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

August 11, 2026

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- Q1 FY 2026-27

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 ended June 30, 2026, 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: 2026.08.11 23:21:56 +05'30'

P V Varaprasad
Company Secretary
FCS 5877

Encl: a/a

Investor Presentation

onmobile™

Key Highlights

- ONMO+ Smart Console launched through Flipkart partnership on 26th Jun'26.
  - Advanced discussions with retail partner groups.
- Q1FY27 revenue at INR 1,241 Mn down by 3.8 % QoQ.
- Q1FY27 Gaming Revenue at INR 394 Mn up by 2.4% QoQ.
- Q1FY27 EBITDA at INR 15 Mn includes ONMO+ launch expenses.
- Q1FY27 Closing cash at INR 1355 Mn.

Financial Summary Q1 FY27

Gross Revenue	People cost	Marketing	Opex
INR 1,241 Mn	**INR 279 Mn**	**INR 229 Mn**	**INR 118 Mn**
-3.8% QoQ	-1.1% QoQ	12.4% QoQ	4.0% QoQ

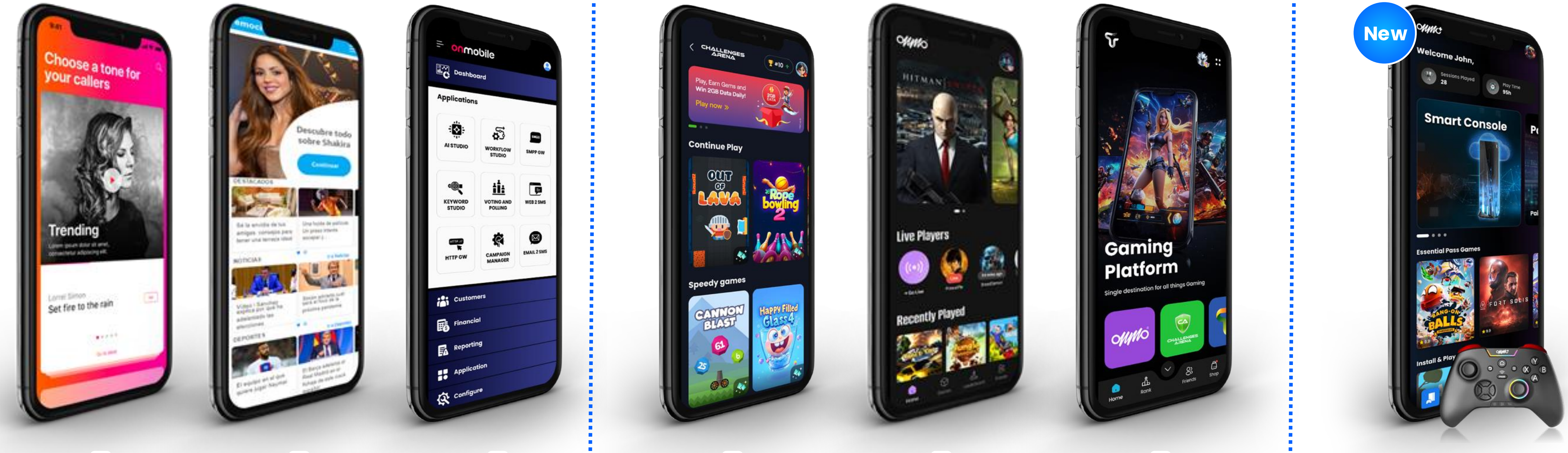
EBITDA	PAT	Gaming Revenue	Entertainment & Communication Revenue
INR 15* Mn (1.2%)	**(INR 289 Mn)***	**INR 394 Mn**	**INR 846 Mn**
Q4 FY26- INR 65 Mn		2.4% QoQ	-6.5% QoQ
* Includes ONMO+ launch expenses	* PAT includes severance cost of INR 141 Mn		

OnMobile's Product Journey & Scale

MOBILE ENTERTAINMENT & COMMUNICATIONS

MOBILE GAMING

SMART CONSOLE



Tones | Videos | Buzzmo | Challenges Arena | ONMO | Gaming Platform | ONMO+ Smart Console

