

# CLIQ

## DIGITAL

# FY 2023 Results Presentation

22 February 2024

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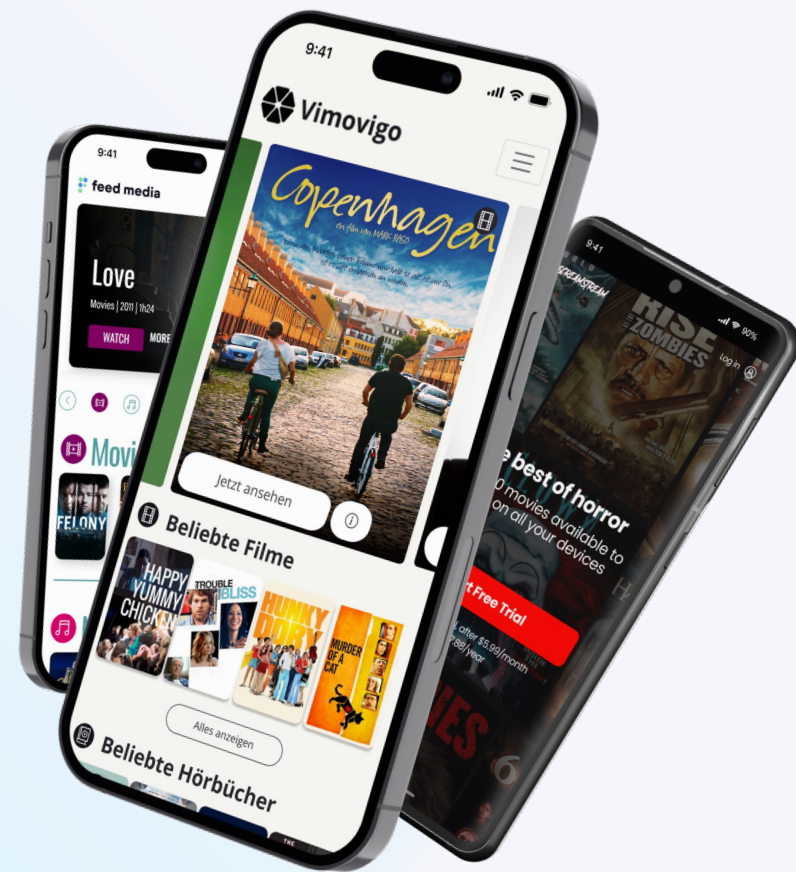
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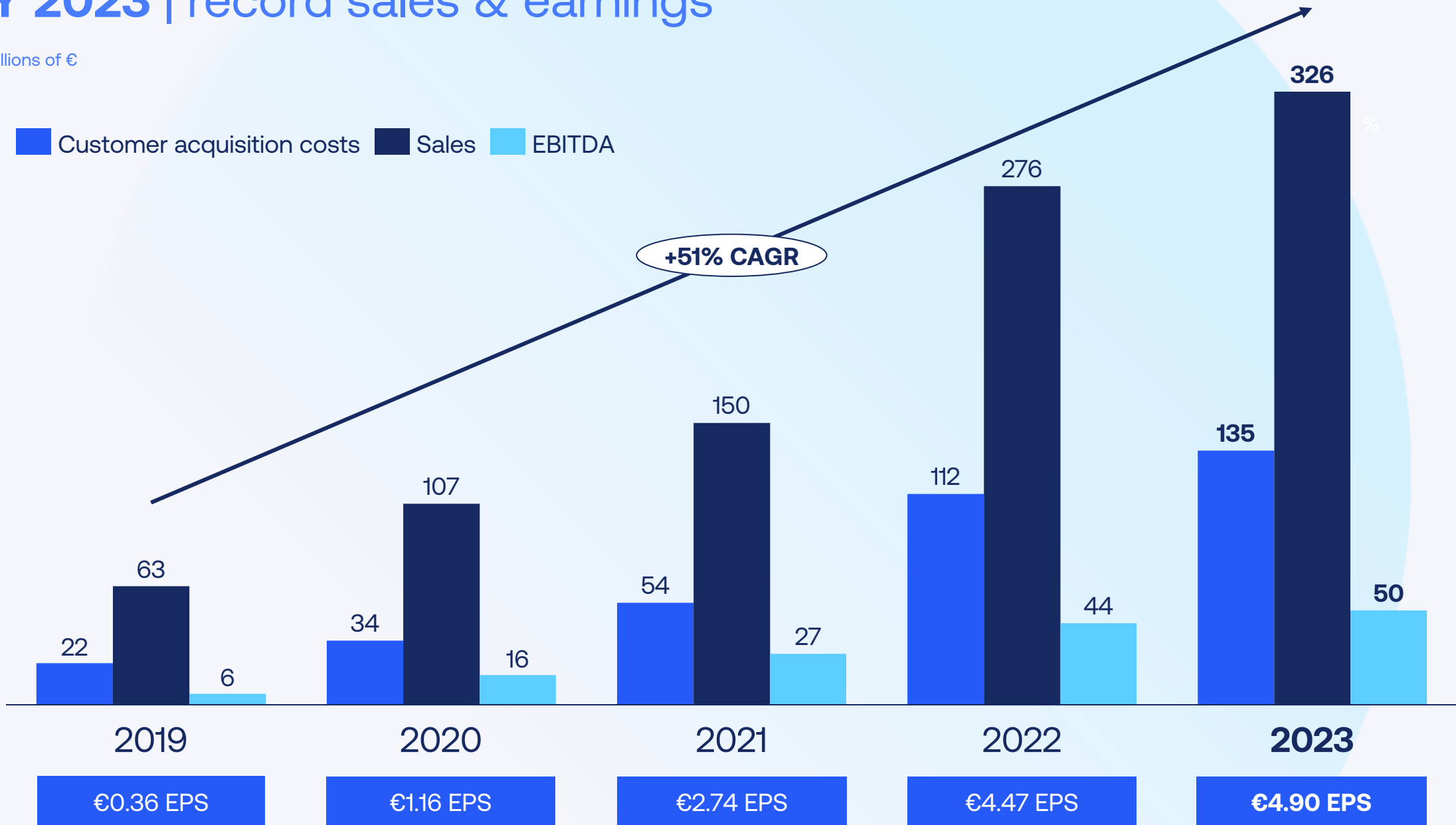
# Growth story



