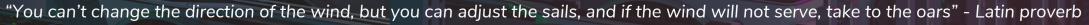


# ASX:5GG

# **INVESTOR UPDATE** FY25 Q2





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# AGENDA

### 01 INTRODUCTION AND **KEY HIGHLIGHTS**

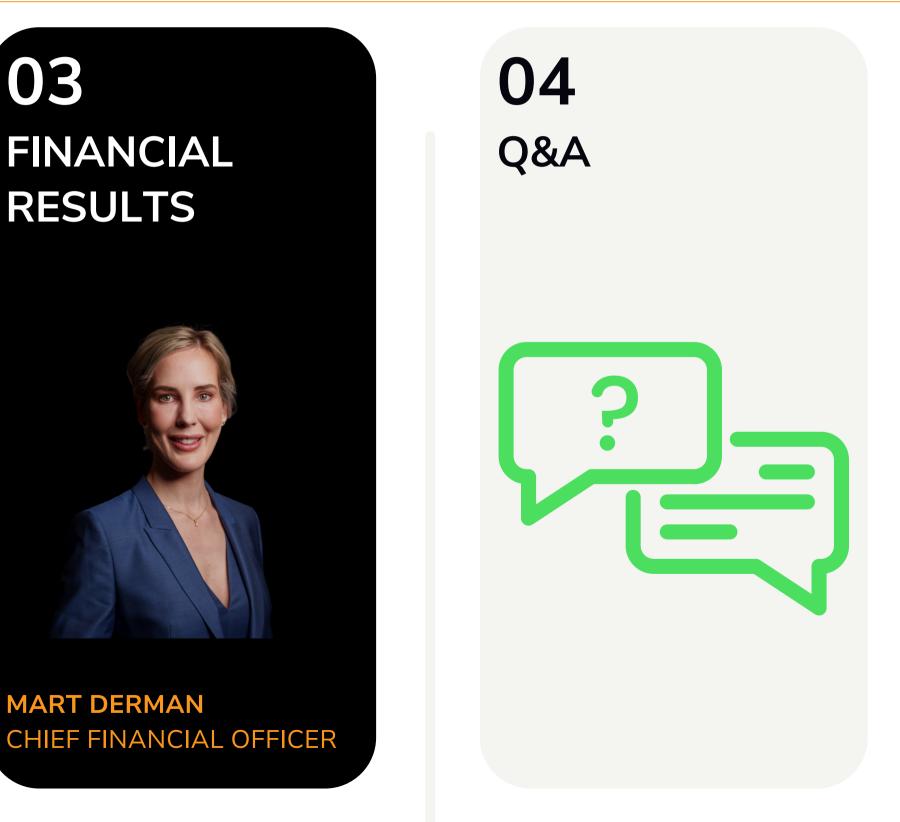


**STEPHEN CORNISH** MANAGING DIRECTOR

### 02 **STRATEGY UPDATE**



# 03



# INTRODUCTION AND SUMMARY OF RESULTS

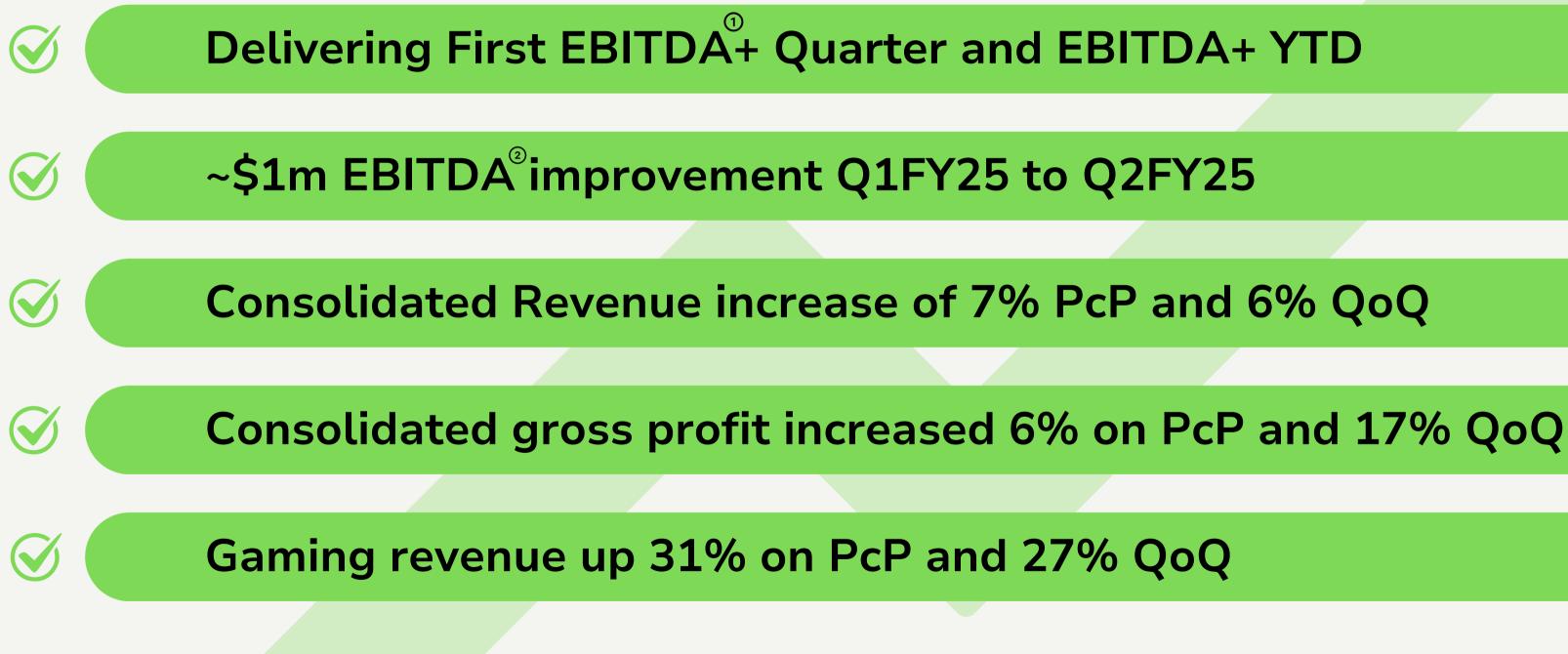


We're excited to share a significant turning point in our business journey, marking the fruition of our strategic focus over the past several quarters. Our commitment this year to double our 5G coverage is on schedule, and not only bolsters our ultrafast bandwidth capabilities but also set the stage for sustainable competitive growth and profitability for our Telco division, capitalising on our 5G spectrum. As we continue to build and expand our 5G