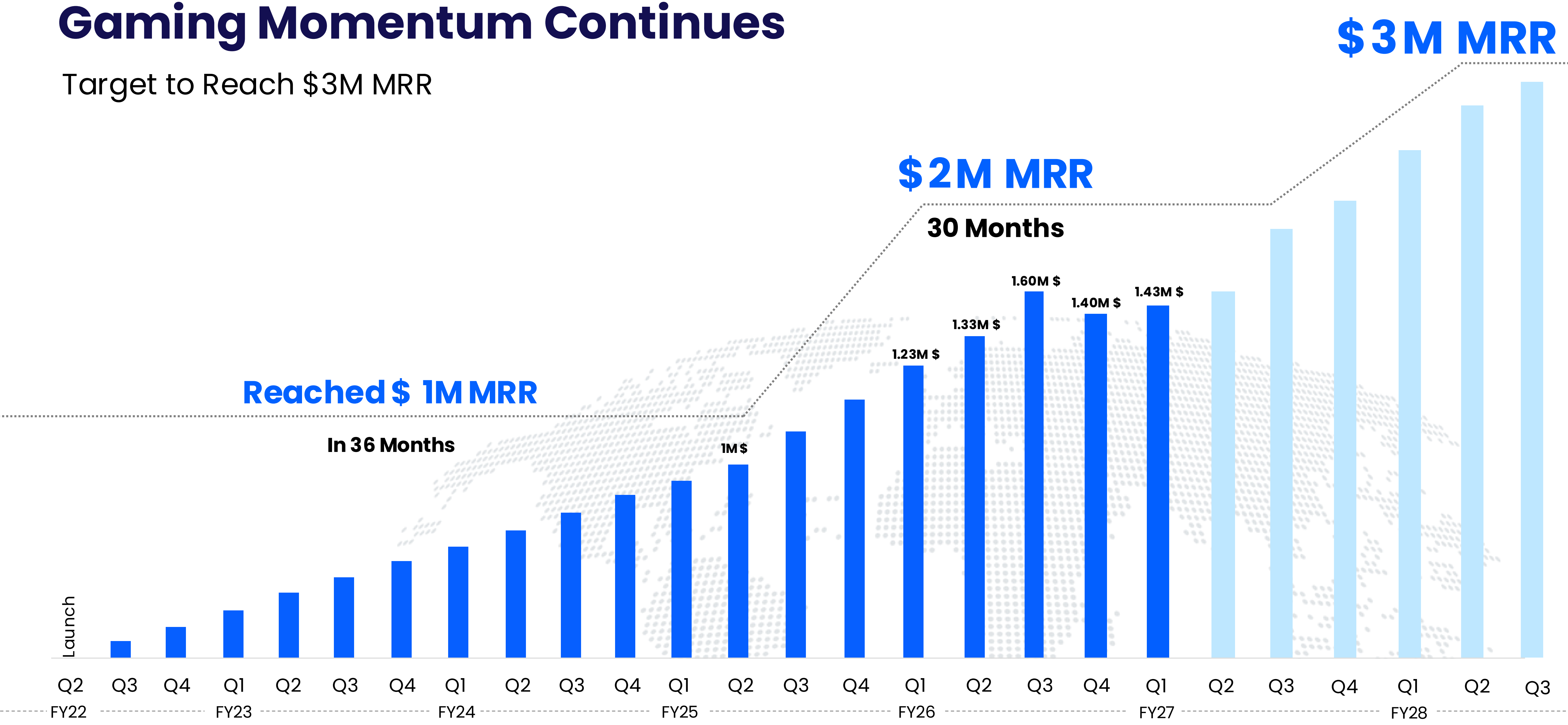
Product EBIDTA 20% going towards 25%

Product EBIDTA 10% going towards 25%

Market expansion Spain Dec 26, Other geographies in 2027

Gaming Momentum Continues

Target to Reach $3M MRR



Monthly Recurring Revenue (MRR)

*All bars not to exact scale

Q3FY25: USD = 83 INR, Q4FY26 &Q1FY27 USD = 94 INR

Expansion: From Mobile to the Full Gaming Market

We've focused on one half of the global gaming market. Now we're expanding into the other.

$400 Bn
projected size of Gaming Industry by 2029

10.5%
expected CAGR

~50%
revenues from Mobile Gaming

500K games
Mobile Gaming

~50%
revenues from Console & PC Gaming

5 Major Players
Console & Cloud Gaming

THE GROWTH ENGINE

The Smart Console

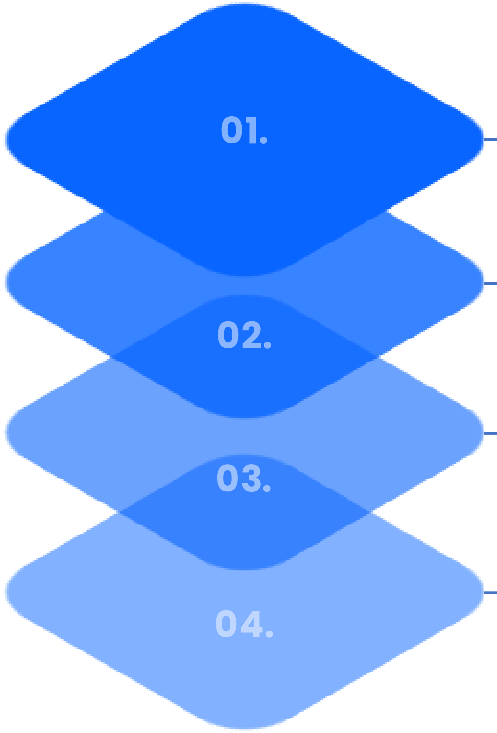
Next-generation console — for everyone.

CONSOLE-GRADE · NO $550 UPFRONT · ANY SCREEN

A New Engine of Growth, Built on Existing Foundations

One shared infrastructure stack. Two product lines. Marginal incremental investment.

SHARED BUILDING BLOCKS



- Telco Distribution & Billing Integration
- Content Licensing and Rights Framework
- Streaming & Content Delivery Tech
- Cloud Infrastructure

