

A large T-Rex is the central focus, facing left with its mouth open. It has a saddle with a red and white striped cloth. Two riders are on its back: an adult male in a loincloth and a child. The T-Rex is adorned with various items, including a spear in its mouth and a small flag on its back. The background features a vast prehistoric landscape with mountains, a waterfall, and a large, pale blue moon in a cloudy sky.

SNAIL INC.

NASDAQ: SNAL

INVESTOR PRESENTATION

September 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

Six-Month 2026 Results

\$47.0M

Net Revenue
↑11.1% YoY

4.2M

Total Units Sold
↑13.8% YoY

\$48.7M

Bookings

\$(0.9)M

Net Loss
↑95.1% YoY

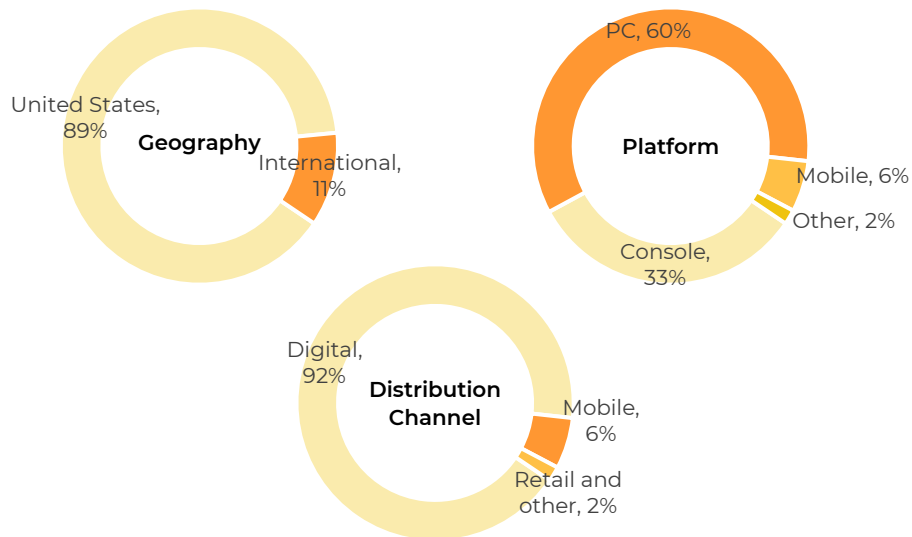
\$(0.6)M

EBITDA
↑88.8% YoY

\$13.3M

Unrestricted Cash

Six-Month 2026 Revenue Mix



Results as of June 30, 2026

Key Investment Highlights

1

Leading gaming company in an attractive growth industry

115M+ installs in ARK franchise, a leader in the sandbox survival genre

2

Sustainable revenue with highly engaged gamers

11+ 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

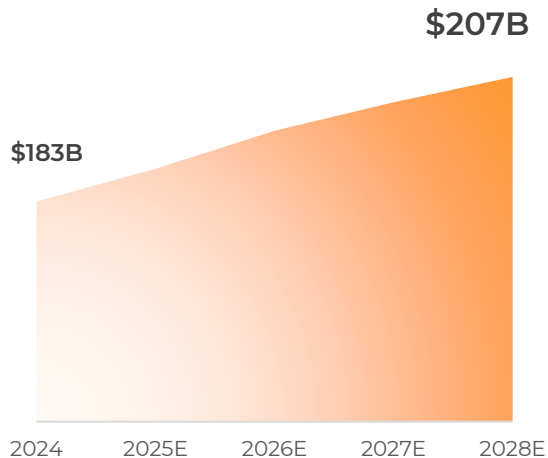
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AI & Digital Asset Forward

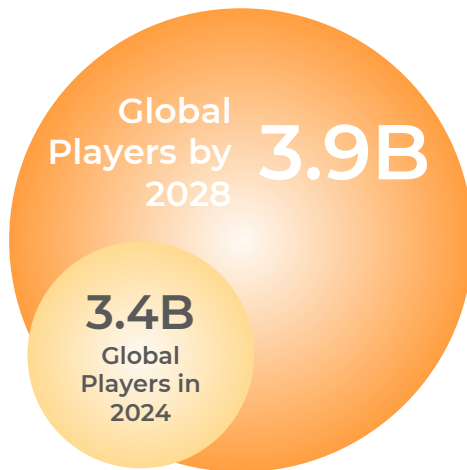
Paving a path to an AI and digital asset future in the gaming and entertainment