# FY 2023 | record sales & earnings

in millions of €

Customer acquisition costs Sales EBITDA



## Content



higher  
quality  
more diverse &  
market-specific

## cliq



10 traffic sources  
tested  
Key learnings

## ESG



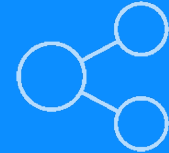
project kick-off  
roadmap

## Expansion



LatAm  
Asia

## Strategy



7 new  
strategic  
growth drivers

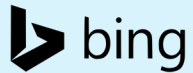
# Strategic growth drivers

## Google

### BEST CONVERTING:

- Banners
- Landing page (LP)
- Sign-up page
- Payment page

## Google



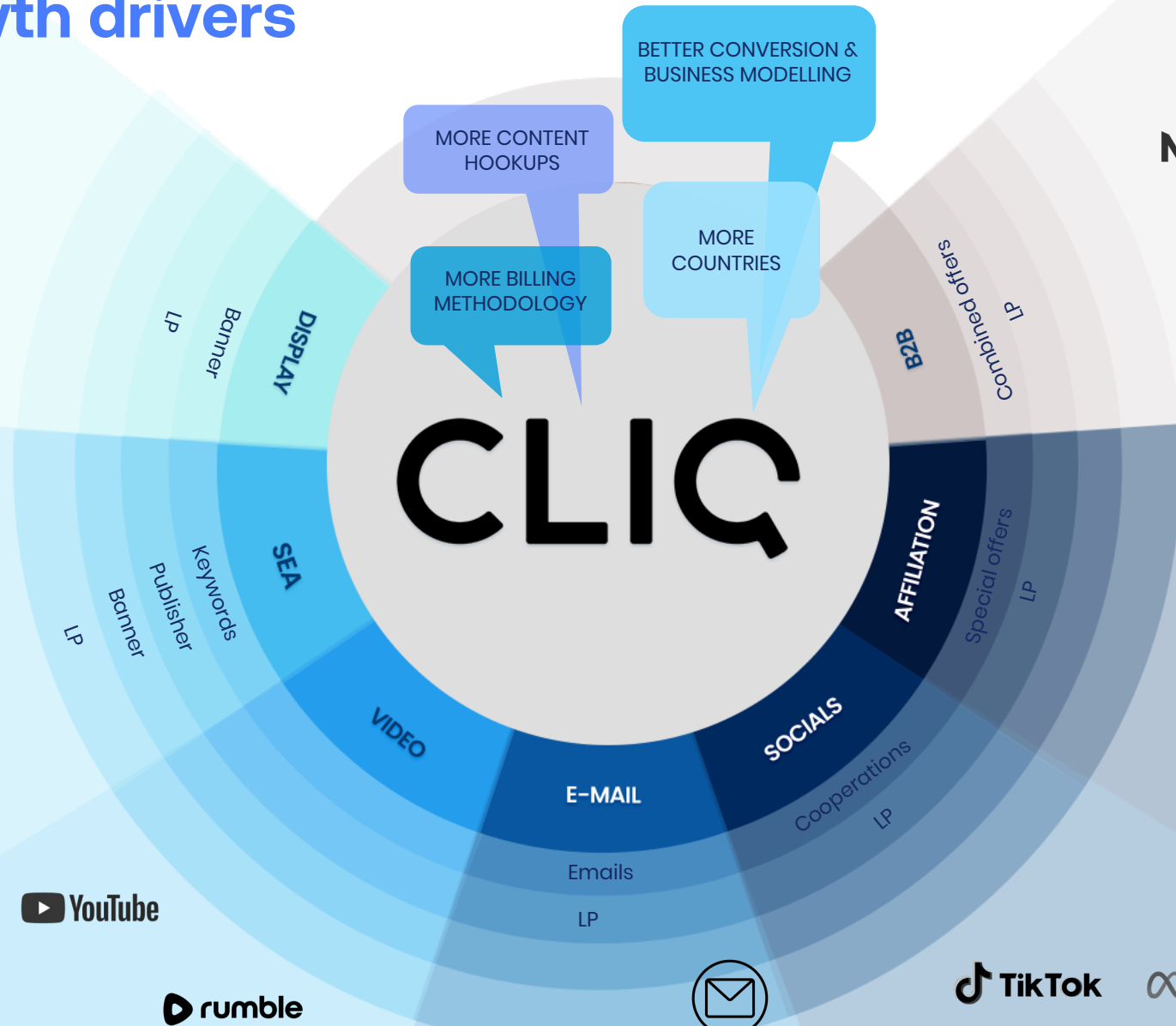
### PUBLISHER MARKETING:

Strong keyword lists, Best of breed flow designs, strong banners, links & articles



Detailed strategy nearly finalised

# CLIQ



Frankfurter Allgemeine  
VORTEILSWELT



Brands carry our services with their name and bring customers into our flows and to our numerous streaming services! Special deals, vouchers, coupons, discount offers, and more. One combined strategy with affiliation

Special deals and offers, vouchers, coupons, discount offers, loyalty and cashback, product feeds, price & product comparison



Email-Marketing-Roll-Out (expected) in 2024, optimal targeted to our customers, building own opt-in-bases



Currently working on tempting content, video motions with entertainment factor, influencer contributions, content that leads successfully into our flows

# Strategic growth | artificial intelligence

## current application areas:

- dedicated AI team within the tech department
- optimising conversions, content curation, image generation, video narration & coding
- data analyses
- general administration – copywriting, research & translations
- Dreamspark (25% stakeholding) utilises AI to create and produce unscripted content better and faster

## future potential:

- marketing campaigns and localised banners
- trend research
- identifying major events across multiple markets

enhancing  
productivity

new  
product  
offerings

further  
investments  
planned

reducing  
costs

# Business model



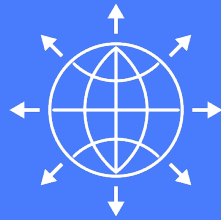


# Business model | our positioning

Global marketer of streaming services.



Our focus:  
CONVERSIONS



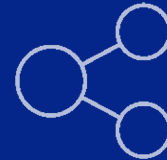
Our market:  
GLOBAL



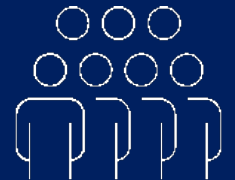
Our product:  
STREAMED  
DIGITAL CONTENT



Our advertising:  
ONLINE



Our aim:  
MORE REACH



Our focus:  
MASS MARKET

## Vision

At CLIQ Digital, we believe streaming content should be **accessible to everyone.**

## Mission

We bring simplicity to the streaming market by creating all-in-one streaming services that go beyond one content category.

# Business model | our value chain

## At CLIQ

We sell **subscription-based streaming services** that bundle movies & series, music, audiobooks, sports and games to consumers globally.



## LICENSING

We license streaming content from partners across multiple categories, ranging from movies & series, music, audiobooks to sports and games.

## BUNDLING

We store, bundle and curate digital content. Within our CLIQ Tech Hub, we combine our data-driven marketing and business intelligence with our digital content warehouse.

## SELLING

We are experts in online advertising of our own streaming services. We spark the interest of the online consumer in our streaming service via a well-designed banner, followed by a membership offer which includes a free trial period.

# Business model | our content

Numerous services, one platform.



Movies & Series  
(incl. documentaries)

Library of over 2,000 feature films and TV series across all genres including Hollywood blockbusters, international as well as local cinema



Music stations,  
channels & concerts

Over 100 constantly refreshed, thematically curated music stations, 10 music TV channels as well as live concert recordings and karaoke



Sports

Including live broadcasts of the most popular and niche sports as well as latest news, highlights, results and documentaries



Audiobooks &  
audio plays

More than 200,000 premium audiobooks and audio plays in over 10 different languages



Games

>500 cloud, >2,000 browser, >1,400 PC games, including AAA classics, indie, casual, retro, adventure & kid's games

# Business model | our streaming services

CLIQ's business model centres on the selling of streaming services that bundle movies & series, music, audiobooks, sports and games to consumers globally.

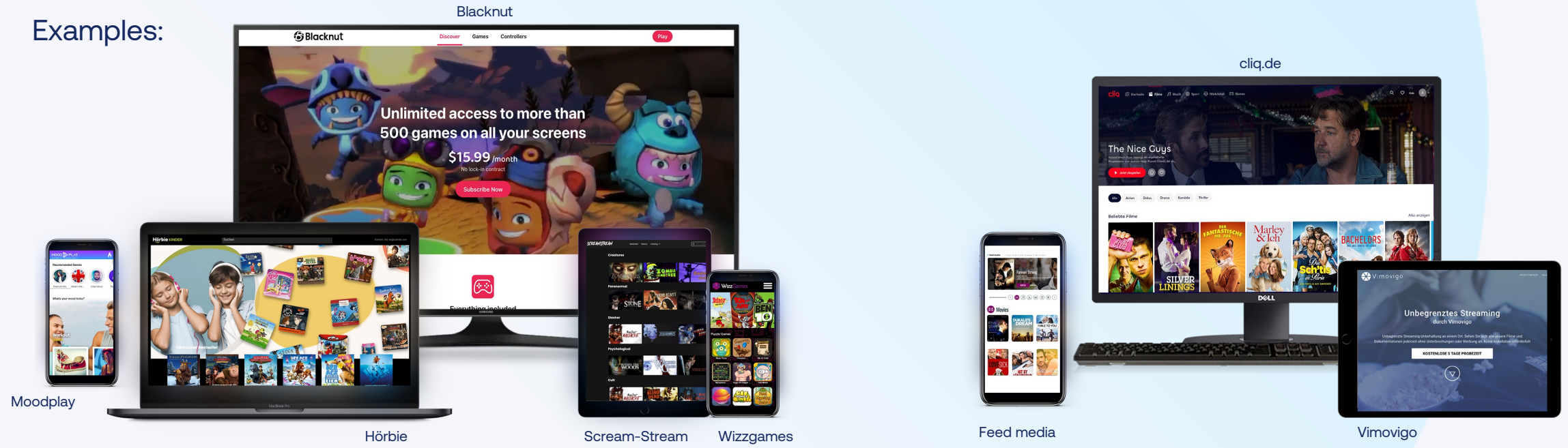
## 300+

Single-content portals

## 25+

Bundled-content portals

Examples:



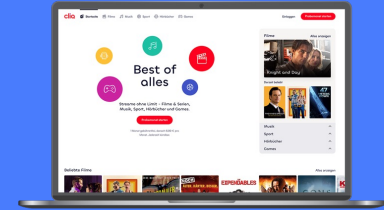
## Numerous streaming services

We spark streaming consumers' interest in our numerous streaming services, using **online advertising**. With a membership offer to online consumers (which includes a free trial period) we effectively convert them into paying members.

- Bundled- and single-content services
- Available in over 40 countries worldwide
- Dynamically priced
- Free trial period



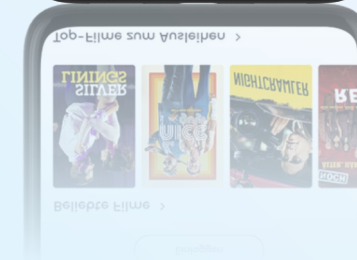
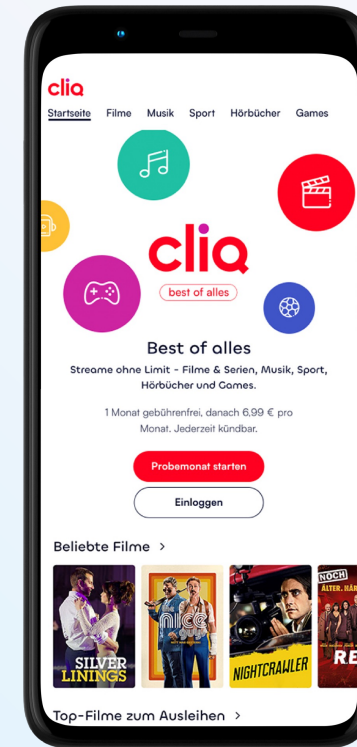
## Flagship Service Cliq



Our strong track record in building streaming services has brought us closer to achieving our dream cliq.de: our most advanced all-in-one streaming service for the mass market in Germany.

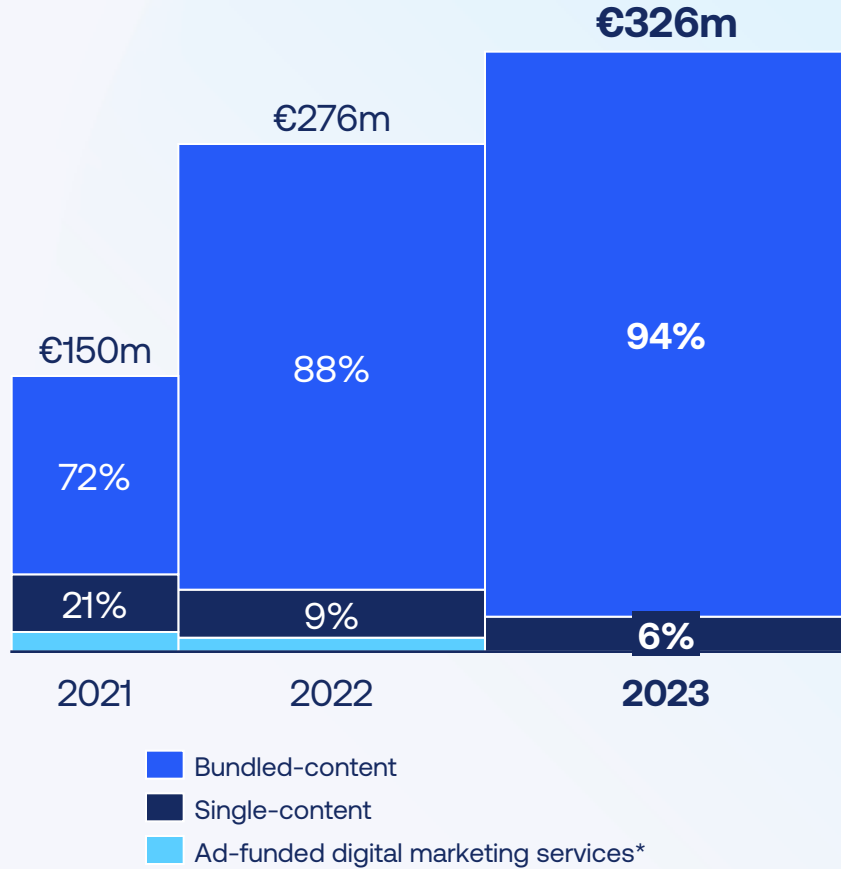
- Most advanced bundled-content service
- Currently available in Germany
- Fixed price: €6.99 per month
- Free trial period: 30 days
- Service URL: [www.cliq.de](http://www.cliq.de)