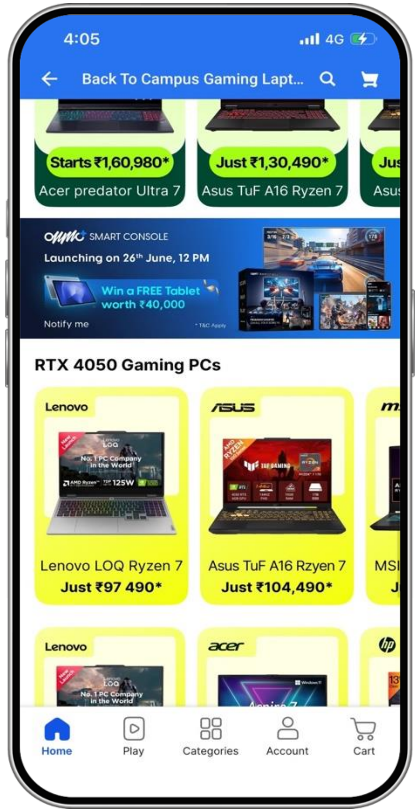
Mobile Gaming

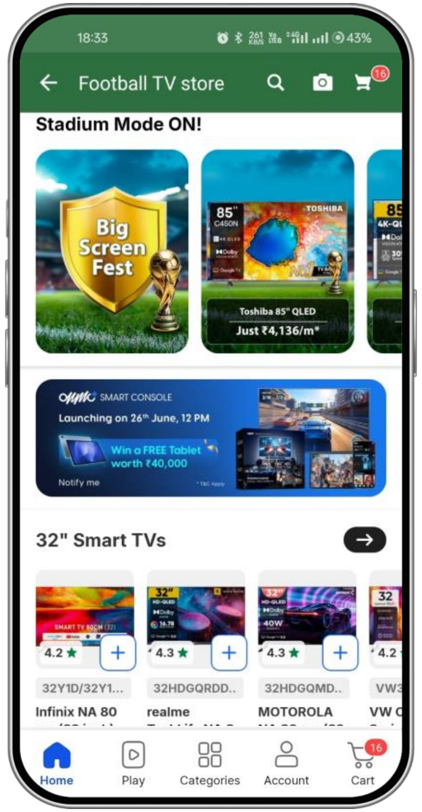
Challenges Arena | ONMO | The Gaming Platform

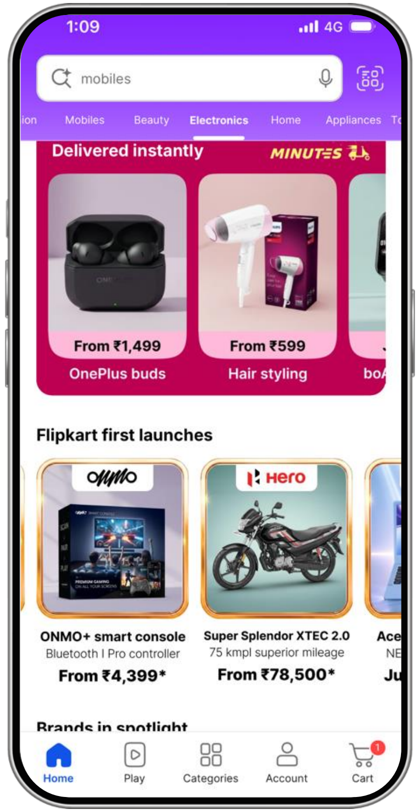
ONMO+ Smart Console

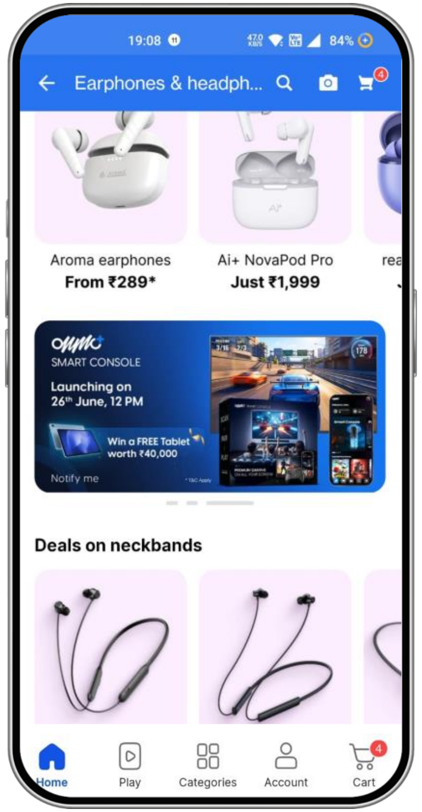
D2C Launch on Flipkart

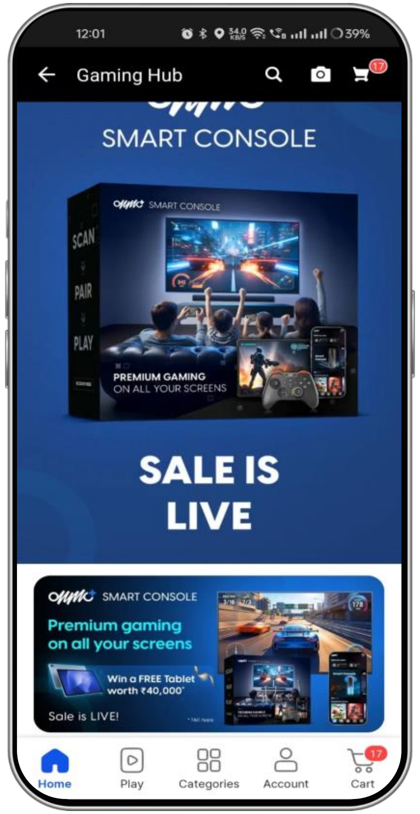
The first cloud-gaming hardware subscription onboarded by India's #1 e-commerce platform.











Smart Console now sits alongside the biggest consumer electronics brands on Flipkart, across every high-intent category.

