DOUBLEDOWN INTERACTIVE: DDI

INVESTOR PRESENTATION

August 2026



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Market and Industry Data

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 are 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

1. Free-to-Play Social Casino/Casual — DOUBLE DOWN CASINO; whow
2. Real-Money / iGaming — SUPRNATION

By the Numbers

$360 Million 2025 Revenue	**$142 Million** 2025 AEBITDA[1,2]	**~$10.52 per ADS** Net Cash & ST Inv. (6/30/26)[3]
52% Direct-to-Consumer Social Casino Q2 2026 Revenue[4]	**39.5%** 2025 AEBITDA Margin[1,2]	**~$521 Million** Net Cash & ST Inv. (6/30/26)[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 Indicators[1]

Top 5
Social Casino Game for the Past Several Years[2]

1.3M
Monthly Active Users ("MAU")
(Q2 2026A)

$218
Avg. Monthly Revenue per Payer
(Q2 2026A)

0.6M
Daily Active Users ("DAU")
(Q2 2026A)

$1.42
Average Revenue per Daily User ("ARPDAU")
(Q2 2026A)

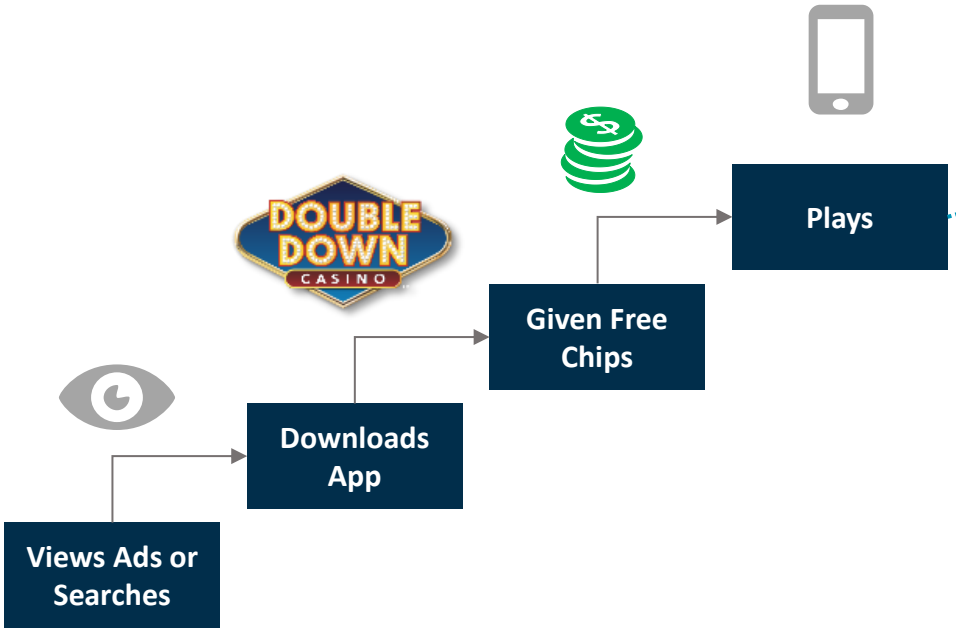
9.4%
Payer Conversion Rate
(Q2 2026A)



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

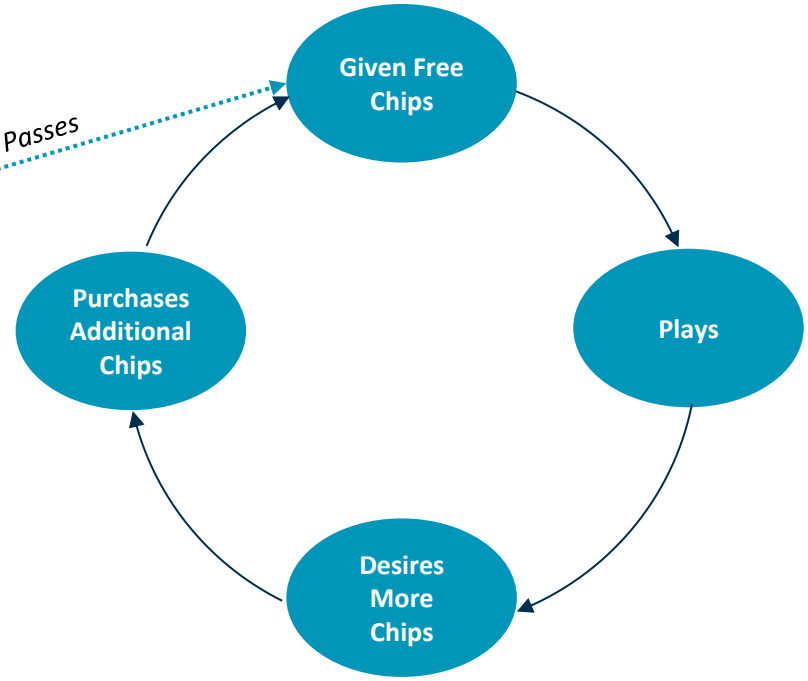
Social Casino - Streamlined Engagement and Monetization

