



ONMOBILE GLOBAL LIMITED
E City, Tower-1, No.94/1C & 94/2,
Veerasandra Village, Attibele Hobli,
Anekal Taluk, Electronic city Phase-1,
Bangalore - 560100, Karnataka,
India

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CIN - L64202KA2000PLC027860
Email - investors@onmobile.com

www.onmobile.com

November 04, 2025

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- Q2 FY 2025-26

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 and half year ended September 30, 2025, which is made available on Company's website: www.onmobile.com.

Request you to kindly take the same on record.

Thanking you,

Yours sincerely,
For OnMobile Global Limited

Pakanati V
Digitally signed
by Pakanati V
Varaprasad
Date: 2025.11.04
19:46:44 +05'30'

P V Varaprasad
Company Secretary
FCS 5877

Encl: a/a



onmobile

Global Leader in Mobile Entertainment

Propelling Mobile Gaming & Entertainment

EARNINGS DECK – Q2'FY26



Key Highlights

25 Years of Empowering Millions to Connect, Express & Engage

- Q2FY26 revenue at INR 1,310 Mn up by 2.7 % QoQ.
- Q2FY26 EBITDA at INR 86 Mn up by 32.3% QoQ.
- Q2FY26 Mobile Gaming Revenue at INR 355 Mn up by 12.0% QoQ.
- Gaming subscriber base at 13.7Mn up by 14% QoQ.
- Closing Gross Cash balance at INR 1295Mn.



Financial Summary Q2 FY26

Gross Revenue	People cost	Marketing	Opex
INR 1,310 Mn ■ +2.7% QoQ	INR 278 Mn ■ +3.4% QoQ	INR 232 Mn ■ -3.3% QoQ	INR 111 Mn ■ +3.7% QoQ
EBITDA	PAT	Mobile Gaming Revenue	Mobile Entertainment Revenue
INR 86 Mn (6.7%) ■ Q1 FY26- INR 65 Mn	INR 60 Mn	INR 355 Mn ■ +12.0% QoQ	INR 955 Mn ■ -0.1% QoQ