User Demographics and Usage

AGE SPREAD

56%

are aged 25–34

25–34	56%
15–24	26%
35–44	12%
45+	5%

82% are under 35

MULTI-SCREEN

2.3

Access points per active user

SHARE OF SESSIONS

Desktop	44%
TV	31%
Mobile	22%
Tablet	3%

Desktop + TV drive **~3 in 4 sessions**

LIBRARY USAGE DEPTH

75% users play 5+ titles

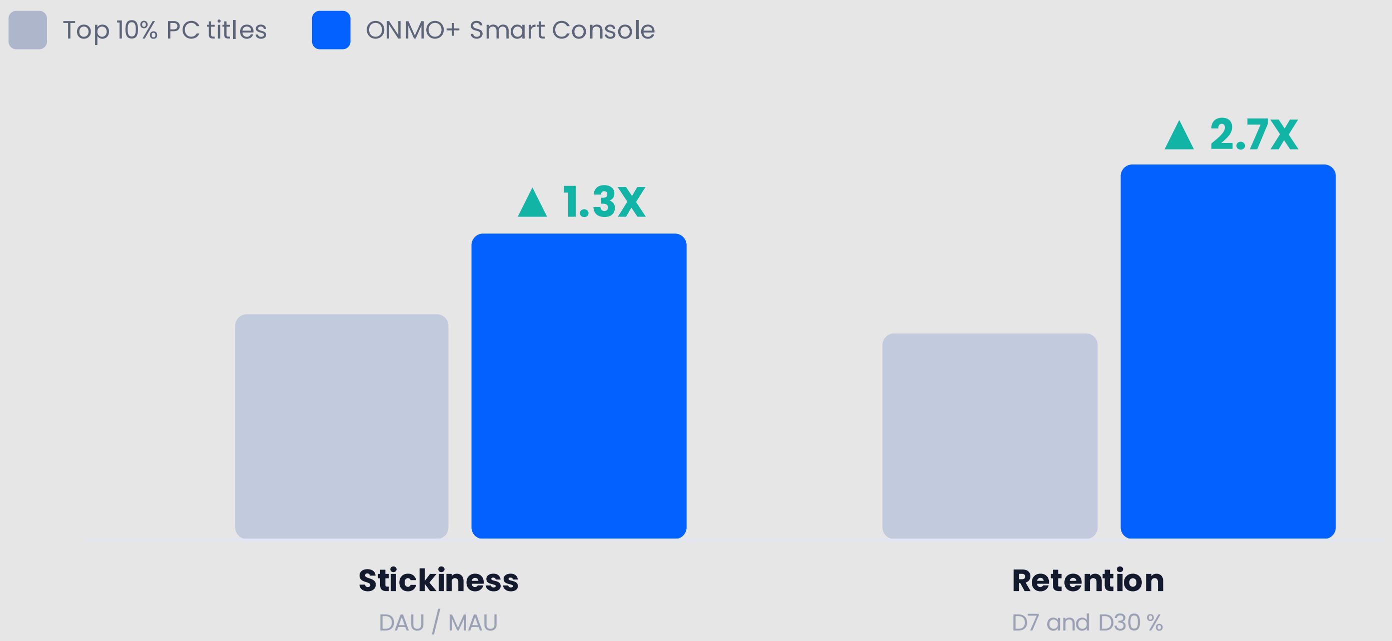
45% users play 10+ titles

Players go many titles deep making the most of the platform use.

Source: GameAnalytics 2026 PC benchmarks

Exciting Early Engagement Trends

ONMO+ vs TOP-10% PC TITLES



TIME DEPTH

~70 mins

daily time spent per active player

VS PC MEDIAN

~2× the PC median

Source: GameAnalytics 2026 PC benchmarks
Graph reads position, not magnitude.

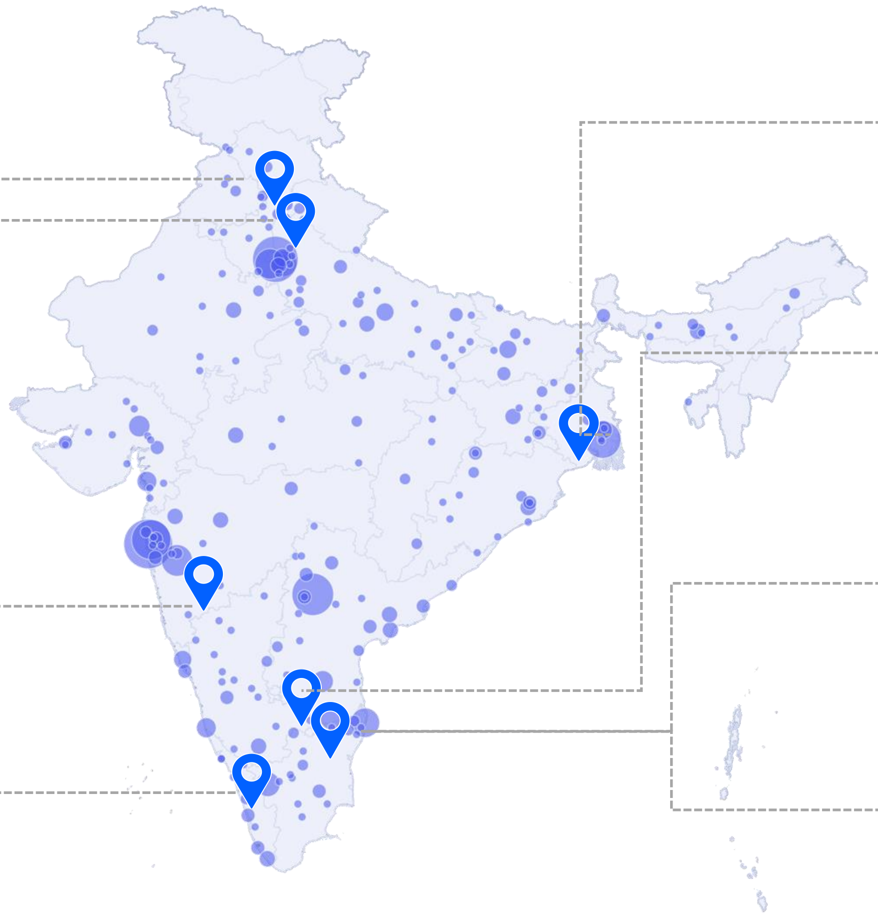
Love Pouring From Players Across India

5.0 ★★★★★
Best in market!
Me and my kid both love it!!!
Verified · Apernit
Ghaziabad