capacity, we've simultaneously increased optimisation of our NVIDIA Cloud division, showcasing our ability to increase monetisation of our CloudGG platform in stages effectively. This achievement is built on the foundation of scaling up from our freemium service strategy, and we're now positioned to leverage our enhanced capacity to deliver even greater value to our customers and further growth for stakeholders. This pivotal moment underscores our dedication to innovation and our readiness to lead in the digital landscape.



STEPHEN CORNISH FOUNDER & MANAGING DIRECTOR

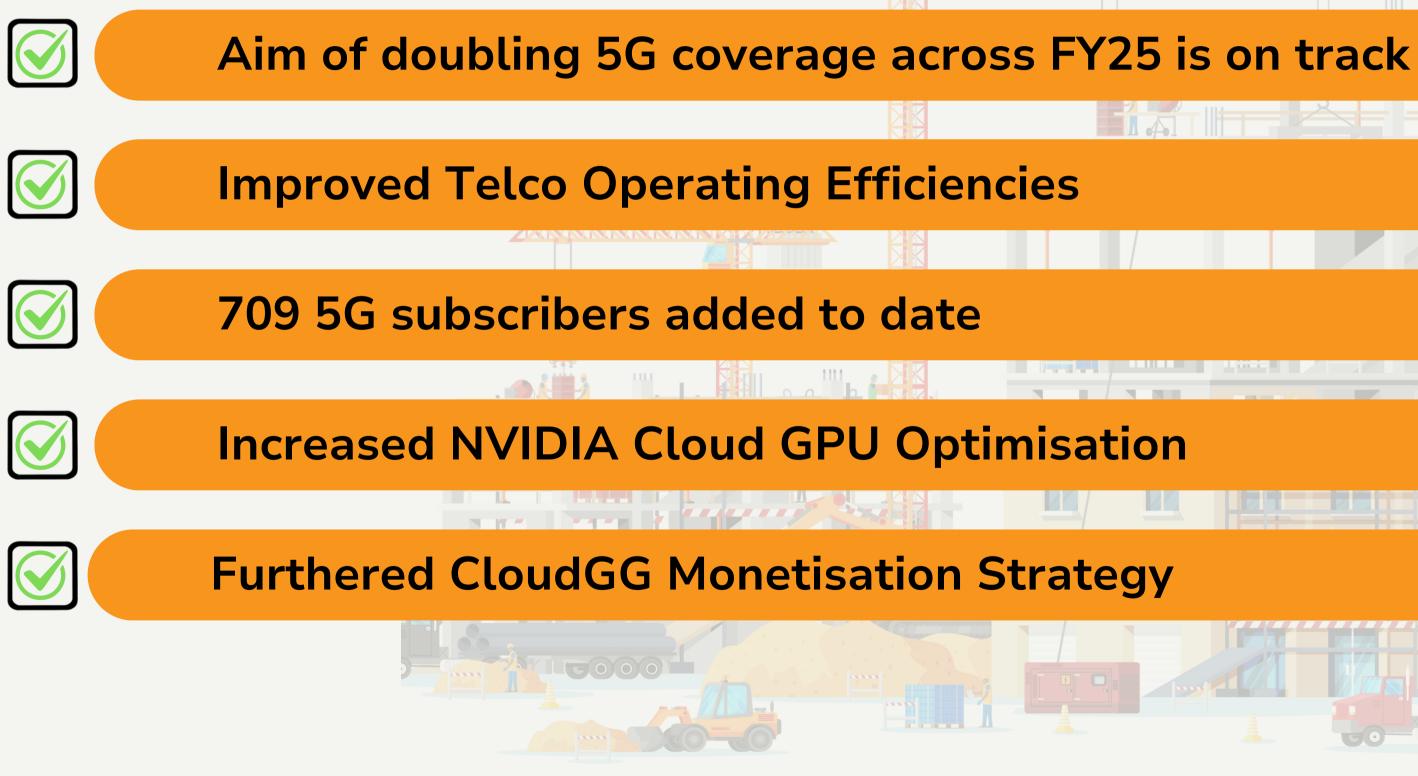
### **Key Financial Highlights from H1FY25**



(1) EBITDA is a financial measure which is not prescribed by Australian Accounting Standard ('AAS') and represents the profit under AAS adjusted for depreciation, amortisation, interest and tax.