OnMobile's Product Journey Over Years



OnMobile

Mobile Entertainment

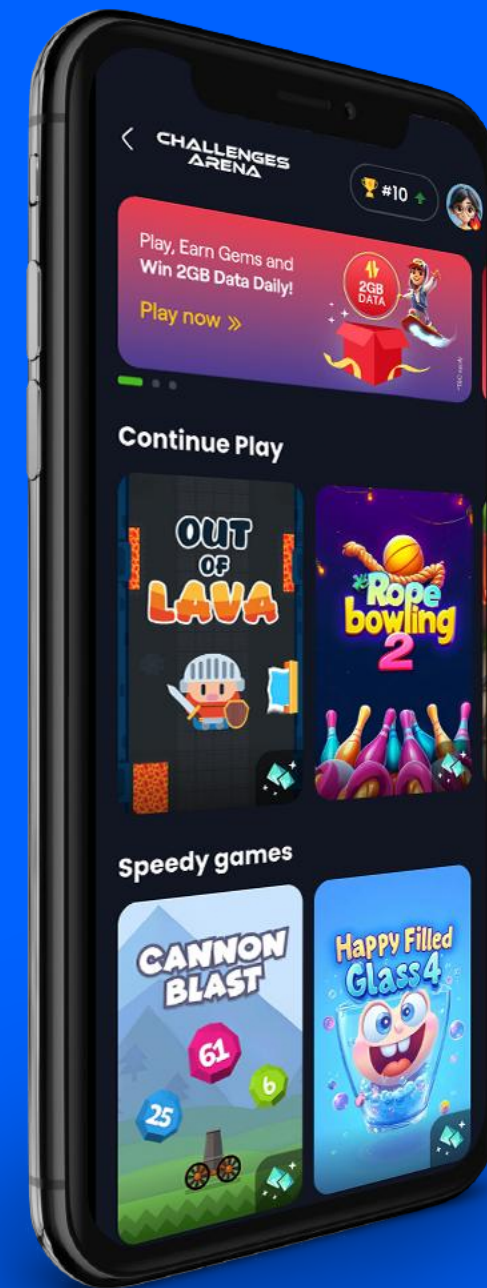


Tones

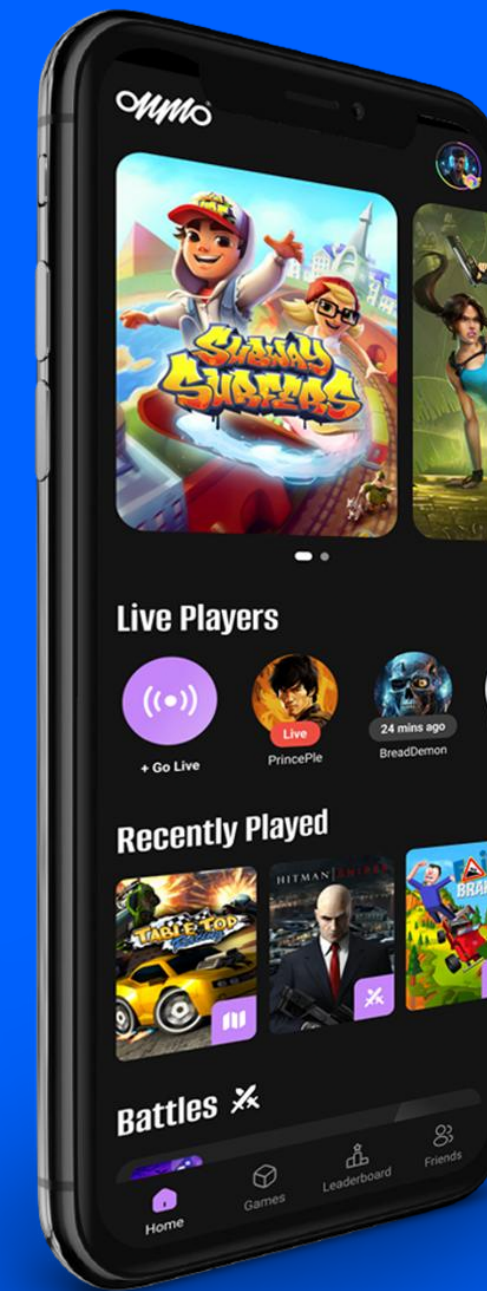


Videos

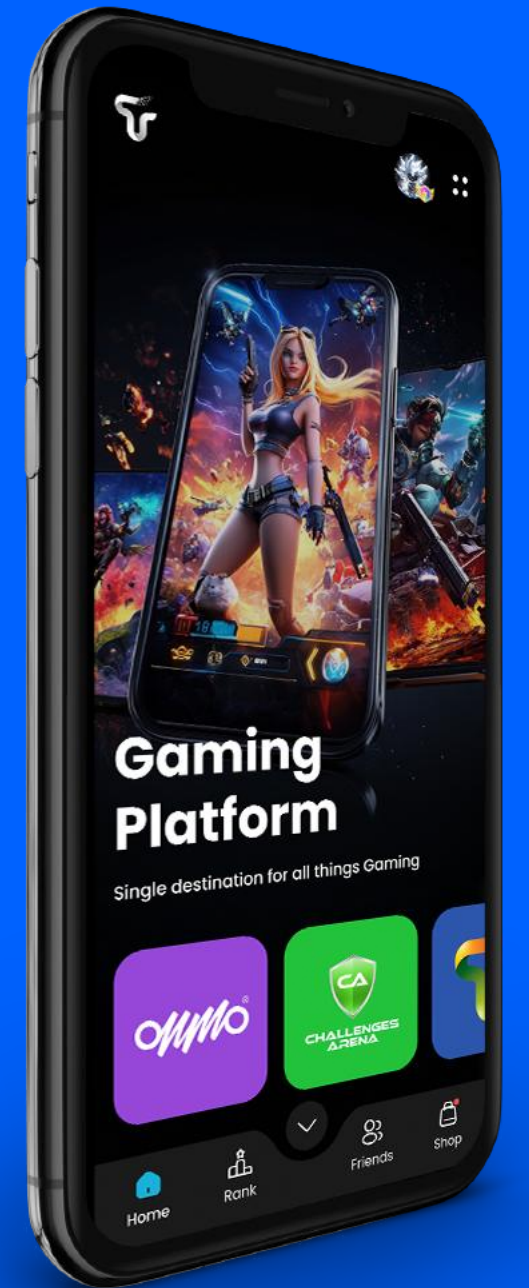
Mobile Gaming



Challenges Arena



ONMO



Gaming Platform



Subscription

Subscription

**Subscription
+ Ads**

**Subscription
+ Licensing + IAP**

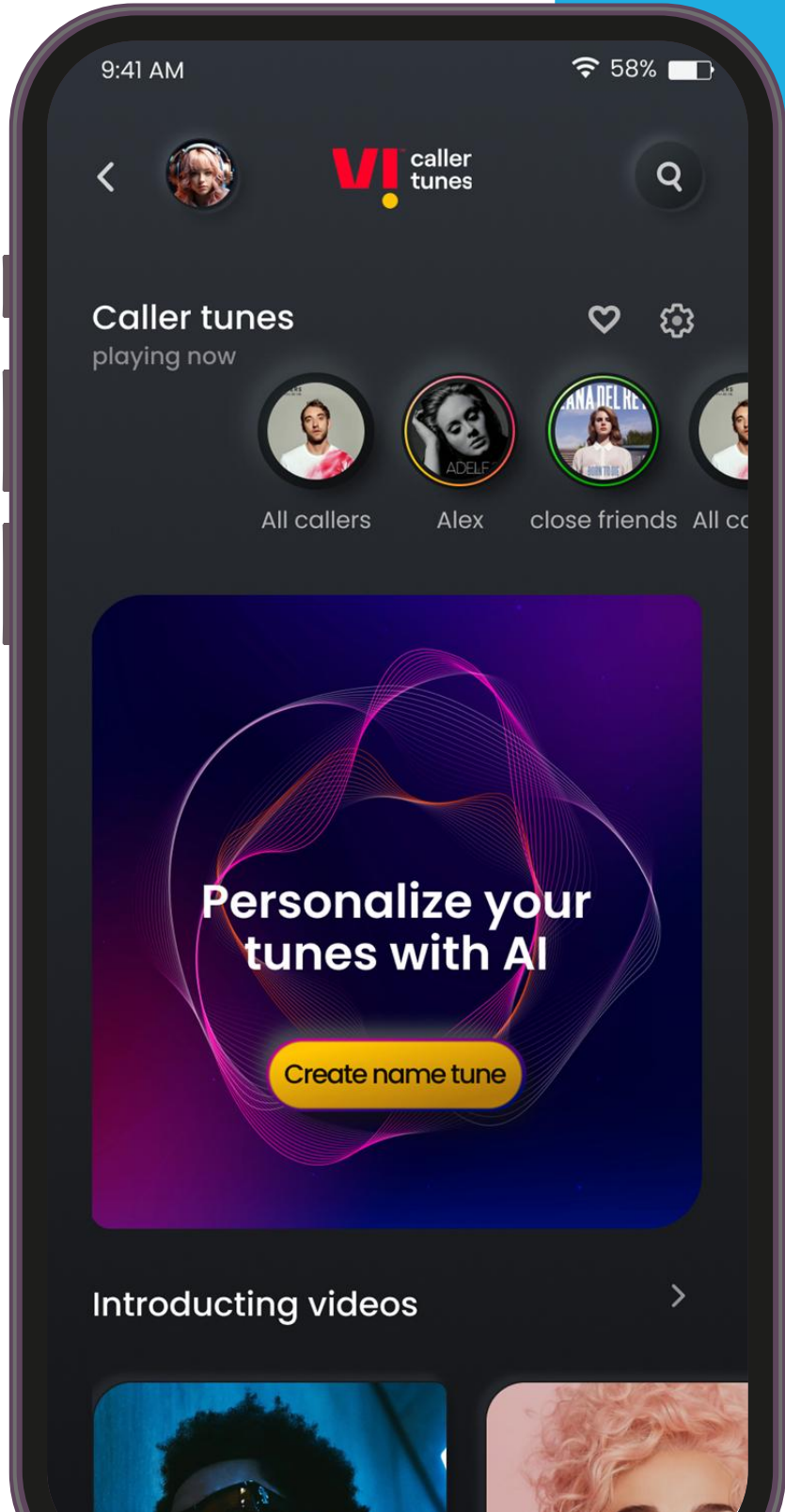
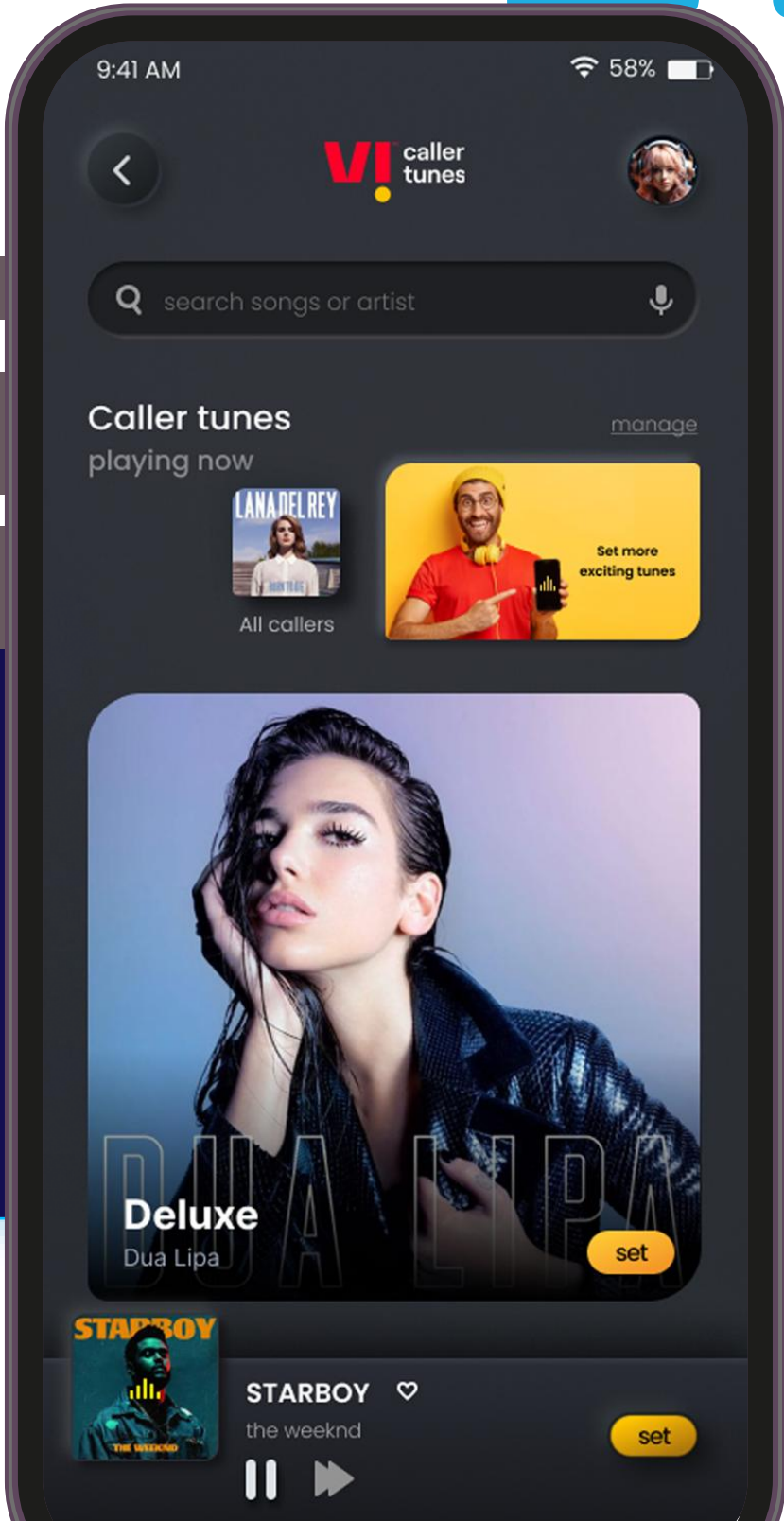
20 Years Legacy with Tones

- 01. Enhanced experience with AI integration & Video Tunes
- 02. Exclusive Connectivity with 2,500 Servers Inside Mobile Operators' Networks
- 03. Tones Network and Infrastructure Was Our Main Pivot into Cloud Gaming


150Bn
song bytes played to over
1Bn individuals in FY25



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Launch
2004


**Active
Subscribers**
56.4
Million



**Live
Telcos**
29



**Monetization
Model**
Subscription

Videos & Infotainment

01.

Categories

News
Beauty
Sports
Health
Leisure

02.