Player Engagement Flow



Tailored content improves user engagement

Player Monetization Flow

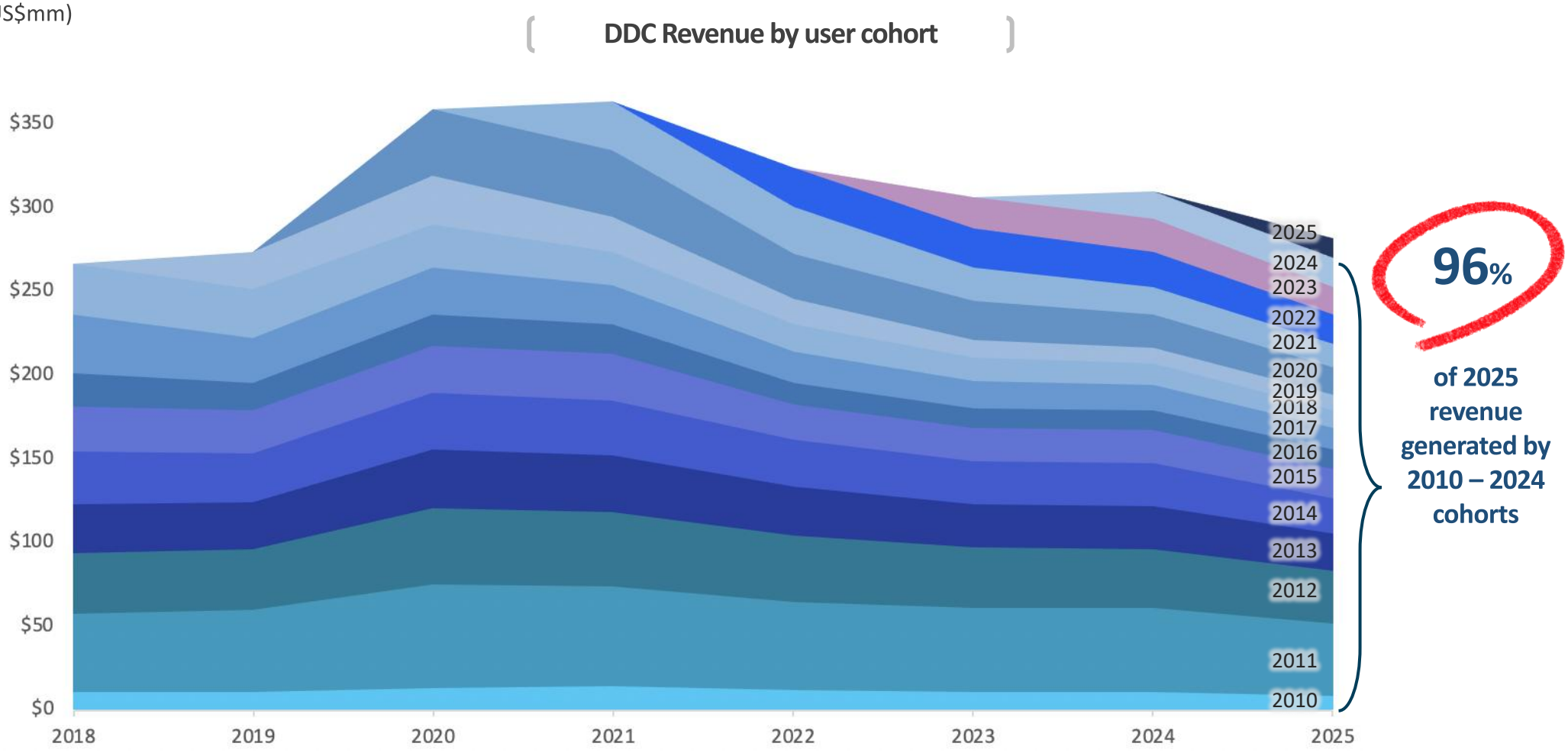


Rich player insights leading to further monetization opportunities

DoubleDown Casino - Loyal Social Casino Players & Payers

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

(US$mm)