2 Q1FY25 EBITDA included one-off restructuring costs of \$0.25m

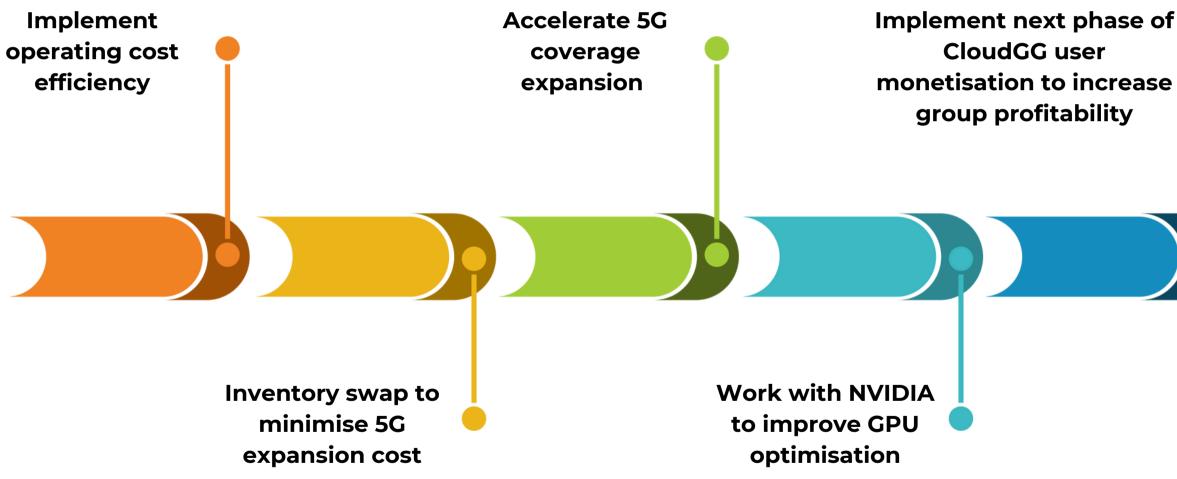
## Key Operational Updates





### FY25 1H Strategy Recap

Amidst other operational initiatives, these were the key objectives completed which underpinned our forward strategy



<sup>(1)</sup>EBITDA+, Continue growth momentum across 2H Increasing Cash Complete network and software upgrades to further automations and maintain new operating costbase with future growth

End FY25 1H

7

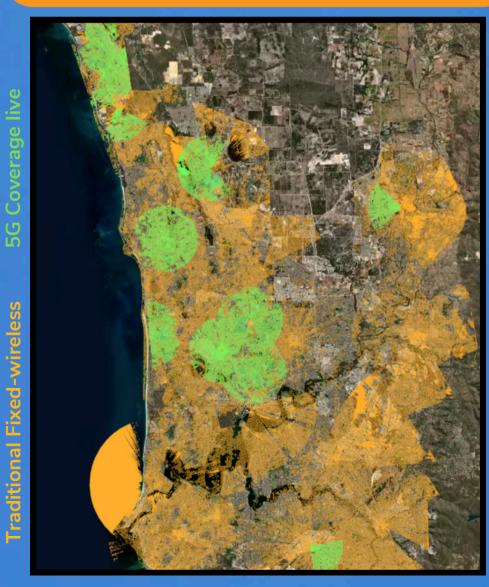
### On track with aim to double our 5G coverage across FY25

Telco is focused on building 5G coverage before launching a new competitive offering at scale

Fourteen towers upgraded to 5G, and on-track to complete an additional five in 2HFY25

Upon completion of FY25 upgrade program, roughly half of our tower footprint will have 5G coverage

25 5G Base Stations and 423 CPEs secured via stock swap, minimising upgrade CAPEX cash cost





# Still adding new users incrementally as we build 5G coverage

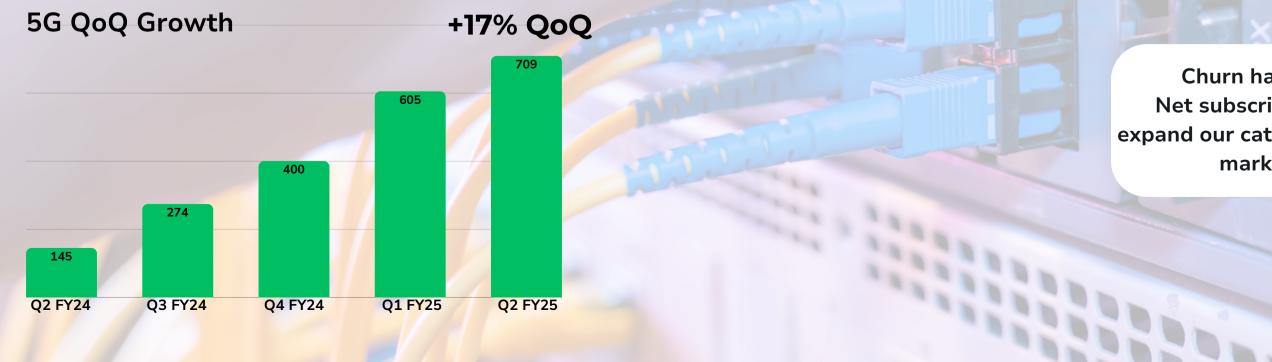
Resources are focused on coverage and capacity expansion to facilitate returning to high growth

To drive a competive on-net offering in market, we need the Ultrafast capability of 5G

The strategy is to cast a wider coverage net, to allow for broader marketing whilst further reducing CAC

5G subscribers are still being added as we go, with targeted marketing initiatives

	On-net		Off-net		Total	
	Q1FY25	Q2FY25	Q1FY25	Q2FY25	Q1FY25	Q2FY25
Opening Balance	6,794	6,936	10,589	10,796	17,383	17,732
Gross New Subscribers	394	220	658	571	1,052	791
Churn	(252)	(231)	(451)	(436)	(703)	(667)
Closing Balance	6,936	6,925	10,796	10,931	17,732	17,856
Average Monthly Churn	1.2%	1.1%	1.4%	1.3%	1.3%	1.2%
	E	SRA				



Churn has reduced QoQ to our target of 1.2%. Net subscriber growth is still present, but we must expand our catchment/coverage, and launch 5G at scale in market to return Telco to high growth.