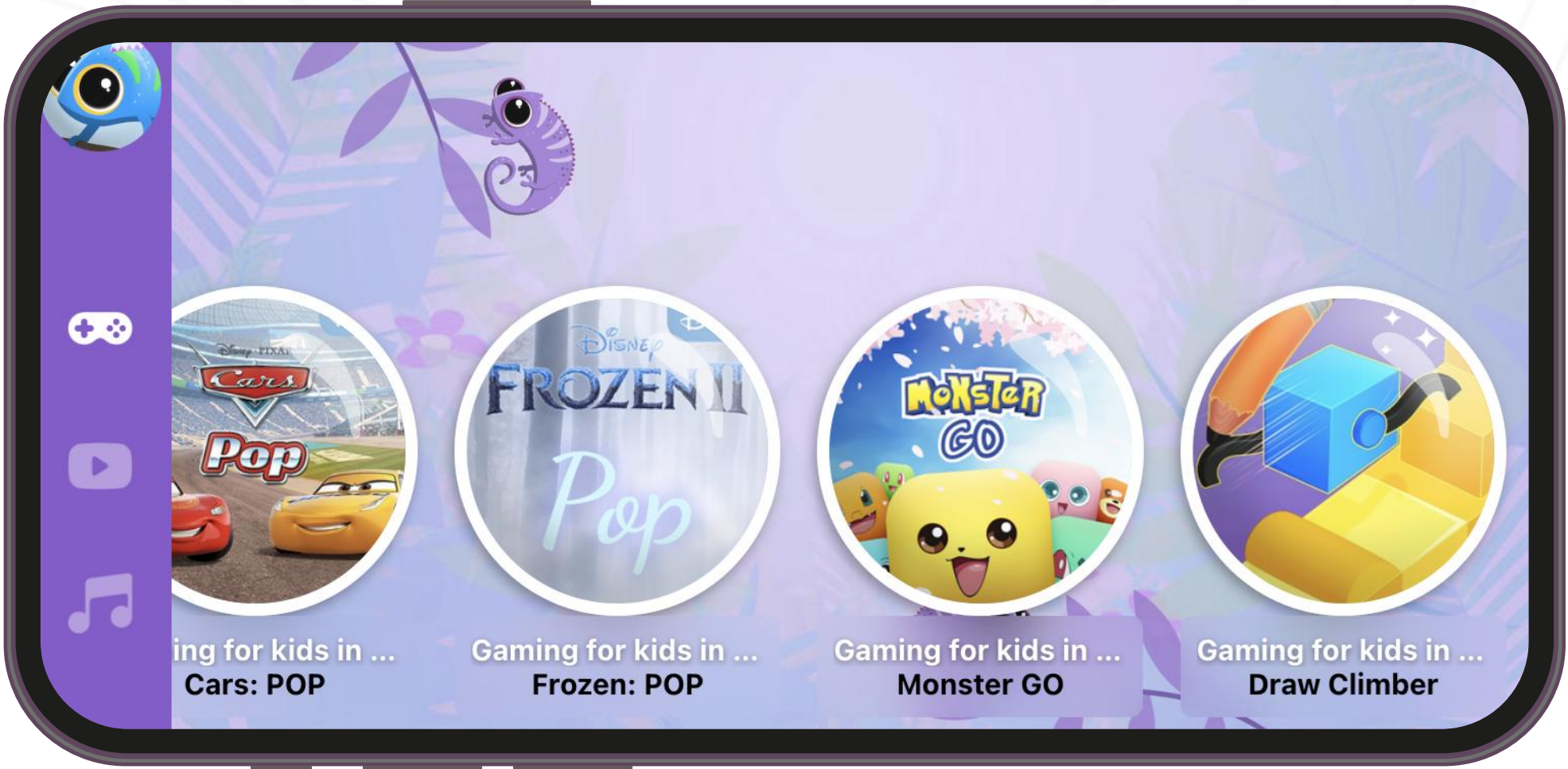
Sources

In-house Editors
Live Feeds
AI Powered



Premium Videos

Kids



01.

Content

Educational
Videos &
Games for Kids

02.

Special Features

Parental
Controls

Launch
2007



Active
Subscribers

1.1
Million



Live
Telcos

18



Monetization
Model

Subscription



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Challenges Arena – Instant Play With Rewards

Capturing the First Wave of Gamers on Low-End Devices Across Emerging Markets

01.

One Tap Play

Light weight, low learning curve
HTML5 games
02.

Content Formats

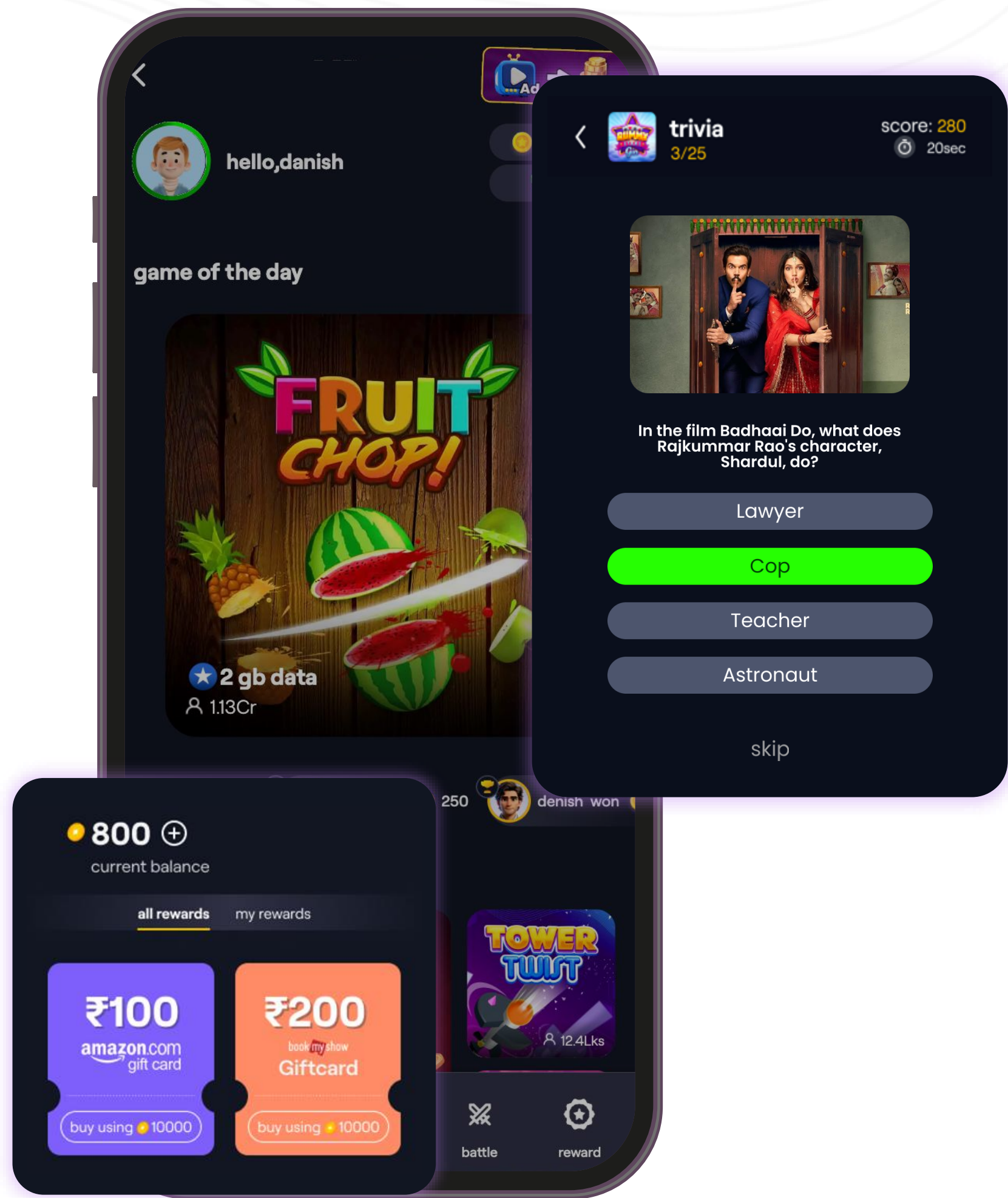
Arcade,
Words, Trivia,
Puzzles, Cards
03.

18+


Languages Supported
04.

35

Countries With Localized Content



Launch
2021


**Active
Subscribers**
8.77
Million


**Live
Telcos**
82


**Monetization
Model**
Subscriptions



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ONMO – Premium Social Gaming

Pioneering Cloud Technology for Mobile Games With Short Streaming

The Only Solution Where Gamers Can Compete in Popular Games and Socialize Live with Friends

1000s
of Moments
From Popular Games



2 Disruptive
Technologies

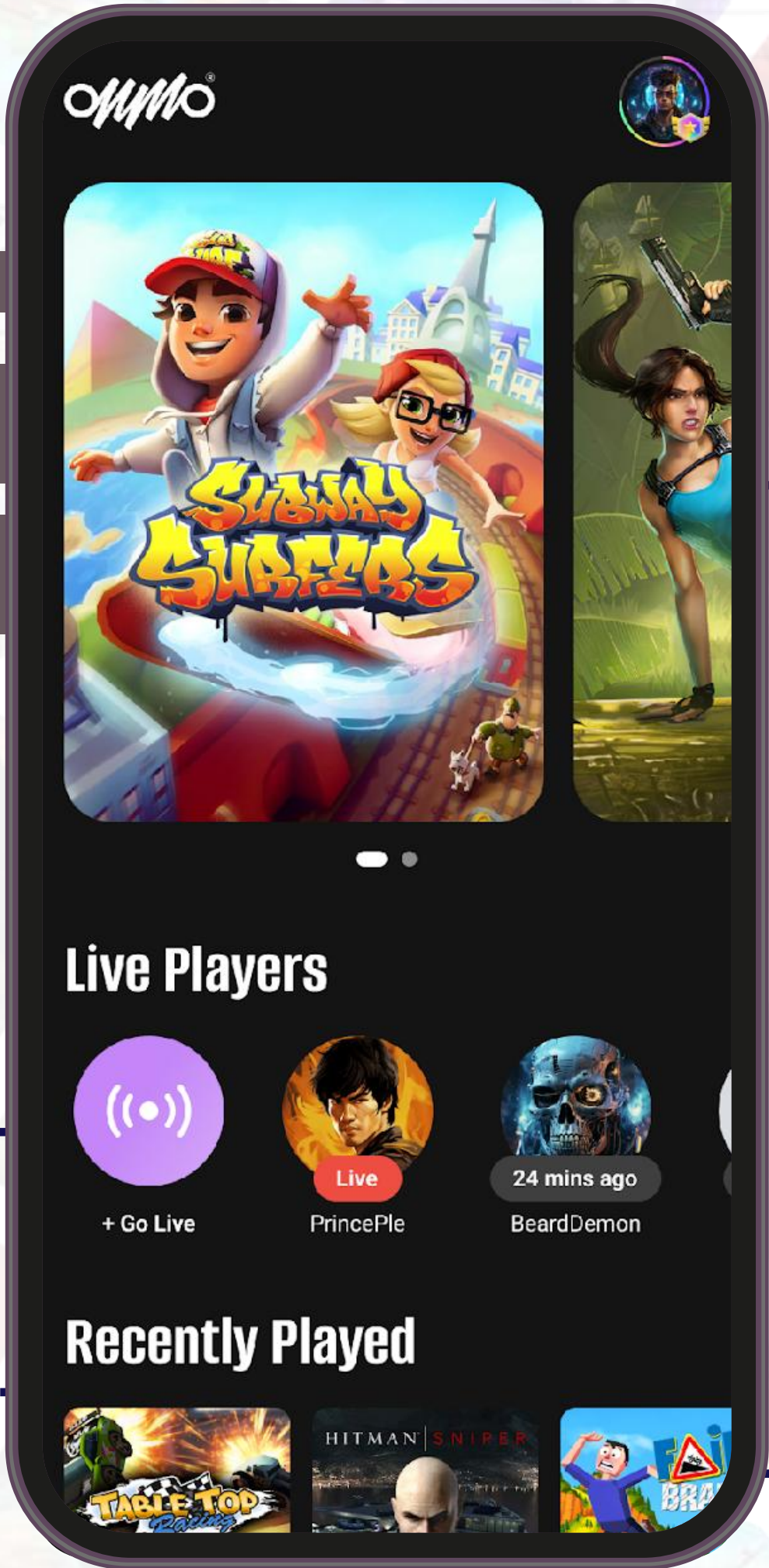


3 Key Mobile
Gaming Trends

SHORT
FORMAT
GAMING

SOCIAL

ESPORTS



AI VISION AI

CLOUD
GAMING

Launch
2022

Active
Subscribers
4.97
Million



Live
Telcos
42



Monetization
Model
Subscriptions



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The Gaming Platform – Single Destination For All Gaming Services

