

INVESTOR PRESENTATION

May 2026



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This Presentation contains references to industry market data and certain industry forecasts. Industry market data and industry forecasts are obtained from publicly available information and third-party industry publications. Industry publications generally state that the information contained therein has been obtained from sources believed to be reliable, but that the accuracy and completeness of that information is not guaranteed. Although we believe industry information to be accurate, it is not independently verified by us. This information is subject to

change. In addition, this Presentation does not purport to be all-inclusive or to contain all of the information that may be required to make a full analysis of the Company. Viewers of this Presentation should each make their own evaluation of the Company and of the relevance and adequacy of the information and should make other such investigations as they deem necessary. In general, we believe there is less publicly available information concerning international social gaming industries than the same industries in the United States. Some data is also based on our good faith estimates, which are derived from our review of internal surveys or data, as well as the independent sources referenced above. Assumptions and estimates of our and our industry's future performance are necessarily subject to a high degree of uncertainty and risk due to a variety of factors. These and other factors could cause future performance to differ materially from our assumptions and estimates.

Non-IFRS Financial Measures

This Presentation includes key performance indicators and non-IFRS financial metrics that we use to help us evaluate our business, identify trends affecting our business, formulate business plans, and make strategic decisions. Adjusted EBITDA and Adjusted EBITDA margin are financial measures that are calculated and presented on the basis of methodologies other than in accordance with International Financial Reporting Standards ("IFRS"). Definitions for such non-IFRS measures and a reconciliation of each non-IFRS measure to its nearest IFRS measure can be found on Page 15 of this Presentation or in our most recent Annual Report on Form 20-F and other documents we file with or furnish to the SEC, as applicable. Any non-IFRS financial measures used in this Presentation are in addition to, and not meant to be considered superior to, or as substitute for, the Company's financial statement prepared in accordance with IFRS. The Company believes these non-IFRS measures of financial results provide useful information to management and investors regarding certain financial and business trends relating to our financial condition and results of operations. The Company's management uses these non-IFRS measures to compare our performance to that of prior periods for trend analyses and for budgeting and planning purposes. These measures are used in monthly financial reports prepared for management and our board of directors. We believe that the use of these non-IFRS financial measures provides an additional tool for investors to use in evaluating ongoing operating results and trends in and in comparing our financial measures with other similar companies, many of which present similar non-IFRS financial measures to investors. Management does not consider these non-IFRS measures in isolation or as an alternative to financial measures determined in accordance with IFRS. The principal limitation of these non-IFRS financial measures is that they exclude significant expenses and income that are required by IFRS to be recorded in our financial statements. In addition, they are subject to inherent limitations as they reflect the exercise of judgments by management about which expense and income are excluded or included in determining these non-IFRS financial measures. Undue reliance should not be placed on these measures as the Company's only measures of operating performance, nor should such measures be considered in isolation from, or as a substitute for, financial information presented in compliance with IFRS. Non-IFRS financial measures as used in respect of the Company may not be comparable to similarly titled amounts used by other companies.

Certain interim financial information included in this Presentation is unreviewed and has been prepared solely by the Company's management pursuant to the rules and regulations of the Securities and Exchange Commission for interim financial reporting. Accordingly, such unaudited and unreviewed financial information does not reflect all requirements by IFRS for interim financial reporting.

Additional information with respect to DDI is contained in documents filed with or furnished to the SEC and available at the SEC's website, <http://www.sec.gov>, and on DDI's website, www.doubledowninteractive.com.

DoubleDown Interactive Snapshot

Leading Provider of Free-to-Play Social Casino and iGaming Digital Games


Formidable competitive moat in social casino gaming

Strong monetization platform and **sticky customer base**

Significant growth opportunity in free-to-play **casual gaming**

SuprNation exposes DDI to **significant iGaming industry**

Attractive financial profile with **strong margins and high FCF conversion**

 Locations: Seoul, Seattle, Malta, Hamburg

 Employees: ~250

Differentiated Gaming Segments



Free-to-Play
Social Casino/Casual



Real-Money /
iGaming



By the Numbers

\$360 Million
2025 Revenue

\$142 Million
2025 AEBITDA^{1,2}

~\$10.10 per ADS
Net Cash & ST Inv.
(3/31/26)³

44%
Direct-to-Consumer Social
Casino Q1 2026 Revenue⁴

39.5%
2025 AEBITDA Margin^{1,2}

~\$500 Million
Net Cash & ST Inv.
(3/31/26)³

1. AEBITDA and AEBITDA Margin are non-IFRS measures as defined on page 18.

2. See page 16 for a reconciliation of non-IFRS measures to their most comparable IFRS measure.

3. 2026 data is unaudited.