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 & Krejcik. 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 & 2025[1]
- 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 million[1] 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

DOUBLE DOWN INTERACTIVE + SUPRNATION

$36.5M All Cash Transaction Completed in October 2023

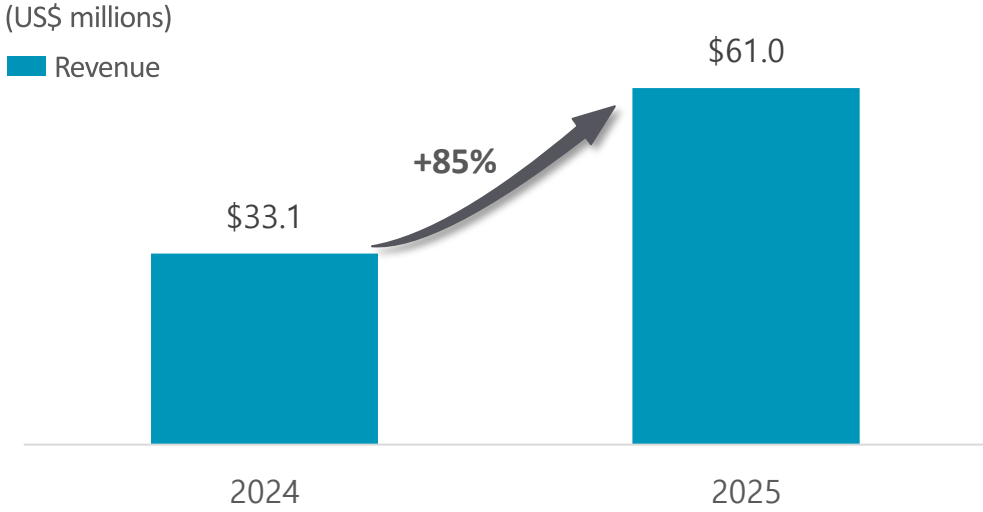
Key Highlights:

- 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 10% year-over-year growth in the second quarter 2026, reflecting our continued success in prudently scaling new player acquisition."

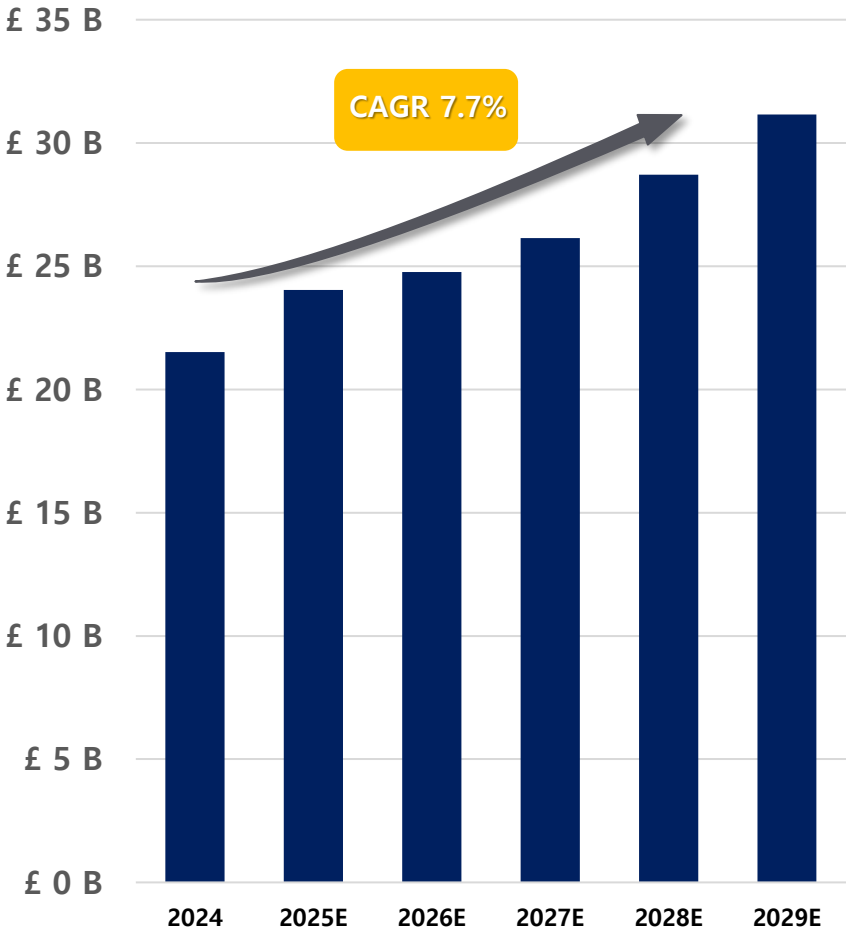
In Keuk Kim
Chief Executive Officer
DoubleDown Interactive Co., Ltd.