Redefining App Stores for Consumers, Developers and Telcos

Launch
2025



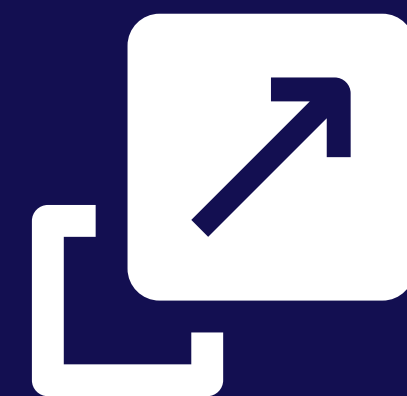
Building Gaming Infrastructure for Emerging Markets

Monetization Model

Platform Licensing
+
In App Purchases



The rapid expansion of \$242 Bn gaming industry is a market opportunity and presents a strong potential for future growth



\$400 Bn

projected size of Gaming Industry by 2029



10.5%

expected CAGR



~50%

revenues from Mobile Gaming



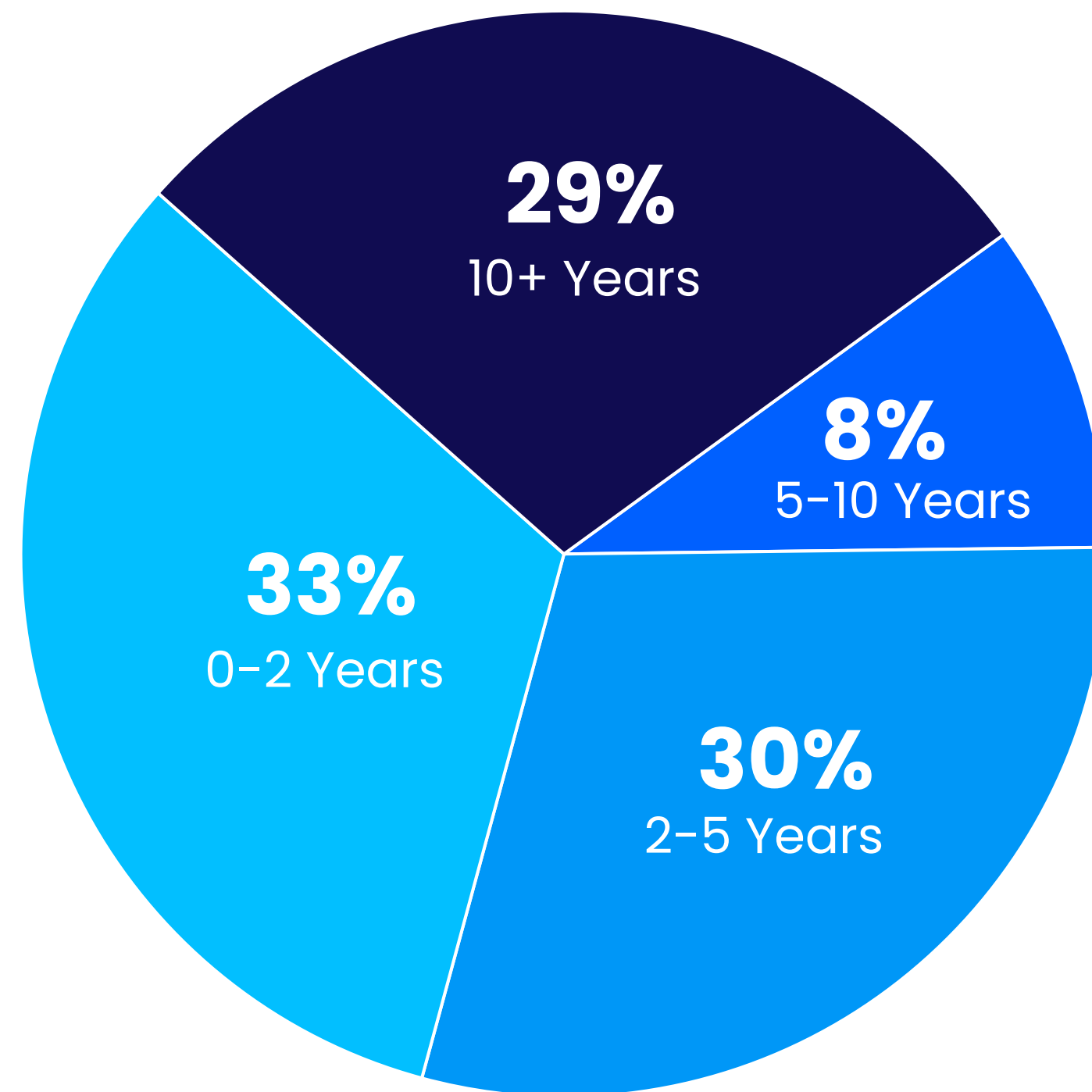
~50%

revenues from AAA Gaming

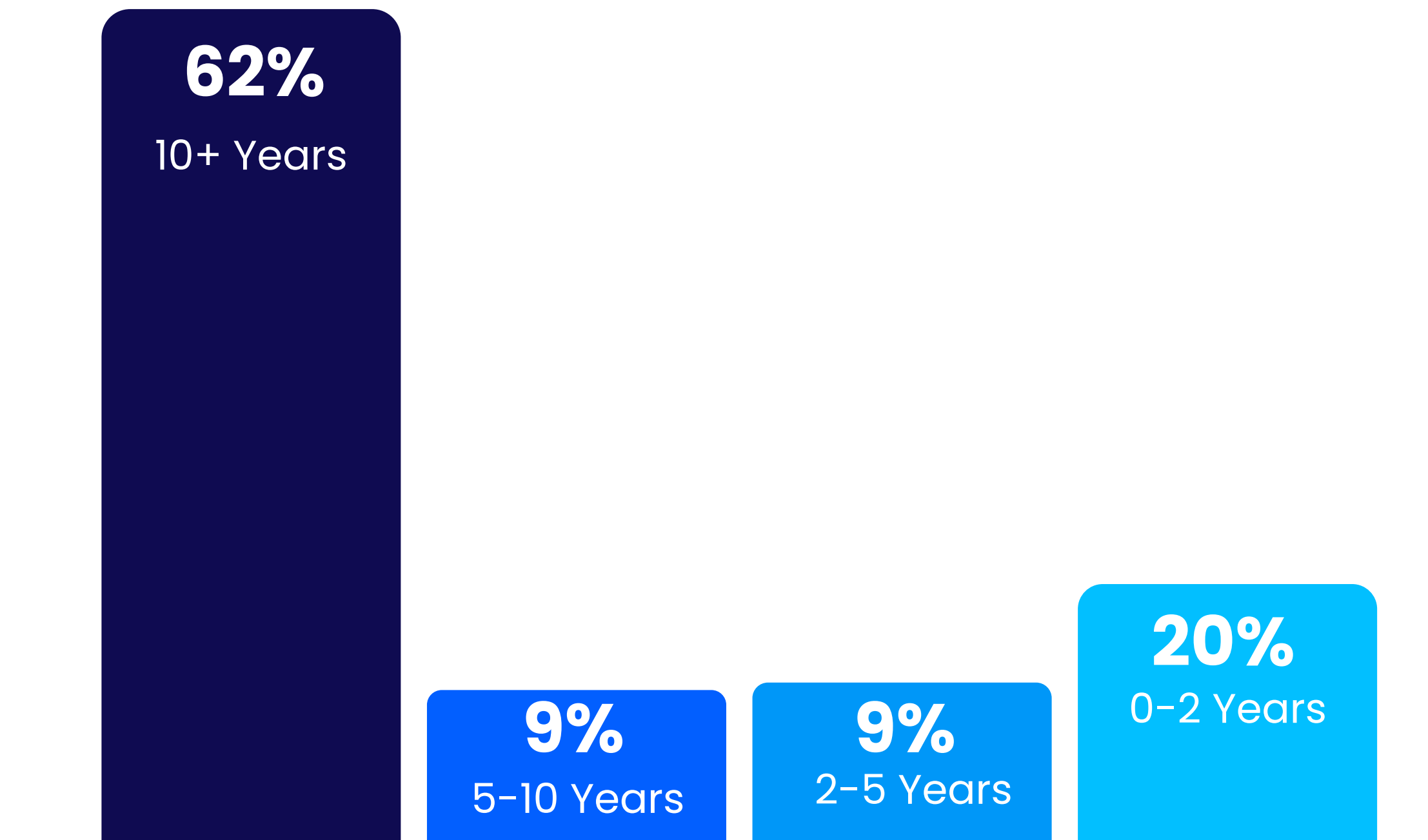
Company maintains strong, long-term relationship with global telecom leaders

