

A large T-Rex is the central focus, facing left with its mouth open. It has a wooden saddle with a red and white striped cloth. Two riders are on its back: one holding a spear and another holding a flag. The background features a large blue moon, a sunset sky with clouds, and a prehistoric landscape with mountains and a waterfall.

SNAIL INC.

NASDAQ: SNAL

INVESTOR PRESENTATION
MAY 2026



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Born to Dream

Started with a dream in 2009,
to provide quality interactive entertainment
globally

Who we are today

15+ years as a global **game developer and publisher**, 170+ people strong, market leader of the sandbox survival genre with the ARK franchise

Snail Inc.

We listed on the Nasdaq in November 2022,
SNAL ticker  

Our History Through Games

15+ years in Game Development

Leveraging our massive multiplayer online (MMO) expertise to become

THE LEADER IN SANDBOX SURVIVAL GENRE



Select highlights for illustration purposes

Key Financial Overview

Q1 2026 Results

\$27.3M

Net Revenue
↑35.7% YoY

2.2M

Total Units Sold
↑42.6% YoY

\$26.9M

Bookings
↑21.1% YoY

\$2.1M

Net Income
↑210% YoY

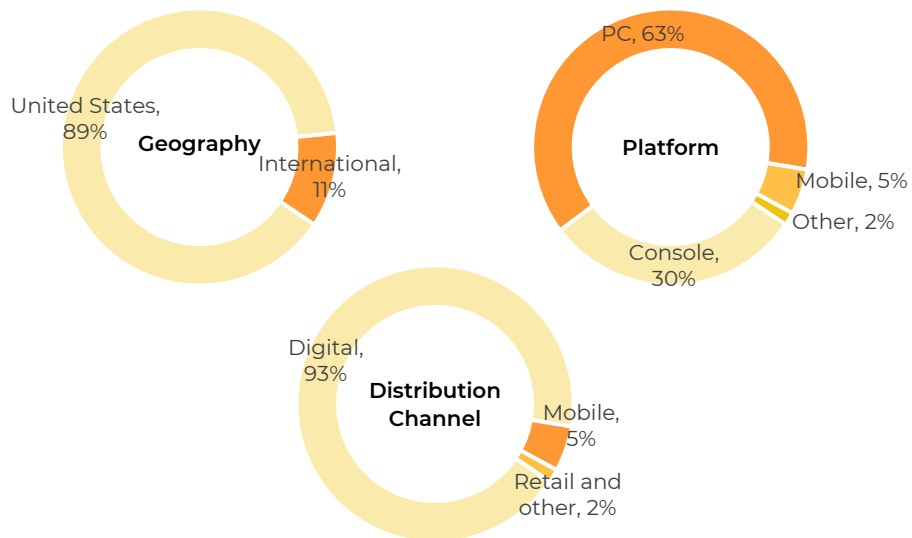
\$2.4M

EBITDA
↑173.3% YoY

\$14.3M

Unrestricted
Cash

Q1 2026 Revenue Mix



Result as of March 31, 2026

Key Investment Highlights

1

Leading gaming company in an attractive growth industry

113M+ installs in ARK franchise, a leader in the sandbox survival genre

2

Sustainable revenue with highly engaged gamers

10+ years of consistent ARK content releases and player engagement

3

Franchise expansion opportunities beyond gaming

Unique IP well-positioned to adapt across the broader entertainment space

4

Defined path to improved profitability

Strategic cost management and diversified monetization

5

Seasoned executive team with years of experience

50+ years of combined experience among the executive team

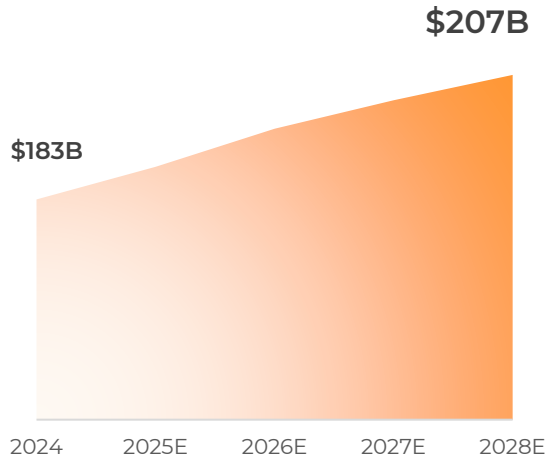
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Blockchain forward & Digital Asset Progressive

