

ONMOBILE GLOBAL LIMITED Tower #1, 94/1 C & 94/2, Veerasandra Village, Attibele Hobli, Anekal Taluk, Electronic City Phase-1, Bangalore - 560100, Karnataka, India

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www.onmobile.com

February 08, 2022

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- Q3 FY 2021-22**

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 December 31, 2021, which is made available on Company's website: <a href="https://www.onmobile.com">www.onmobile.com</a>.

Request you to kindly take the same on record.

Thanking you,

Yours sincerely, For OnMobile Global Limited

P. V. Veneprosad

P V Varaprasad Company Secretary

Encl: a/a

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## **Investor Presentation**

February 09th, 2022

## **Agenda**

- 1. Company & Products
- 2. Financials

#### **Cautionary statement**

This presentation may contain statements that contain "forward looking statements" including, but without limitation, statements relating to the implementation of strategic initiatives, and other statements relating to OnMobile Global Limited's (OnMobile Global or the Company) future business developments and economic performance.

While these forward looking statements indicate our assessment and future expectations concerning the development of our business, a number of risks, uncertainties and other unknown factors could cause actual developments and results to differ materially from our expectations.

These factors include, but are not limited to, general market, macro-economic, governmental and regulatory trends, movements in currency exchange and interest rates, competitive pressures, technological developments, changes in the financial conditions of third parties dealing with us, legislative developments, and other key factors that could affect our business and financial performance.

OnMobile Global undertakes no obligation to publicly revise any forward looking statements to reflect future / likely events or circumstances.

# **Company & Products**

## OnMobile has global presence and scale in mobile entertainment

Provides end-to-end mobile entertainment solutions that include platform, apps, content partnerships, value-added services and professional services to telecom carriers across the globe



**101 Customers** across the globe



**76.2 Million** monthly users



**2.7 Million**Cum. gross additions
Challenges Arena



58 Countries global presence



24.9 Million
App Installs
Tones



**6.5 Million**Monthly active visitors
Videos & Editorials

## We are building on our strategic pillars

# EXISTING CORE B2B PRODUCTS

Tones
Videos & Editorial

# Digitizing operating model

- Digital Tones Install base grew 8.2% QoQ to 24.9 Mn
- Digital Tones revenue grew 6.5% QoQ

# NEW/ EMERGING MOBILE GAMING PRODUCTS

#### CHALLENGES ARENA



# Mobile Quiz Games App

- Revenues doubling every quarter
- 25 total customer agreements by Jan'22
- 3.1 Mn cumulative Gross additions by Jan'22

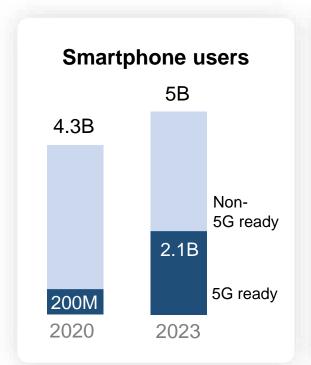
# **Launched Cloud Gaming platform**

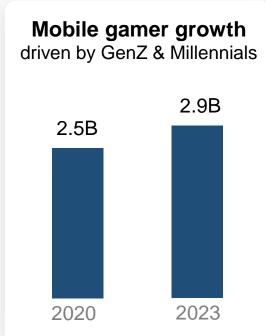
- B2B telco: launched with Dialog
- B2C: launched Cash battles & tournaments in India; launched in Chingari

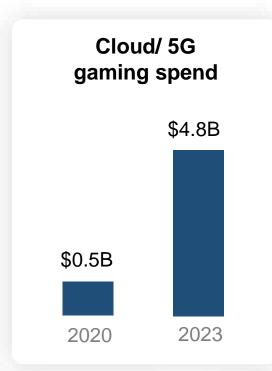


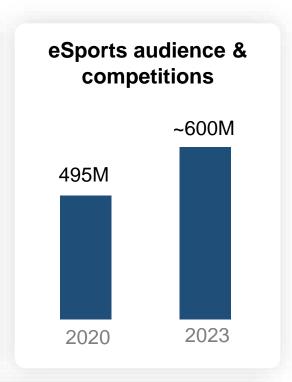
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#### Key trends impacting growth of mobile gaming