OnMobile is trusted by marquee clients with average vintage of 11+ years

Number of Telecom Operators



Revenue contribution % FY 2025



124 Deployed Customers Across The Globe



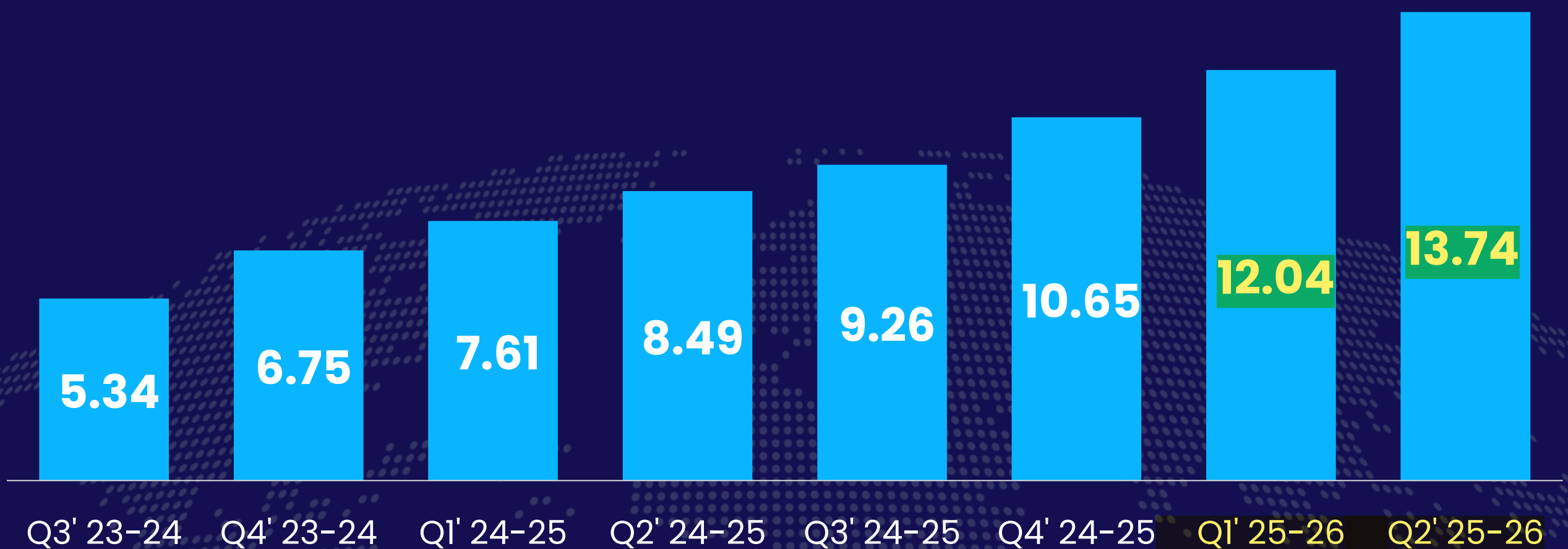
Mobile Gaming: Active base increased to 13.7 Mn

+7M

**Additional
Active gaming
subscribers in
last 6 quarters**



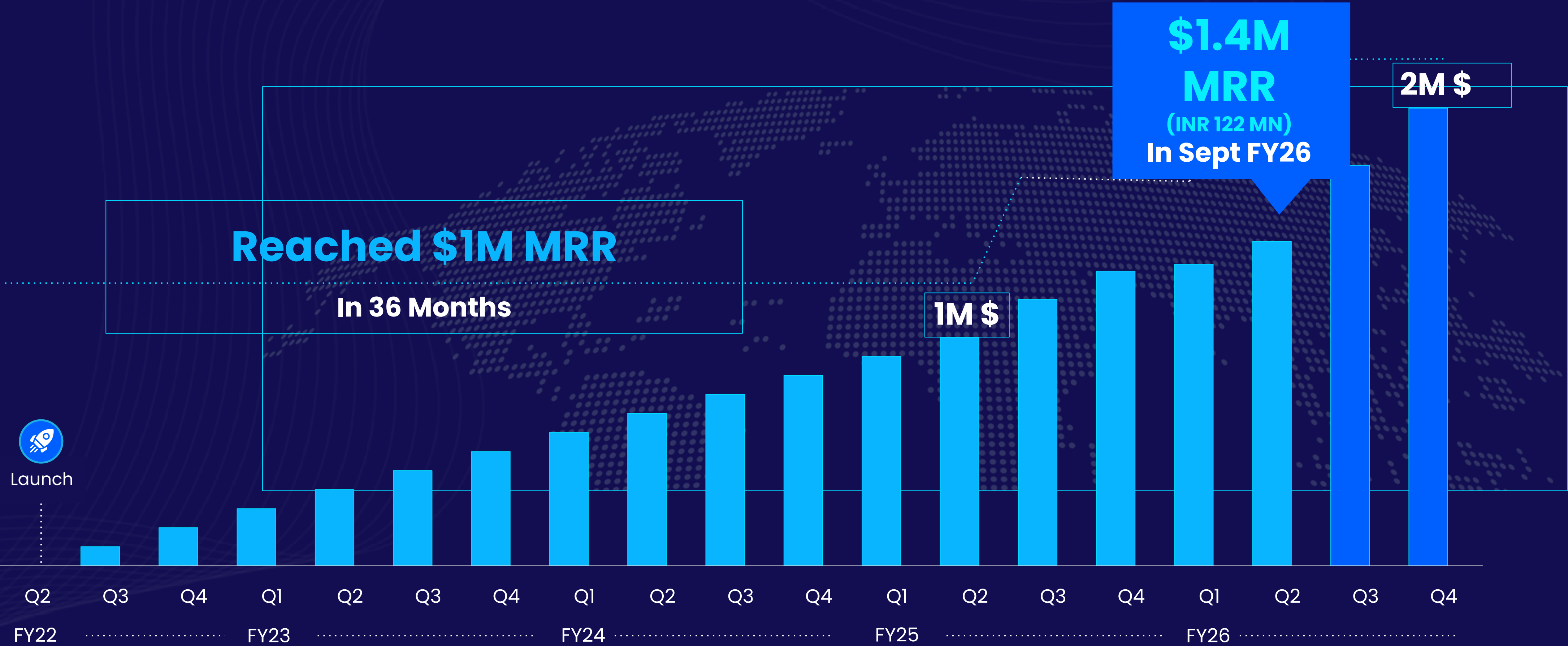
ACTIVE SUBSCRIBERS IN MN



Mobile Gaming: Subscription Revenues to Double

Target to Reach \$2M MRR within 6 Months

\$2M MRR
In Next 6 Months



Investment Rationale

Unmatched Growth Potential with Market-Disrupting Products and Established Telco Partnerships

01.

**\$400B
Gaming
Industry by
2029**

OnMobile uniquely
positioned to carve
out its share

02.

**Invested
\$35M+ in
Technology**

Developed unique IPs
and patents to disrupt
the gaming industry

03.

**Gaming
Revenues
Expected to Grow
by 50% in FY 2026**

Subscription
\$1.3M MRR to \$2M MRR

Platform
Expected to be an
important growth driver
next FY

04.

**Exceptionally
well positioned
in emerging
markets**

100+ Telcos & 4B+
mobile consumers
not prioritised by
top gaming players.

05.

**ROI to Follow
Gaming
Industry
Multiples**

Current valuation
multiples not inline
with the gaming
industry



FINANCIALS

P&L Q2 FY26

P&L(INR Mn)	Q2 FY26	Q1 FY26	QoQ Gr %	Q2 FY25	YoY Gr %
Gross Revenue	1,310	1,276	2.7%	1,319	-0.7%
COGS	603	595	1.3%	657	-8.2%
Gross Profit	707	681	3.8%	662	6.8%
Margin (%)	55.2%	54.6%		51.2%	
People Cost	278	269	3.4%	304	-8.6%
Marketing	232	240	-3.3%	233	-0.4%
Opex	111	107	3.7%	107	3.7%
EBITDA	86	65	32.3%	18	377.8%
Margin (%)	6.7%	5.2%		1.4%	
Depreciation	84	82	2.4%	81	3.7%
Operating Profit	2	-17	-	-63	-
Margin (%)	0.2%	-1.3%		-4.9%	
Profit After Tax	60	156	-	-121	-
Margin (%)	4.7%	12.5%		-9.4%	
EPS (Diluted)	0.5	1.4	-	-1.1	-