Meaningful Progress Since Acquisition



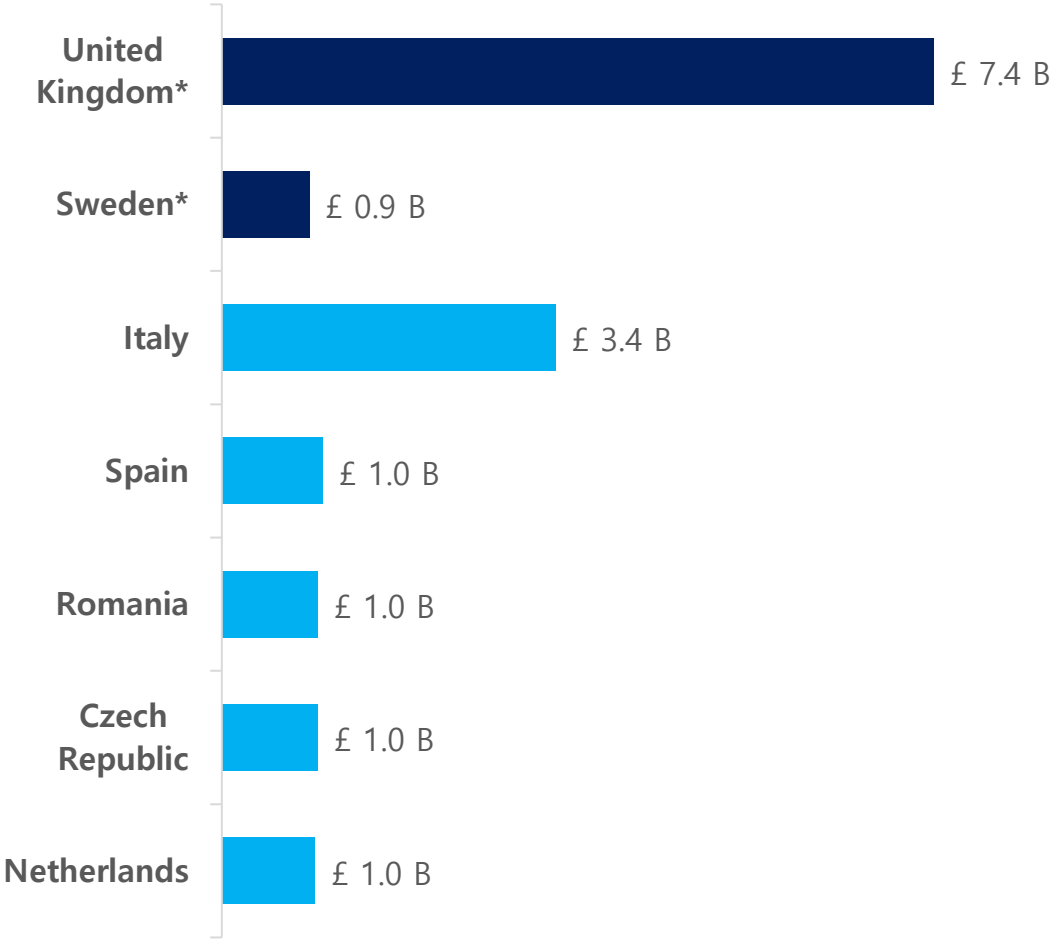
Significant iGaming Market Opportunity

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 Q2 2026

2nd Quarter 2026 Highlights

- Total revenue of $94.3 million, **up 11%** year-over-year
- Adjusted EBITDA[1,2] of $39.3 million, **up 17%** year-over-year
- SuprNation revenue at $17.0 million, **up 10%** year-over-year
- WHOW Games helped drive **11.5% growth** year-over-year in social casino revenue
- Direct-to-Consumer reached **52%** of social casino revenue, **up from 15%** in Q2 2025 and from 44% in Q1 2026
- Net cash from operations at **$24.6 million** and net cash balance increased to **$521 million**

