#### **UNITED STATES** SECURITIES AND EXCHANGE COMMISSION

Washington, D.C. 20549

#### FORM 8-K

CURRENT REPORT Pursuant to Section 13 or 15(d) of the Securities Exchange Act of 1934

Date of Report (Date of earliest event reported): December 5, 2023 (December 4, 2023)

#### Snail, Inc.

(Exact name of registrant as specified in its charter)

**Delaware** (State or other jurisdiction

001-41556

**88-4146991** (IRS Employe

of incorporation)	File Number)	Identification Number)				
	12049 Jefferson Blvd Culver City, CA 90230 (Address of principal executive offices) (Zip Cod +1 (310) 988-0643 (Registrant's telephone number, including area cod					
Check the appropriate box below if the Form 8-K filing is intended to simu	ultaneously satisfy the filing obligation of the registr	rant under any of the following provisions:				
☐ Written communications pursuant to Rule 425 under the Securities Act	t (17 CFR 230.425)					
□ Soliciting material pursuant to Rule 14a-12 under the Exchange Act (1	7 CFR 240.14a-12)					
☐ Pre-commencement communications pursuant to Rule 14d-2(b) under	the Exchange Act (17 CFR 240.14d-2(b))					
☐ Pre-commencement communications pursuant to Rule 13e-4(c) under	the Exchange Act (17 CFR 240.13e-4(c))					
Securities registered pursuant to Section 12(b) of the Act:						
Title of each class	Trading Symbol(s)	Name of each exchange on which registered				
Class A Common Stock, \$0.0001 par value per share	SNAL	The Nasdaq Stock Market LLC				
Indicate by check mark whether the registrant is an emerging growth company as defined in Rule 405 of the Securities Act of 1933 (§230.405 of this chapter) or Rule 12b-2 of the Securities Exchange Act of 1934 (§240.12b-2 of this chapter).						
Emerging growth company ⊠						
If an emerging growth company, indicate by check mark if the registran provided pursuant to Section 13(a) of the Exchange Act. ⊠	at has elected not to use the extended transition p	eriod for complying with any new or revised financial accounting standards				

#### Item 7.01. Regulation FD.

On December 4, 2023, management of Snail, Inc. (the "Company") presented the slide presentations (the "Presentation") attached hereto as Exhibit 99.1 to certain investors at NobleCon19 – Noble Capital Markets' Nineteenth Annual Emerging Growth Equity Conference. The Presentation will also be available on the Company's website at the following link: https://investor.snail.com/news-events/events-presentations.

The Company is furnishing the information contained in this Current Report on Form 8-K (the "Report"), including Exhibit 99.1, pursuant to Item 7.01 of Form 8-K promulgated by the Securities and Exchange Commission (the "SEC"). The information presented in Item 7.01 of this Report and Exhibit 99.1 shall not be deemed to be "filed" for purposes of Section 18 of the Securities Exchange Act of 1934, as amended (the "Exchange Act"), or otherwise subject to the liabilities of that section, and it shall not be deemed incorporated by reference in any filing under the Securities Act of 1933, as amended, or under the Exchange Act, whether made before or after the date hereof, except as expressly set forth by specific reference in such filing to this Report. By furnishing this Report and the information contained herein, the Company makes no admission as to the materiality of any information in this report that is required to be disclosed solely by reason of Regulation FD. In addition, the Presentation contains statements intended as "forward-looking statements" that are subject to the cautionary statements about forward-looking statements et forth in the Presentation. The Company undertakes no duty or obligation to publicly update or revise the information contained in this Report, although it may do so from time to time as its management believes is warranted. Any such updating may be made through the filing of other reports or documents with the SEC, through press releases or through other public disclosure.

#### Item 9.01 Financial Statements and Exhibits.

#### (d) Exhibits.

Exhibit No.	Description
99.1	<u>Presentation</u>
104	Cover Page Interactive Data File (embedded within the Inline XBRL document)

#### SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, as amended, the registrant has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

#### SNAIL, INC.

Date: December 5, 2023

By: /s/Jim S. Tsai
Name: Jim S. Tsai
Title: Chief Executive Officer



#### Disclaimer

This presentation is made pursuant to Section 5(d) and/or Rule 163B of the Securities Act of 1933, as amended, and is intended solely for investors that are qualified institutional buyers or certain institutional accredited investors solely for the purposes of familiarizing such investors with Snail, Inc. (including any predecessor entities, the "Company") and determining whether such investors might have an interest in a securities fring contemplated by the Company. Any such offering of securities will only be made by means of a registration statement (including a prospectus) filed with the U.S. Securities and Exchange Commission, after such registration statement becomes effective. No such registration statement has been filed, or become effective, as of the date of this communication. This communication shall not constitute an offer to sell or the solicitation of an offer to buy these securities, no shall there be any sale of these securities in any state or jurisdiction in which such offer, solicitation or sale would be unlawful prior to registration or qualification under the securities as of any such state or jurisdiction.

