MIGHTY KINGDOM

AGM PRESENTATION

November 2022

MIGHTY KINGDOM

- Founded in 2010 and headquartered in Adelaide, Mighty Kingdom ("MK") is a independent game developer in Australia
- Mighty Kingdom has released more than 50 games with more than 50 million downloads worldwide
- Our strength lies in our passionate work, our diverse teams, our unique technologies, our mastery of storytelling and our progressive management approach.

COMPANY OVERVIEW

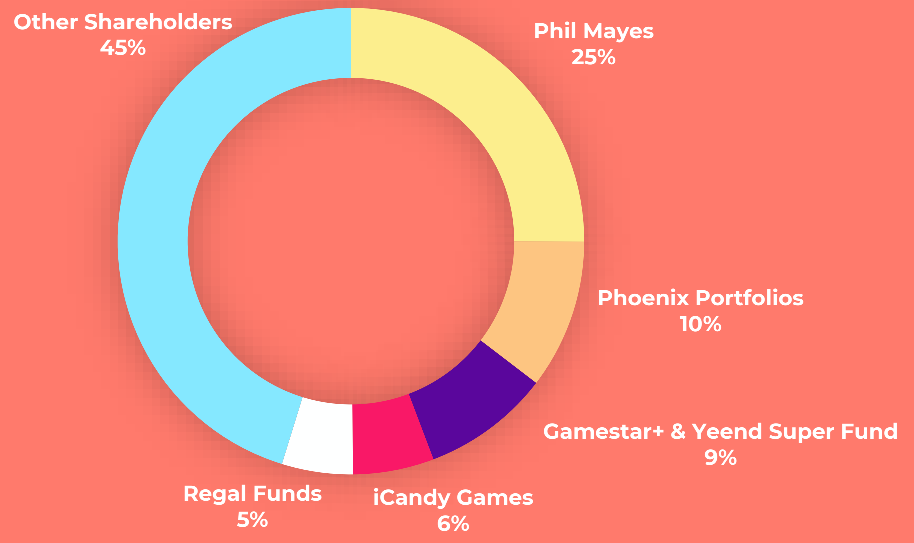
MK

CAPITAL STRUCTURE

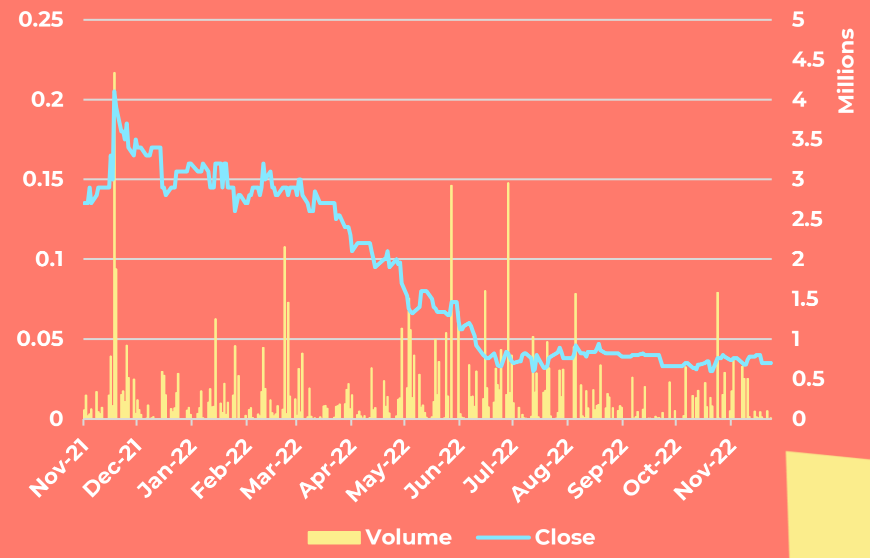
Share Price (24/11/2022)	$0.035
Shares on Issue	209.7m
Options on Issue	18.8m
Market Capitalisation[1]	$7.3m
Cash Net Debt (30 Sept 2022)	$1.7m
Enterprise Value	$5.6m

[1]Market capitalisation at 24/11/2022; excludes options on issue

SHARE REGISTRY



SHARE PRICE HISTORY



BUSINESS MODEL

MK

Mighty Kingdom has evolved to develop Original IP

Original IP allows Mighty Kingdom to maximise the brand's potential and leverage upside. Mighty Kingdom currently partners with publishers to fund distribution of these games

