

Animoca Brands Q1 2016 Report

Highlights

- Cash receipts from customers grew to A\$2.72m, a 70% increase on the December 2015 quarter (A\$1.6m) and a 325% increase on the prior corresponding March 2014 quarter (A\$0.6m)
- Unaudited revenue of A\$2.18m, compared to A\$2.39m in the December 2015 quarter, an 82% increase on the prior corresponding March 2015 quarter (A\$1.4m)
- Revenue growth driven by increasingly engaged users (MAUs 13.3m), a result of highly popular games launched in partnership with Mattel and expanded distribution channels
- Installations continue to rise, with a total of 26.7m new downloads during the quarter, bringing the total to over 200m, a significant milestone for the Company
- Company remains well funded to drive forward product and partnership expansion strategies following a successful Institutional Placement of A\$6.5m post the quarter

29 April 2016: Animoca Brands (ASX: AB1 or the "Company") has today released its Appendix 4C Report for the three-month period to 31 March 2016 and is pleased to provide a review of the progress made during period.

Financial and Operational Update

Cash receipts from customers was A\$2.72m during the March 2016 quarter, representing a 70% increase on the December 2015 quarter (A\$1.6m) and a 325% increase on the prior corresponding March 2014 quarter (A\$0.6m).

Unaudited revenues based on management accounts of A\$2.18m were recorded in Q1 2016, an average of A\$727,246 per month, compared to unaudited revenues of A\$2.39m in Q4 2015. Q4 is typically the highest revenue period of the year due to seasonal factors surrounding the Christmas holidays where downloads and user activity is highest.

Revenue growth was driven by an ongoing increase in downloads and active users, which can be attributed to a number of new and highly popular games launched in partnership with Mattel and expanded distribution channels, particularly in China.

During the quarter, the Company experienced net operating cash outflows of A\$1.6m mainly due to ongoing and increased investment in the development of ebooks. The Company ended the quarter with a cash balance of A\$3.03m. Advertising and marketing cash outflows totaled A\$1.05m and other working capital amounted to A\$1.05m during the quarter.

Unaudited Revenue and Downloads

During Q1 2016, key operating metrics performed strongly with the average monthly active users ("MAU's") reaching 13.3m, up 46% on Q4 2015 and 68% on the corresponding Q1 2015. MAUs were driven by the expansion of the Company's branded app portfolio including the addition of games based on the highly popular Mattel brands, such as Thomas & FriendsTM and Ever After HighTM as well as *Garfield Chef* published by Xiaomi in China. However, since these particular titles did not carry advertising, the increase in active users did not result in a commensurate increase in revenues.

An average of 8.9m new users per month downloaded an app, an increase of 68% on Q4 2015 and 65% on the corresponding Q1 2015 period. The Company's total downloads across its game portfolio reached over 200m at the end of the period, a significant milestone in the Company's trajectory. During the period, the Company released 22 new titles, bringing the total number to 433.

	Q1 2015	Q4 2015	Q1 2016
MAU's	7.9m	9.07m	13.3m
Average Monthly New Users	5.4m	5.2m	8.9m
Total Apps	358	411	433
New Apps	22	17	22
Revenue	\$1.4m	\$2.4m	\$2.18m
Average Monthly Revenue	\$467,000	\$800,000	\$727,000
Total Downloads	129.7m	174.7m	201.4m

App Performance

In the previous December 2015 quarter the Company launched its first games in partnership with Mattel, Ever After HighTM Tea Party Dash and Thomas and FriendsTM: Race On! as well as Ever After HighTM Charmed Style during the quarter. These games have proven to be highly popular, having received 6.2m downloads through April 17th, and have made a significant contribution to rising revenue.

In addition, the Company signed a number of distribution agreements for its apps, increasing its distribution channels and ability to generate user interest. In February, the Company announced it had partnered with Xiaomi, China's largest smartphone maker, for the distribution of *Garfield Chef*. The app achieved over 1.5m downloads in the first month alone. The Company also partnered with Tencent for the publication of the highly regarded *Groove Planet* game across Android versions of Weixin, Mobile QQ, and Tencent App Store in China.

Corporate Update

Post the quarter, the Company raised A\$6.5m via an Institutional placement, which received considerable support from institutional, sophisticated and professional investors at A\$0.20 per share, issuing 32.5m new shares. The Company has also issued a Share Purchase Plan (SPP) for up to \$1m that closes on 6 May 2016.

The capital raised provides the Company with ample funding to continue to drive forward its growth strategy and accelerate the development of new mobile apps and the launch of subscription based e-books, in partnership with Mattel.