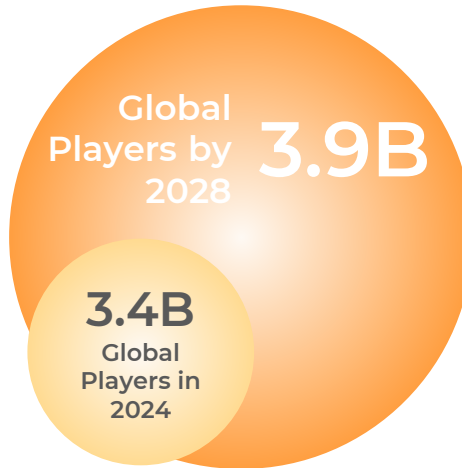
Paving a path to a digital asset future in the gaming and entertainment industry

The Gaming Market – A Growth Engine for ARK

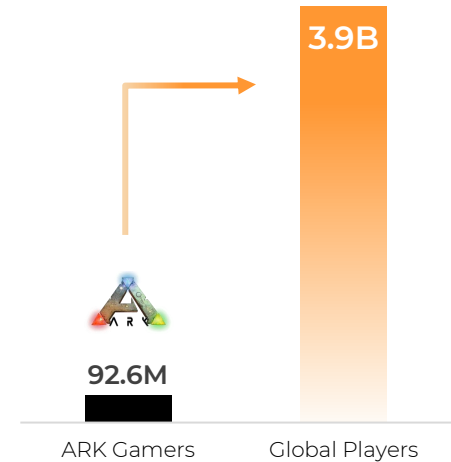
Global gaming revenue
expecting a 3% CAGR...



...with players growing to
3.9B by 2028



Significant opportunity to
attract and monetize gamers



ARK, a Sandbox Survival Powerhouse

Established a strong foothold in the Sandbox Survival genre



Our journey so far...

Launched ARK in 2015



\$1.0B

ARK
Gross Revenue¹

113M

Base Game and DLC
Install²

4.4B

Steam
Playtime Hours

1.1M

Peak Steam
Daily Active Users

DLC Install²

Base Game Install²

2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 Q1 2026

1. ARK franchise non-GAAP gross revenue (before platform fees) from Steam, PlayStation, Xbox, and game subscription services through March 2026

2. 82/18% Base Game/DLC installs from Steam, Epic, PlayStation, Xbox, Nintendo, Google, 2015 to March 2026

High and Consistent Player Engagement

4.4B hrs

Total Playtime on Steam¹

376 hrs

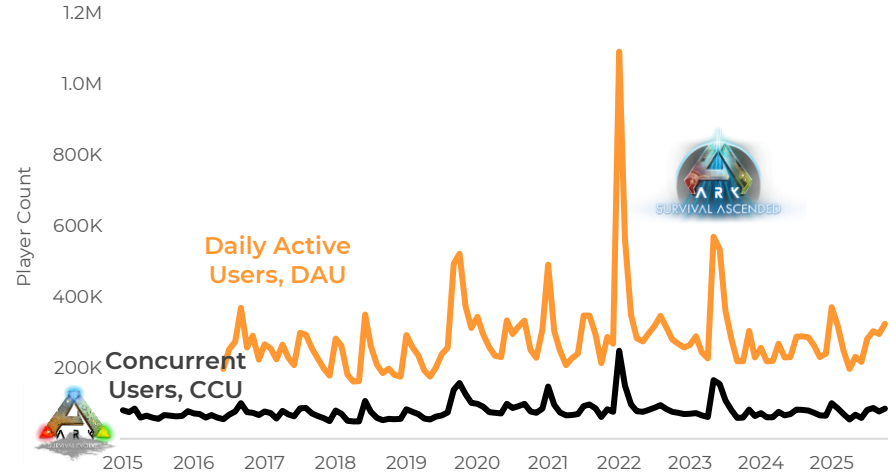
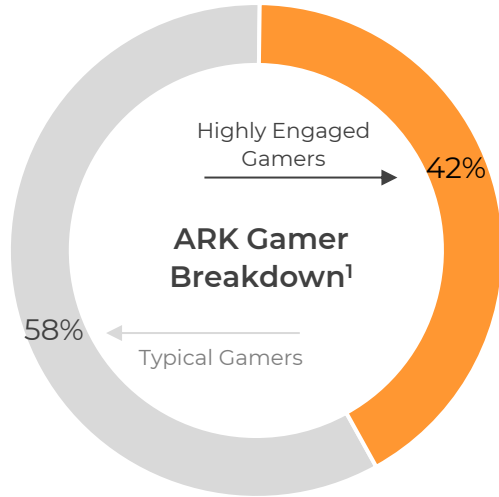
Avg. Playtime, Highly Engaged Gamers²