The Gaming Market – A Growth Engine for ARK

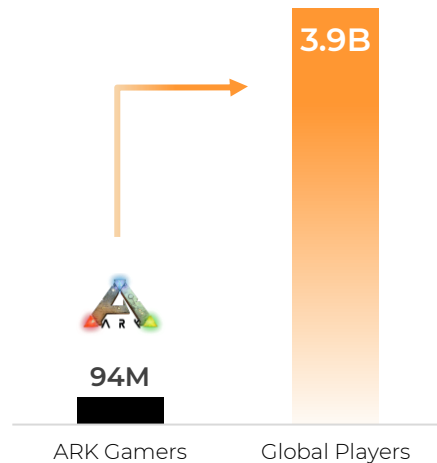
Global gaming revenue
expecting a 3% CAGR...



...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



\$1.1B

ARK
Gross Revenue¹

115M

Base Game and DLC
Install²

4.5B

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 Q2 2026

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

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

High and Consistent Player Engagement

4.5B hrs

Total Playtime
on Steam¹

374 hrs

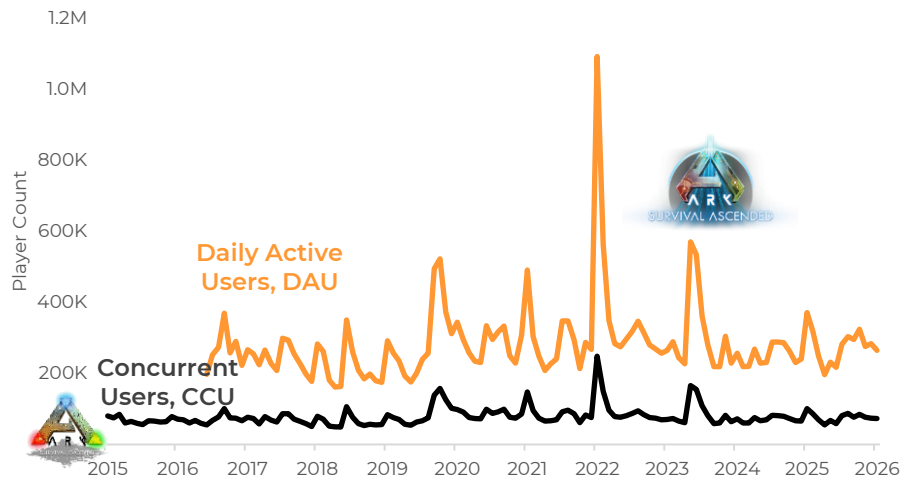
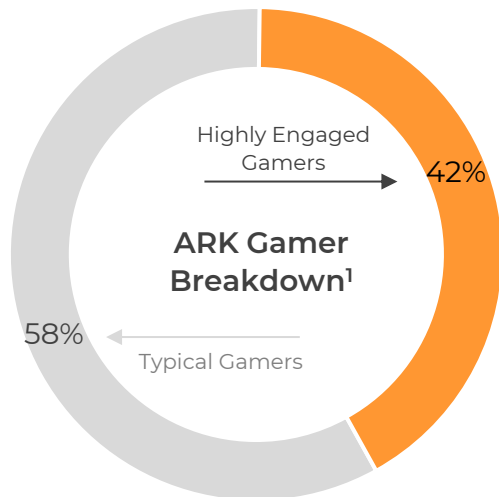
Avg. Playtime,
Highly Engaged Gamers²

