SNAIL INC.

(NASDAQ: SNAL)

INVESTOR PRESENTATION

APRIL 2026

Snail

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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**, 166 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

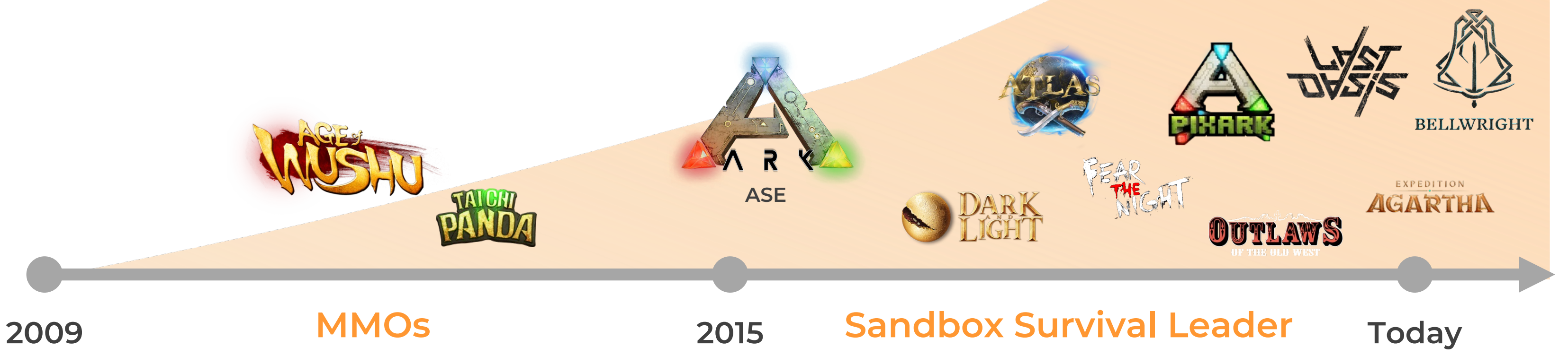
Our History Through Games

15+ years in Game Development

Leveraging our massive multiplayer online (MMO) expertise to become
THE LEADER IN SANDBOX SURVIVAL GENRE

ARK SURVIVAL ASCENDED

ASA



Select highlights for illustration purposes

Snail

Led by an Experienced Executive Team

Hai Shi
CEO

20+ years in the gaming industry. Founded Suzhou Snail Digital Technology and Snail Games. Currently serves as Chairman of the Board

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Heidy Chow
CFO

18+ years of experience in accounting, held partner position at Pun Group and chair of audit committee for Franklin Wireless prior to joining Snail Games