### **NVIDIA Cloud Strategy**

2024

2021



**Own & Operate the Largest Commercial** Deployment of NVIDIA GPU's in the Country, Profitably

**Profitable Gaming Platform** 

**Evolve Freemium to Paid conversion, as Captured Userbase Matures** 

Demonstrate Margin Uplift at Each **Optimisation inflection** 

**Oversubscription Efficiency & Margin Continually improves with Scale** 

Scale Existing Infrastructure and expand Offering to enable 4K high FPS

Freemium adoption to grow market awareness - Currently 670,000 Users

Deploy and Launch service in Australia, **Retaining exclusivity** 

I WONDER IF THERE WILL BE OTHER USE CASES FOR RUNNING HIGH-END NVIDIA GPU'S AT SCALE IN THE NEAR FUTURE?

**POWERED BY** 

CLOUDGG



Every month, our free users play for over 20 million minutes on our infrastructure. That would equate to one person gaming 24 hours a day for FOURTY YEARS.



Did you

know?

warene



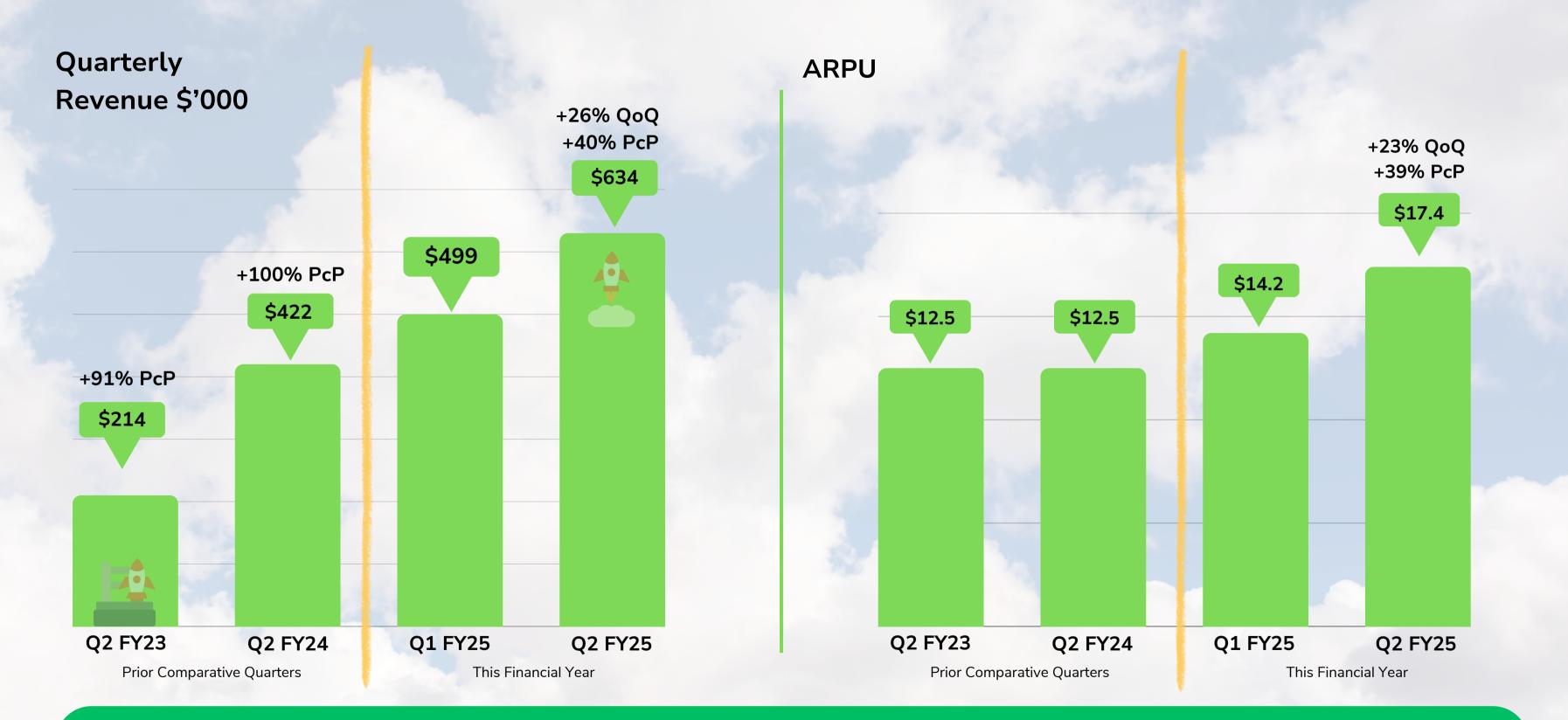
Increase value offering to gamers. Layer commercial GPU revenue on idle capacity.



