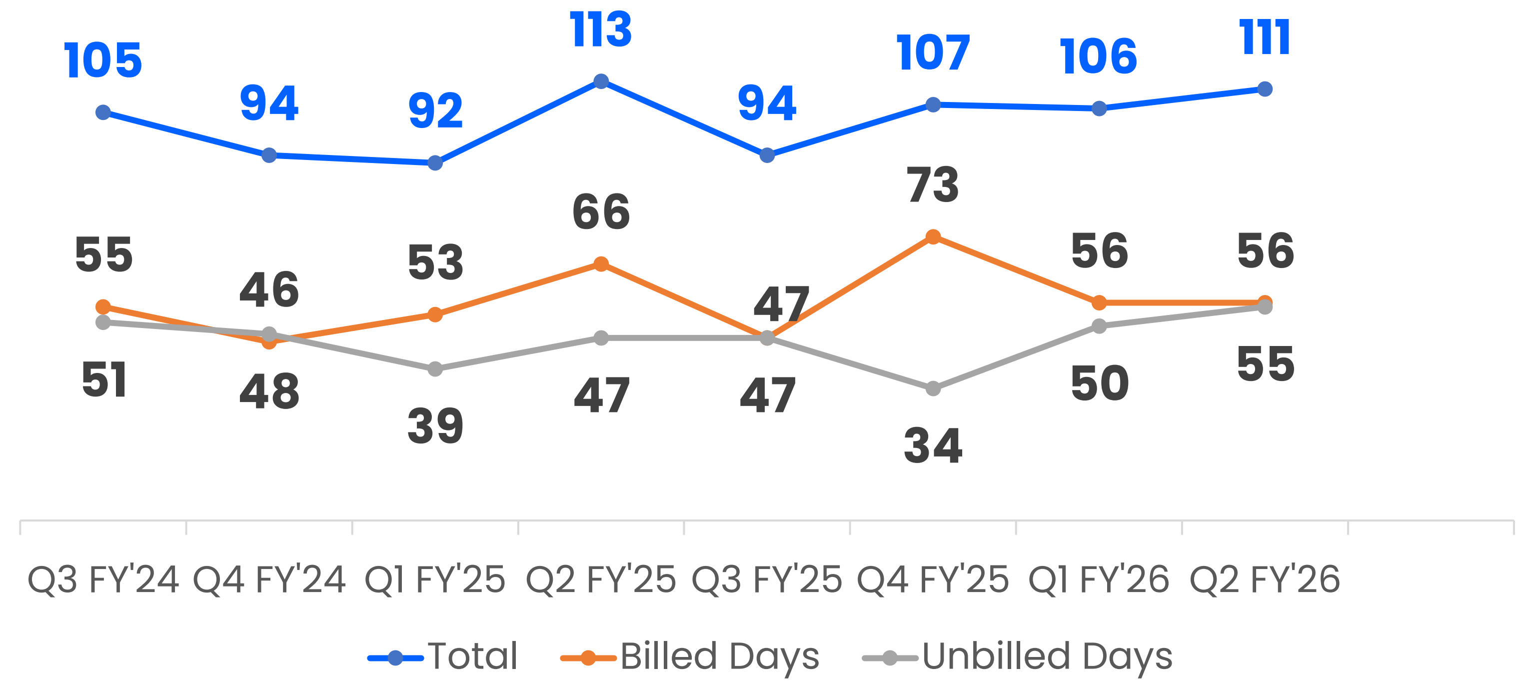


PAT (%)