*COGS includes UFF



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P&L H1 FY26

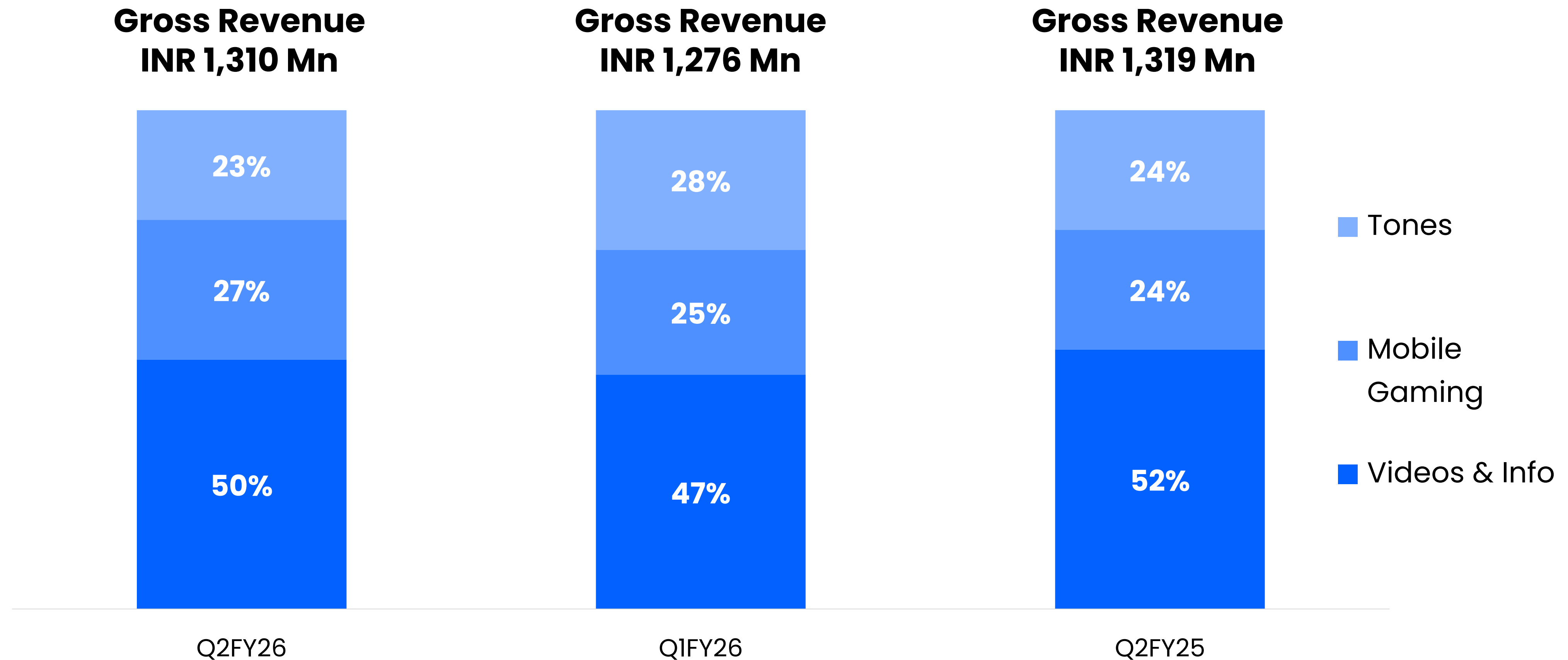
P&L(INR Mn)	H1 FY26	H1 FY25	YoY Gr %
Gross Revenue	2,586	2,579	0.3%
COGS	1,198	1,286	-6.8%
Gross Profit	1,388	1,293	7.4%
Margin (%)	54.7%	51.2%	
People Cost	547	592	-7.6%
Marketing	472	463	1.9%
Opex	218	211	2.8%
EBITDA	151	27	459.3%
Margin (%)	6.0%	1.1%	
Depreciation	166	161	3.1%
Operating Profit	-15	-134	-
Margin (%)	-0.6%	-5.3%	
Profit After Tax	215	-274	-
Margin (%)	8.5%	-10.7%	
EPS (Diluted)	1.9	-2.5	