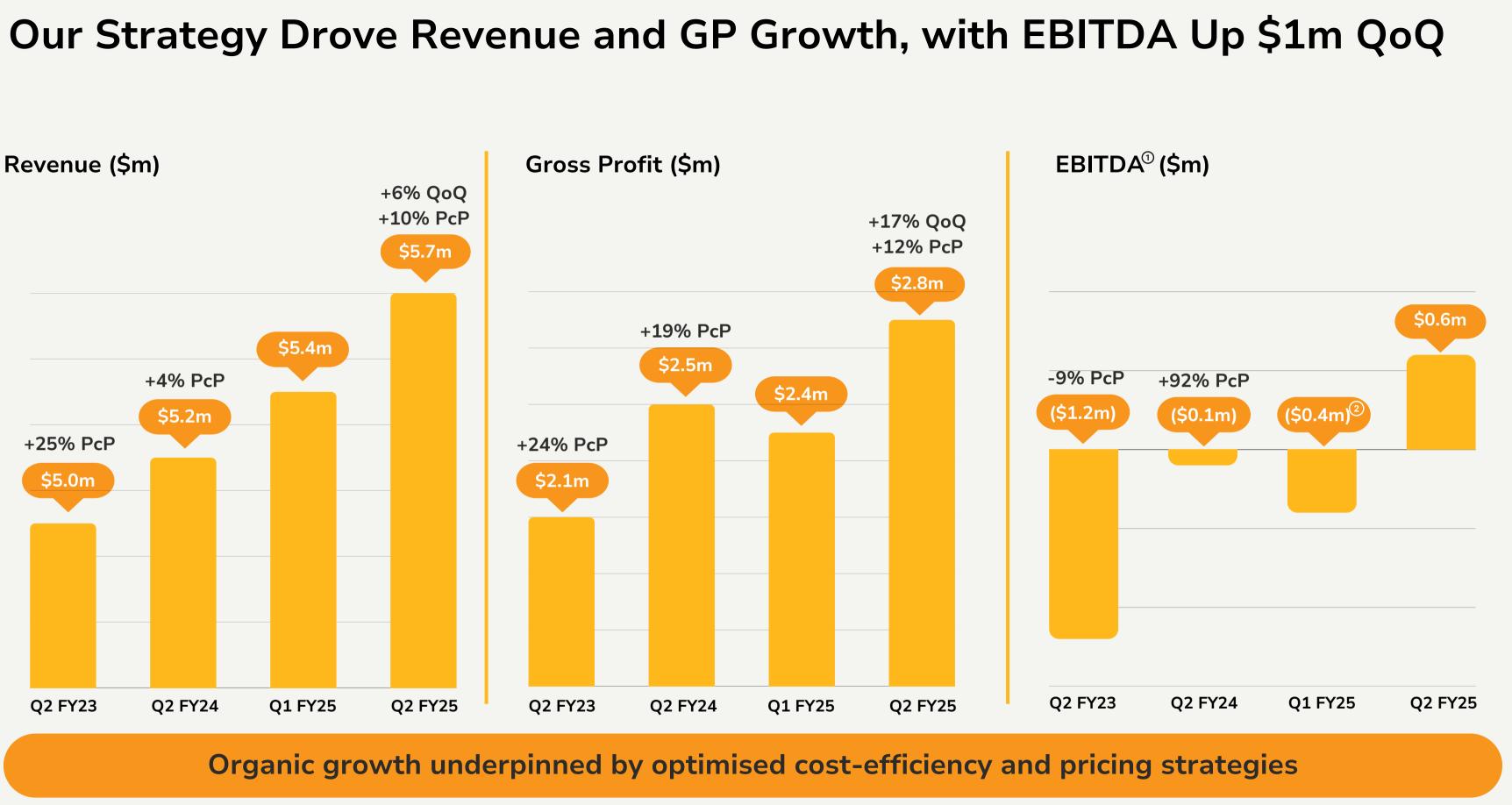
Scale, Expand Optimise

"If you build it, they will come!" - Ray Kinsella

### **Cloud accretion, driving growth across all metrics**



Moving our cloud gaming market monetisation strategy into its next phase.



**①EBITDA** is a financial measure which is not prescribed by Australian Accounting Standard ('AAS') and represents the profit under AAS adjusted for depreciation, amortisation, interest and tax.