Mighty Kingdom engages with established brands to license quality IP and/or co-develop projects

Mighty Kingdom leverages the established brand and develops a game which is aligned to the brand

Mighty Kingdom is engaged on a 'Work for Hire' basis

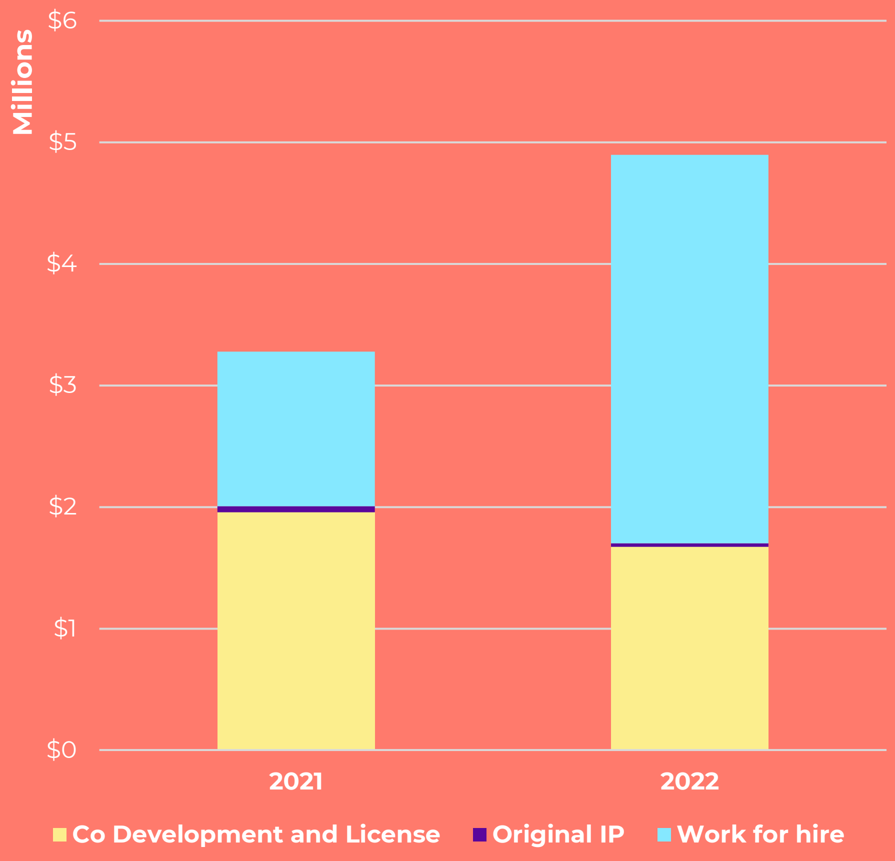
Work for Hire projects not only provide strong foundational revenues, enable Mighty Kingdom to develop and promote capabilities, which can be applied to licensing and Original IP development

FY22 FINANCIAL HIGHLIGHTS

Mighty Kingdom enjoyed a 49% increase in revenue to $4,896,569 over the previous corresponding year, represented a 39% Compound annual growth rate ("CAGR") since FY20

- 26% increase in game downloads to 17 million as of 30 June 2022 across six in market games developed by Mighty Kingdom
- Work for hire agreement with Google LLC.
- Multi Game agreement signed with East Side Games Group (ESGG).
- Global release of Mighty Kingdom's first console title Conan Chop Chop.
- Acquired licence for Australian film 'Carnifex' to develop game.
- Contract Extension with Mattel and Spin Master through to FY23.