This presentation has been prepared solely for informational purposes and is to be maintained in strict confidence. Neither the information contained in this presentation, nor any further information made available by the Company or any of its affiliates or employees, directors, representatives, officers, agents or advisors, in connection with this presentation will form the basis of or be construed as a contract or any other legal obligation.

This presentation contains forward-looking statements. All statements contained in this presentation other than statements of historical fact, including statements regarding the Company's possible or assumed future results of business, financial condition, results of operations, liquidity, plans and objectives, are forward-looking statements. The words "anticipate, "believe," "could," "expect;" "should," "plan," "intend," "may," "predict," "continue," "estimate" and potential," or the negative of these terms of other similar expressions, are intended to identify forward-looking statements, although not all forward-looking statements contain these identifying words. Forward-looking statements are based on the Company's management's beliefs and assumptions and on information currently available to the Company's management. Such statements are subject to risks and uncertainties, and actual results may differ materially from those expressed or implied in the forward-looking statements due to various factors. Forward-looking statements speak only as of the date they are made, and the Company does not undertake any obligation to update them in light of new information or future developments or to release publicly any revisions to these statements in order to reflect the occurrence of unanticipated events.

Certain information contained in this presentation relates to or is based on studies, publications, surveys and other data obtained from third-party sources and the Company's own internal estimates and research. While the Company believes these third-party sources to be reliable as of the date of this presentation, it has not independently verified, and makes no representation as to the adequacy, fairness, accuracy or completeness of any information. All trademarks, service marks and trade names appearing in this presentation are the property of their respective holders.

This presentation includes certain financial measures not presented in accordance with generally accepted accounting principles in the United States ("GAAP"), which are used by management in making operating decisions, allocating financial resources and internal planning and for ecasting and for business strategy purposes, have certain limitations and should not be construed as alternatives to financial measures determined in accordance with GAAP. The non-GAAP measures as defined by the Company may not be comparable to similar non-GAAP measures presented by other companies. The Company's presentation of such measures, which may include adjustments to exclude unusual or non-recurring items, should not be construed as an inference that its future results will be unaffected by other unusual or non-recurring items. A reconciliation is provided elsewhere in this presentation for each non-GAAP financial measure to the most directly comparable financial measure stated in accordance with GAAP.



#### **Snail Games at-a-Glance**



#### Jim Tsai, CEO

20+ years of leadership experience in global interactive entertainment companies



#### Heidy Chow, CFO

18+ years of experience in accounting at firm partner and independent board capacities



#### Peter Kang, COO

10+ year at Snail Games with experience in organizational operations



#### Hai Shi, CSO

20+ years in the gaming industry. Founded Suzhou Snail Digital Tech. and Snail Games

Culver City Headquarter Our Games	104 Employees				
Our Games					
88M ARK Installs	25+ Games				
Our Financials					
33% Gross Margin	94% U.S. Revenue				
	Our Financials 33%				



#### **Business Segments Fuel A Virtuous Growth Cycle**



#### Publishing

Drives capital for game development and third-party studio partnerships

- Premium game focus, across AAA and indie
  AAA titles published under Snail label, indie titles under Wandering Wizard

#### Development

Focuses on designing next-gen games to support publishing pipeline

- Collaborative partnerships with premier game development studios Independent operations maintain creative culture

#### Technology

Delivers next-gen interactive entertainment to our global audience

- Integration of next-gen technology to deliver high-quality entertainment
- Incorporation of leading third-party and proprietary technology