4. Direct-to-consumer revenue represents revenue from purchases made through Company-owned channels, including web storefront transactions and other direct payment flows.

Leader in Social Casino Gaming

DoubleDown's Strategic Differentiators

- Among the **first social casino publishers** leveraging authentic, land-based casino slot content on Facebook
 - Early adopters are “sticky” and the best payers
- **Exclusive partnerships** with **IGT** and **DoubleU Games** provides access to proven portfolio of **2,000+ slot titles**
- Strategic **all-in-one approach** focused on player engagement and monetization
 - Constant player touchpoints with 250+ slot titles and frequent introductions of casino-wide metagame features
- **Robust technology platform** with an emphasis on data-driven capabilities to optimize user acquisition and gameplay
 - Enables comprehensive player lifecycle engagement

Key Performance Indicators¹

Top 5

Social Casino Game for the Past Several Years²

1.4M

Monthly Active Users (“MAU”) (Q1 2026A)

\$207

Avg. Monthly Revenue per Payer (Q1 2026A)

0.6M

Daily Active Users (“DAU”) (Q1 2026A)

\$1.34

Average Revenue per Daily User (“ARPDau”) (Q1 2026A)

9.7%

Payer Conversion Rate (Q1 2026A)

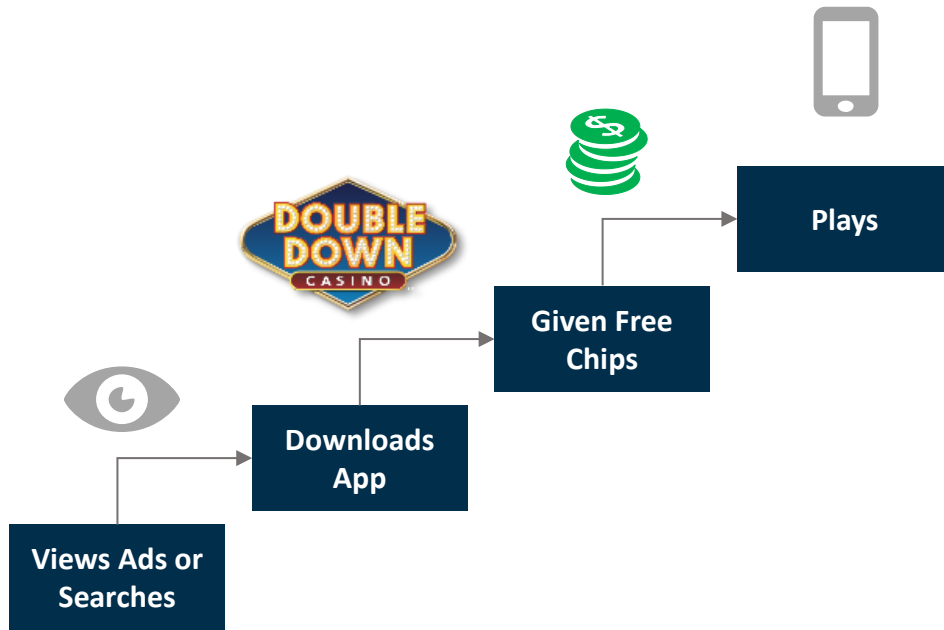


1. See page 18 for definitions on the key performance indicators.
 2. Ranking refers to DoubleDown Casino; Ranking based on annual revenue.