EY

THE PUN GROUP
ACCOUNTANTS & ADVISORS

CBA
CALIFORNIA BOARD OF ACCOUNTANCY

Key Financial Overview

FY 2025 Results

$81.2M
Net Revenue

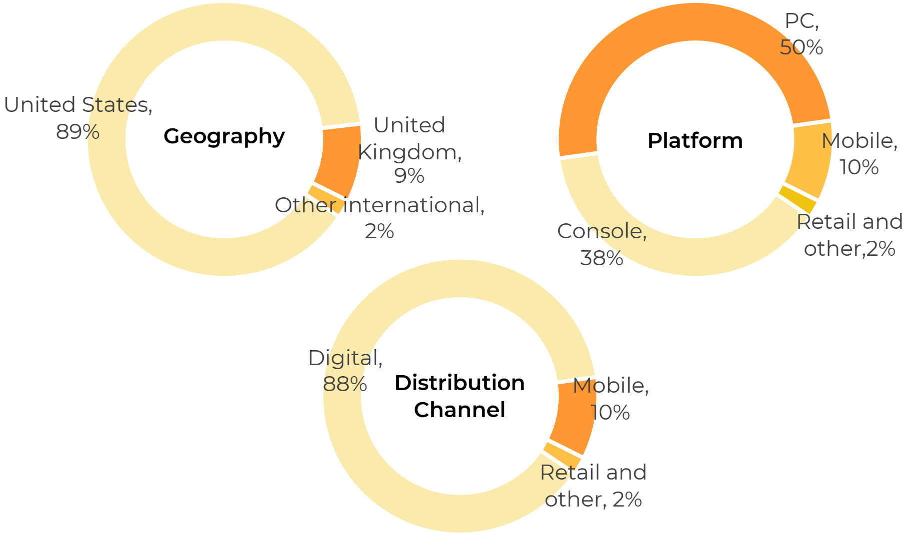
6.3M
Total Units Sold

$87.8M
Bookings

$32.1M
Deferred Revenue

$8.6M
Unrestricted Cash

FY 2025 Revenue Mix



Result as of December 31, 2025

Key Investment Highlights

1

Leading gaming company in an attractive growth industry

111M+ 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

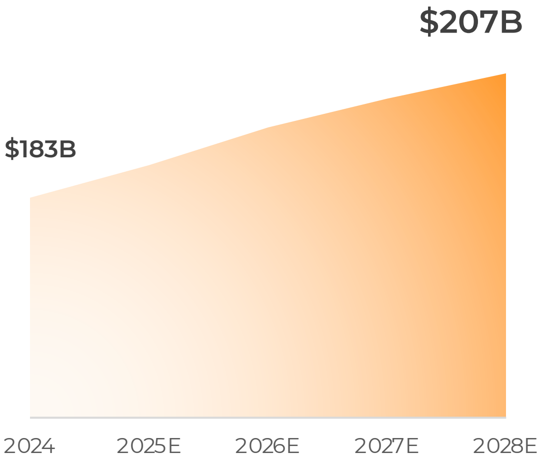
6

Blockchain forward & Digital Asset Progressive

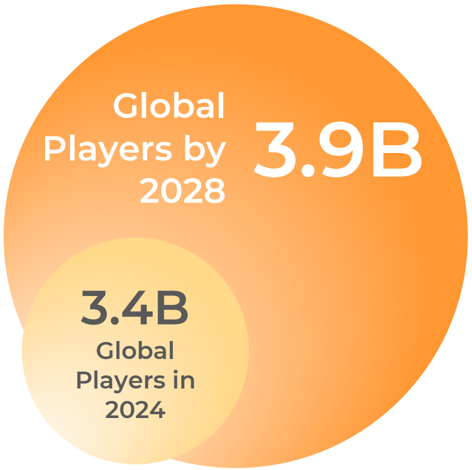
Paving a path to a digital asset future in the gaming and entertainment industry

The Gaming Market – A Growth Engine for ARK

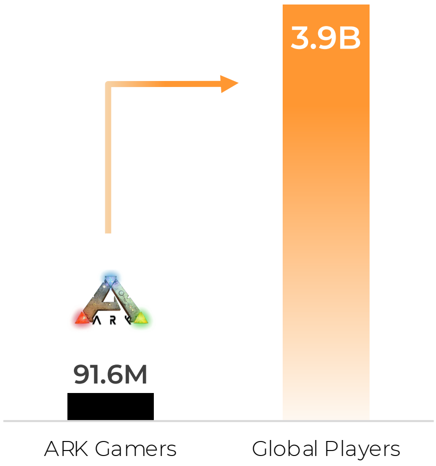
Global gaming revenue expecting a 3% CAGR…



…with players growing to 3.9B by 2028



Significant opportunity to attract and monetize gamers



Newzoo Global Games Market Report, 2025. ARK Gamers (Base Game Installs) as of December 2025

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ARK, a Sandbox Survival Powerhouse

Established a strong foothold in the Sandbox Survival genre

Our journey so far...