## **Key Financial Highlights**

1

2

3

Track record of revenue growth and strong gamer engagement

High quality revenue mix focused on Digital Distribution

Lean operating structure with a focus on efficiency

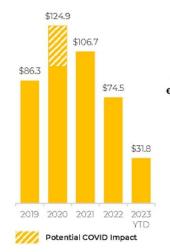


#### **Track Record of Consistent Revenue Generation**



#### Quarterly Revenue (\$, in millions)

#### ARK: Survival Ascended Released in Q4 2023



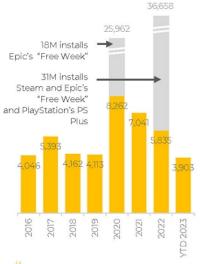




## **Growth Driven by Pipeline of New Releases**

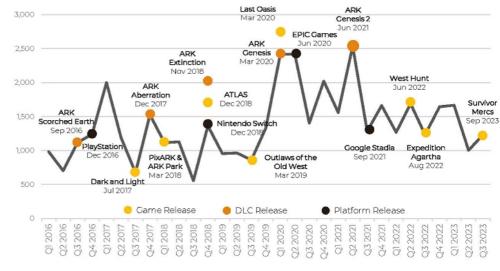


(in thousands, thru September 2023)



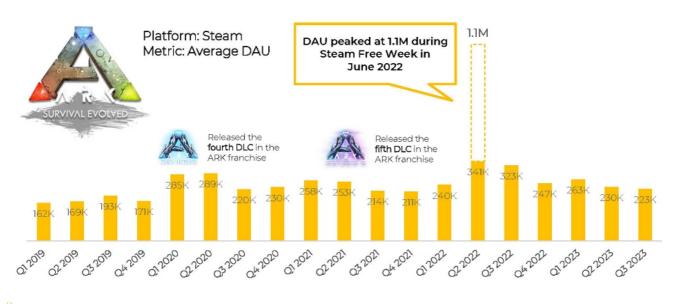
#### **Quarterly Units Sold**

(in thousands, thru September 2023)





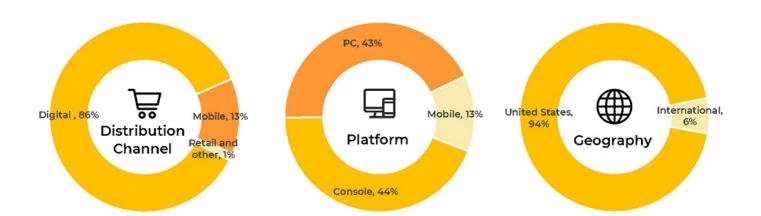
## **History of Strong and Consistent Engagement**





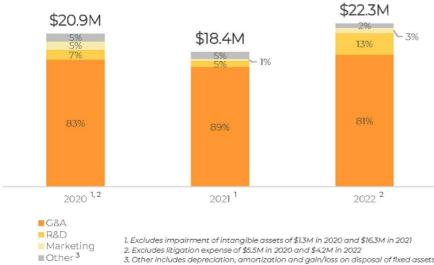
## **Quality Revenue Mix Led by Digital Distribution**

#### FY2022 Revenue Mix





## **Lean and Efficient Operating Structure**



#### **Operating expense**

#### of annual revenue

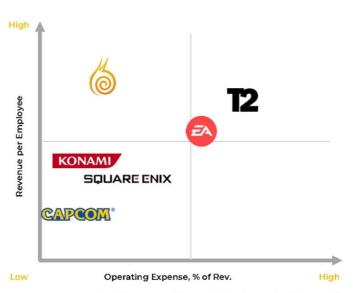
(wtg. average over 3 years)





## **Uniquely Positioned Among Peers**

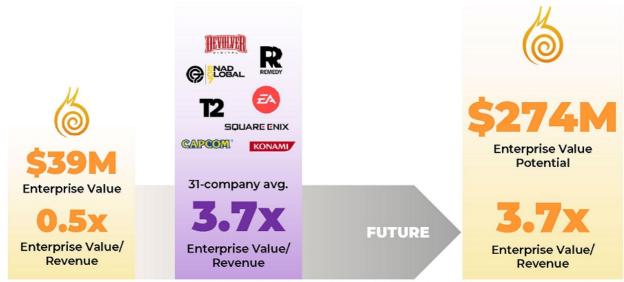
Snail operates in a unique space, high revenue per employee & low operating expense



Source: 2022 Financials, Company filings and Yahoo Finance, details in appendix



## **Our Potential in Valuation Growth**



Source: Lazard Interactive Media & Technologies Report, Mar 17, 2023, Snail Games FY22 financials, SNAL as of September 29, 2023



