Indoor Skydive Australia Group Ltd ASX:IDZ

FY21 Results Presentation 31 August 2021

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# **AGENDA**

FY21 Dashboard & Key achievements

Operations Update

Financial Performance

Outlook





### **About Us**

Indoor Skydive Australia Group Limited is changing to XReality Group Limited. This change reflects an evolution in company direction from indoor skydiving facilities to building physical and digital simulations. Portfolio companies include Indoor Skydiving facilities, Virtual Reality (VR) and Augmented Reality (AR) entertainment, training, and production.

### **FROM**

A visionary leisure company formed to build and operate world class indoor skydiving facilities across the region.



### TO

An innovative company building immersive XR products and experiences that enhance lives.





# FY21 Dashboard: Strategy Delivering Results









Cash \$1.8m

PP&E \$24m

1. Adjusted from reported EBITDA of \$6,210,961 see Pg.9 for details





# Key Achievements

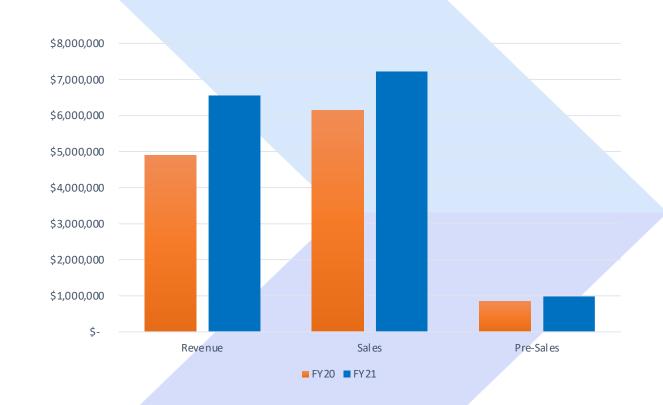
Sheet Improvement  Debt Restructure		Platform for Growth	Strategy Execution		
		Stable existing business Operations		Acquisition of VR Studio	
Cash Increased by \$1.5m		Scalable Systems		Launch of Operator	
Net Assets Increased by 37%		Consolidation and re-branding Complete		FREAK Venue Rollout	





# Operations Update - iFLY Indoor Skydiving

- Current Operations
  - iFLY Downunder (Sydney)
  - iFLY Gold Coast
- Stable Operations
  - Revenue increase 34%
  - Sales increase 18%
  - Unearned revenue increase 15%
- Successful Direct Marketing strategy
- Improved Frequent Flyer program "Flight Club"
- COVID closures from the 26 June 21 in NSW while Gold Coast continues to operate.
- Sydney facility refurbishment and upgrades complete

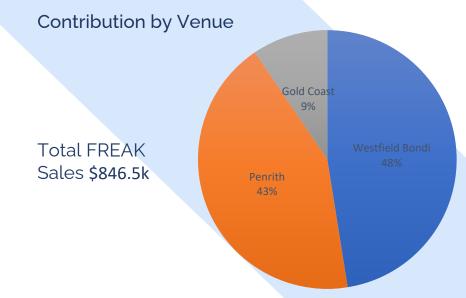






# Operations Update - FREAK Entertainment

- Shopping Centre model proven successful
- Pipeline of new retail venues established
  - Scentre Group
  - AMP
  - Lendlease
  - Theme Parks
- Franchise and turnkey system models under review for global expansion.
- Capability of In-house game development
- FREAK Education
  - Pilot planned to recommence on NSW opening of Schools



Analysis – Bondi Junction, FREAK's first Retail site contributing \$402k in sales over 7 months with major disruptions across 50% of the period. Validating the business model and exceeding expectations.







## FY21 Financial Performance

## Key Financials – Income Statement

\$ million	FY21	FY20	Change %
Revenue	7.27	5.00	45%
Gross Profit	5.60	3.72	51%
Other Income	6.36	0.61	-
Reported EBITDA	6.21	(2.57)	-
Profit / (Loss) after Tax	4.51	(5.44)	-
Underlying EBITDA <sup>1</sup>	1.23	(0.18)	-

# 1. Reported EBITDA for the period was \$6.21m with an underlying EBITDA of \$1.23m. The adjustments include excluding \$5.86m in debt restructure adding back non-cash amortisation of pre-paid royalties of \$564k, non-cash accounting treatments of \$263k and \$50k adjustment of Perth sale price.

#### Commentary

- Revenue exceeded expectations across business segments in FY21
- Other income includes:
  - Debt and Creditor write downs \$5.86m
- Both FREAK and iFLY recovered quickly post each COVID closures and disruptions throughout the year
- Expenses included start up costs associated with 2 new FREAK venues and pre-approvals for future sites





## FY21 Financial Performance

## Key Financials – Balance Sheet

\$ million	FY21	FY20	Change %
Cash	1.76	0.23	-
PP&E	24.07	24.67	-2%
Deferred Revenue	1.05	0.86	22%
Borrowings	7.54	10.45	-28%
Net Assets	15.70	11.19	37%
NTA per Share (cents)	4.5	3.3	37%

1

#### Commentary

- Strong Cash Position to support strategic growth and diversification
- Debt restructure significantly reducing debt while minimising shareholder dilution
- Deferred Revenue reflects strong sales and a robust revenue pipeline
- Capital Investment in 2 new FREAK Venues and building and IT upgrades to existing iFLY facilities





# Outlook – Stable platform for Growth in FY22

Increasing Capability

Build capability in XR games creation and simulation software development to increase company owned IP

Enterprise XR Launch

Expand current military training services into XR training and simulation product development

**FREAK Expansion** 

Continue rollout of FREAK company owned venues.

Develop FREAK "Turnkey system" & Franchise model enabled through own game development





### Red Cartel - VR Production Studio

- Completion of acquisition achieved 24<sup>th</sup> August 21
- Red Cartel will continue to grow their own client driven business while also developing games and Enterprise targeted XR training applications for ISA Group.

### Current Projects include;

- Core software technology underlying multiplayer game technology to be used for a variety of applications across Operator and FREAK
- Military Tactical Trainer development;
  - Hardware design designing robust tracking and haptic systems
  - Mapping and scenario builds Military and Law Enforcement



www.redcartel.com





# Operator Tactical Solutions

Special purpose company established specifically for Industry, Defence and Law Enforcement Products

- First product Military Tactical Trainer significantly advanced and close to trial phase
- Completion of tactical trainer product within the next 3 months ready for trial
- Target markets include, Special Operations and Law Enforcement in Australia, Europe and the US.
- Finalising road map and key features based on current military feedback
- Establishing global distribution and support networks
- Trial partners have been identified and awaiting MVP

Design Trial Implementation





# Outlook - New Look, New Capabilities, New Markets



#### **CONSUMER**

#### **ENTERPRISE**

# **IFLY**VERTICAL WIND TUNNELS

Strong cash generation Robust Military and Skydiver Training markets Low competition

#### **FREAK**

VIRTUAL REALITY VENUES

Innovative retail format
Large demand from shopping centres
Rapid expansion plans
New product development
In house game pipeline

#### **OPERATOR**

**IMMERSIVE MILITARY SIMULATION** 

XR based Tactical Tools for Military and Law Enforcement

MVP Launching November

#### RED CARTEL

XR/VR/AR PRODUCTION

Custom XR games, applications and software for in house and external clients.





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