*COGS includes UFF

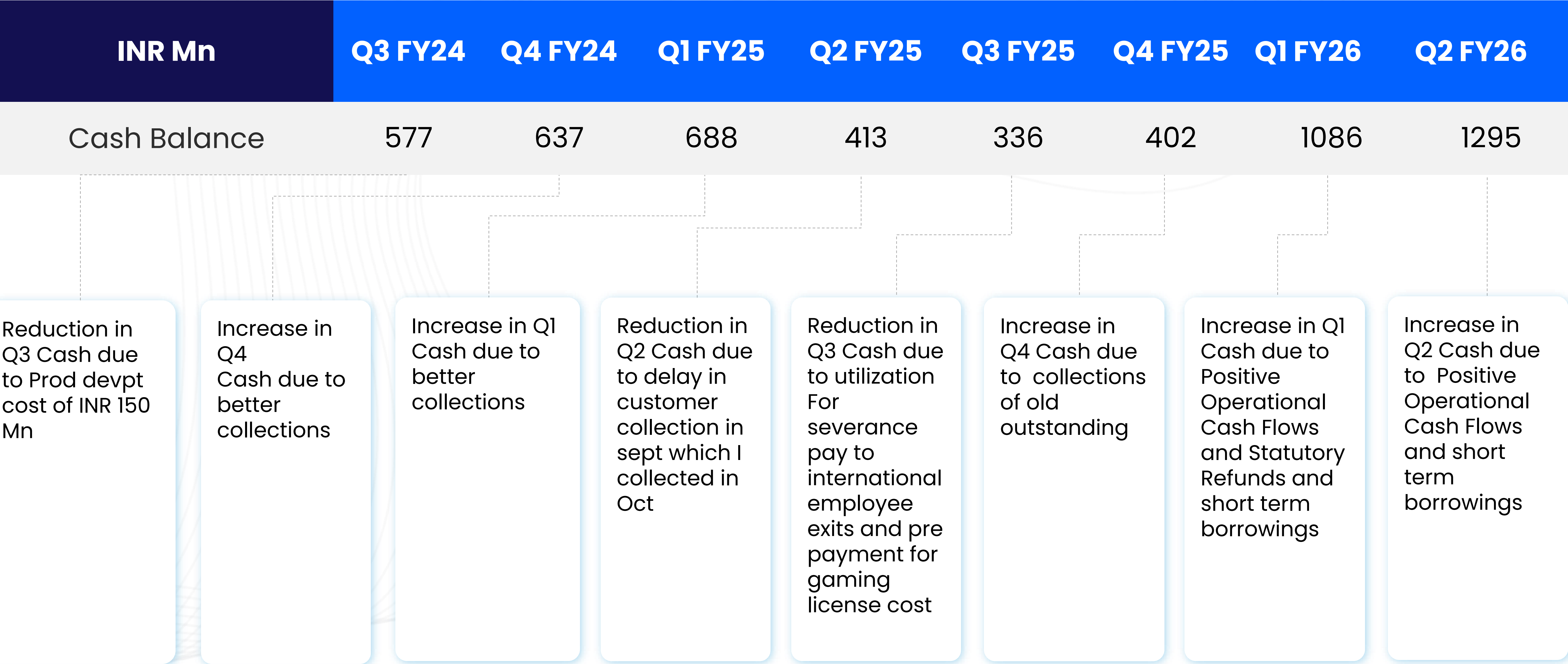


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Revenue by Products



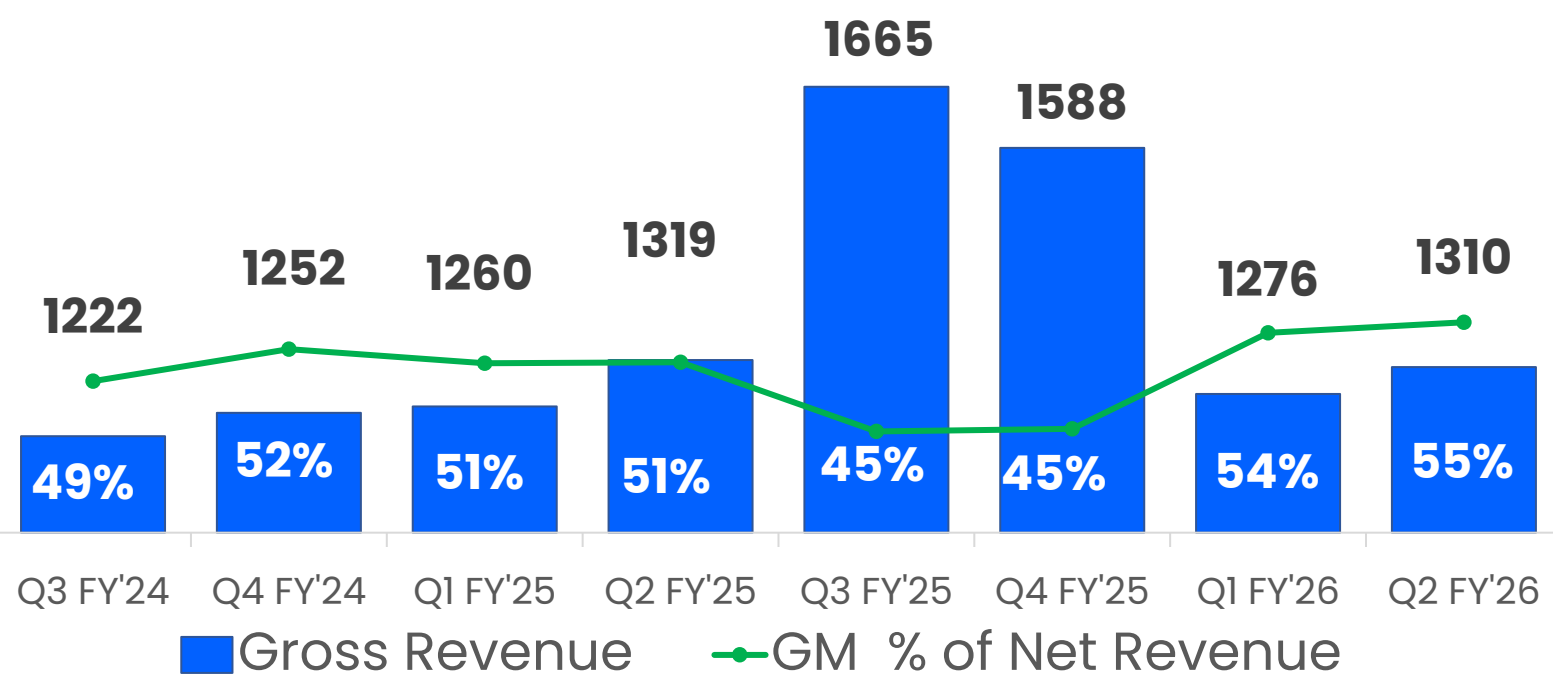
Cash Position



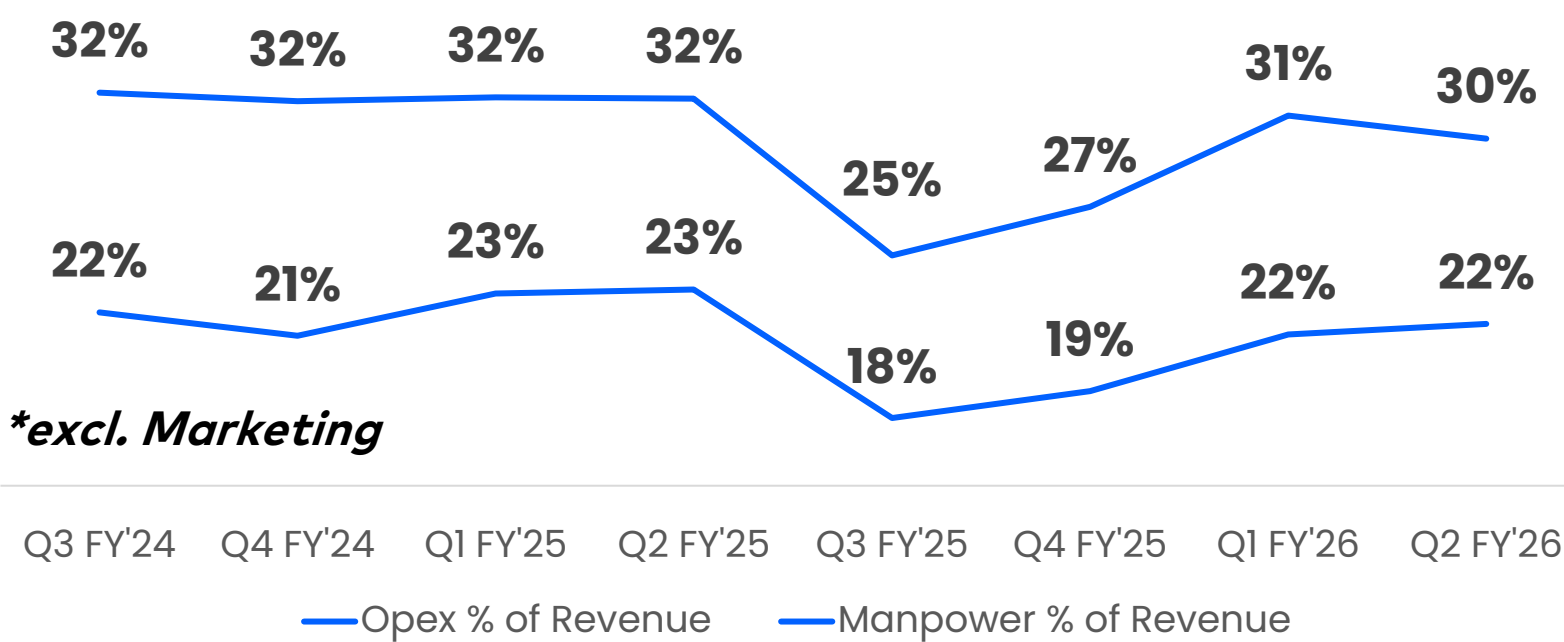
Financial Analysis & Trends: Profit & Loss