## **Key Investment Highlights**

Genre-defining IP with proven success

ARK franchise acquired 88M installs across PC and Console platforms  $\mathcal{D}$ 

Well-defined near-term growth drivers

Strong ARK pipeline with sequel, future DLCs, and animation

L

Unique IP to drive entertainment franchises

A unique IP that is well positioned to be adapted across entertainment

4

Top-line growth with lean operating structure

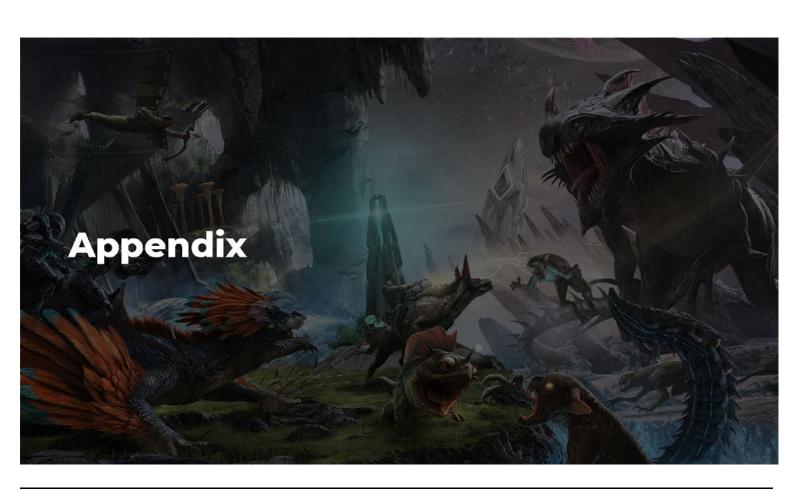
Differentiated financial position, with opportunity for enterprise value growth



# COME JOIN US IN THIS **EXCITING JOURNEY**

## **THANK YOU**





## **Internal Developed IP Highlights**



Dark and Light Jul 2017 Release 345K+ units sold



**ARK Park** Mar 2018 Release 800K+ units sold



Dec 2018 Release 840K+ units sold



Last Oasis Mar 2020 Release 340K+ units sold

...many more within our game portfolio

(Cumulative data from release through December 2022)



## **Enterprise Value Multiples**

Company	Value	2023E Revi	Company	Value	2023E Rev <sup>1</sup>
Snail	\$ 39,263,851	0.5x	Roblox	\$ 25,753,000,000	7.6x
Activision	55,210,000,000	5,9x	Unity Software	12,233,000,000	5.8x
Electronic Arts	30,734,000,000	4.1x	Tencent	383,771,000,000	4.3x
Take-Two Interactive	21,465,000,000	3,6x	Sea Ltd.	55,880,000,000	4.1×
Ubisoft Entertainment	3,822,000,000	1.7x	NetEase	40,047,000,000	2.7x
CD Projekt	2,943,000,000	12.8x	Nintendo	31,049,000,000	2.6x
Keywords Studios	2,621,000,000	3.0x	NEXON	16,016,000,000	5.1x
Team17 Group	701,000,000	3.8x	Bandai Namco	11,860,000,000	1.6x
Frontier Developments	235,000,000	1.6x	Capcom	6,401,000,000	6.3x
Devolver Digital	183,000,000	0.9x	KONAMI	5,187,000,000	2.1x
Embracer Group	8,480,000,000	2.2x	NCsoft	4,694,000,000	2.4x
Paradox Interactive	2,386,000,000	10.7x	Square Enix	4,291,000,000	1.5x
Stillfront	1,290,000,000	1.8x	Sega Sammy	3,111,000,000	1.0x
Modern Times Group	422,000,000	x8.0	Krafton	3,008,000,000	2.2x
Remedy Entertainment	258,000,000	6.7x	Netmarble	3,002,000,000	1.4×
Enad Global 7	218,000,000	1.1×	Kakao Games	2,880,000,000	2.6x

Source: Lazard Interactive Media & Technologies Report, Mar 17, 2023, Snail Games Fy22 financials, SNAL as of September 29, 2023. Snail EV Multiple based Fy22 revenue