Social Casino - Streamlined Engagement and Monetization

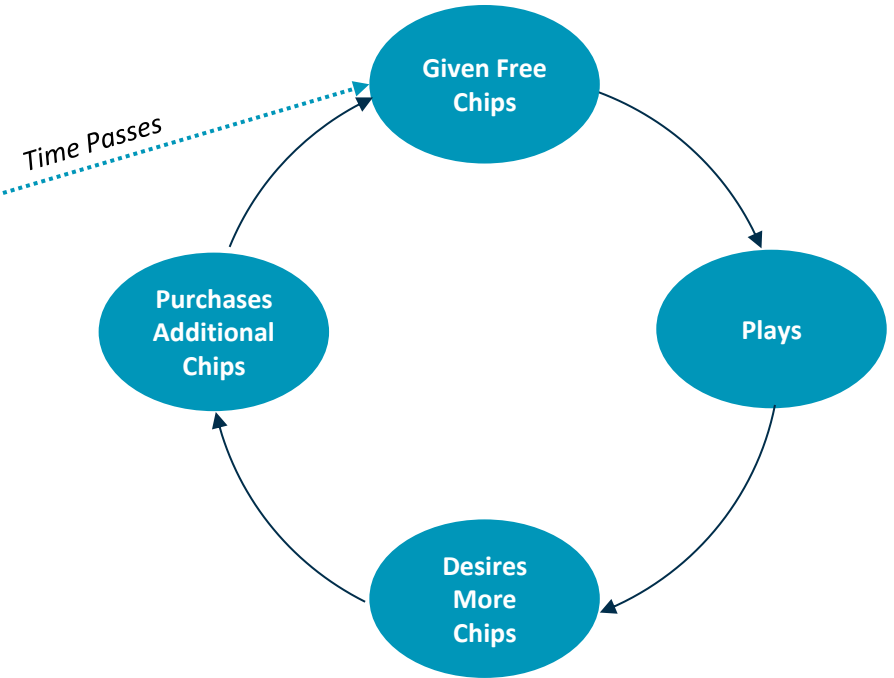


Player Engagement Flow



Tailored content improves user engagement

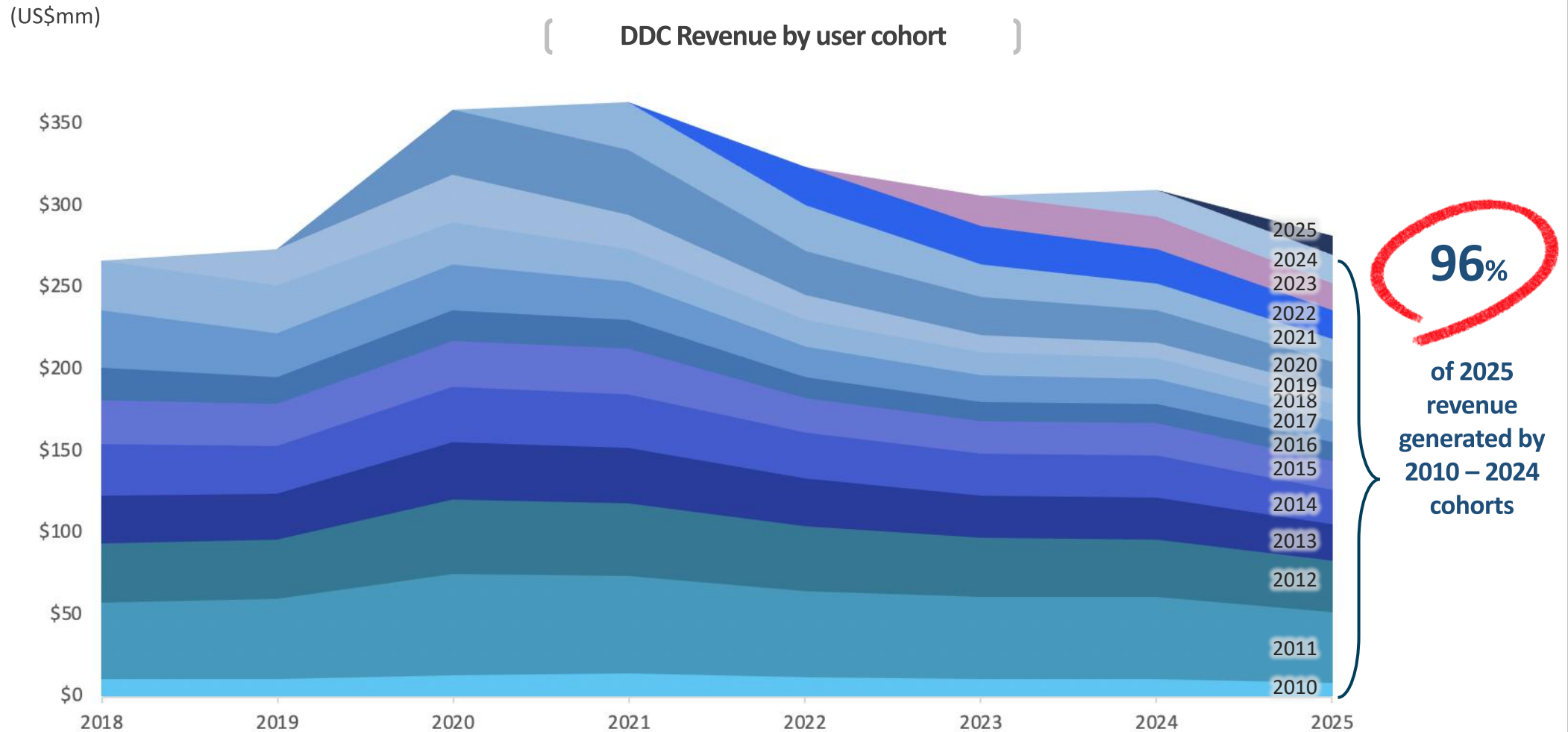
Player Monetization Flow



Rich player insights leading to further monetization opportunities

DoubleDown Casino - Loyal Social Casino Players & Payers

Our Stable Revenue Driven by Our Ability to Retain and Monetize Players Over Time



Source: Company information

Significant Growth Opportunities in Casual Gaming

DoubleDown is Well-Positioned to Capitalize

- Comprehensive operating experience
- Engineering-driven culture and DNA (~100 technology and content development engineers)
- Robust technology platform built to scale
 - Centralized, cloud-based platform supports scalability of games on a global level
 - Real-time data analysis provides continuous visibility allowing for immediate modifications to optimize user acquisition and gameplay