# Financials

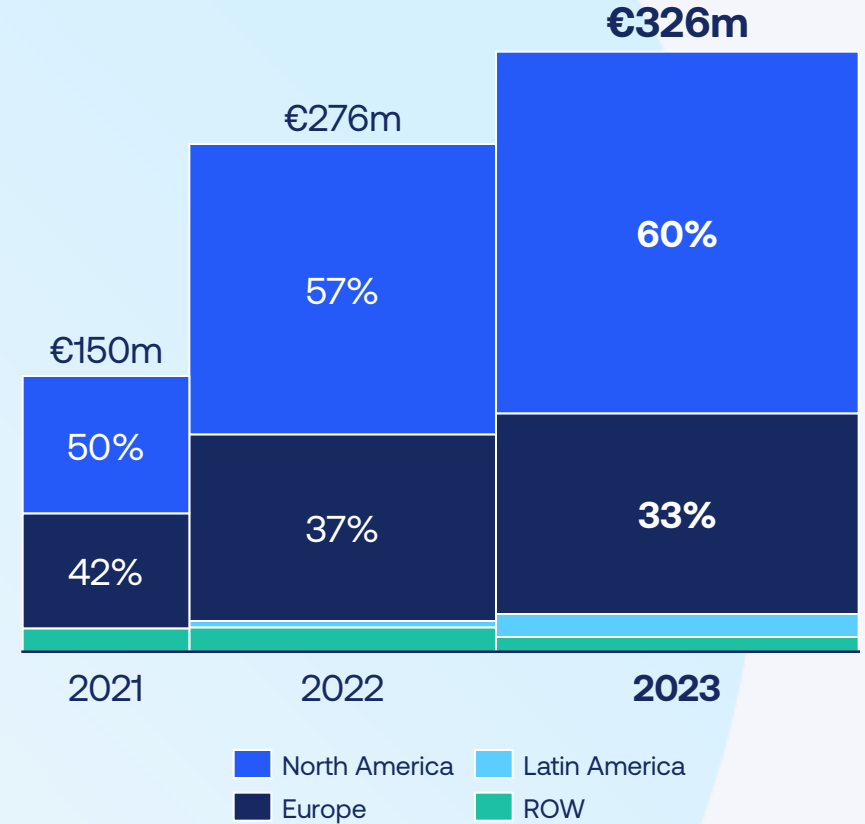


# FY 2023 | sales breakdowns (in % of total sales)

## By service



## By region



\*Following a strategic realignment, these business activities were discontinued as of mid-August 2022



# FY / 4Q 2023 | income statement

in millions of €	FY 2023	FY 2022	Δ	4Q 2023	4Q 2022	Δ
<b>Sales</b>	<b>326.4</b>	<b>276.1</b>	<b>18%</b>	<b>84.1</b>	<b>82.8</b>	<b>2%</b>
Cost of sales	-241.7	-201.3		-63.2	-62.4	
Operating expenses	-34.3	-31.3		-9.1	-7.6	
<b>EBITDA</b>	<b>50.3</b>	<b>43.5</b>	<b>16%</b>	<b>11.8</b>	<b>12.7</b>	<b>-8%</b>
margin	15.4%	15.8%		14.0%	15.4%	
Depreciation & amortisation	-4.5	-1.4		-1.5	-0.4	
<b>EBIT</b>	<b>45.8</b>	<b>42.1</b>	<b>9%</b>	<b>10.3</b>	<b>12.3</b>	<b>-16%</b>
Financial result	-0.9	-1.2		-0.1	-1.3	
Income taxes	-13.2	-11.9		-3.3	-3.5	
<b>Profit for the period</b>	<b>31.8</b>	<b>29.0</b>	<b>10%</b>	<b>7.0</b>	<b>7.5</b>	<b>-6%</b>
<b>EPS (in €)</b>	<b>4.90</b>	<b>4.47</b>	<b>10%</b>	<b>1.07</b>	<b>1.17</b>	<b>-7%</b>

- expected average **lifetime value of a customer (LTV)** up **17% to €85** (2022: €73) due to focus on selling **bundled-content** streaming services
- **EPS** was lower in 4Q due to **one-off** other operating expenses

# FY / 4Q 2023 | customer acquisition costs

in millions of €	FY 2023	FY 2022	Δ	4Q 2023	4Q 2022	Δ
<b>Total customer acquisition costs</b>	<b>-135.4</b>	<b>-112.3</b>	<b>21%</b>	<b>-35.4</b>	<b>-29.8</b>	<b>19%</b>
<i>of which capitalised and amortised in the period:</i>						
Capitalised customer acquisition costs (contract costs)	133.2	107.5		35.2	29.9	
Amortised contract costs	-123.6	-85.0		-34.1	-28.3	
<b>Customer acquisition costs for the period</b>	<b>-125.8</b>	<b>-89.8</b>	<b>40%</b>	<b>-34.2</b>	<b>-28.2</b>	<b>21%</b>
in % of total sales	39%	33%		41%	34%	

- higher customer acquisition costs reflected a **more competitive pricing environment**, especially in Europe, as well as **testing new countries** and **advertising platforms**

# FY 2023 | cash conversion

in millions of €

	FY 2023	FY 2022
<b>EBITDA</b>	<b>50.3</b>	<b>43.5</b>
Δ Contract costs	-9.6	-22.5
Δ Other working capital	-9.4	4.5
Taxes, financial result & others	-1.0	-1.7
Cash flow from operating activities	30.3	23.8
Cash flow from investing activities	-11.8	-8.4
<b>Operating free cash flow</b>	<b>18.6</b>	<b>15.4</b>
Dividend Payment	-11.6	-7.2
Other cash flow from financing activities	-1.1	-0.6
Cash flow from financing activities	-12.7	-7.8
Cash flow for the period	5.8	7.7