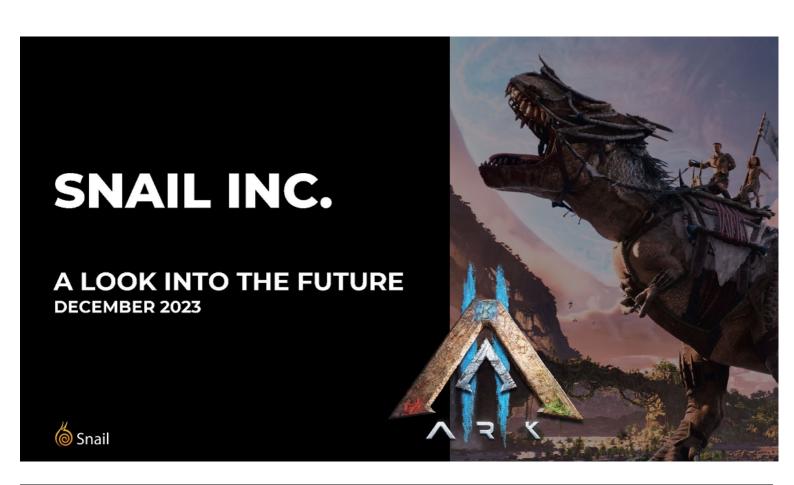


## **Financial Metrics**

COMPANY	LTM REVENUE, \$ AS OF DEC 2022	LTM OP. EXPENSE, \$ AS OF DEC 2022	MOST RECENT EMPLOYEE COUNT	REVENUE PER EMPLOYEE, \$	OPERATING EXP. AS % OF REVENUE
Capcom	772,604,866	153,559,420	3,206	240,987	20%
Electronic Arts	7,377,000,000	4,092,000,000	12,900	571,860	55%
Konami	2,368,524,351	554,543,795	4,894	483,965	23%
Square Enix	2,641,714,973	1,012,171,558	5,637	468,638	38%
Take-Two	4,833,704,000	2,927,212,000	7,799	619,785	61%
Snail	74,444,141	22,307,691	86	865,630	30%

Source: 2022 Financials, Company filings and Yahoo Finance





#### **Disclaimer**

This presentation is made pursuant to Section 5(d) and/or Rule 163B of the Securities Act of 1933, as amended, and is intended solely for investors that are qualified institutional buyers or certain institutional accredited investors solely for the purposes of familiarizing such investors with Snail, Inc. (including any predecessor entities, the "Company") and determining whether such investors might have an interest in a securities fring contemplated by the Company. Any such offering of securities will only be made by means of a registration statement (including a prospectus) filed with the U.S. Securities and Exchange Commission, after such registration statement becomes effective. No such registration statement has been filed, or become effective, as of the date of this communication. This communication shall not constitute an offer to sell or the solicitation of an offer to buy these securities, no shall there be any sale of these securities in any state or jurisdiction in which such offer, solicitation or sale would be unlawful prior to registration or qualification under the securities as of any such state or jurisdiction.

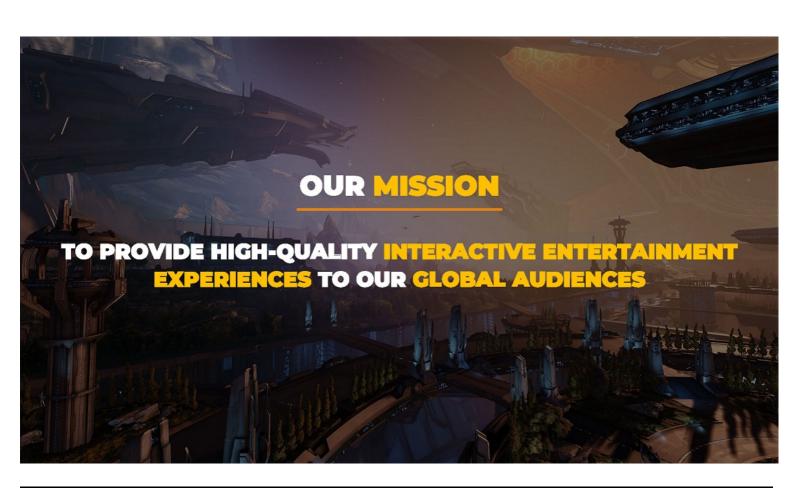
This presentation has been prepared solely for informational purposes and is to be maintained in strict confidence. Neither the information contained in this presentation, nor any further information made available by the Company or any of its affiliates or employees, directors, representatives, officers, agents or advisors, in connection with this presentation will form the basis of or be construed as a contract or any other legal obligation.