1.1M

Peak Daily Active Users on Steam¹

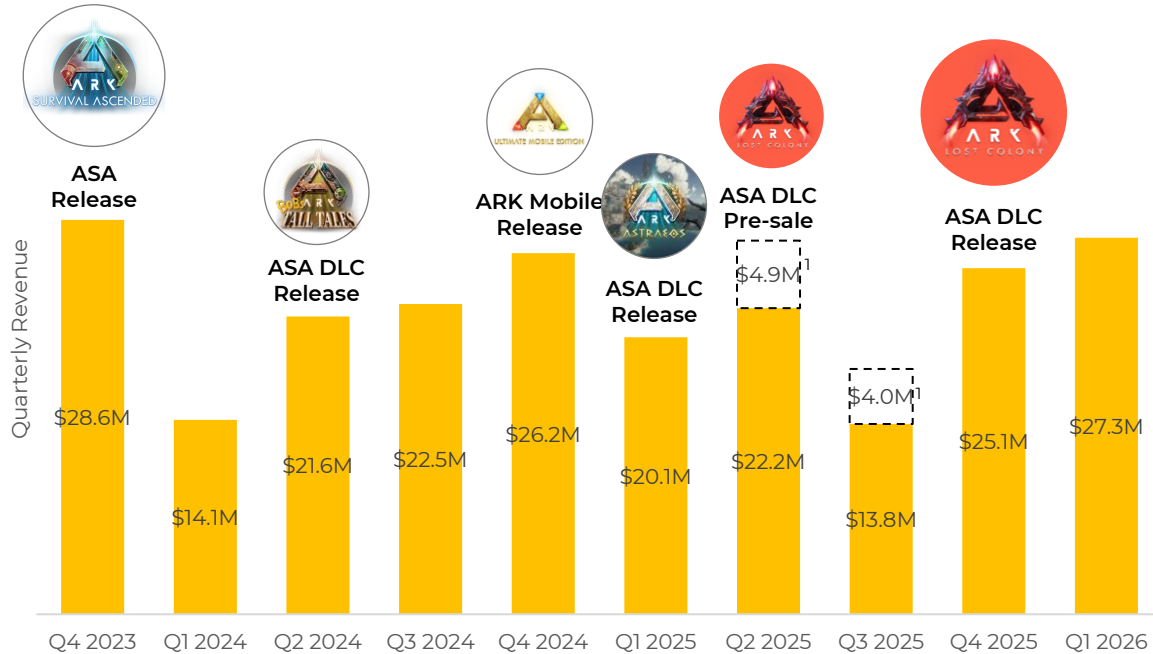
79K

Avg. Peak Concurrent Users on Steam¹



1. SteamDB, and Steamworks, CCU and DAU from game release through March 2026
 2. Highly engaged gamers defined as gamers with a minimum of 20+ playtime hours, as of April 9, 2026

Quarterly Revenues Reflect ARK's Continued Success



Revenue growth directly tied to Game and DLC Releases

57% Reflects our ability to upsell and monetize existing players
 Lifetime Paid DLC Conversion²