4.0 ★★★★★
Worth the money
Tons of games plus Steam AAAs; great for beginners.
Verified · Partho Dey
Faridabad

5.0 ★★★★★
Must Buy
Games start quickly, are responsive. Best Game Streaming service so far.
Verified · Jayesh Karande
Thane

5.0 ★★★★★
Super!
Ordered on day one of sale. Worth the money!
Verified · Aromal P Kri...
Ernakulam



5.0 ★★★★★
Classy. Excellent!
Cloud gaming takes a massive leap in India.
Verified · Md Umar Alam
Kolkata

5.0 ★★★★★
Perfect product!
Excellent value; a thoughtful gift for the kids.
Verified Flipkart Customer
Hosur

5.0 ★★★★★
Just wow!
Play anywhere without carrying a big box.
Verified · Balaji R P
Ranipettai

5.0 ★★★★★
Perfect product!
Amazing quality been using for a month now.
Verified · Tanish Magiya
Kancheepuram

226 Cities Reached

Kolkata · Lucknow · Cuttack · Faridabad · Hosur · Ernakulam · Thane · Bhubaneshwar

Distribution Channels Now Unlocked by The Smart Console

A mobile-only product can only travel one road. The Smart Console opens four more immediately.

Live with Flipkart

01

E-Commerce

Started with Flipkart. First mover advantage in India's largest online retail channel.

Active Discussions

02

Retail Stores

Physical shelf presence, in-store previews and hardware bundles drive discovery and impulse upgrades.

D2C Festive-push:
More channels + Expanded marketing

Active Discussions

03

Broadband / ISPs

Natural home gaming fit. Bundle with special gaming internet plans.

04

Smart TVs & Set-Top Boxes

OEM and operator embed partnerships. Living room gaming without an additional device.

Ongoing

05

Mobile Operators

Our existing strength, now a channel for Smart Console too, via carrier billing and bundles with higher ARPU.

India launch is acting as the live reference for our International B2B operator pipeline

~1 in 6 activations (non-bundle) already come organically through our own store, without any direct-sales push or prominent placement.

→ Launching direct sales + fulfilment
→ Scaling marketing campaigns behind it

Why The Smart Console Opportunity Is Very Attractive

Four structural reasons the Smart Console offering can outperform mobile product on key economics.

01

Untapped Market

Console/PC D2C in emerging markets is genuinely underpenetrated. We're not fighting for share in a crowded pie — we're entering a new one with massive growth potential.

02

Higher ARPUs

Console/PC consumers spend significantly more, and more consistently. Premium hardware + premium content = premium pricing power.

03

Stronger Retention

Higher platform loyalty and lower churn risk than mobile. Once a console gamer is inside the ecosystem, they stay — and they upsell.

04

Brand Elevation

Moves the company upmarket. Improves positioning in future distribution partnerships, content deals, and hardware alliances.

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

$35M+ technology investment has produced three live products: gaming subscription, gaming platform and the Smart console- all generating revenue in FY27

03.

Gaming Revenues Expected to Grow by 50% in FY 2027

Subscription
Continue to Scale with existing momentum

Gaming Platform
Licensing revenue ramping up

Smart Console
Upcoming, new revenue stream

04.

The Smart Console opens new channels beyond Telco

Reaches consumers through **Ecommerce, ISPs, Set-top Box, Retail and Smart TV** partners — in addition to 100+ telcos and 4B+ mobile consumers.

05.

Valuation to follow Gaming Industry Multiples

OnMobile trades at a significant discount to gaming industry peers despite now being EBITDA positive. As the revenue mix shifts toward gaming products, a re-rating toward sector multiples represents material upside.