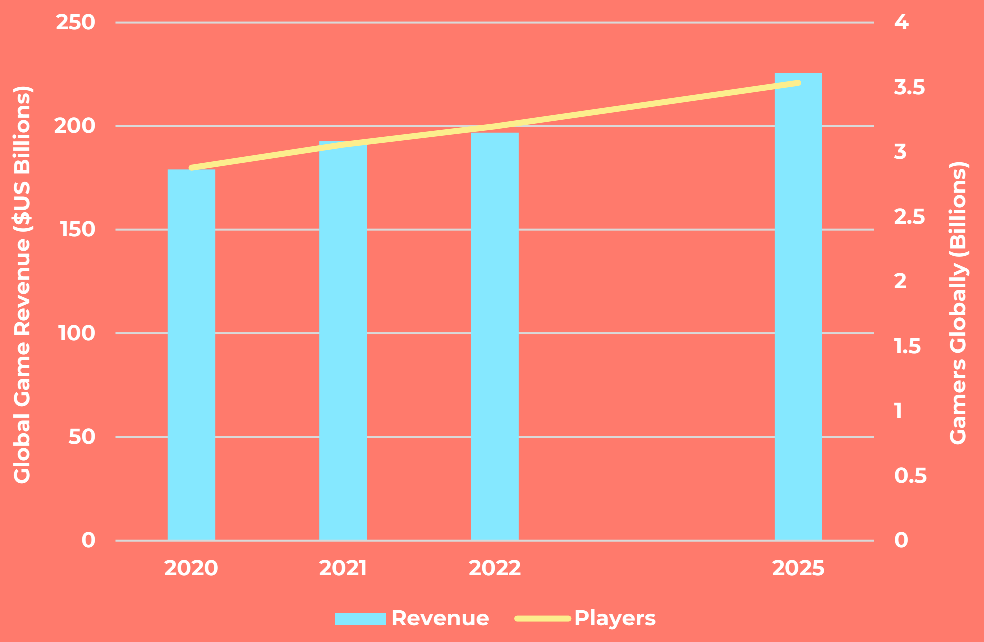
FULL YEAR FINANCIALS



MARKET OPPORTUNITY

MK

GLOBAL GAMES MARKET



Newzoo Global Games Market Report predicts the global games market is expected to grow to US$225.7bn in 2025 at a CAGR of 4.7% between 2020 and 2025.

THE WORLD

3.2B Gamers

US$196Bn Rev

Rev +2.1% YoY

ASIA PACIFIC

1.7B Gamers

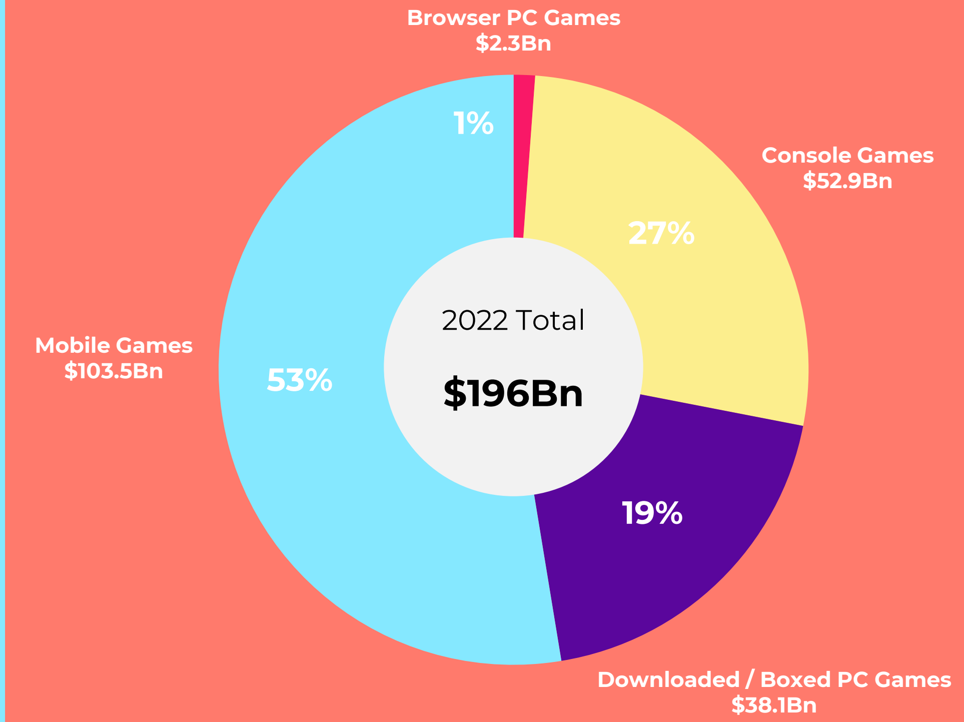
+4.2% YoY

UNITED STATES

2.19M Gamers

+2.6% YoY

2022 GLOBAL MARKET - PER SEGMENT



Mobile and downloaded/boxed PC games have shown respective increases of 5.1% YoY and 1.6% YoY.