In INR Mn

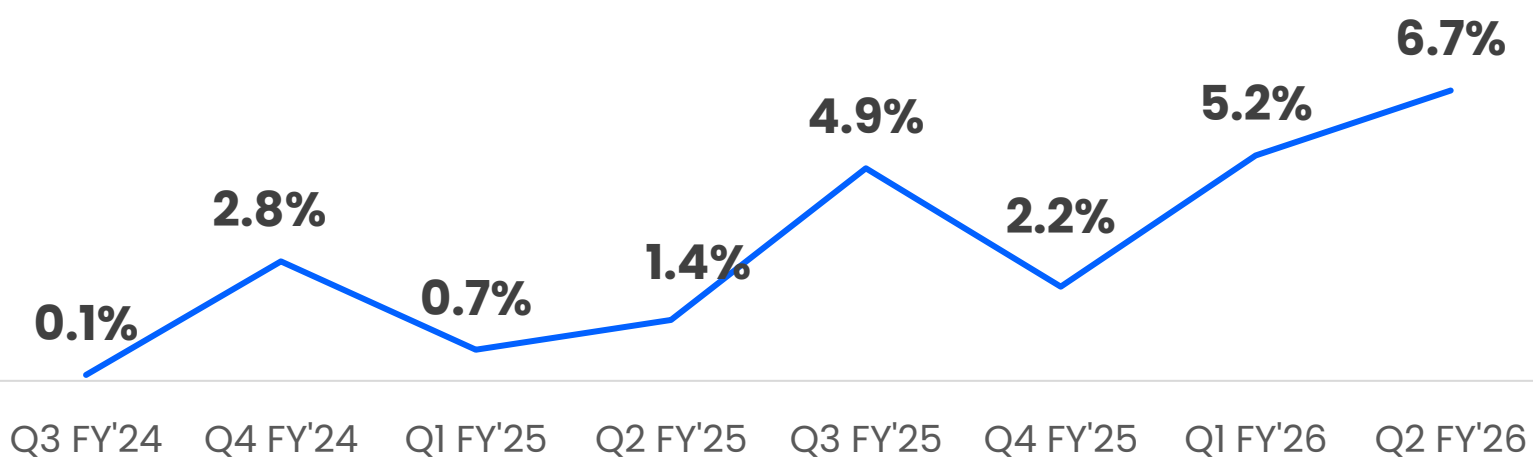
Revenue and GM (%) of Net Revenues



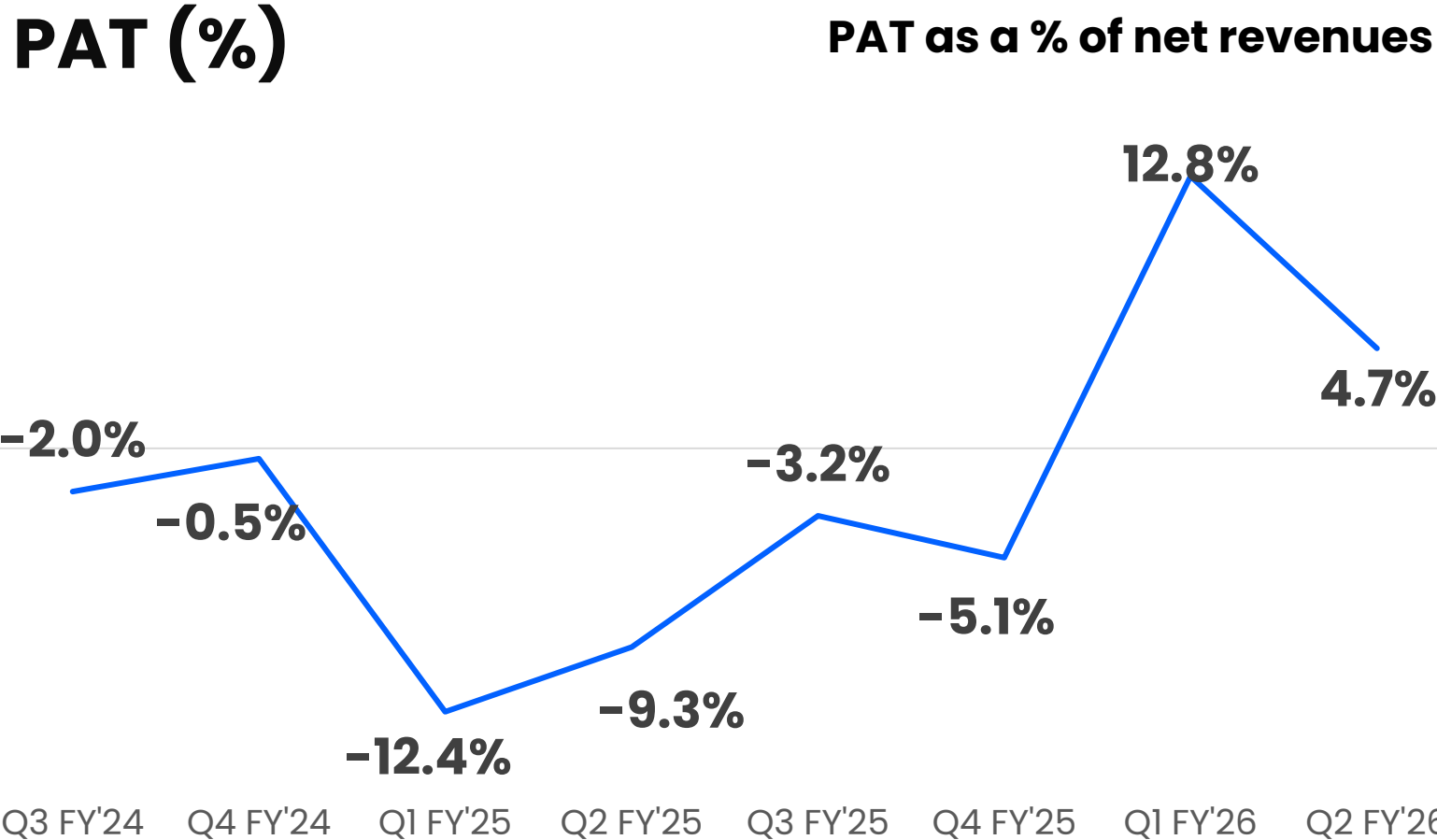
Opex* and People Cost % of Revenues



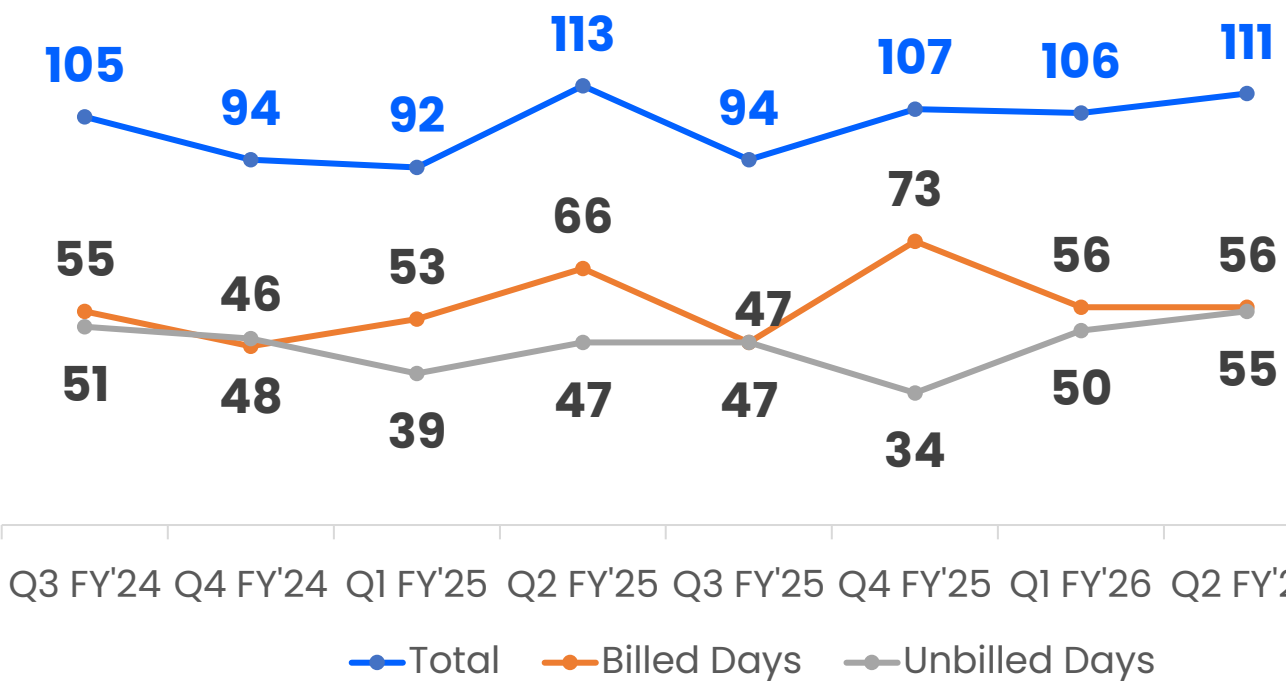
EBITDA %



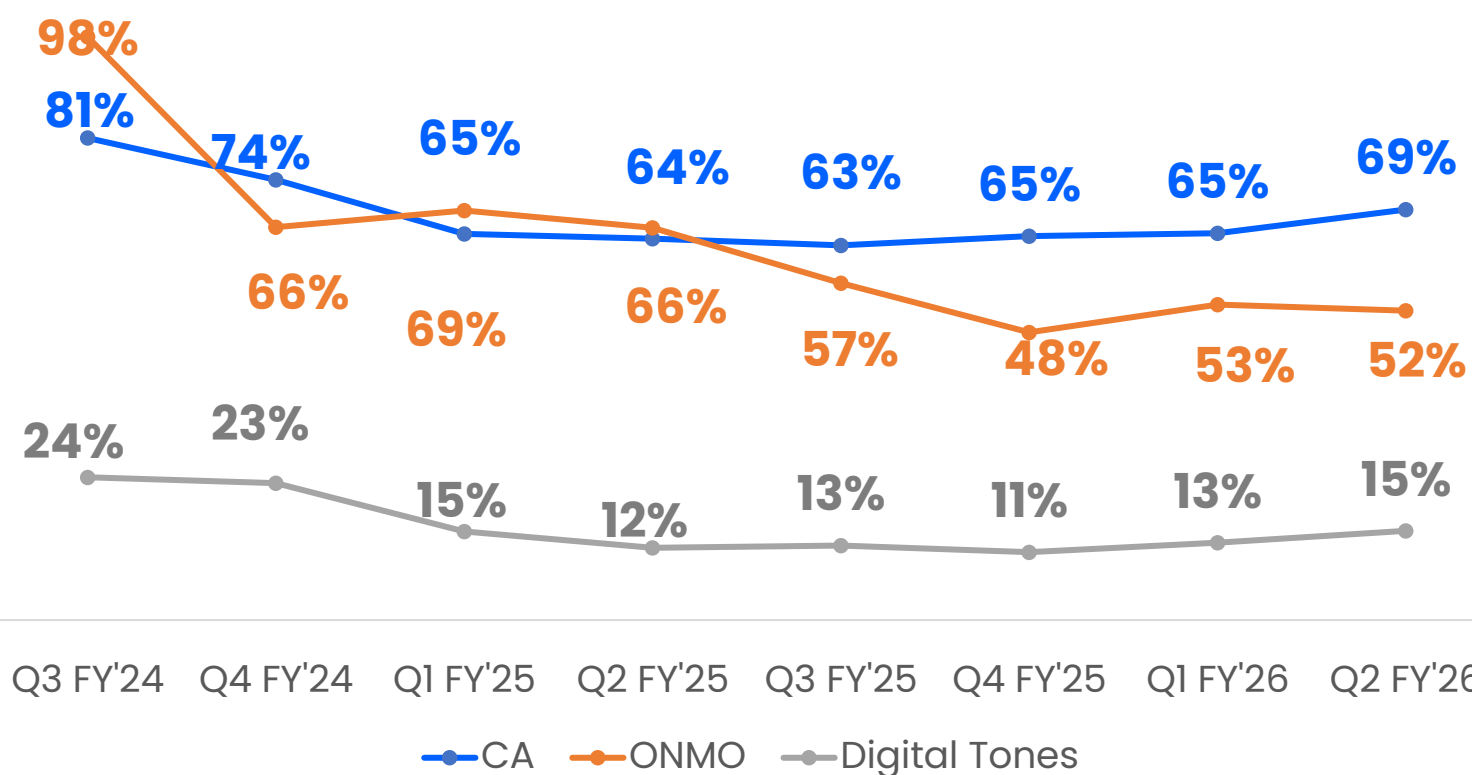
PAT (%)



DSO (in Days)



Marketing % of Net Revenue



Ratio Analysis

Ratio Analysis	Q3 FY24	Q4 FY24	Q1 FY25	Q2 FY25	Q3 FY25	Q4 FY25	Q1 FY26	Q2 FY26
Profit and Loss								
International revenue / revenue	92%	94%	94%	95%	97%	96%	98%	98%
Gross profit / revenue	49%	52%	51%	51%	45%	45%	54%	55%
Revenue per Employee (INR'000)	2,924	3091	3142	3461	4600	4963	4051	4107
EBITDA per Employee (INR'000)	4	84	22	48	224	106	206	270
Aggregate employee costs / revenue	22%	21%	23%	23%	18%	19%	22%	22%
Profit before tax (PBT) / revenue	0%	1%	-11%	-8%	-2%	-4%	15%	6%
Balance sheet								
Current ratio	1.2	1.3	1.2	1.2	1.1	1.2	1.3	1.3
Day's sales outstanding (Days)	105	94	92	113	94	107	106	111
Liquid assets / total assets (%)	23%	22%	22%	23%	23%	26%	32%	36%
Liquid assets / total sales ratio	1.8	1.6	1.6	1.6	1.3	1.5	2.4	2.7



Balance Sheet

INR Mn	Sep'25	June'25
Shareholders' Funds	6,551	6,477
Non-Current Liabilities	129	95
Trade Payables & Current Liabilities	2,369	2,222
Short Term Borrowings	717	539
Total Liabilities	9,766	9,333
Fixed Assets (incl. Intangibles)	2,989	2,945
Investment	680	684
Non-Current Assets	2,015	1,978
Cash and Cash Equivalents	1,295	1,086
Trade Receivables & Other Current Assets	2,786	2,640
Total Assets	9,766	9,333

**Exchange impact removed from Shor Term borrowings and Cash and Cash Equivalents*



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For any inquiries contact

 investors@onmobile.com