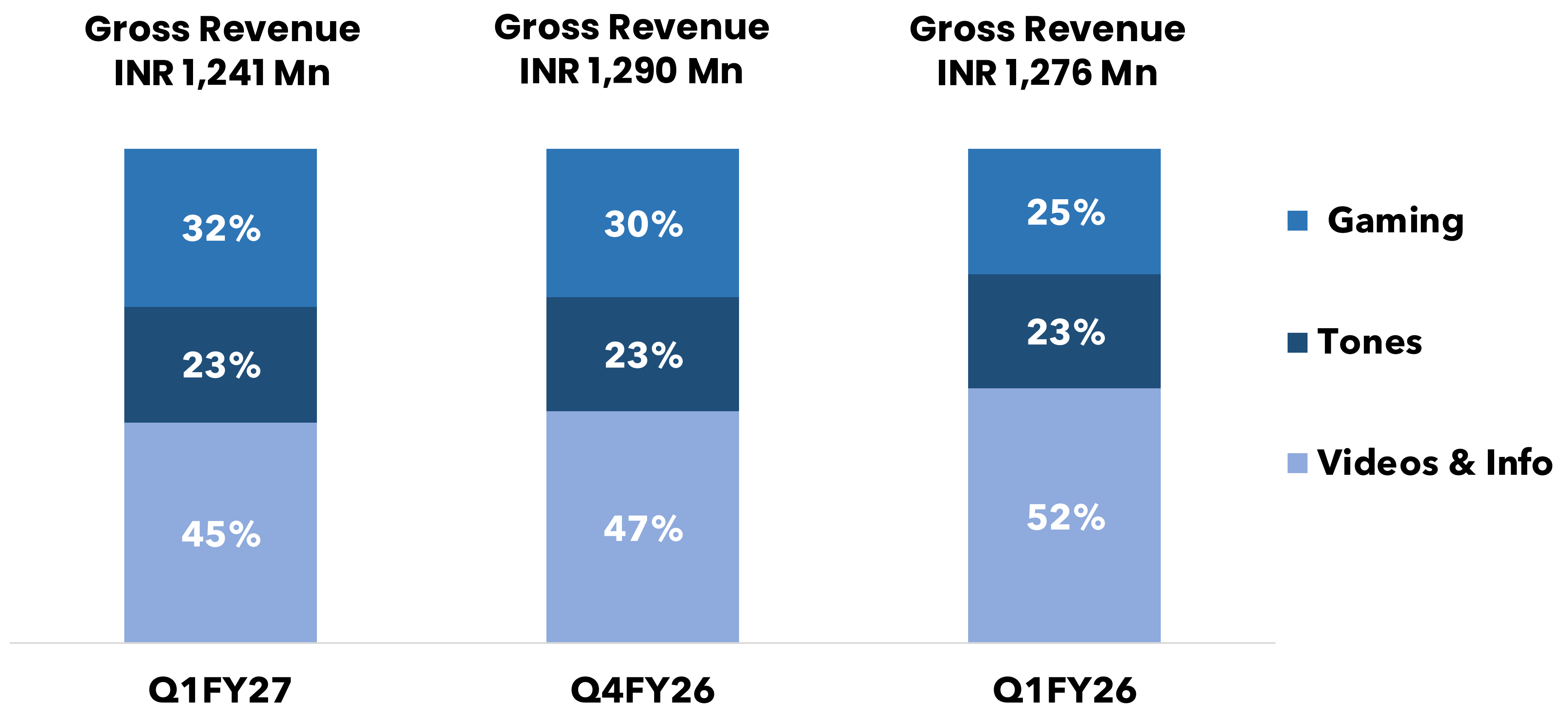
FINANCIALS

P&L Q1 FY27

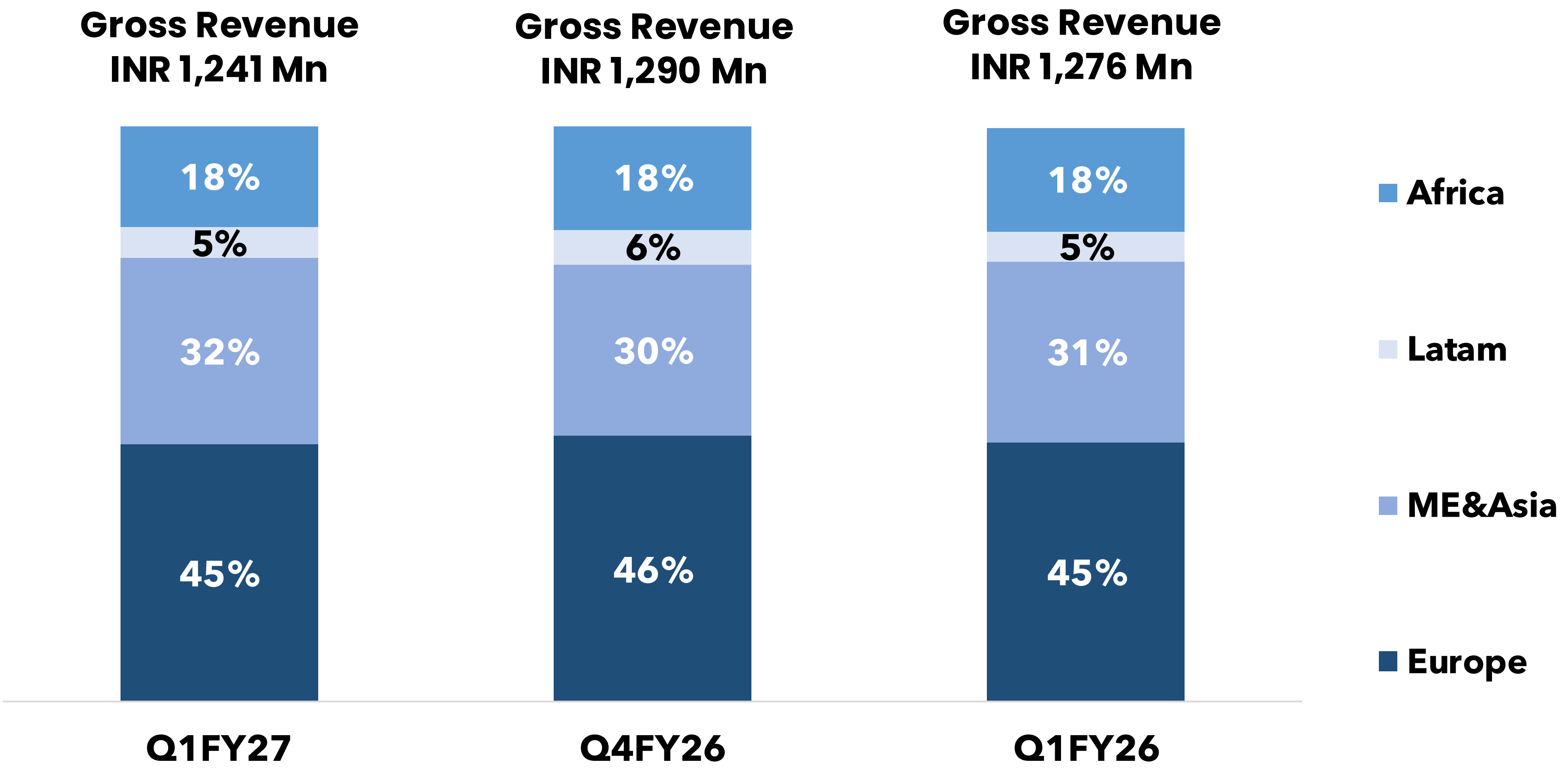
P&L(INR Mn)	Q1 FY27	Q4 FY26	QoQ Gr %	Q1 FY26	YoY Gr %
Gross Revenue	1,241	1,290	-3.8%	1,276	-2.7%
COGS	599	626	-4.3%	595	0.7%
Gross Profit	**641**	**664**		**681**	
Margin (%)	***51.7%***	***51.5%***		***54.4%***	
People Cost	279	282	-1.1%	269	3.7%
Marketing	229	204	12.4%	240	-4.5%
Opex	118	114	4.0%	107	10.3%
EBITDA	**15**	**65**		**65**	
Margin (%)	***1.2%***	***5.0%***		***5.2%***	
Depreciation	-93	-96	-	-82	-
Other Income/(Expense)	-11	107	-	206	-
Impairment of receivables	-	-468	-	-	-
Exceptional Items	-141	-10	-	-	-
Profit Before Tax	**-230**	**-402**	**-**	**189**	**-**
Tax	59	-36		34	
Profit After Tax	**-289**	**-365**	**-**	**156**	**-**
Margin (%)	***-23.3%***	***-28.3%***		***12.5%***	
EPS (Diluted)	-2.7	-3.4		1.4	-