②Q1 FY25 EBITDA includes one off cost of \$0.25

# FINANCIAL RESULTS

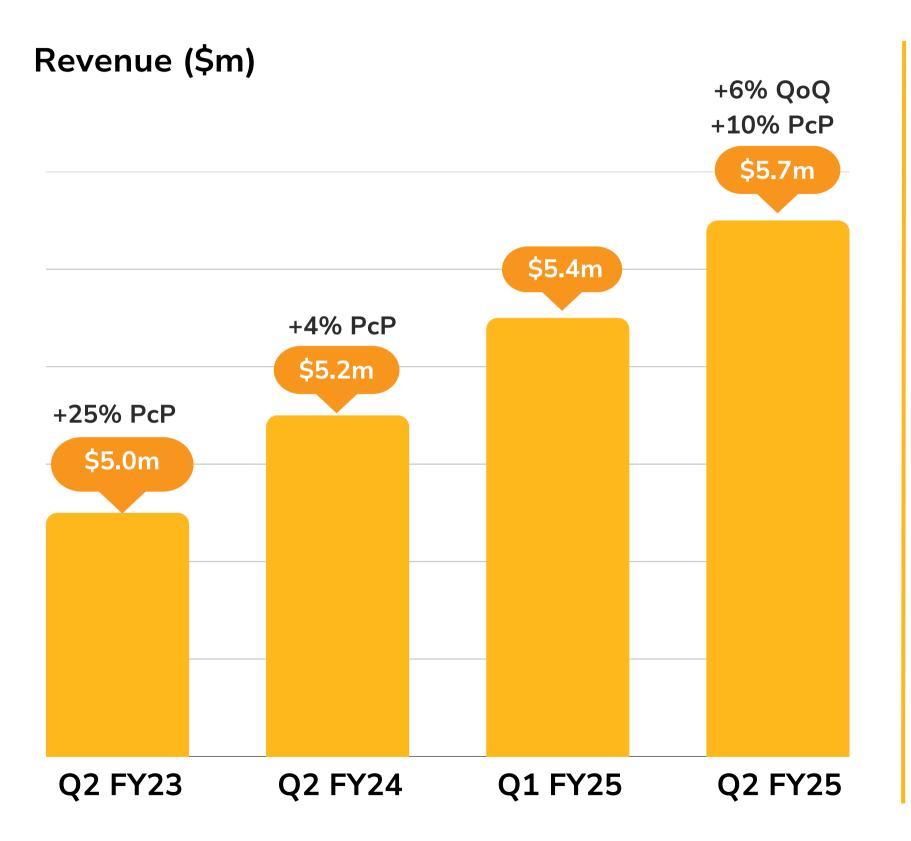


Implementing a robust first-half year strategy has proven instrumental in bolstering our business's financial position. By focusing on strategic direction, we identified and capitalized on key opportunities that enhanced our financial stability and growth. Through disciplined execution and adaptive management, we optimized our resources and streamlined operations, which resulted in increased revenue and profitability. As we look towards the remainder of the financial year, we are confident that our strengthened financial position will continue to grow.



MART DERMAN CHIEF FINANCIAL OFFICER

### **Consolidated revenue update across segments**



- million
- monthly plans
- during the period

• **Group revenue** grew by 6% QoQ and 10% on PcP to \$5.7

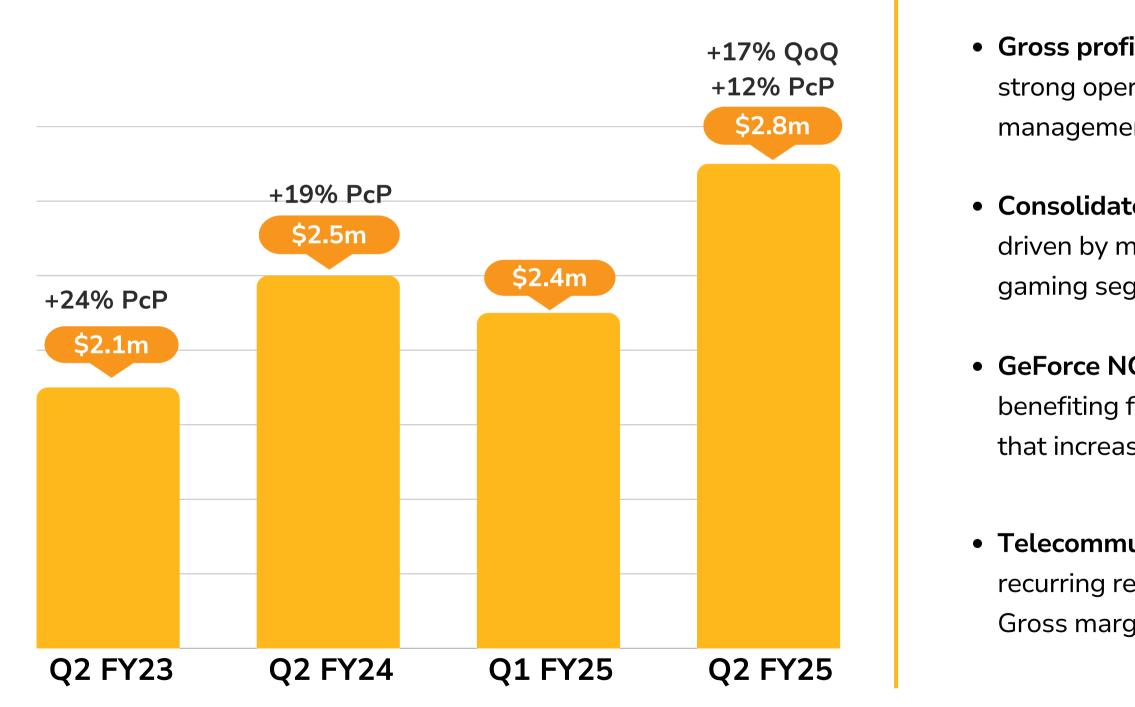
• **GeForce NOW** revenue saw a significant increase, up 27% QoQ and 50% on PcP, driven by a combination of membership growth and the implementation of price increases across key

• Telecommunications recurring revenue showed consistent performance, growing by 2% during the quarter, in line with ongoing subscriber growth across the network.