1.1M

Peak Daily Active Users
on Steam¹

79K

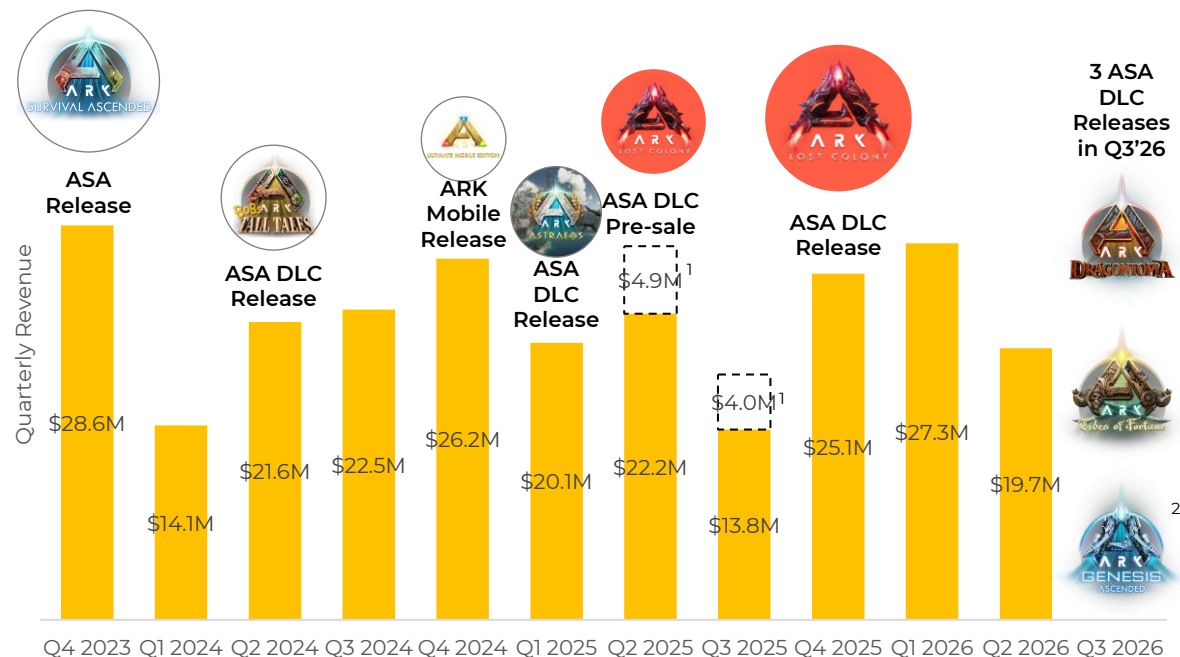
Avg. Peak Concurrent Users
on Steam¹



1. Steamworks, CCU and DAU from game release through June 2026

2. Highly engaged gamers defined as gamers with a minimum of 20+ playtime hours, as of June 2026

Quarterly Revenues Reflect ARK's Continued Success



Revenue growth
directly tied to
Game and DLC
Releases

58% Reflects our ability to
upsell and monetize
existing players

Lifetime Paid
DLC Conversion³

1. Deferred revenue from ASA DLC's pre-sale launch. DLC released in December 2025
 2. Q3 2026 estimate: \$11.5M deferred revenue expected to be recognized on release of ASA DLC Genesis Part 1 Ascended
 3. Lifetime paid DLC conversion calculated as DLC units sold to Base Game units sold, through June 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

Lean on monetization mix and cost control to improve profitability

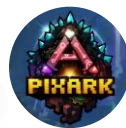
3

Product Expansion

Expand beyond traditional games into Stablecoin & artificial intelligence

Robust Game & Content Pipeline

ARK
Pipeline



2026

Internally
Developed



Gobby Gang

Chaotic co-op party brawler starring a gang of bomb-wielding goblins



For The Stars

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



9 Yin Sutra: Immortal

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

2027

External
Licensed



Honeycomb: The World Beyond

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



9 Yin Sutra: Wuxia

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

High-conviction AAA blockbuster titles in the final stages of the development cycle



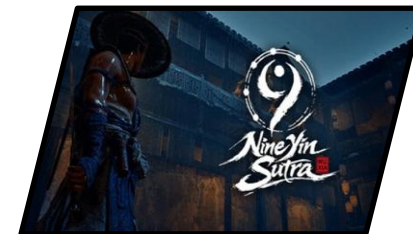
For The Stars

- Massive space-themed sandbox survival game with a diverse planetary exploration
- 100% internally developed with higher margin potential



9 Yin Sutra: Immortal

- Martial arts fantasy game set in a rich world of cultivation and spiritual ascension
- 100% internally developed with higher margin potential
- Taps into the established 85M Age of Wushu install base



9 Yin Sutra: Wuxia

- Richly atmospheric, non-linear open-world experience steeped in the spirit of the Jianghu
- Closest sequel to Age of Wushu
- Taps into the established 85M Age of Wushu install base

