

FISCAL Q2 | 2022



THREE MONTHS ENDED
JUNE 30

SIX MONTHS ENDED
JUNE 30

FINANCIAL OVERVIEW	2022	2021	2022	2021
REVENUE	\$4,279,000	\$1,084,000	\$8,047,000	\$1,872,000
COST OF REVENUE	(2,458,000)	(533,000)	(4,367,000)	(875,000)
GROSS PROFIT	\$1,821,000	\$551,000	\$3,680,000	\$997,000

FINANCIAL HIGHLIGHTS

↑ 300% YOY
REVENUE \$4.3MM

↑ 625% YOY
AD & SPONSOR
REVENUES \$3.25MM
(82% OF REV)

↑ 102% YOY
DIRECT TO CONSUMER
REVENUES \$0.5MM
(11% OF REV)

OUTLOOK – FISCAL 2022

\$20-22MM
REVENUE (STRONG
YOY GROWTH)

45%-50%
GROSS MARGIN
(TARGET RANGE)

~1.0BN

MONTHLY IMPRESSIONS in Q2
reaching over 70MM monthly players
through the company's metaverse
gaming network.

SMALLWORLD ABX

PARTNERSHIP WITH GAME
DEVELOPER SMALL WORLDS GAMES

As part of the multi-pronged deal,
Anime Battlegrounds X (ABX), one of
the highest rated games on Roblox
with a 97% rating, is now a Super
League title.



ENDLESS PLAY PROGRAM LAUNCH

New initiative highlights millions of
gameplay experiences created by the
Minecraft community, all accessible
within one of the largest centralized
platforms for Minecraft players in the
world.

Super League is a leading publisher
of games, monetization tools and
content channels across metaverse
gaming platforms that empower
developers, energize players, and
entertain fans.