• Non-recurring telecommunications revenue increased by 9% QoQ, supported by increased hardware sales and setup fees

### Consolidated gross profit update across segments

Gross Profit (\$m)



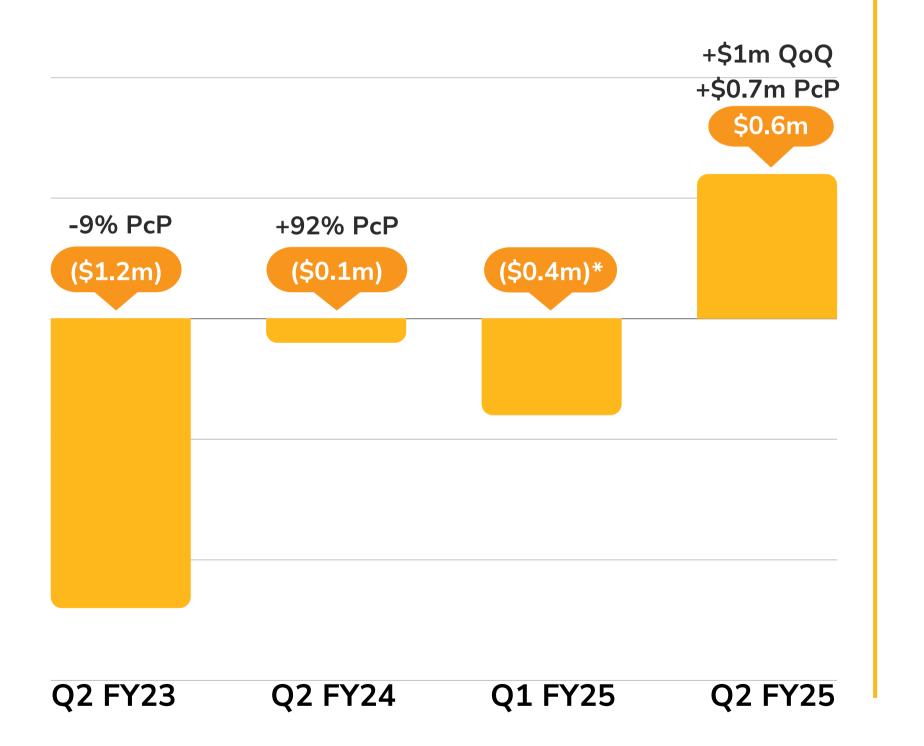
• **Gross profit improved** in line with revenue growth, reflecting strong operational performance and effective cost management initiatives across the business

• **Consolidated gross profit** of \$2.8 million for the quarter, driven by margin expansion in the telecommunications and gaming segments. Gross margin is up 5pp to 49%

• **GeForce NOW gross profit** recorded notable improvements, benefiting from higher ARPU and cost optimisation strategies that increased profitability. Gross margin is up 51pp to 66%

 Telecommunications gross profit grew steadily, supported by recurring revenue growth and NBN margin optimisation.
Gross margin is up 1pp to 48% QoQ

### **EBITDA** improvement driven by strategic priorities: revenue gains and cost optimisation



\*Adjusted for a one-off restructure cost of \$0.25 million, EBITDA shows a \$1.25m QoQ increase.

• EBITDA improved by \$1m QoQ, reaching \$0.6 million, marking a positive result for both Q2 and YTD

• Revenue growth across telecommunications and GeForce NOW contributed to the EBITDA uplift, reflecting good performance across both segments

• **Cost efficiencies**, achieved through platform subscription optimisations and supplier renegotiations, played a critical role in EBITDA improvement

• The company's restructuring efforts further improved operational efficiency, aligning resources with strategic priorities in 5G expansion and subscriber growth

# Positive operating cash flow, driven by improved EBITDA performance

- Net cash position improved by \$0.4 million, driven by positive cash flow from operating activities
- Operating cash flow increased significantly, moving from -\$0.6 million to +\$0.9 million, supported by strong EBITDA growth
- Closing cash balance as of 31 December 2024 was \$2.2 million