Sandbox Survival Beyond ARK

Sandbox Survival expansion via
**new themes to reach
new audiences**



Genre

Theme

Audience

Sandbox
Survival

Prehistoric
Dinos

Hardcore Survivalists &
Teens/Adults



Sandbox
Survival

Middle Ages
Medieval

**Strategy/Sim Fans &
Adults**



Sandbox
Survival

Minecraft-style
Dino

**Younger Gamers (8-
15) & Families**

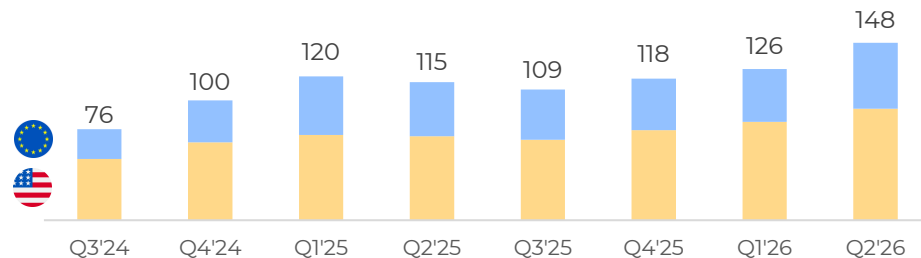


Sandbox
Survival

Sci-Fi Alien
Planet

**Cozy Survivalists &
Explorer Fans**

Cost Control

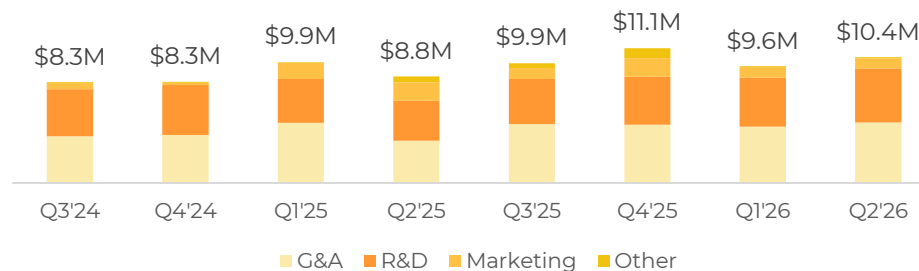


Development Talent Management

Methodical growth in development capacity in the US, while accessing EU development talents at manageable cost