**COGS includes UFF*

Revenue by Products



Revenue by Region



Gross Cash Position

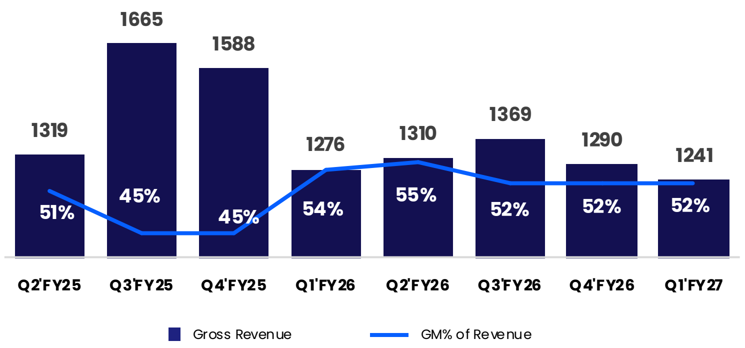
INR Mn	Q2 FY25	Q3 FY25	Q4 FY25	Q1 FY26	Q2 FY26	Q3 FY26	Q4 FY26	Q1 FY27
Gross Cash Balance	413	336	402	1086	1295	1385	1420	1355

- Q2 FY25: Reduction in Q2 Cash due to delay in customer collection in sept which I collected in Oct
- Q3 FY25: Reduction in Q3 Cash due to utilization For severance pay to international employee exits and pre payment for gaming license cost
- Q4 FY25: Increase in Q4 Cash due to collections of old outstanding
- Q1 FY26: Increase in Q1 Cash due to Positive Operational Cash Flows and Statutory Refunds and short term borrowings
- Q2 FY26: Increase in Q2 Cash due to Positive Operational Cash Flows and short term borrowings
- Q3 FY26: Increase in Q3 Cash due to Positive Operational Cash Flows and short term borrowings
- Q4 FY26: Increase in Q4 Cash due to Positive Operational Cash Flows.
- Q1 FY27: Decrease in Q1 Cash mainly due to investments in ONMO+ and repayment of borrowings.

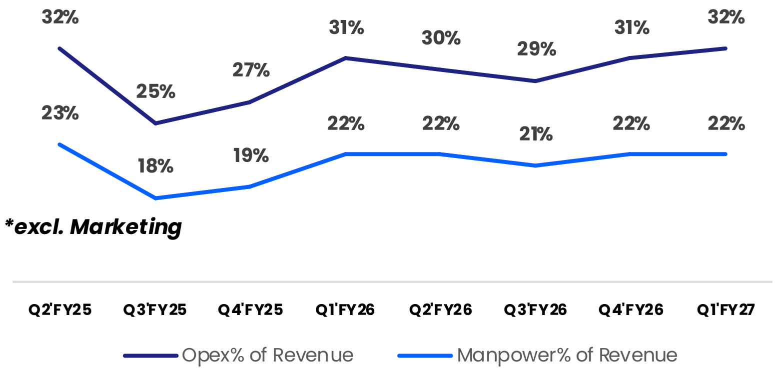
Financial Analysis & Trends: Profit & Loss