#### **Social driving engagement**

Mobile gamers **2X** more likely to stay in game for social connections

#### **Short gaming moments**

10B hyper casual installs in 2020350M play snackable FB games140M Indian play sessions < 11 min</li>

#### **New Technologies**

AI, AR, VR will continue to fuel innovative ways to combine gameplay and social interaction



## OnMobile's gaming products leverage these technologies & trends

## CHALLENGES

#### Content

- 1000s of Quiz & Puzzles
- Multiple languages

#### **Technology**

- Downloadable apk
- Progressive Web App

#### **Distribution**

Telcos & OTTs globally

#### **Monetization**

- Subscription
- Ads



- Short, best game moments
- 1000s of challenges
- Vision AI (Artificial Intelligence)
- Cloud streaming on PWA
- Telcos globally
- Direct to Consumer
- Real Money battles
- Subscription

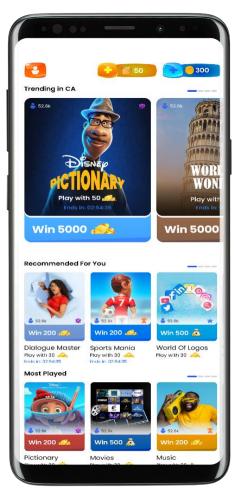
We are investing in an industry projected to grow rapidly



## Challenges Arena saw terrific growth in Q3 across all key metrics

	Q1 FY '22	Q2 FY '22	Q3 FY '22	<b>QoQ</b> growth	Q4 FY '22 (target)
Cum. Customer agreements (end of qtr)	6	15	21	+40%	30
Cum. Customers live (end of qtr)	2	6	8	+30%	23
Cum. Gross Payers (end of qtr)	561k	1.2M	2.6M	+117%	4.22M
Net payers (end of qtr)	138k	256K	556K	+117%	1.05M

#### CHALLENGES





### **Challenges Arena – Live Customers Screen Shots**









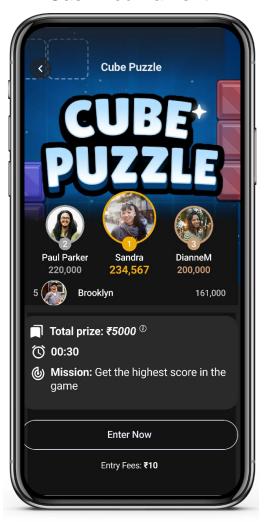




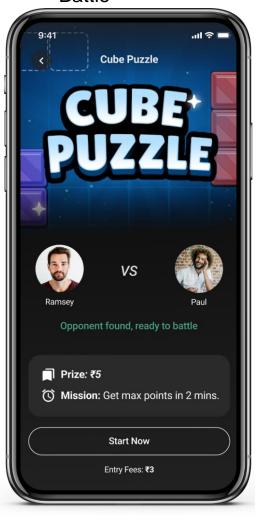
# ONMO - Introduced two Cash / Real Money challenge formats in Q3 - Tournaments & Battles



**Cash Tournament** 



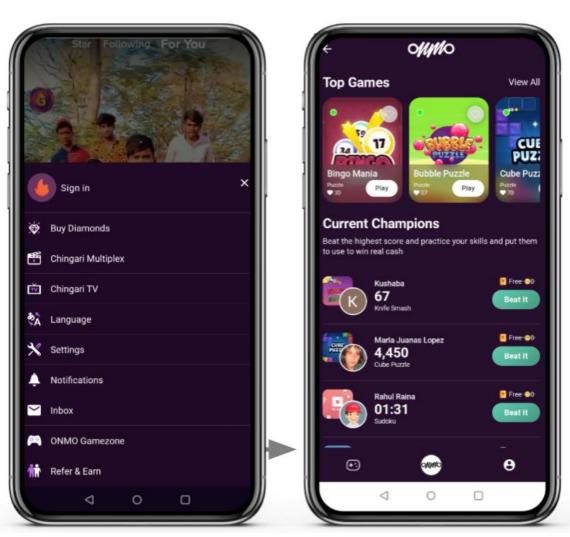
Cash 1v1 Battle



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# ONMO - Launched ONMO in Chingari beta on Feb 7 2022, and will ramp up to entire user base soon