This presentation contains forward-looking statements. All statements contained in this presentation other than statements of historical fact, including statements regarding the Company's possible or assumed future results of business, financial condition, results of operations, liquidity, plans and objectives, are forward-looking statements. The words "anticipate, "believe," "could," "expect;" "should," "plan," "intend," "may," "predict," "continue," "estimate" and potential," or the negative of these terms of other similar expressions, are intended to identify forward-looking statements, although not all forward-looking statements contain these identifying words. Forward-looking statements are based on the Company's management's beliefs and assumptions and on information currently available to the Company's management. Such statements are subject to risks and uncertainties, and actual results may differ materially from those expressed or implied in the forward-looking statements due to various factors. Forward-looking statements speak only as of the date they are made, and the Company does not undertake any obligation to update them in light of new information or future developments or to release publicly any revisions to these statements in order to reflect the occurrence of unanticipated events.

Certain information contained in this presentation relates to or is based on studies, publications, surveys and other data obtained from third-party sources and the Company's own internal estimates and research. While the Company believes these third-party sources to be reliable as of the date of this presentation, it has not independently verified, and makes no representation as to the adequacy, fairness, accuracy or completeness of any information. All trademarks, service marks and trade names appearing in this presentation are the property of their respective holders.

This presentation includes certain financial measures not presented in accordance with generally accepted accounting principles in the United States ("GAAP"), which are used by management in making operating decisions, allocating financial resources and internal planning and for ecasting and for business strategy purposes, have certain limitations and should not be construed as alternatives to financial measures determined in accordance with GAAP. The non-GAAP measures as defined by the Company may not be comparable to similar non-GAAP measures presented by other companies. The Company's presentation of such measures, which may include adjustments to exclude unusual or non-recurring items, should not be construed as an inference that its future results will be unaffected by other unusual or non-recurring items. A reconciliation is provided elsewhere in this presentation for each non-GAAP financial measure to the most directly comparable financial measure stated in accordance with GAAP.





## **Our Mission Through History**

Build upon our expertise in online multiplayer games to become

THE LEADER IN SANDBOX SURVIVAL GAMES

EXPEDITION
AGARTHA

2009

Massively Multiplayer Online

2015

OUTLAWS

Online Sandbox Survival

Today

Select highlights for illustration purposes





## **Key Investment Highlights**

Genre-defining IP with proven success

ARK franchise acquired 88M installs across PC and Console platforms  $\mathcal{D}$ 

Well-defined near-term growth drivers

Strong ARK pipeline with sequel, future DLCs, and animation

L

Unique IP to drive entertainment franchises

A unique IP that is well positioned to be adapted across entertainment

4

Top-line growth with lean operating structure

Differentiated financial position, with opportunity for enterprise value growth



## **ARK, Flagship IP With Proven Success**

**88M** 

ARK Installs across platforms

3.4B

Total Playtime on Steam **1.1M** 

Peak DAU on Steam 5 DLC

Releases across platforms 58%

Paid DLC Conversion



Non-linear narrative as players learn and evolve over time

Open World

Vast, open environment for endless adventures

Self

Directed

open cent for Build

Collect material to craft tools and structures Collab/ Battle

Form teams and compete

against creatures and

players

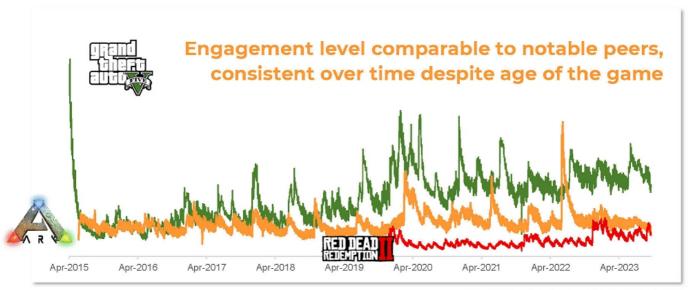
Tame and breed creatures, defend against threats, and thrive

Survive



Cumulative ARK data from June 2015 through September 2023, DLC conversion calculated as DLC units sold to Base Game units sold

## A Look at Gamer Engagement Among Peers

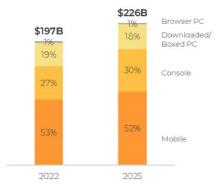


Steam DB, Online players since game release thru. September 2023



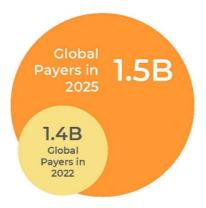
## **Games Market, A Growth Engine for ARK**