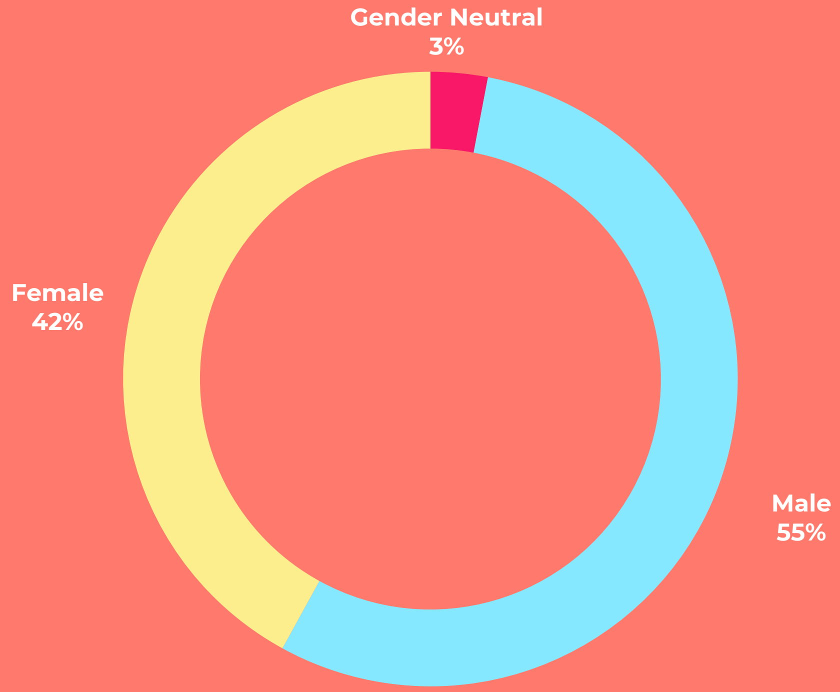
SOURCE: NEWZOO

GENDER DIVERSITY

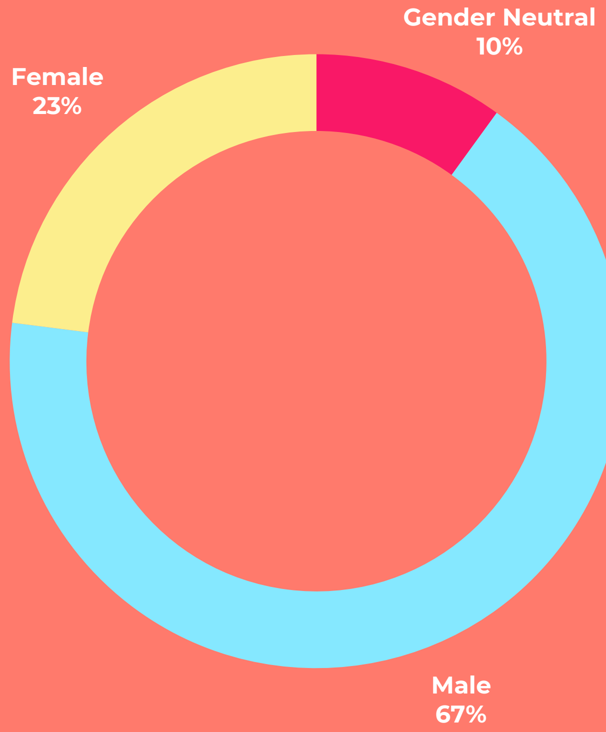
When compared to gender diversity in the Australian Games industry, Mighty Kingdom shows exemplary balance between genders, across all departments.

Creating authentic experiences that are enjoyed by wider audiences is only possible with a diverse development team.

MIGHTY KINGDOM



AUSTRALIAN INDUSTRY[1]



[1]Source: IGEA, Australian Game Development, An Industry Snapshot FY 2020-21

PRODUCT PIPELINE

OUR PRODUCT LIFECYCLE FOR GAMES

MK

Build Phase

The creation of core game systems as well as the pipeline for the content

- Build phase considerably shortened by leveraging existing IP (sequels or co-dev)
- Investment in programmers and artists occurs according to an agreed development execution plan and associated budget

Key Game: Ball Stars

Growth Phase

Where the game goes from investment to profitability through game release

- Development team will reduce to small core responsible for ongoing development
- Profitability comes when the cost of acquiring a customer is reliably lower than the lifetime value of that customer