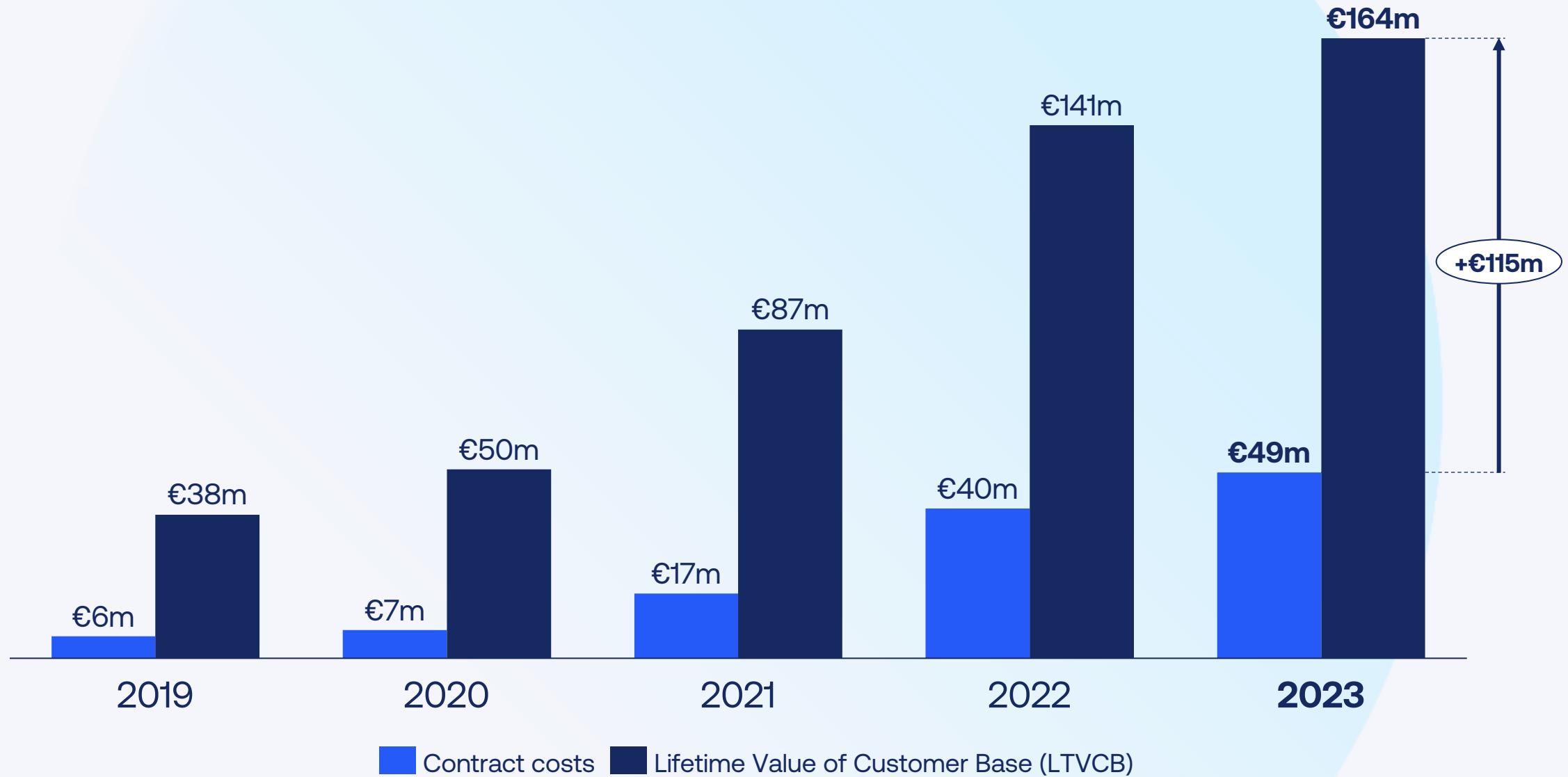
- cash flow from operating activities grew to €30m due mainly to the **higher EBITDA** year-on-year
- cash outflow from investing activities was largely due to **platform development** (€7m) and **content-related** (€4m) payments
- cash outflow from financing activities included €12 million **dividend distribution**

# 31/12/2023 | balance sheet

<b>ASSETS</b>	in millions of €	<b>31/12/2023</b>	31/12/2022	<b>EQUITY &amp; LIABILITIES</b>	<b>31/12/2023</b>	31/12/2022
Goodwill		47.5	47.4	Equity	102.3	81.3
(In)tangible & financial assets		18.1	15.3	Deferred tax liabilities	14.3	10.5
Contract costs		49.2	39.6	Bank borrowings	-	6.6
Deferred tax assets		1.6	1.6	Other financial liabilities	4.4	6.3
Trade & other receivables		22.3	14.4	Provisions, trade payables & other liabilities	26.7	27.8
Cash & cash equivalents		15.7	16.8	Income tax payable	6.7	2.6
<b>Total</b>		<b>154.4</b>	<b>135.1</b>	<b>Total</b>	<b>154.4</b>	<b>135.1</b>