 - High-capacity servers minimize loading time and service outage risks to deliver best gaming experience
- Significant liquidity and balance sheet flexibility to expand beyond traditional social casino



Action

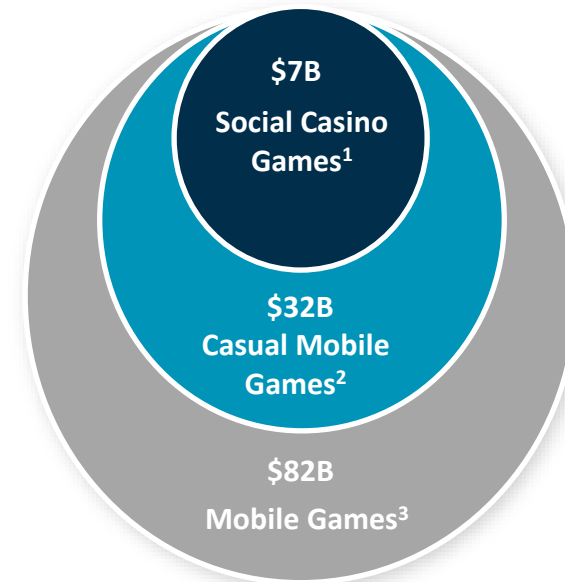


Puzzle



Adventure

Casual Gaming Market Opportunity



Key Market Drivers

- Increasing accessibility and convenience of smartphones
- Increasing mobile gaming adoption
- Increasing global internet penetration
- Increasing popularity of free-to-play games
- Integration of advanced technologies, like virtual reality and augmented reality, offering immersive experiences
- Competitive gaming attracting large audiences and players

1. Eilers & Krejci. Total estimated market in 2025 for social casino games.

2. Sensor Tower. Casual mobile IAP revenue in 2024.

3. Sensor Tower. Total mobile IAP revenue in 2024.

Social Casino Acquisition: WHOW Games, Hamburg Germany



\$65M All Cash Transaction Completed in July 2025

Key Highlights:

- ➔ Strong presence in Europe, especially Germany
- ➔ Localized casino slot content focused on European players
- ➔ 2024 Results: ~\$49 million revenue with 30% EBITDA margin
- ➔ European social casino growth outpaced global industry in 2024 & 2025¹
- ➔ Partnership with German slot machine developer attractive to local gaming enthusiasts
- ➔ Significant DDI synergy potential in slot game content, marketing, technology & live ops

MyJackpot



Merkur24



**European social casino market focus
(\$892 million¹ in 2025)
complementary to DDI's existing
business**

1. Eilers & Krejcik. Total estimated European market for social casino games.

SuprNation Acquisition Brings Additional Growth Opportunity




+ SUPRNATION

**\$36.5M All Cash Transaction
Completed in October 2023**

Key Highlights:

- ➔ Experienced, Founder-led team

- ➔ Entry into the large iGaming market

- ➔ “Fun first” casino iGaming strategy focused on “entertainment” players 

- ➔ Strong presence in certain regulated European markets

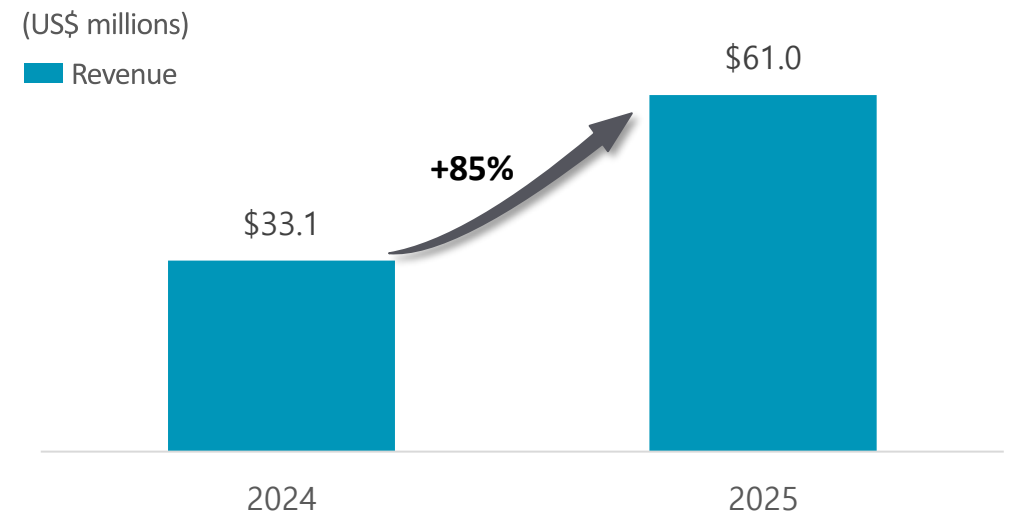
- ➔ Established relationships with acquisition channels

- ➔ Significant DDI synergy opportunities in marketing, technology and casino gaming

“...our SuprNation iGaming subsidiary saw 78% year-over-year growth in the fourth quarter, reflecting our continued success in prudently scaling new player acquisition.”

In Keuk Kim
Chief Executive Officer
DoubleDown Interactive Co., Ltd.