In INR Mn

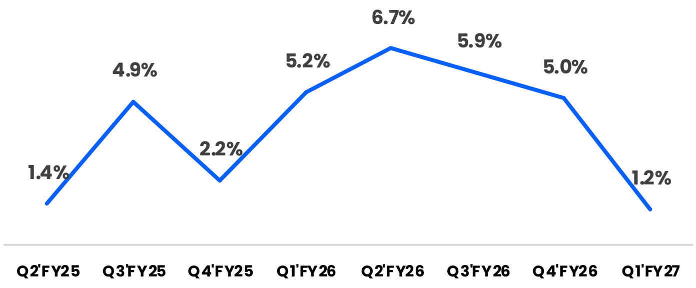
Revenue and GM (%) of Net Revenues



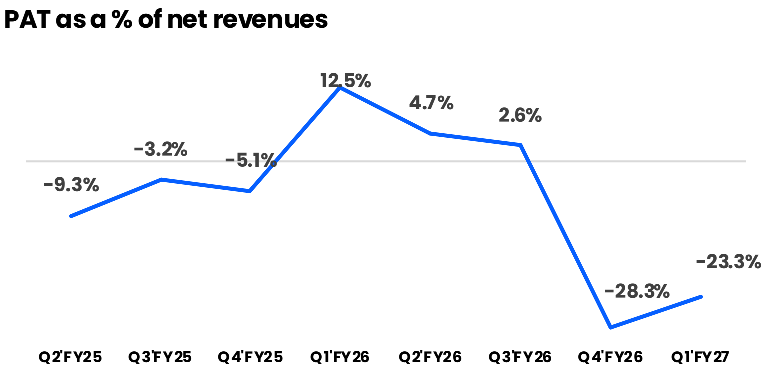
Opex* and People Cost % of Revenues



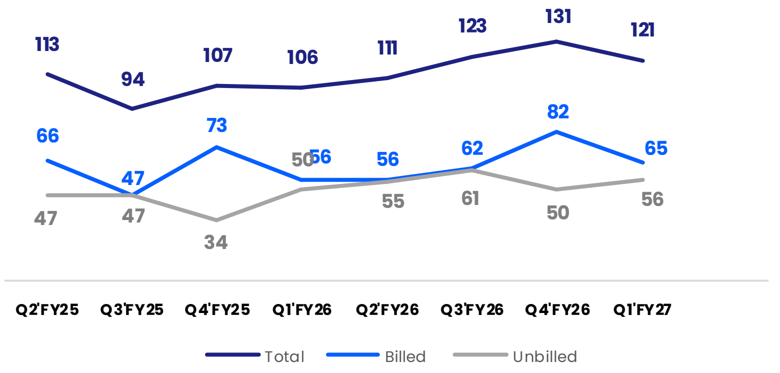
EBITDA %



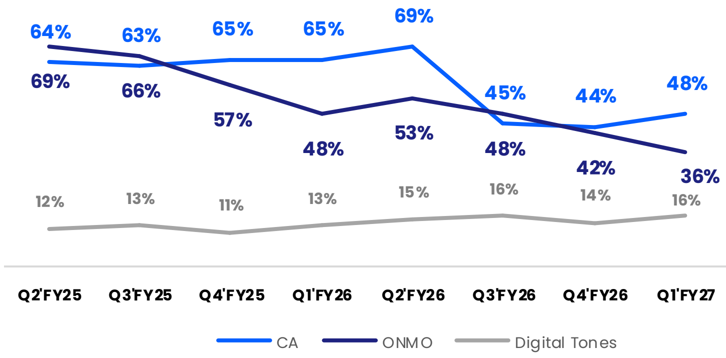
PAT (%)



DSO (in Days)



Marketing % of Net Revenue



Ratio Analysis

Ratio Analysis	Q2 FY25	Q3 FY25	Q4 FY25	Q1 FY26	Q2 FY26	Q3 FY26	Q4 FY26	Q1 FY27
Profit and Loss								
International revenue / revenue	95%	97%	96%	98%	98%	98%	98%	98%
Gross profit / revenue	51%	45%	45%	54%	55%	52%	52%	52%
Revenue per Employee (INR'000)	3461	4600	4963	4051	4107	4278	4069	4310
EBITDA per Employee (INR'000)	48	224	106	206	270	254	205	52
Aggregate employee costs / revenue	23%	18%	19%	22%	22%	20%	22%	22%
Profit before tax (PBT) / revenue*	-8%	-2%	-4%	15%	6%	4%	7%	-7%
Balance sheet								
Current ratio	1.2	1.1	1.2	1.3	1.3	1.4	1.2	1.1
Day's sales outstanding (Days)	113	94	107	106	111	123	131	121
Liquid assets / total assets (%)	23%	23%	26%	32%	36%	37%	34%	33%
Liquid assets / total sales ratio	1.6	1.3	1.5	2.4	2.7	2.7	2.6	2.5

*PBT computed before Exceptional items & Impairment

Balance Sheet

INR Mn	June'26	Mar'26
Shareholders' Funds	5,855	6,255
Non-Current Liabilities	184	196
Trade Payables & Current Liabilities	2,555	2,686
Short Term Borrowings	640	672
Total Liabilities	**9,235**	**9,809**
Fixed Assets (incl. Intangibles)	2,892	3,033
Investment	683	671
Non-Current Assets	2,110	2,223
Cash and Cash Equivalents	1,355	1,420
Trade Receivables & Other Current Assets	2,195	2,461
Total Assets	**9,235**	**9,809**

Thank You

onmobile™