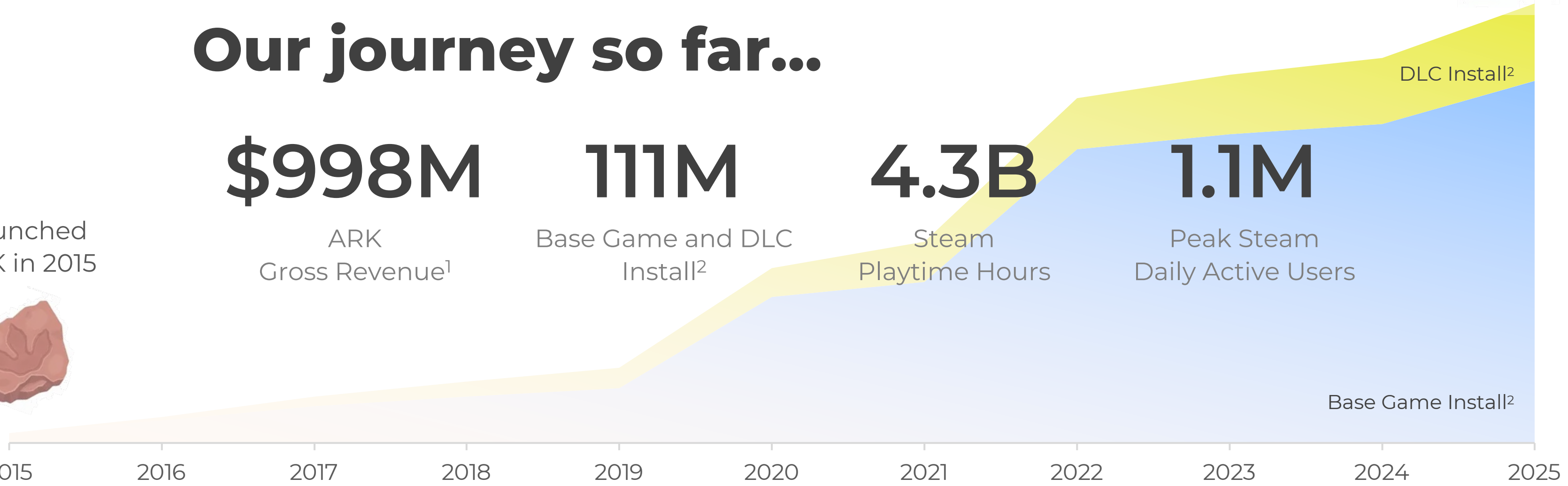
Launched ARK in 2015

$998M
ARK Gross Revenue[1]

111M
Base Game and DLC Install[2]

4.3B
Steam Playtime Hours

1.1M
Peak Steam Daily Active Users



1. ARK franchise non-GAAP gross revenue (before platform fees) from Steam, PlayStation, Xbox, and game subscription services through December 2025
2. 82/18% Base Game/DLC installs from Steam, Epic, PlayStation, Xbox, Nintendo, Google, 2015 to December 2025

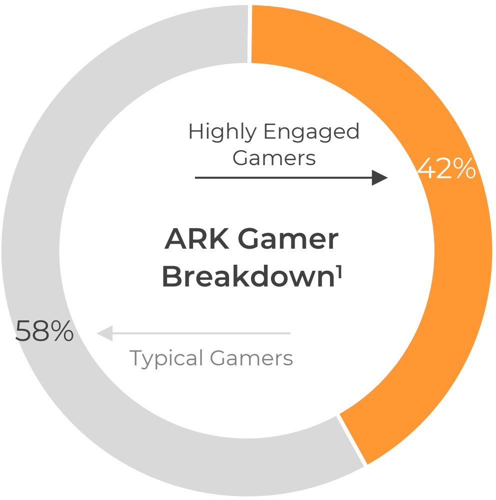
High and Consistent Player Engagement

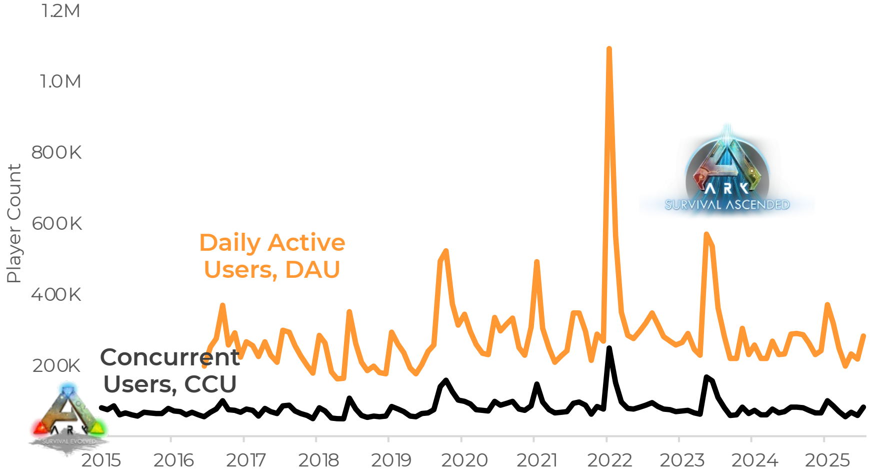
4.3B hrs
Total Playtime on Steam[1]