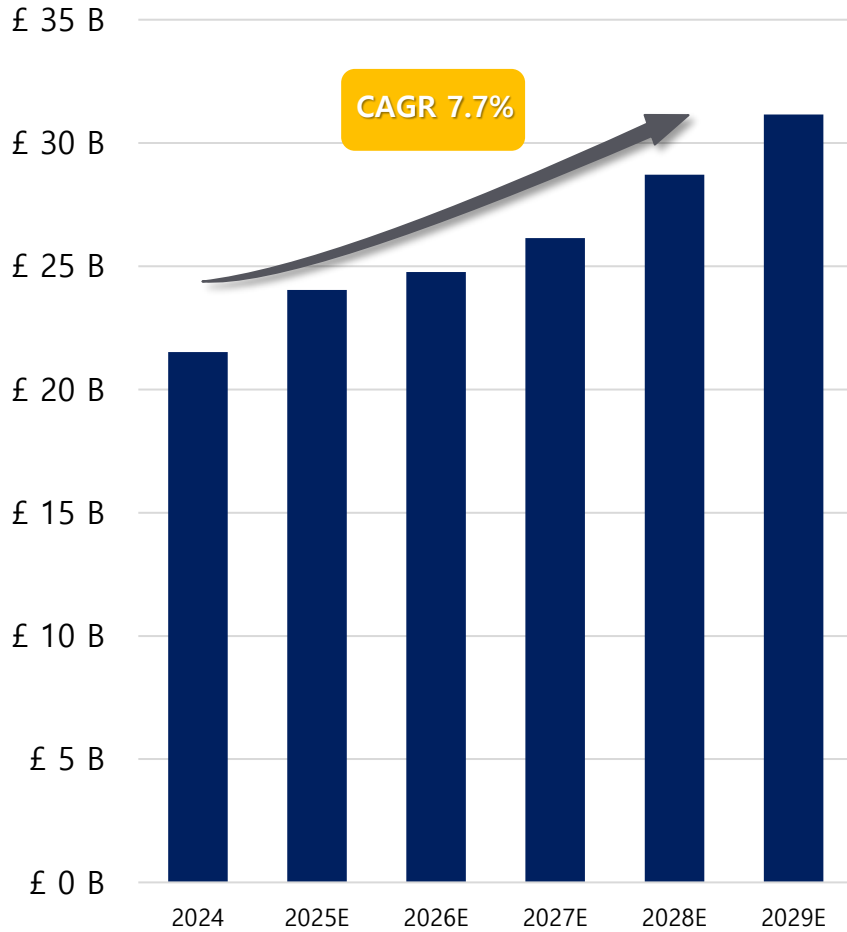
Meaningful Progress Since Acquisition



Significant iGaming Market Opportunity

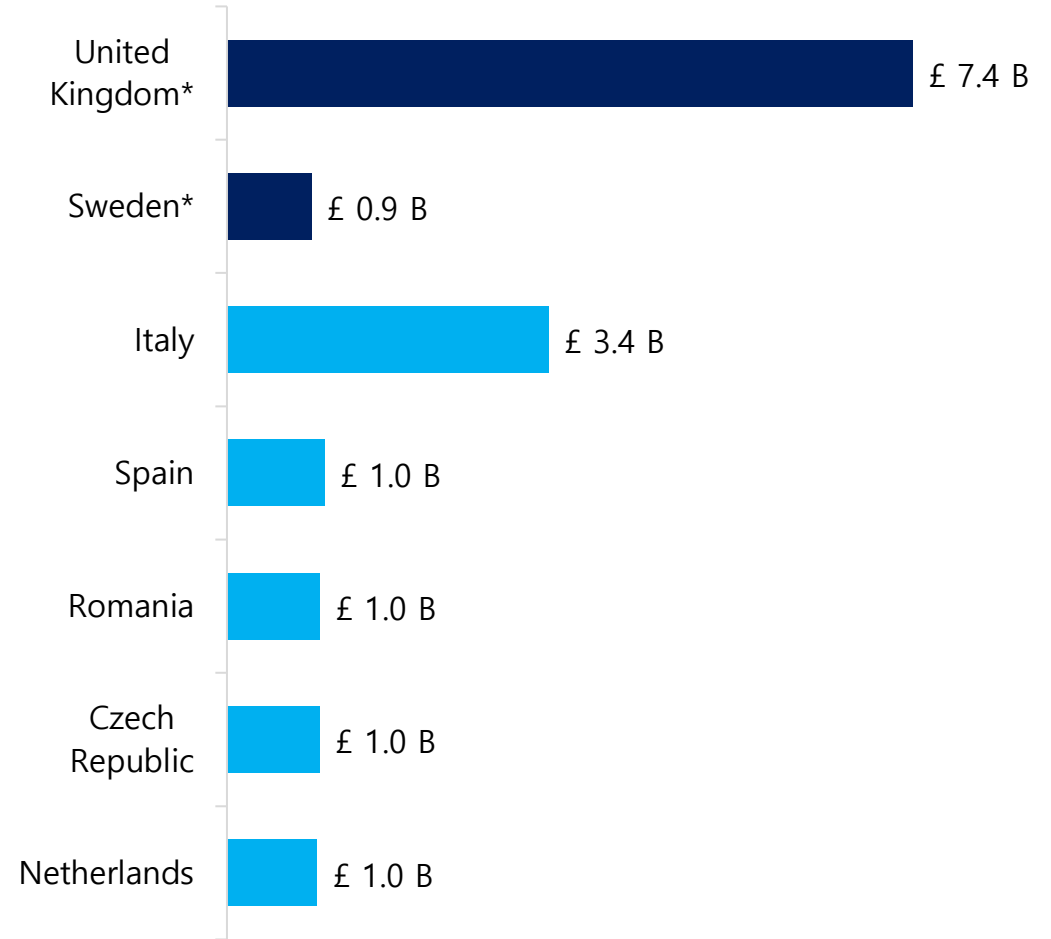


European Online Gaming Forecast



Source: Vixio, December 2025

Largest Markets in Europe



* Denotes current country licenses for SuprNation

Key iGaming Growth Drivers

SUPRNATION

*Exciting growth prospects
for accelerating real-money
iGaming operations*

1 **Grow Market Share in Sweden & U.K.**

Increased marketing
investment and leveraging DDI
marketing expertise to acquire
new players

2 **Optimize Operational Processes**

Fine-tune processes including
“live ops” to scale business
foundation

3 **Leverage Core Strengths**

Across technology, game
development, and business
intelligence/decision service

4 **Secure New Licenses**

To drive expansion in Western
Europe

Strong Financial Performance with an Emphasis on Cash Flow

(US \$ millions)

	2025	2024	2023
Revenue	\$359.9	\$341.3	\$308.9
Profit ^{1,2}	\$102.5	\$124.1	\$101.1
Adjusted EBITDA ^{1,2}	\$142.3	\$141.9	\$122.1
Profit Margin ^{1,2}	28.5%	36.4%	32.7%
Adjusted EBITDA Margin ^{1,2}	39.5%	41.6%	39.5%
Cash Flow From Operations	\$136.8	\$148.4	\$24.1 ³

1. Adjusted EBITDA and Adjusted EBITDA Margin are non-IFRS measures as defined on page 18.

2. See page 16 for a reconciliation of non-IFRS measures to their most comparable IFRS measure.

3. Reflects a \$94.3 million payout from a legal loss contingency which was non-recurring.

Solid Growth, Cash Flow and Metrics Continue into Q1 2026