## Global gaming revenue expecting a 5% CAGR...

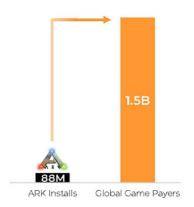


Newzoo Global Games Market Report, July 2022

## ...with players growing to 1.5B in 2025



## Significant growth opportunity for Snail





## **ARK Remake Extends Franchise Lifecycle**





Launch weekend seller on Steam

700K

Units sold in 30 days

**5.2**x

Avg. 30-day DAU ASA vs. ASE on Steam



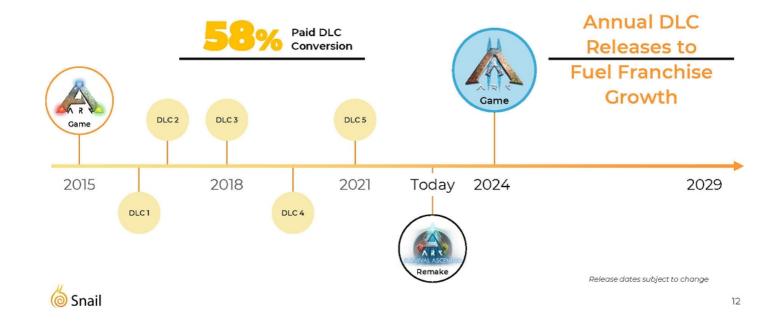
# THE NEXT MASTERPIECE

Executive Produced by and Starring Vin Diesel Powered by next-gen Unreal Engine 5 Cross-Platform Multiplayer and Modding Support

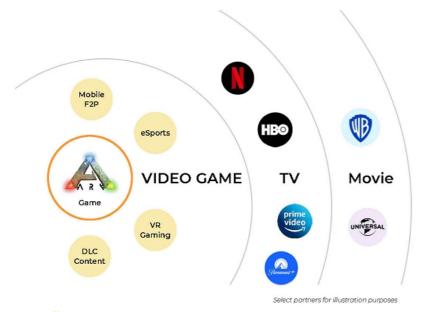




## **Building on Success w/ New Installment & DLCs**



## **Our Expansion Path Beyond Gaming**



## TRANSCEND ACROSS ENTERTAINMENT MEDIUMS

TO FUEL GROWTH OF ARK VIDEO GAMES



#### A Look Into the Future

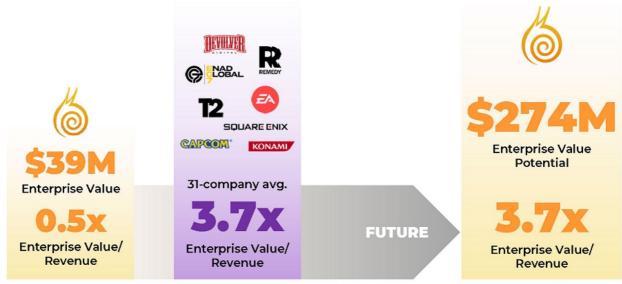




· Focus on geographic expansion to reach larger gamer base



## **Our Potential in Valuation Growth**



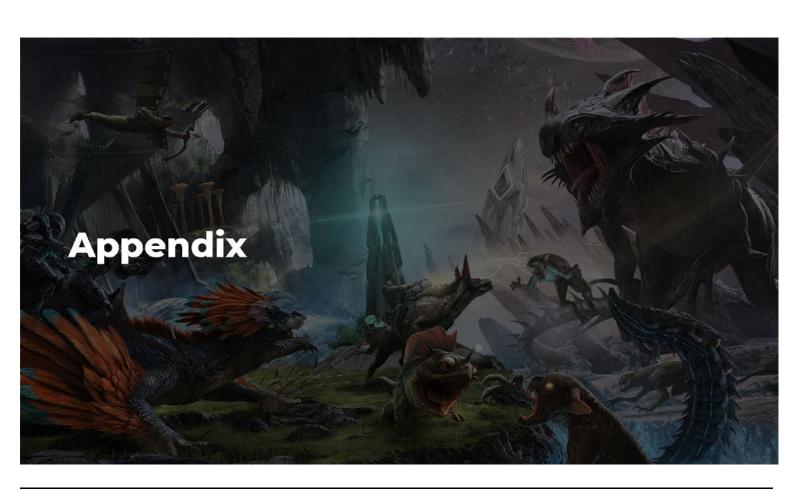
Source: Lazard Interactive Media & Technologies Report, Mar 17, 2023, Snail Games FY22 financials, SNAL as of September 29, 2023