376 hrs
Avg. Playtime, Highly Engaged Gamers[2]

1.1M
Peak Daily Active Users on Steam[1]

79K
Avg. Peak Concurrent Users on Steam[1]





1. SteamDB, and Steamworks, CCU and DAU from game release through December 2025
2. Highly engaged gamers defined as gamers with a minimum of 20+ playtime hours, as of April 9, 2026

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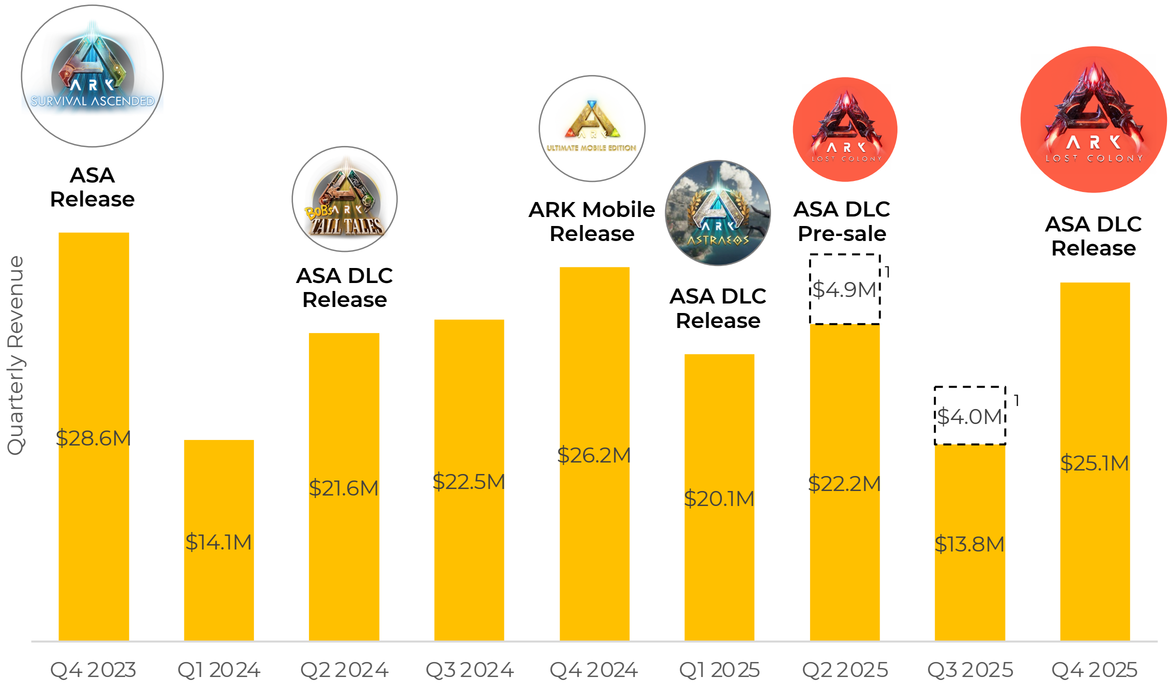
Quarterly Revenues Reflect ARK's Continued Success



Revenue growth directly tied to ARK: Survival Ascended game and DLC releases

56%

Lifetime Paid DLC Conversion[2]

Reflects our ability to upsell and monetize existing players

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 December 2025

OUR STRATEGIES TO DRIVE GROWTH

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

ARK Tides of Fortune | ARK Genesis Ascended | ARK Survival of the Fittest by Studio Sirens | ARK World Creator | ARK Dragontopia | ARK Atlantis | ARK Bob's True Tales Galaxy Wars | ARK Legacy of Santiago

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

Coming Soon

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

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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