OPEX Management

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



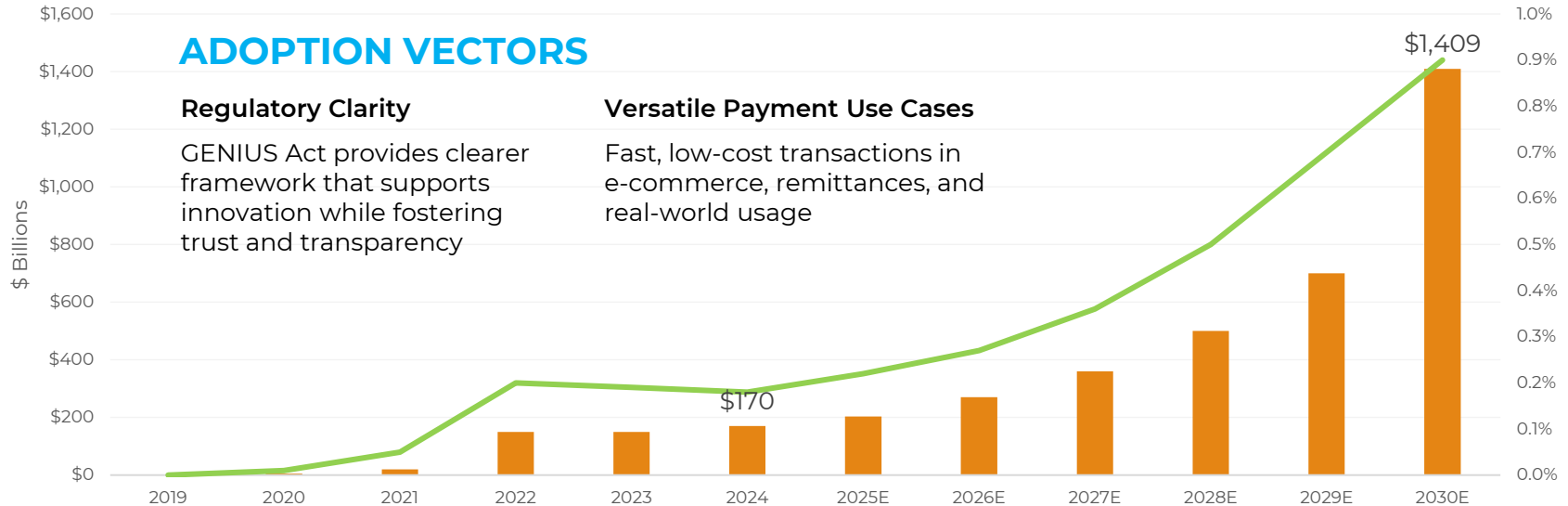
Expansion Beyond Traditional Gaming

STABLECOINS & AI

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 = Heighten Engagement

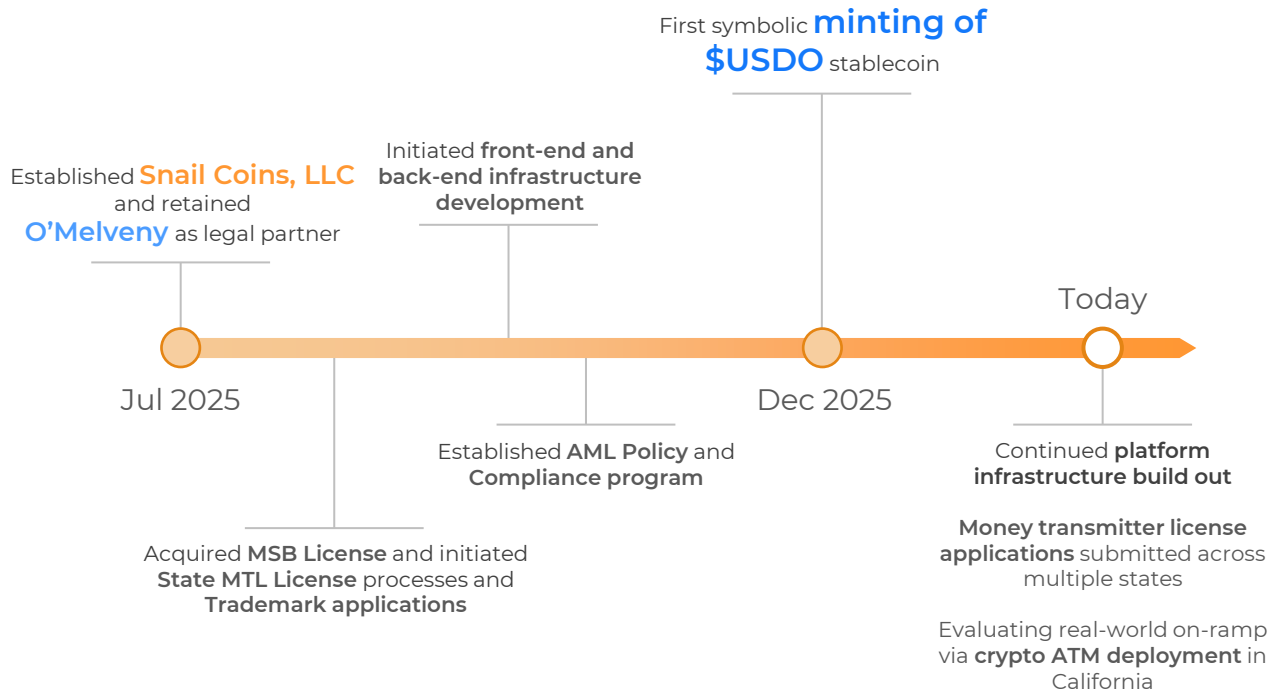


1. ARK Franchise Gamer count reflects Base Game installs from Steam, Epic, PlayStation, Xbox, Nintendo, Google, 2015 to June 2026

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

Non-Human Player: An AI Gaming Companion

Introducing NHP

Non Human Players™, an AI brain layer for game agents

Authoring, evaluating, and operating Non Human Players™ that understand games from the player's perspective.

Human-Like Gameplay

NHPs™ learn to play naturally, making decisions that feel believable, adaptable, and fun



Work Across Games

A shared AI architecture allows NHPs™ to understand and play across many different games



Persistent Companions

Your NHP™ remembers previous experiences and becomes a long-term gaming companion

Built for Everyone

No coding, scripting, or mods required. Launch a game, choose your NHP™, and play

Level up your gaming experience

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AI & Digital Asset Forward

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



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