Key Game: Star Trek: Lower Decks - The Badgey Directive

Sustain Phase

Generating profits on an ongoing basis with the goal to improve margins over time

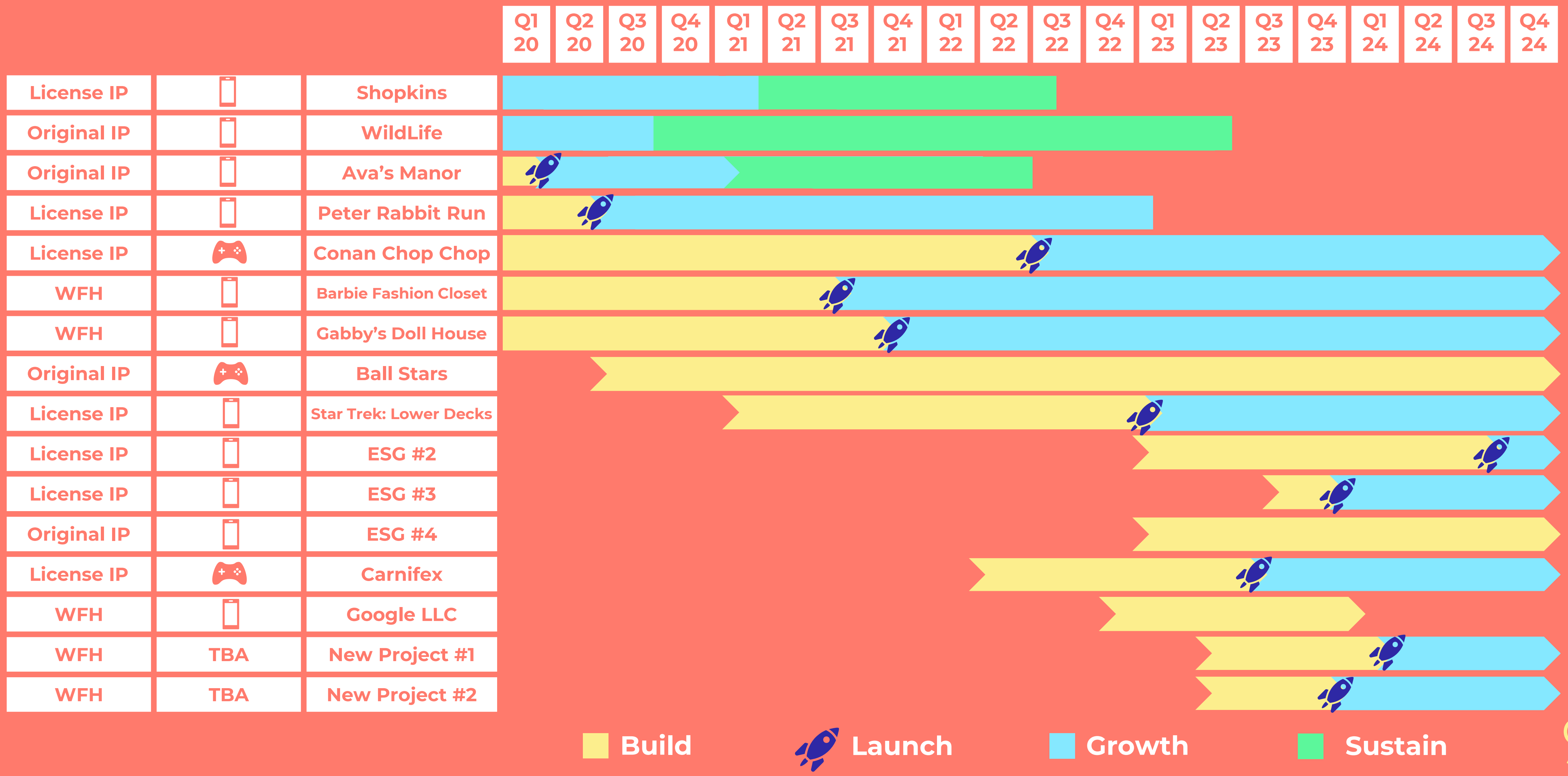
- Small efficient teams of data analysts, product managers, marketing, and content developers
- Goal is to have products in this phase for 3-5 years with the most successful products sustaining for much longer

Key Game: Conan Chop Chop

PIPELINE PROJECTION 2022

MK

MK continues to expand its project pipeline and in-market game portfolio



GAME HIGHLIGHTS

GABBY'S DOLLHOUSE

Mobile

- We brought an entire new and safe universe to life, letting fans immerse themselves in a world animated by their beloved characters whenever and wherever they wanted.
- Our work has seen the game soar to over 12 million downloads.
- This success has resulted in our contract with Spin Master being extended through FY23

SHOPKINS

Mobile

- From 2015 through to 2022, the Shopkins range of games has provided fun to fans around the globe
- In August, the games were retired after arriving at the end of their lifecycle
- Over the last seven years, the games were downloaded 40 million times
- Shopkins' success is a testament to Mighty Kingdom's expertise in designing games for children and establishing sustained partner relationships.