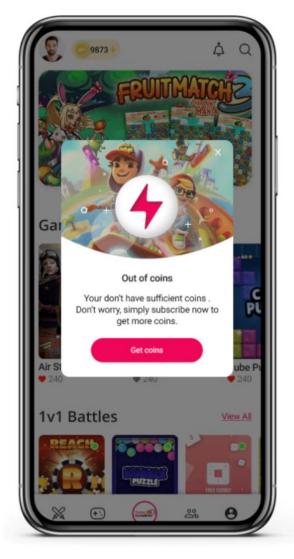


Chingari installed base of 100M+ users

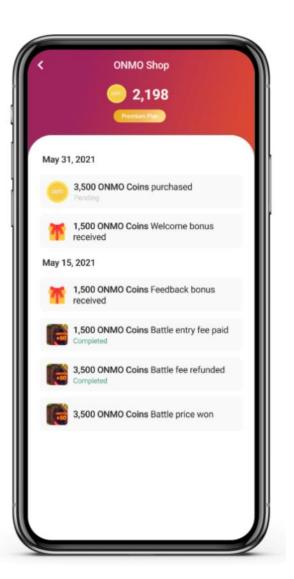




## ONMO B2B - partnered and launched with Dialog Sri Lanka







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## **Key Management**

#### François-Charles Sirois

#### **EXECUTIVE CHAIRMAN**

François-Charles Sirois is currently President & CEO of Telesystem, a family-owned media & technology holding, Executive Chairman of OnMobile Global, and Chairman of Zone 3, one of Canada's largest creator and producer of content.

François-Charles Sirois is also cofounder of Stingray Digital Group and has more than 20 years of experience in corporate mergers, acquisitions & venture capital.

Before joining Telesystem, Mr. Sirois started his career building start-up companies in e-commerce and mobile payment services.

#### Sanjay Baweja

#### MD & GLOBAL CEO, ONMOBILE

Sanjay was an Independent Director on the Board of OnMobile from September 2015 May 2020 and Global CFO since June 2020.

Sanjay has extensive experience in strategy, finance and Investor relations across sectors and has played key roles in mergers and acquisitions across geographies

Previously, he was Group President at Bhartiya group, Group CFO at Suzlon, Flipkart and Tata Communications.

Sanjay is a Chartered Accountant and Cost and Work Accountant.

#### Krish Seshadri

CEO, ONMO

Krish joined OnMobile in August 2020. He has extensive experience in mobile, consumer internet & gaming across US, Europe, APAC & Middle East

Prior to OnMobile, he was CEO of Monster.com's APAC & Middle East operations.

Previously, he held leadership roles at gaming pioneer Zynga, Facebook & digital content leader AOL-Verizon.

He has an engineering degree from Stanford University and MBA from London Business School



## **Financials**

## Financial Summary - Q3 FY22 Actual

Gross Revenue	Manpower cost	Opex	EBITDA		
INR 1,393 Mn  + 1.9% QoQ - 4.6% YoY	INR 326 Mn  Remains flat QoQ - 7.9% YoY	INR 138 Mn  - 11.5% QoQ + 23.2% YoY	INR 134 Mn (10.1%)  + 48.3% QoQ - 24.3% YoY		
Operating Profit	PAT	Cash Profit	DSO		
INR 110 Mn (8.2%)  + 74.1% QoQ - 24.0% YoY	INR 87 Mn (6.5%) + 228.6% QoQ - 23.0% YoY	INR 104 Mn  + 32.3% QoQ - 28.1% YoY	128 Days  + remains same + 8 Days YoY		



## **Financial Highlights**

- PAT grew over 3 times QoQ to INR 87 Mn in Q3
- Challenges arena revenue has been doubling QoQ
- Revenue grew by 1.9% QoQ.
- Chingari investments: valuation doubled as compared to the initial investment
- 21 cumulative customer agreements for Challenges Arena by Dec'21 (added 6 customers during Q3).
- ONMO B2C Cash battles beta launched in India
- ONMO's first B2B 5G Telco launched with subscription model.
- Tones revenues grew by 10% QoQ
- Savings of 7.9% YoY in manpower costs on YoY basis.
- Marketing cost grew by 14.3% QoQ and 33.8% YoY primarily due to our increased investments in digital space
- During the quarter other opex cost normalized down by 11.5% QoQ to INR 138 Mn due to absence of one time costs which we incurred last quarter
- EBITDA at INR 134 Mn back to a double digit margin of 10.1% for the quarter witnessing a growth of almost 2 times
   QoQ basis.