# COME JOIN US IN THIS **EXCITING JOURNEY**

## **THANK YOU**





## **Snail Games' Content Roadmap**



#### ARK: Survival Ascended

Oct. 25, 2023

Powered by UES, the remastered game features next-gen graphics and physics engine with cross-platform and modding support



#### West Hunt - Nintendo

Late Nov./Early Dec. An online social deduction game set in the Old West originally on the PC



#### Bellwright

Early Dec.
An open-world medieval action
strategy game developed by Donkey
Crew on the PC



#### ARK Mobile

Jun. 2024
Relaunch of ARK: Mobile as a revamped product. It will be based on a graphically improved version of the Switch codebase



#### ARK DLC 6

Jun. 2024 A new canonical-story expansion pack



ARK II
Holiday 2024
ARK II will push the boundaries of the UE5 to create an immersive experience with a riveting story and gameplay mechanics



#### Hermes Holiday 2024

Massive sandbox survival game to explore, build, and compete in a thrilling journey through the galaxy







Q4 FY23

## **Internal Developed IP Highlights**



Dark and Light Jul 2017 Release 345K+ units sold



ARK Park Mar 2018 Release 800K+ units sold



ATLAS
Dec 2018 Release
840K+ units sold



Last Oasis Mar 2020 Release 340K+ units sold

...many more within our game portfolio

(Cumulative data from release through December 2022)



## **Enterprise Value Multiples**

Snail	\$ 39,263,851	0.5x	Roblox	\$ 25,753,000,000	7.6x
Activision	55,210,000,000	5,9x	Unity Software	12,233,000,000	5.8x
Electronic Arts	30,734,000,000	4.1x	Tencent	383,771,000,000	4.3x
Take-Two Interactive	21,465,000,000	3.6x	Sea Ltd.	55,880,000,000	4.1x
Ubisoft Entertainment	3,822,000,000	1.7x	NetEase	40,047,000,000	2.7x
CD Projekt	2,943,000,000	12.8x	Nintendo	31,049,000,000	2.6x
Keywords Studios	2,621,000,000	3.0x	NEXON	16,016,000,000	5.1x
Team17 Group	701,000,000	3.8x	Bandai Namco	11,860,000,000	1.6x
Frontier Developments	235,000,000	1.6x	Capcom	6,401,000,000	6,3x
Devolver Digital	183,000,000	0.9x	KONAMI	5,187,000,000	2.1x
Embracer Group	8,480,000,000	2.2x	NCsoft	4,694,000,000	2.4x
Paradox Interactive	2,386,000,000	10.7x	Square Enix	4,291,000,000	1.5x
Stillfront	1,290,000,000	1.8x	Sega Sammy	3,111,000,000	1.0x
Modern Times Group	422,000,000	0.8x	Krafton	3,008,000,000	2.2x
Remedy Entertainment	258,000,000	6.7x	Netmarble	3,002,000,000	1.4×
Enad Global 7	218,000,000	1.1×	Kakao Games	2,880,000,000	2.6x

Source: Lazard Interactive Media & Technologies Report, Mar 17, 2023, Snail Games Fy22 financials, SNAL as of September 29, 2023. Snail EV Multiple based Fy22 revenue



## **Financial Metrics**

COMPANY	LTM REVENUE, \$ AS OF DEC 2022	LTM OP. EXPENSE, \$ AS OF DEC 2022	MOST RECENT EMPLOYEE COUNT	REVENUE PER EMPLOYEE, \$	OPERATING EXP. AS % OF REVENUE
Capcom	772,604,866	153,559,420	3,206	240,987	20%
Electronic Arts	7,377,000,000	4,092,000,000	12,900	571,860	55%
Konami	2,368,524,351	554,543,795	4,894	483,965	23%
Square Enix	2,641,714,973	1,012,171,558	5,637	468,638	38%
Take-Two	4,833,704,000	2,927,212,000	7,799	619,785	61%
Snail	74,444,141	22,307,691	86	865,630	30%

Source: 2022 Financials, Company filings and Yahoo Finance