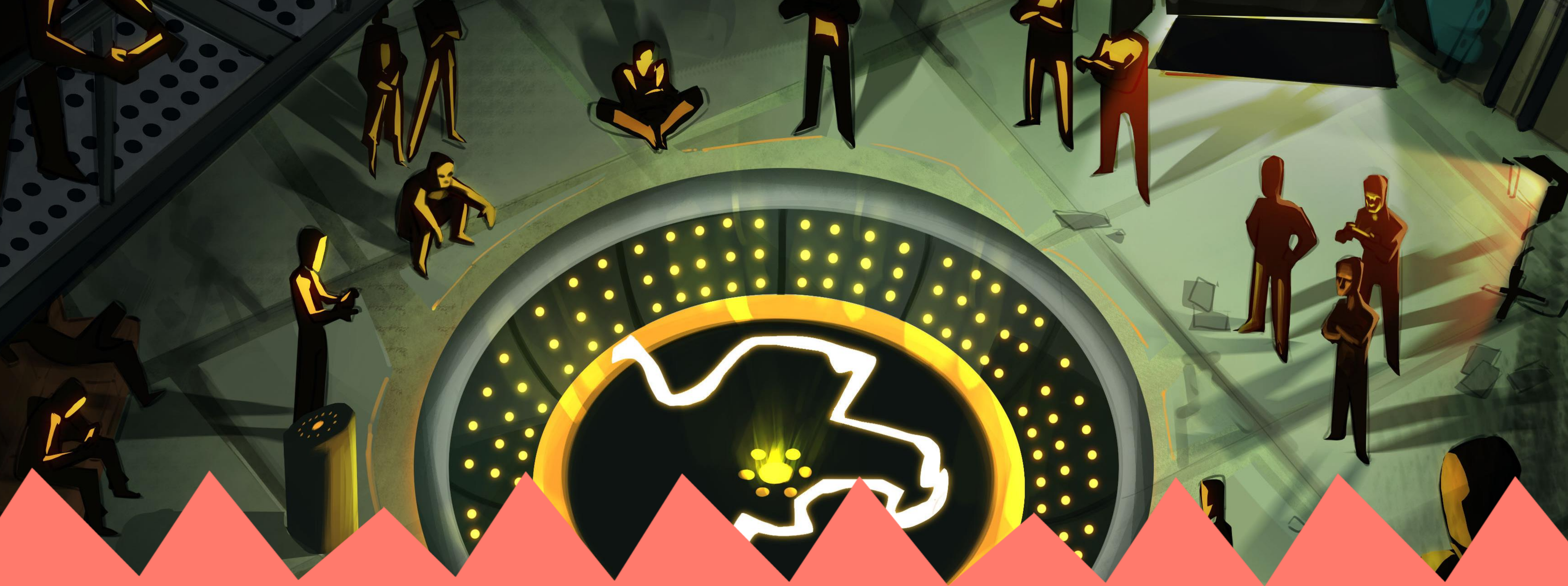
STAR TREK : LOWER DECKS – THE BADGEY DIRECTIVE

Mobile

- Star Trek: Lower Decks – The Badgey Directive was launched worldwide on September 12th 2022
- This product has taken our design, artistic and storytelling capabilities to another high
- The product metrics to date are very promising and we are set for success in bringing our narrative and development skills to a broader audience.

THE FUTURE

- Our strategy aims to achieve financial sustainability while continuing to build the foundation to self-publish our own games
- The Company's pipeline of Original IP remains in a strong position to secure publishing contracts with several titles currently in partnership discussions with global publishers
- In FY23, the Company will release new games while also continuing to enhance products already in the market.



THANK YOU

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This presentation has been approved by the release of the board of directors of Mighty Kingdom Limited

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