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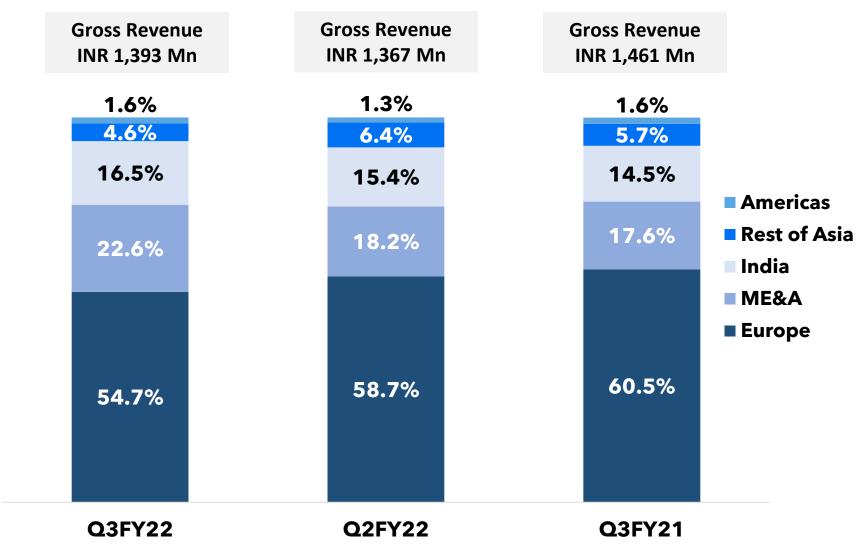
#### **P&L Q3 FY22**

P&L(INR Mn)	Q3 FY22	Q2 FY22	QoQ Gr %	Q3 FY21	YoY Gr %
Gross Revenue	1,393	1,367	1.9%	1,461	-4.6%
COGS	702	714	-1.7%	748	-6.1%
Gross Profit	690	653	5.8%	712	-3.1%
Margin (%)	51.8%	50.0%		51.0%	
Manpower Cost	326	326	0.1%	355	-7.9%
Marketing Cost	92	80	14.3%	69	33.8%
Other Opex	138	156	-11.5%	112	23.2%
EBITDA	134	90	48.3%	177	-24.3%
Margin (%)	10.1%	6.9%		12.7%	
Depreciation	25	28	-10.8%	33	-25.5%
Operating Profit	110	63	74.1%	144	-24.0%
Margin (%)	8.2%	4.8%		10.3%	
Profit After Tax	87	27	228.6%	113	-23.0%
Margin (%)	6.5%	2.0%		<b>8.1%</b>	
EPS (Diluted)	0.8	0.3	227.7%	1.1	-24.1%
Cash Profit	104	79	32.3%	144	-28.1%
EPS (Diluted) Cash Profit					

<sup>\*</sup>COGS & UFF refers to Content Cost, Contest / Gratification Cost and Customer Acquisition Cost



## Revenue by Geography



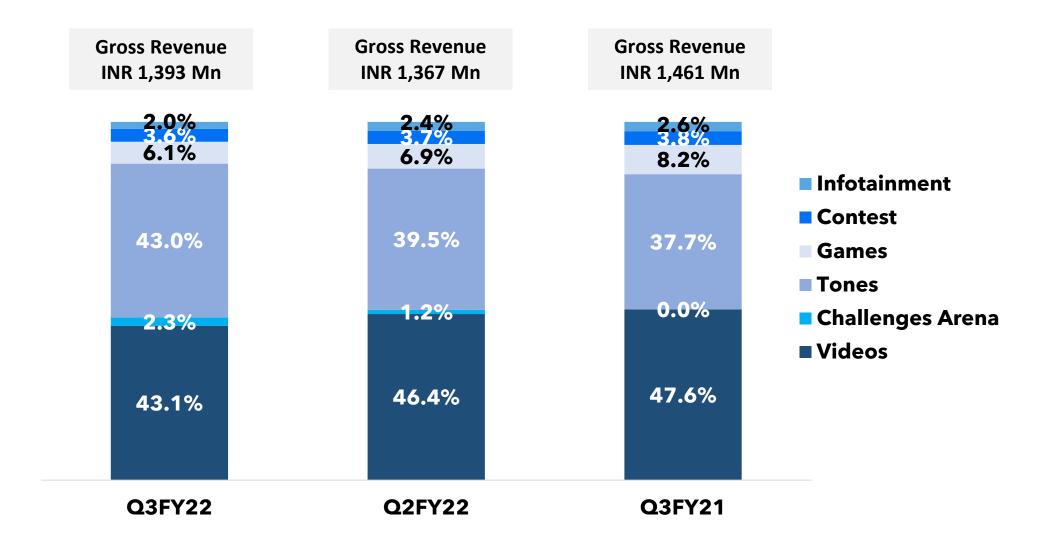
Note: Americas include – Latin America and North America