1. Deferred revenue from ASA DLC's pre-sale launch. DLC released in December 2025
 2. Lifetime paid DLC conversion calculated as DLC units sold to Base Game units sold, through March 2026



OUR GROWTH STRATEGIES



Well-Defined Strategic Pillars for Growth

1**Gaming Expansion**

Build on existing IPs while seeking out new IPs via developing and licensing

2**Profit Expansion**

Utilize cost control and diversified monetization to improve profitability

3**Stablecoin Project**

Scale into Stablecoin market with gaming ecosystem integration

Robust Game & Content Pipeline

ARK
Pipeline



2026

Internally
Developed



Bellwright – Console Ports
City builder, RPG, and survival strategy game where players are the leaders and catalysts of a revolution

For The Stars
Massive space-themed sandbox survival game with a diverse planetary exploration



Nine Yin Sutra: Immortal
Martial arts fantasy game set in a rich world of cultivation and spiritual ascension

2027

External
Licensed



Honeycomb
Sandbox-survival game set on the vibrant and perilous planet Sota7



Nine Yin Sutra: Wushu
Richly atmospheric, non-linear open-world experience steeped in the spirit of the jianghu.

Content roadmap and release dates subject to change

AAA Games Beyond ARK

AAA Games are **high-profile projects** designed to deliver **expansive worlds** and **cutting-edge visuals**, accompanied by robust marketing campaigns far exceed scales of typical indie titles

Three high-conviction AAA games in the final phase of development



For The Stars

Massive space-themed sandbox survival game with a diverse planetary exploration



Nine Yin Sutra: Immortal

Martial arts fantasy game set in a rich world of cultivation and spiritual ascension



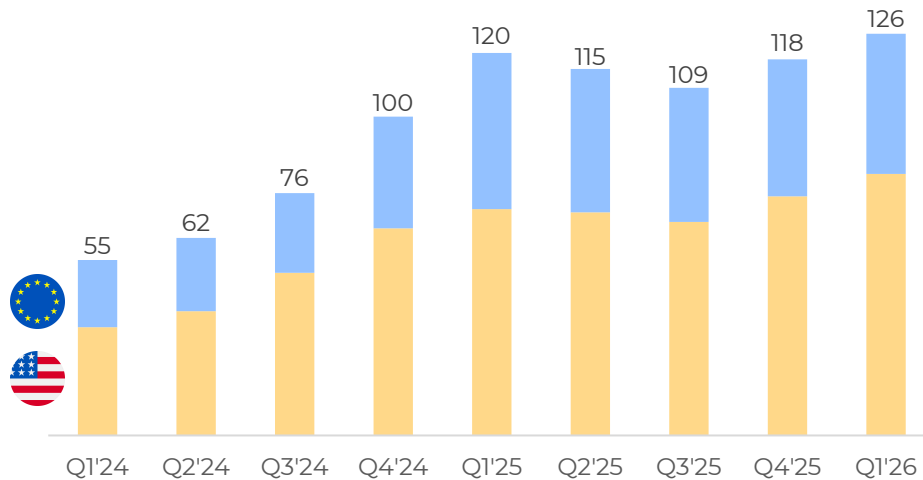
Nine Yin Sutra: Wushu

Richly atmospheric, non-linear open-world experience steeped in the spirit of the jianghu