- €49m **contract costs** are the base for €164m expected future sales (LTVCB)
- **goodwill** value confirmed by third party
- net **cash position** was €16m as at 31 December 2023 (cf. €10m per 31/12/2022), notwithstanding €12m dividend paid in 2Q 2023

# LTVCB | expected sales from existing members



# Share buyback

- up to €13m buyback starting asap for next twelve months – corresponds to 43% of the Group's operating cash flow in 2023
- up to 646,871 of the Company's shares may be repurchased on the stock exchange in accordance with the authorisation granted by the Annual General Meeting on 4 April 2022.
- purpose: cancellation of shares and/or to meet obligations arising from stock option plans
- investment bank mandated to exercise buyback independently
- proposal to the AGM to carry forward the Company's net profit for the financial year

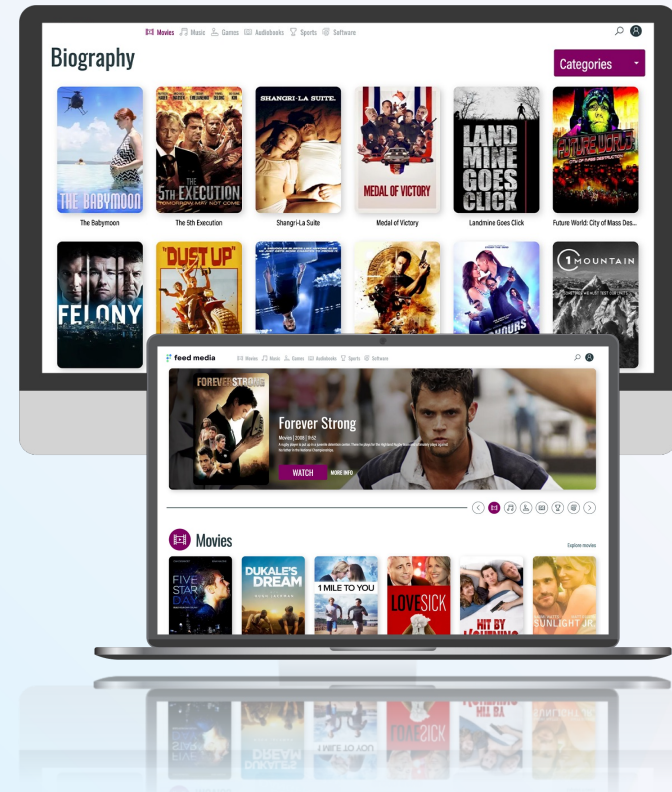
€13m  
buyback  
programme

consistent  
capital  
return  
strategy

increasing  
EPS

boosting  
shareholder  
value

# Outlook

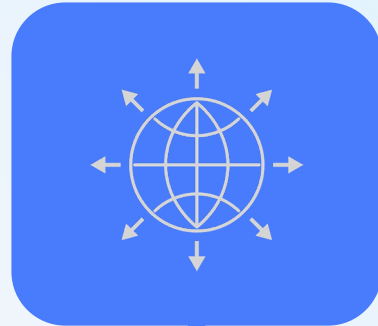


# Outlook

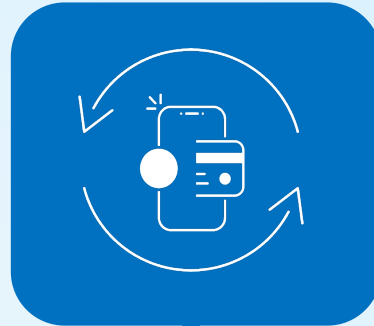
at CLIQ, growth is always:



conversions &  
business modelling



more  
countries



billing  
methodology

credit card, mobile  
payments, PayPal,  
Google and Apple Pay



advertising  
channels

Google Display, SEA,  
YouTube, Socials and  
Affiliation



content  
hookups

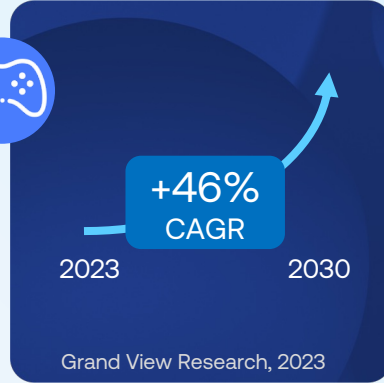
more content hookups  
within existing verticals,  
like AI



# Market growth | sweet spot niche

global digital ad market:  
**+10.5%**  
**\$587bn** pure-play sales (DPP) in 2024

MAGNA Global Ad Forecasts, December 2023.