1st Quarter 2026 Highlights

- ➔ Total revenue of \$94.1 million, **up 13%** year-over-year
- ➔ Adjusted EBITDA^{1,2} of \$38.2 million, **up 24%** year-over-year
- ➔ SuprNation revenue at \$17.2 million, **up 30%** year-over-year, highest since acquisition
- ➔ WHOW Games helped drive **9.5% growth** year-over-year in social casino revenue
- ➔ Direct-to-Consumer reached **44%** of social casino revenue, **up from 33%** in Q4 2025
- ➔ Net cash from operations at **\$46.4 million** and net cash balance increased to **\$500 million**

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Liquidity Creates Flexibility for Inorganic Growth

Strong Balance Sheet

(US \$ millions)

As of 3/31/26¹

Cash & Cash Equivalents	\$432.8
Short-term Investments	\$100.6
Total Assets	\$1,074
Total Debt	\$33.0
Total Shareholders' Equity	\$980.2

Target Criteria



Mobile and gaming companies



Large addressable market opportunities



Proven competitive edge



Demonstrated ability to retain and incentivize players



Ability to leverage DDI's strengths to realize synergies



Alignment of interests across key personnel

DoubleDown's experienced leadership team has a proven track record for successfully integrating and growing acquired companies

Key Investment Highlights



1

Compelling scale of core social casino business and growing iGaming business
2025 revenue of \$360M

2

Generates consistent profitability and strong cash flow
2025 AEBITDA^{1,2} of \$142M (39.5% AEBITDA margin)