Cash and cash equivalen

Net operating cash inflo

Net cash used in investing activitie

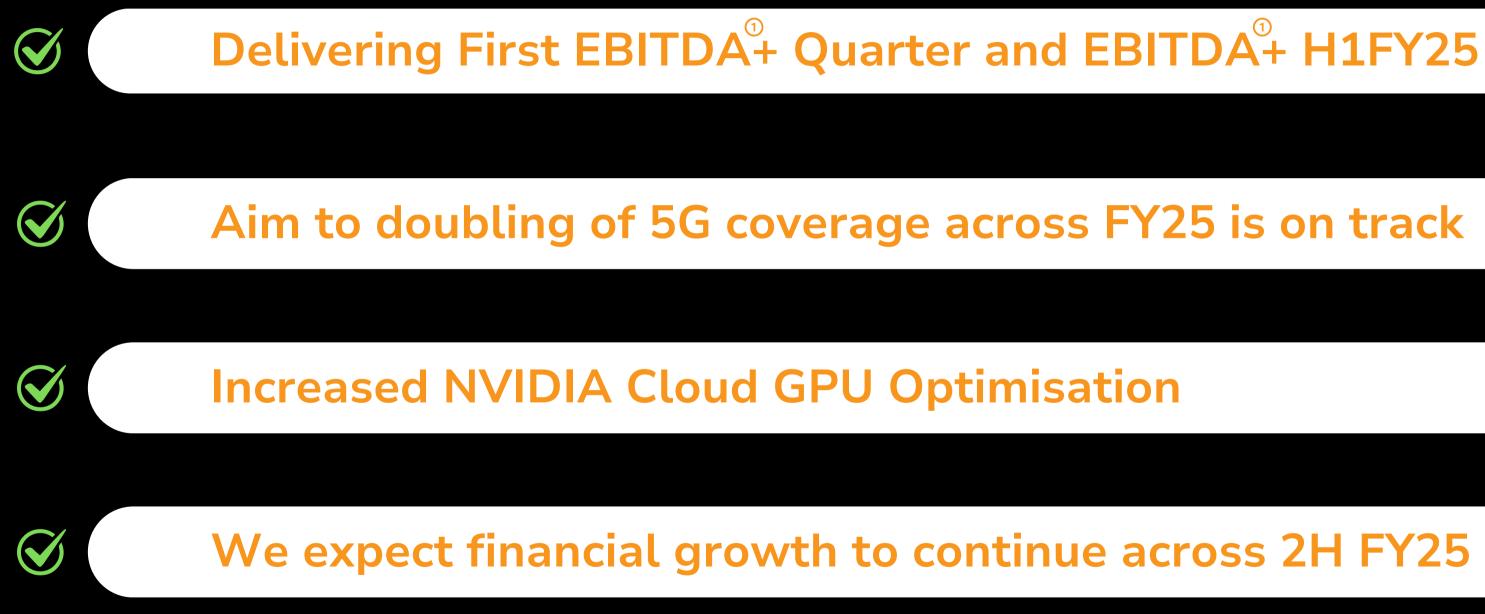
Net cash used in financing activiti

Net ca

	FY25 Q1 \$'m	FY25 Q2 \$'m	Change QoQ \$'m
nts	1.8	2.2	+0.4
ow	(0.6)	0.9	+1.5
ies	(2.4)*	(0.3)	+\$2.1
ies	(0.4)	(0.2)	+\$0.2
ish	(3.5)	0.4	3.9

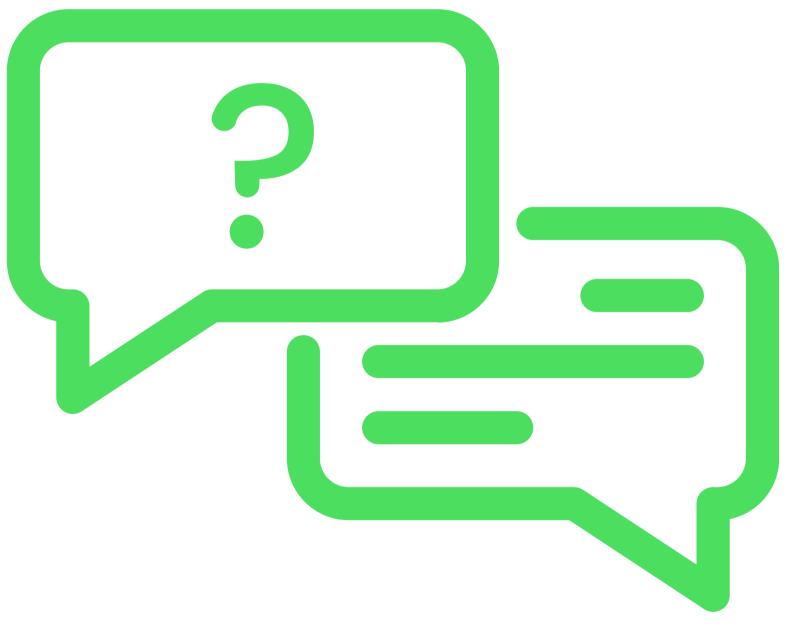
\*Investing cash flow was \$2.4 million, including the fourth \$1.6 million payment toward the \$8 million, 15-year high-band 5G Spectrum license, and a \$0.1 million annual spectrum fee.

## Wrapping up, key takeaways



1) EBITDA is a financial measure which is not prescribed by Australian Accounting Standard ('AAS') and represents the profit under AAS adjusted for depreciation, amortisation, interest and tax.

# Q&A



### Glossary

### **ARPU (Average Revenue Per User)**

A key performance indicator that calculates the average revenue generated per user or subscription over a specific period, often used to measure the revenue of individual customers. ARPU is calculated.

### CAC (Customer Acquisition Cost)

The total marketing cost associated with acquiring a new customer, including expenses for marketing and other related efforts, is divided by the number of new customers gained.

### **CPE (Customer Premises Equipment)**

Devices located at a customer's premises and used to access telecommunications or internet services, such as routers, modems, or set-top boxes.

### Churn

Churn is the rate at which customers discontinue their subscriptions or services with the company over a specific period, often expressed as a percentage. It is calculated by dividing the number of customers lost during a period by the total number of customers for that period.

### **FPS (Frames Per Second)**

A measurement of how many individual frames are displayed per second in a video or game. Higher FPS typically results in smoother motion and better visual performance.

### EBITDA (Earnings Before Interest, Taxes, Depreciation, and Amortisation)

A financial metric measures a company's operational profitability by excluding the effects of financing and non-cash expenses. EBITDA is a financial measure which is not prescribed by Australian Accounting Standard ('AAS') and represents the profit under AAS adjusted for depreciation, amortisation, interest and tax.

### **GPU (Graphics Processing Unit)**

A specialised electronic circuit designed to accelerate the rendering of images, video, and 3D graphics, widely used in gaming, AI, and cloud computing applications.

### PcP (Prior Corresponding Period) year trends.

### pp (Percentage Points): percentages.

### QoQ (Quarter-on-Quarter) term trends.

# Subscribers:

YTD (Year-to-Date): A time-based metric that refers to the period starting from the beginning of the current calendar or fiscal year up to the present date. It is often used to measure performance or progress over the year.

A comparison of a company's performance or metric in a given period to the same period in the previous year, providing insights into year-over-

A unit used to describe the absolute difference between two

A comparison of a company's performance or metric between one fiscal quarter and the immediately preceding guarter, used to assess short-

The number of individuals actively enrolled in and paying for a company's services on a recurring basis.