100% Internally developed, with higher margin potential

Expanded Development Capacity to Support Pipeline

Snail Games Development Headcount

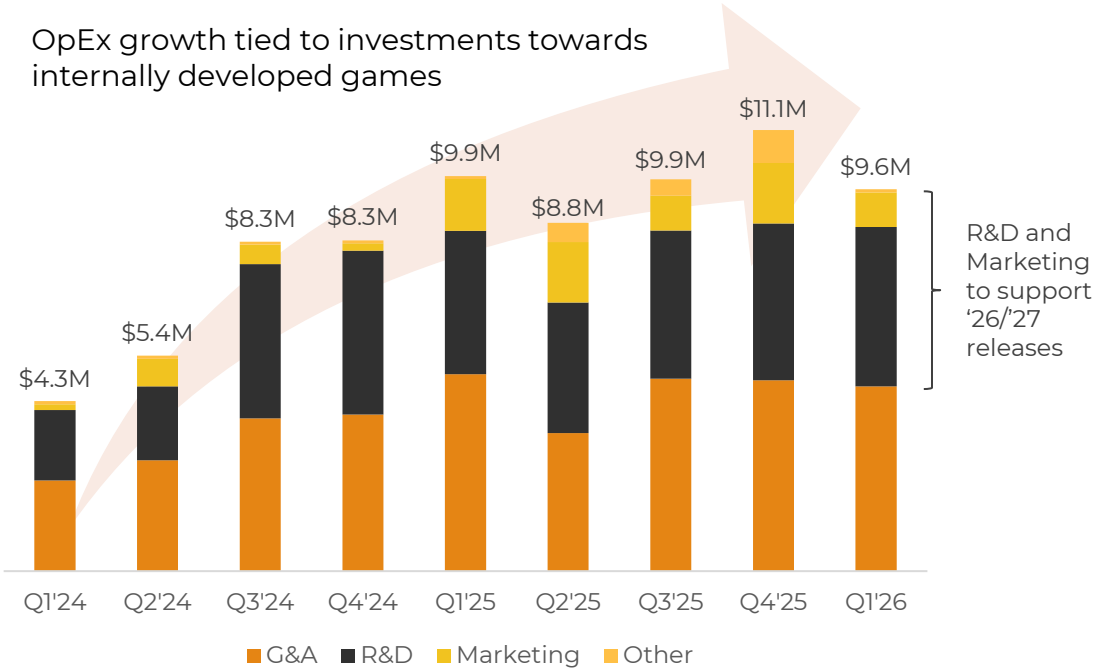


Methodical, organic growth in development capacity to deliver on quality releases

EU presence provides access to development talent at manageable cost

Developing, Publishing, & Licensing Games

OpEx growth tied to investments towards internally developed games



Cost Management

Outsourced certain development functions to avoid over-extending internal R&D headcount

R&D and marketing expenses tightly aligned with focused projects and near-term revenue targets

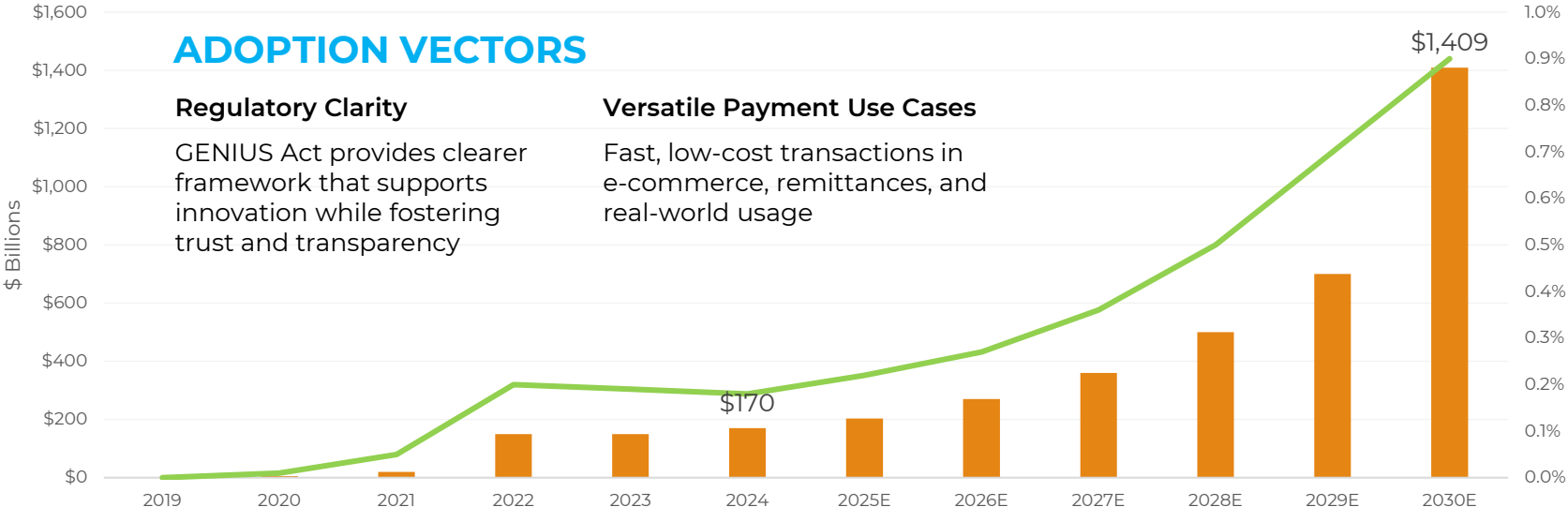
Other operating expenses include Depreciation & Amortization, Loss (gain) on disposal of fixed assets, and Impairment of film assets