Coming Soon

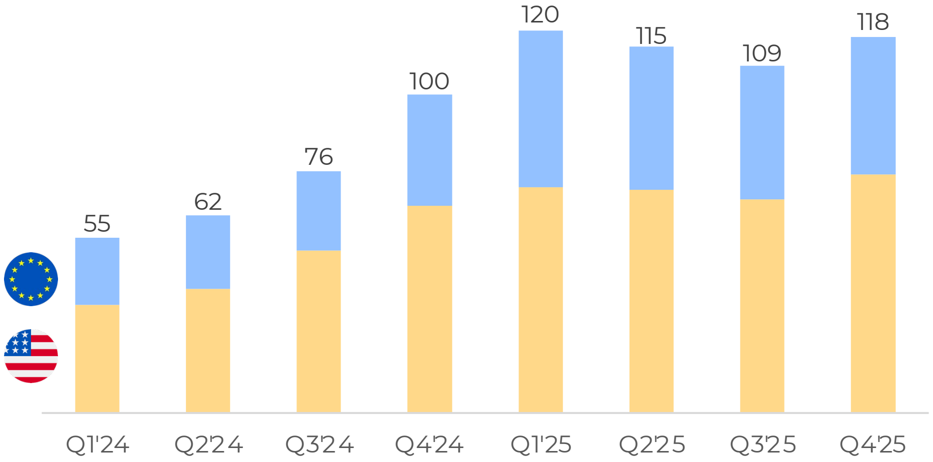
Nine Yin Sutra: Wushu

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



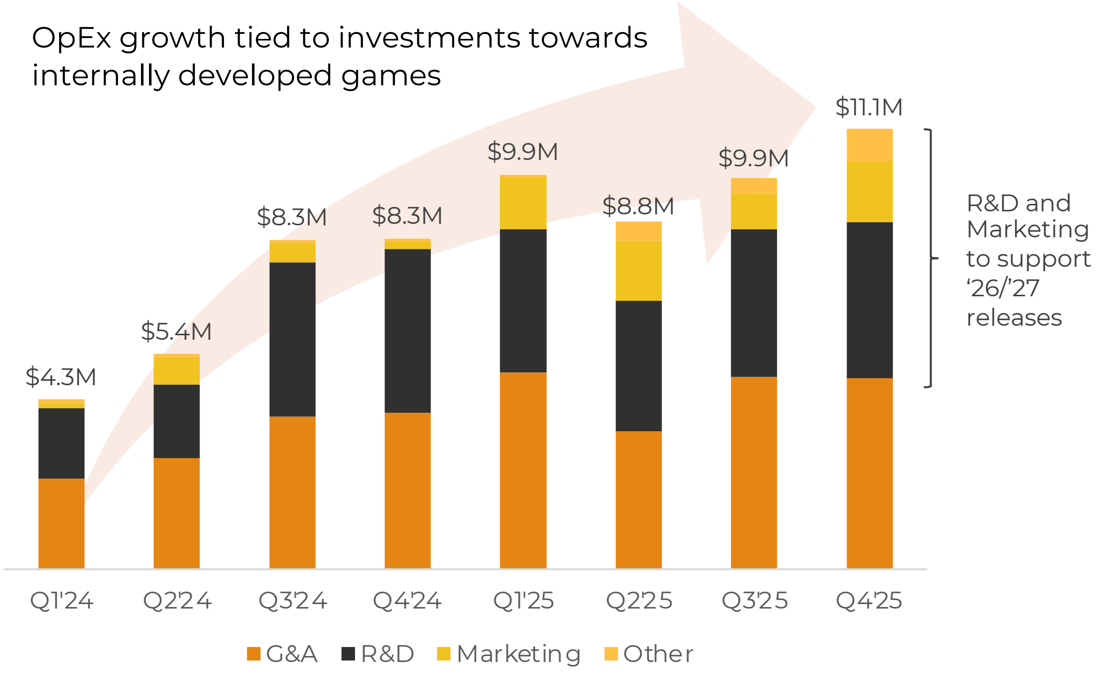
Methodical, organic growth in development capacity to deliver on quality releases