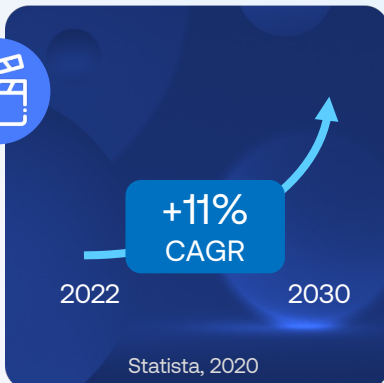
Cloud gaming



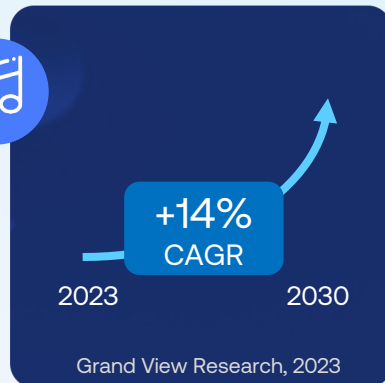
Audiobooks



Live sports streaming



Movies & series



Music streaming

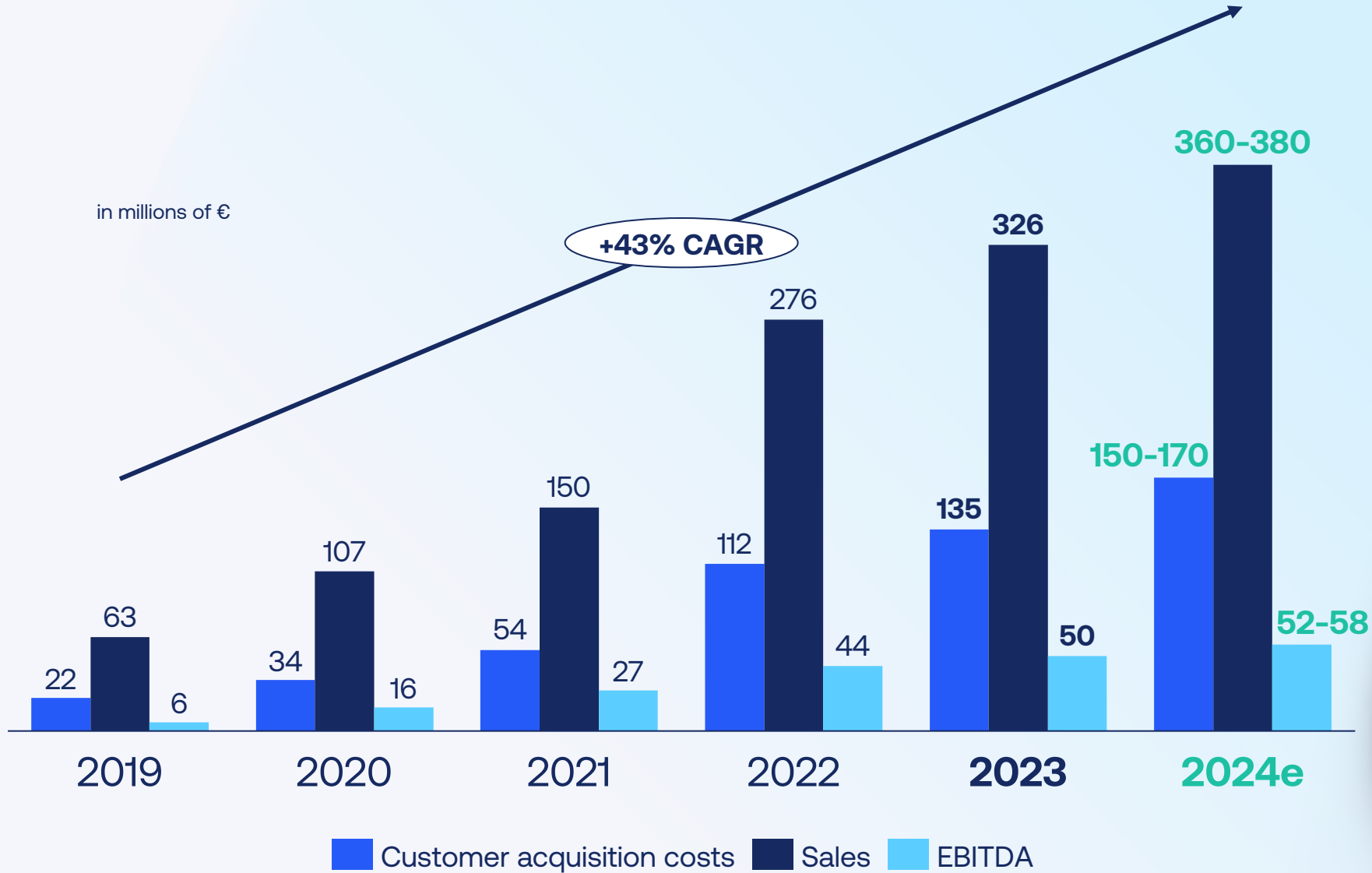


SVOD

global digital media market:  
**+7.8%**  
**\$849bn** revenue in 2027

Statista Digital Media Report 2023

# Outlook



## mid-term outlook:

achieve a run rate  
in 4Q 2025  
to realise  
annual sales of  
**more than**  
**€500 million**  
going forward

# Outlook | sustainability

## **Commitment:**

- fostering positive change Group-wide
- embracing transparency, accountability and innovation
- driving engagement and CSRD compliance

## **Strategy:**

- Management Board ownership
- focusing on key actions
- taking active steps and initiatives

## **2023 launched initiatives:**

- Gap Analysis
- Double Materiality Assessment
- Carbon Footprint Assessment (CFA) & Scope 3 Screening

## **2024-2025 roadmap:**

- Sustainability Management System Implementation
- first internal sustainability report according to GRI standards
- audit readiness assessment

# Key takeaways

## high sales growth

34% CAGR  
(2019-2026)

## global presence

>40 countries

## high shareholder return

702%  
10-year TSR

## high growth potential

14% CAGR global  
content streaming  
market

## fast & full reporting

## attractive valuation

€75 median sell-side  
target price

## highly profitable

16% average EBITDA  
margin (L4Y)

## attractive capital return strategy

Q&A



# CLIQ

## DIGITAL

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