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## **Revenue by Products**





## **Cash Position**

INR Mn	Q4 FY20	Q1 FY21	Q2 FY21	Q3 FY21	Q4 FY21	Q1 FY2	Q2 FY22	Q3 FY22
Gross Cash Less: Total Debt	2,745	2,659 -	2,323	2,736 -	2,662	2,27	72 1,778	1,445
Net Cash	2,745	2,659	2,323	2,736	2,662	2,27	72 1,778	1,445
	Net Cash decreased in Q1FY21 due a) Rob0 Investme INR 54.2 b) Buyback Equity S INR 65.2	e to:-  ent of  Mn  of hare for	Net Cash Jecreased in Q2FY21 due to:-  Customer contract acquisition cost payment of INR 363 Mn  Buyback of Equity Share for INR 2.5 Mn	Collection efficiency	Q1FY to:- a) Cl In of M b) O	hingari Vastment	Net cash decreased in Q2FY22 due to a) Customer acquisition cost payment of INR 365 Mn b) R&D in ONMO games INR 109 Mn c) Rob0 acquisition INR 31 Mn	Net cash decreased in Q3FY22 due to a) Chingari Investment of INR 110 Mn b) Other R&D cost of INR 149 Mn c) Dividend paid of INR 158 Mn

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## **Ratio Analysis**

Ratio Analysis	Q2 FY20	Q3 FY20	Q4 FY20	Q1 FY21	Q2 FY21	Q3 FY21	Q4 FY21	Q1 FY22	Q2 FY22	Q3 FY22
Profit and Loss										
International revenue / revenue	85%	84%	84%	86%	86%	85%	85%	86%	85%	83%
Gross profit / revenue	55%	55%	51%	52%	52%	51%	50%	50%	50%	52%
Revenue per Employee (INR'000)	2,022	2,120	2,161	2,107	2,076	2,084	1,984	2,088	2,226	2,496
EBITDA per Employee (INR'000)	146	158	1 <i>7</i> 1	284	221	253	229	225	147	240
Aggregate employee costs / Gross revenue	28%	27%	24%	23%	25%	24%	25%	22%	24%	23%
Operating profit / revenue	4%	5%	6%	12%	9%	10%	10%	9%	5%	8%
Profit before tax (PBT) / revenue*	5%	7%	10%	14%	8%	12%	11%	17%	4%	9%
Balance sheet										
Current ratio	1.84	1.79	2.12	2.14	2.10	2.24	2.03	2.05	1.76	1.70
Day's sales outstanding (Days)	155	140	144	137	140	120	116	122	128	128
Liquid assets / total assets (%)	53%	55%	58%	57%	53%	53%	51%	48%	44%	39%
Liquid assets / total sales ratio	3.4	3.4	3.5	3.6	3.3	3.3	3.5	3.4	3.1	2.6

<sup>\*</sup>PBT before Exceptional Gains



#### **Balance Sheet**

INR Mn	Dec'21	Mar'21
Shareholders' Funds	6,483	6,261
Non-Current Liabilities	203	198
Trade Payables	1 <b>,7</b> 35	1,862
Current Liabilities	819	675
Total Liabilities	9,239	8,996
Fixed Assets	306	337
Goodwill	659	597
Intangible asset under Development	545	183
Right to use Assets	70	77
Investment	625	56
Financial Assets	53	54
Deferred Tax Assets	508	570
Non-Current Assets	2,289	1,966
Cash and Cash Equivalents	1,445	2,662
Trade Receivables	2,068	1,970
Other Current Assets	669	525
Total Assets	9,239	8,996



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For any queries mail us at

investors@onmobile.com