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.*

Liquidity Creates Flexibility for Inorganic Growth

Strong Balance Sheet

(US $ millions)

	As of 6/30/26[1]
Cash & Cash Equivalents	$455.2
Short-term Investments	$98.5
Total Assets	$1,103
Total Debt	$32.4
Total Shareholders' Equity	$1,011

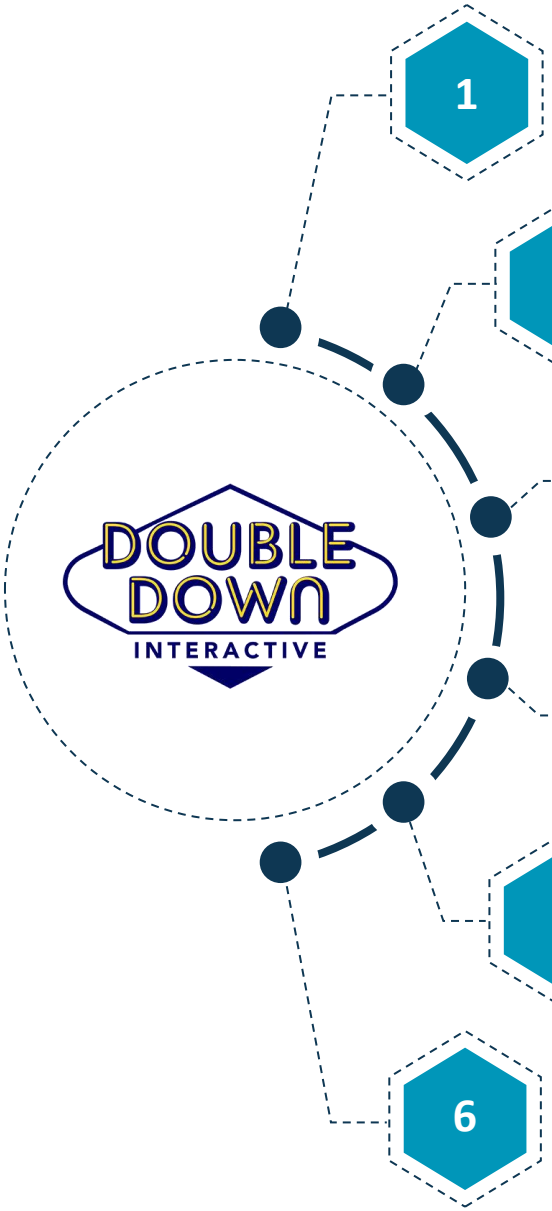
Target Criteria

- 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

1. *Unaudited.*

Key Investment Highlights



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

Generates consistent profitability and strong cash flow
2025 AEBITDA[1,2] of $142M (39.5% AEBITDA margin)

Best-in-class monetization of loyal and committed players
$1.42 ARPDAU and 9.4% payer conversion rate[3] (Q2 2026)

Strong balance sheet and attractive market valuation
~$521M net cash and short-term investments[4] (as of 6/30/26)

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

Large addressable markets with multiple growth opportunities
Est. $32 billion casual gaming[5] and $30+ billion serviceable iGaming[6] 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


FAVORITES
ALL SLOTS
CLEOPATRA
SIBERIAN STORM
LOBSTER MANIA 2
WOLF RUN

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
Adjustments for:			
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

DOUBLEU GAMES

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

DOUBLE DOWN INTERACTIVE

DDI

Korea public entity (Nasdaq: DDI)

United States of America

DOUBLE DOWN INTERACTIVE

DDI-US

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

SUPRNATION

Malta operating entity, acquired by DDI in 2023

whow

German operating entity, acquired by DDI in 2025

Source: Company information.

Key Performance Indicators & Non-IFRS Metrics And Trends

Items	Details
Average Monthly Active Users (MAU)	■ 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)	■ 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	■ 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)	■ 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	■ 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)	■ 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

Source: Company information.