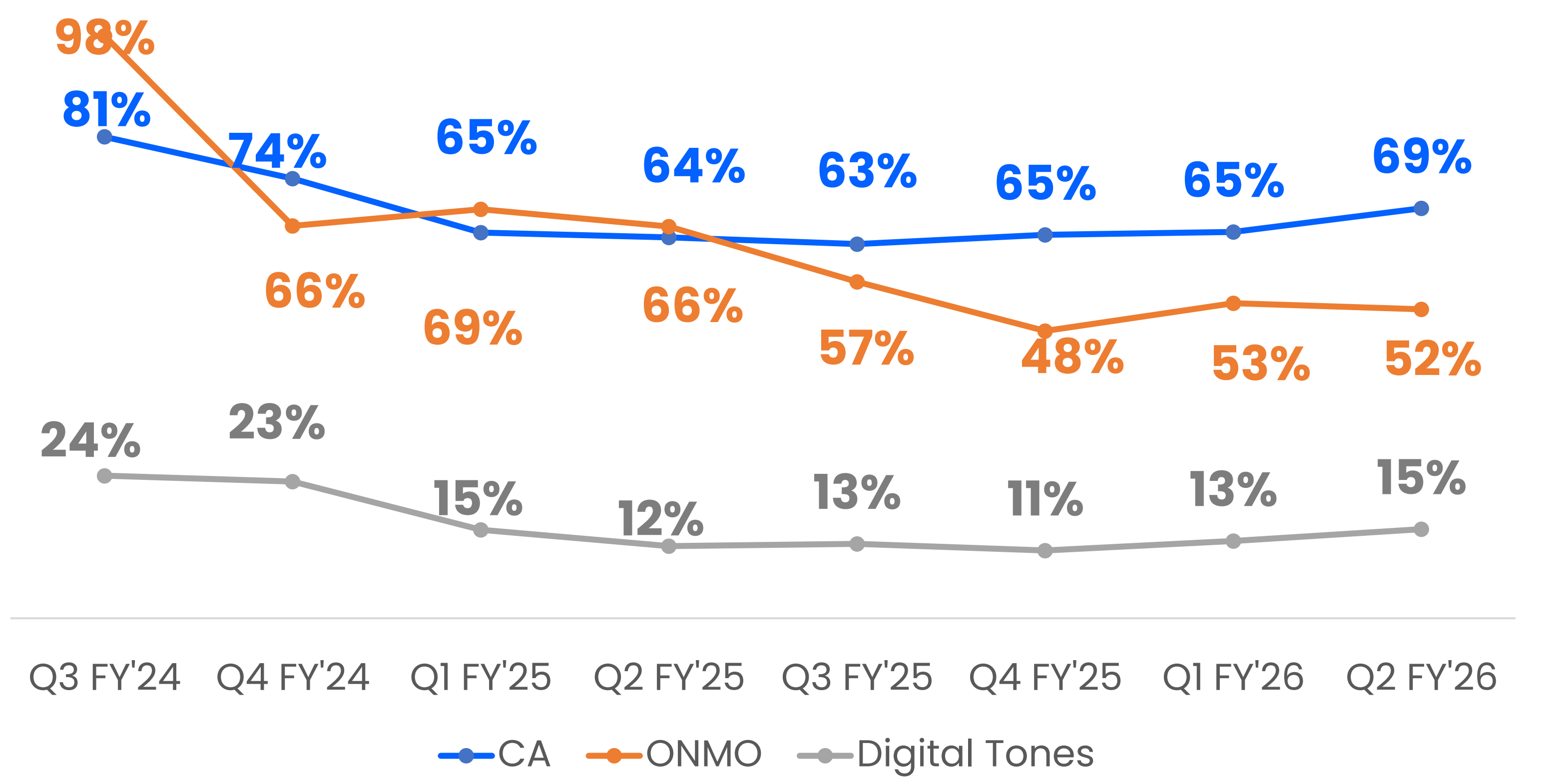
PAT as a % of net revenues



DSO (in Days)



Marketing % of Net Revenue



Ratio Analysis

Ratio Analysis	Q3 FY24	Q4 FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	Q1 FY26	Q2 FY26
Profit and Loss								
International revenue / revenue	92%	94%	94%	95%	97%	96%	98%	98%
Gross profit / revenue	49%	52%	51%	51%	45%	45%	54%	55%
Revenue per Employee (INR'000)	2,924	3091	3142	3461	4600	4963	4051	4107
EBITDA per Employee (INR'000)	4	84	22	48	224	106	206	270
Aggregate employee costs / revenue	22%	21%	23%	23%	18%	19%	22%	22%
Profit before tax (PBT) / revenue	0%	1%	-11%	-8%	-2%	-4%	15%	6%
Balance sheet								
Current ratio	1.2	1.3	1.2	1.2	1.1	1.2	1.3	1.3
Day's sales outstanding (Days)	105	94	92	113	94	107	106	111
Liquid assets / total assets (%)	23%	22%	22%	23%	23%	26%	32%	36%
Liquid assets / total sales ratio	1.8	1.6	1.6	1.6	1.3	1.5	2.4	2.7

Balance Sheet

INR Mn	Sep'25	June'25
Shareholders' Funds	6,551	6,477
Non-Current Liabilities	129	95
Trade Payables & Current Liabilities	2,369	2,222
Short Term Borrowings	717	539
Total Liabilities	**9,766**	**9,333**
Fixed Assets (incl. Intangibles)	2,989	2,945
Investment	680	684
Non-Current Assets	2,015	1,978
Cash and Cash Equivalents	1,295	1,086
Trade Receivables & Other Current Assets	2,786	2,640
Total Assets	**9,766**	**9,333**

**Exchange impact removed from Shor Term borrowings and Cash and Cash Equivalents* onmobile

Global Leader in Mobile Entertainment

For any inquiries contact

investors@onmobile.com