EU presence provides access to development talent at manageable cost

We have access to third-party development teams via contracts

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

Three high-budget AAA games entering final phase of development

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

STABLECOINS

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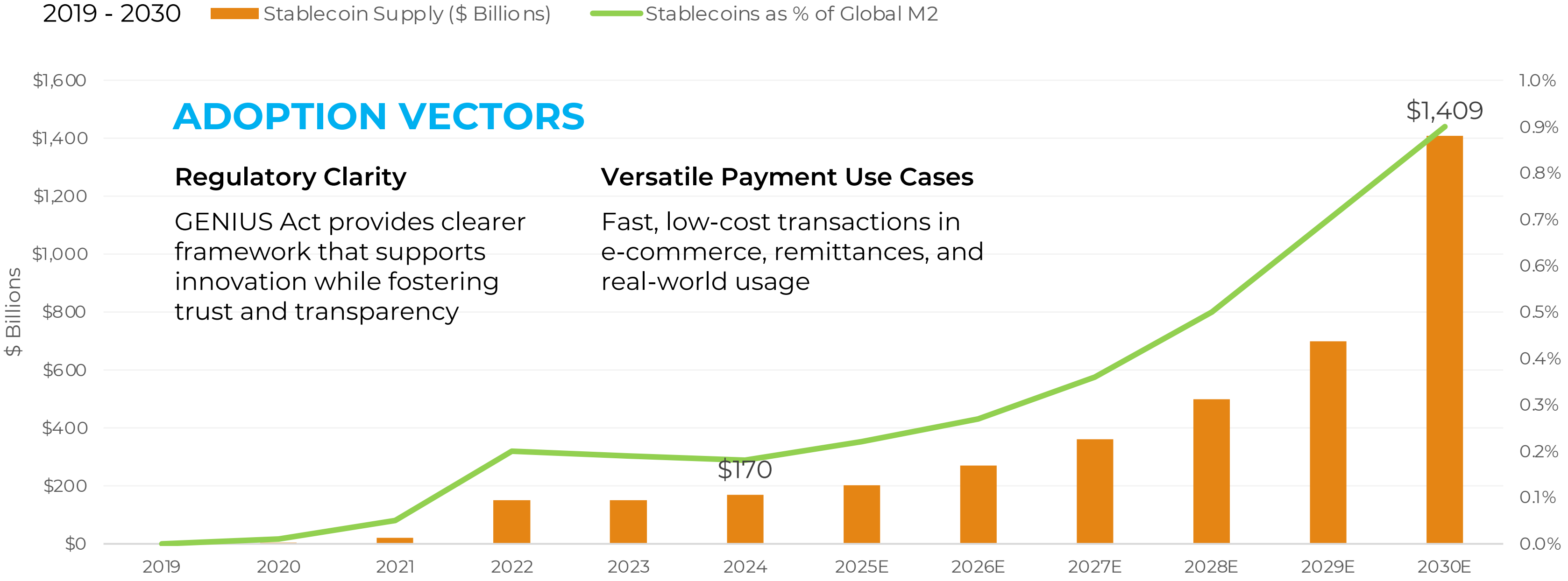
Stablecoin Market Poised for Growth

Stablecoin Supply vs. Fiat Global M2

2019 - 2030



ADOPTION VECTORS

Regulatory Clarity

GENIUS Act provides clearer framework that supports innovation while fostering trust and transparency

Versatile Payment Use Cases

Fast, low-cost transactions in e-commerce, remittances, and real-world usage

Source: ARK Invest

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Snail Games + Stablecoin = Heighten Engagement

91.6M

ARK Franchise Gamers[1]

56% **Lifetime Paid DLC Conversion[2]**

More gamers with increased engagement

leads to higher sales

1. ARK Franchise Gamer count reflects Base Game installs from Steam, Epic, PlayStation, Xbox, Nintendo, Google, 2015 to December 2025
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

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Snail Will be the 1st Gaming Company With Stablecoins

Established **Snail Coins, LLC** and retained **O'Melveny** as legal partner

Jul 2025

Acquired **MSB License** and initiated **State MTL License** processes and **Trademark applications**

Initiated **front-end and back-end infrastructure development**

Established **AML Policy** and **Compliance program**

First symbolic **minting of $USDO** stablecoin

Dec 2025

$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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