3

Best-in-class monetization of loyal and committed players
\$1.34 ARPDAU and 9.7% payer conversion rate³ (Q1 2026)

4

Strong balance sheet and attractive market valuation
~\$500M net cash and short-term investments⁴ (as of 3/31/26)

5

SuprNation iGaming leverages core capabilities and provides diversification
More than doubled revenue run rate since acquisition

6

Large addressable markets with multiple growth opportunities
Est. \$32 billion casual gaming⁵ and \$30+ billion serviceable iGaming⁶ market opportunities

1. AEBITDA and AEBITDA Margin are non-IFRS measures as defined on page 18.
2. See page 16 for a reconciliation of non-IFRS measures to their most comparable IFRS measure.
3. See page 18 for definitions on the key performance indicators. Social casino only.
4. 2026 data is unaudited.
5. Sensor Tower. Casual mobile IAP revenue in 2025.
6. Vixio, December 2025



Appendix



Reconciliation of Non-IFRS Measures

(US \$ millions)

	Year Ended December 31,		
	2025	2024	2023
Profit	\$102.7	\$124.4	\$101.1
Income tax expense	37.2	38.5	30.3
Profit before income tax	139.8	162.9	131.3
<i>Adjustments for:</i>			
Depreciation and amortization	7.4	5.2	3.5
Finance income	(19.7)	(29.2)	(20.6)
Finance cost	6.9	3.3	7.9
Other (income) expense, net	7.9	(0.3)	—
Adjusted EBITDA	\$142.3	\$141.9	\$122.1
Adjusted EBITDA Margin	39.5%	41.6%	39.5%

Organizational Structure

Republic of Korea



Parent entity
(Social games company based in the Republic of Korea)



Korea public entity (Nasdaq: DDI)

United States of America



U.S. operating entity, acquired by DUG in 2017



Malta operating entity, acquired by DDI in 2023



German operating entity, acquired by DDI in 2025

Key Performance Indicators & Non-IFRS Metrics And Trends

Items	Details
Average Monthly Active Users (MAU)	<ul style="list-style-type: none"> ■ Defined as average number of players who played one of our games in a particular month during the period presented. Average MAU for a period is the average of MAUs for each month for the period presented ■ An individual who plays two different games or from two devices may, in certain circumstances, be counted twice ■ MAU is one key indicator of the scale of our player base. We expect MAU to continue to fluctuate in the future, with the potential to increase in the near-term, as we adjust our sales and marketing spend, create new content in new and existing market segments, and invest in new games
Average Daily Active Users (DAU)	<ul style="list-style-type: none"> ■ Defined as average number of players who played one or more of our games on each day during the period presented. Average DAU for a period is the average of the monthly average DAUs for the period presented ■ An individual who plays two different games or from two devices may, in certain circumstances, be counted twice ■ DAU is one key indicator of our ability to drive engagement of our player base
Payer Conversion Rate	<ul style="list-style-type: none"> ■ Defined as the percentage of MAU that made at least one purchase in a month during the same period ■ Payer conversion rate is a key indicator of our ability to monetize our active player base ■ DDI's payer conversion rate has remained stable over time due to the ongoing engagement of our active players and the consistent introduction of new content and features into our games ■ Increases in payer conversion in recent periods have been primarily driven by increase in our mobile penetration
Average Revenue Per Daily Active User (ARPDau)	<ul style="list-style-type: none"> ■ Defined as quarterly revenue divided by quarterly average DAU ■ ARPDau is a key indicator of our ability to monetize our paying players ■ DDI's ARPDau has increased over time due to increase in player engagement, payer conversion and monetization of paying players
Adjusted EBITDA	<ul style="list-style-type: none"> ■ Defined as operating profit before tax before depreciation and amortization, finance income, finance expense ■ Adjusted EBITDA margin is calculated by dividing Adjusted EBITDA for a period by revenue for the same period
Average Monthly Paying Users (MPU)	<ul style="list-style-type: none"> ■ Defined as the average number of players who made a purchase at least once in a month during the applicable time period ■ An individual who plays two different games or from two devices may, in certain circumstances, be counted twice