STABLECOINS

Stablecoin Market Poised for Growth

Stablecoin Supply vs. Fiat Global M2

2019 - 2030 Stablecoin Supply (\$ Billions) Stablecoins as % of Global M2



Source: ARK Invest

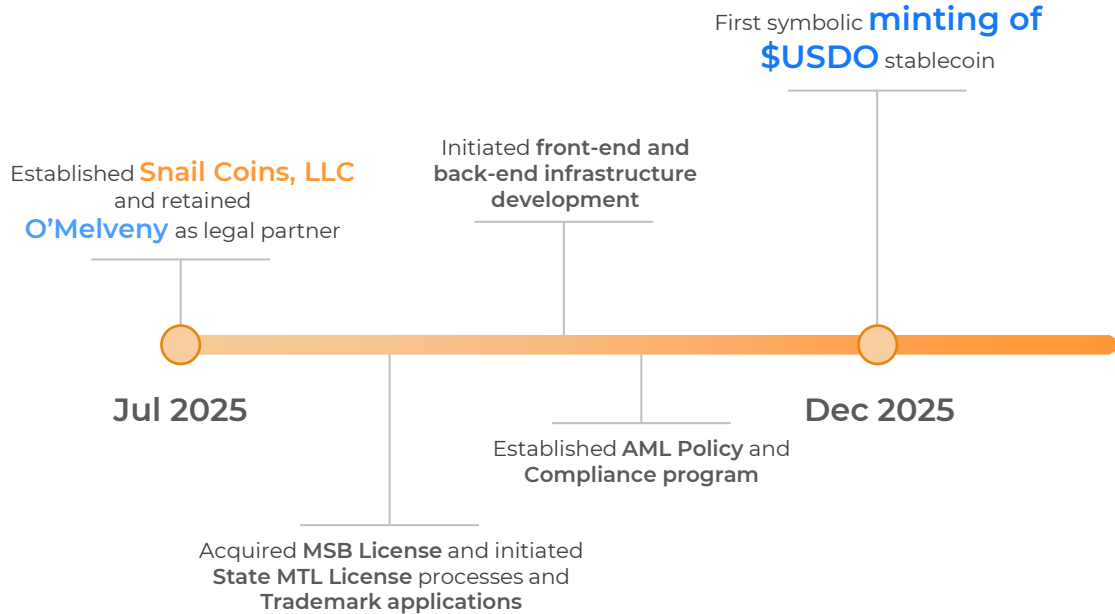


Snail Games + Stablecoin = Heightened Engagement



1. ARK Franchise Gamer count reflects Base Game installs from Steam, Epic, PlayStation, Xbox, Nintendo, Google, 2015 to March 2026
2. Lifetime paid DLC conversion calculated as DLC units sold to Base Game units sold
3. Early conceptualization of a potential use case of stablecoin

Snail Will be the 1st Gaming Company With Stablecoins



\$USDO

Powering the future of borderless commerce

A fully compliant stablecoin bridging traditional finance and Web3 to fuel the gaming, creator, and entertainment economies

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6

Blockchain forward & Digital Asset Progressive

Paving a path to a digital asset future in the gaming and entertainment industry

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