Rule 4.7B

Appendix 4C

Quarterly report for entities admitted on the basis of commitments

Introduced 31/03/00 Amended 30/09/01, 24/10/05, 17/12/10

Name of entity		
Animoca Brands Corporation Limited		
ABN	Quarter ended ("current quarter")	
29 122 921 813	31 March 2016	

Consolidated statement of cash flows

		Current quarter	Year to date (12	
Cash flows related to operating activities		AUD\$'000	months)	
		_		AUD\$'000
1.1	Receipts from customers		2,720	2,720
1.2	Payments for	(a)staff costs	(1,325)	(1,325)
		(b)advertising and marketing	(1,046)	(1,046)
		(c)research and development	-	-
		(d)leased assets	-	-
		(e)other working capital	(1,054)	(1,054)
1.3	Dividends received		-	-
1.4	Interest and other items of a similar nature		1	1
	received			
1.5	Interest and ot	her costs of finance paid	-	-
1.6	Income taxes paid		-	-
1.7	Other (Cost of sales)		(907)	(907)
	Net operating cash flows		(1,611)	(1,611)

⁺ See chapter 19 for defined terms.

		Current quarter AUD\$'000	Year to date (9 months) AUD\$'000
1.8	Net operating cash flows (carried forward)	(1,611)	(1,611)
	Cash flows related to investing activities		
1.9	Payment for acquisition of:		
	(a) businesses (item 5)	(121)	(121)
	(b) equity investments(c) intellectual property	(121)	(121)
	(d) physical non-current assets	_	_
	(e) other non-current assets	(36)	(36)
1.10	Proceeds from disposal of:		
	(a) businesses (item 5)	-	-
	(b) equity investments	-	-
	(c) intellectual property	-	-
	(d) physical non-current assets(e) other non-current assets	-	-
	(e) other non-current assets	-	-
1.11	Loans to other entities	-	-
1.12	Loans repaid by other entities	-	-
1.13	Other (provide details if material)	-	-
	Net investing cash flows	(157)	(157)
1.14	Total operating and investing cash flows	(1,768)	(1,768)
	Cash flows related to financing activities		
1.15	Proceeds from issues of shares, options, etc.	_	_
1.16	Proceeds from sale of forfeited shares	-	-
1.17	Proceeds from borrowings	-	-
1.18	Repayment of borrowings	-	-
1.19	Dividends paid	-	-
1.20	Other (Capital raising costs)	-	-
	Net financing cash flows	-	-
	Net increase (decrease) in cash held	(1.768)	(1,768)
1.21	Cash at beginning of quarter/year to date	4,936	4,936
1.22	Exchange rate adjustments to item 1.20	(139)	(139)
1.23	Cash at end of quarter	3,029	3,029

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Payments to directors of the entity and associates of the directors Payments to related entities of the entity and associates of the related entities

			Current quarter AUD\$'000	
1.24	Aggregate amount of payments to the partie	s included in item 1.2	922	
1.25	Aggregate amount of loans to the parties inc	luded in item 1.11	-	
1.26	Explanation necessary for an understanding	Explanation necessary for an understanding of the transactions		
No	on-cash financing and investing ac	tivities		
2.1	Details of financing and investing transactions which have had a material effect on consolidated assets and liabilities but did not involve cash flows			
2.2	Details of outlays made by other entities to establish or increase their share in businesses in which the reporting entity has an interest			
Financing facilities available Add notes as necessary for an understanding of the position.				
		Amount available	Amount used	
3.1	Loan facilities	\$AUD'000	\$AUD'000 -	
3.2	Credit standby arrangements	-	-	

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Reconciliation of cash

show	nciliation of cash at the end of the quarter (as n in the consolidated statement of cash flows) e related items in the accounts is as follows.	Current quarter \$AUD'000	Previous quarter \$AUD'000
4.1	Cash on hand and at bank	3,029	4,936
4.2	Deposits at call	-	-
4.3	Bank overdraft	-	-
4.4	Other (provide details)	-	-
	Total: cash at end of quarter (item 1.23)	3,029	4,936

Acquisitions and disposals of business entities

			Acquisitions (Item 1.9(a))	Disposals (Item 1.10(a))
5.1	Name of entity			
5.2	Place incorporation registration	of or		
5.3	Consideration for acquisition disposal	or		
5.4	Total net assets			
5.5	Nature of business			

Compliance statement

- This statement has been prepared under accounting policies which comply with accounting standards as defined in the Corporations Act.
- 2 This statement does give a true and fair view of the matters disclosed.

Sign here:

..... Date: 29 April 2016

(Director)

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Notes

- 1. The quarterly report provides a basis for informing the market how the entity's activities have been financed for the past quarter and the effect on its cash position. An entity wanting to disclose additional information is encouraged to do so, in a note or notes attached to this report.
- 2. The definitions in, and provisions of, *AASB 107: Statement of Cash Flows* apply to this report except for any additional disclosure requirements requested by AASB 107 that are not already itemised in this report.
- 3. **Accounting Standards.** ASX will accept, for example, the use of International Financial Reporting Standards for foreign entities. If the standards used do not address a topic, the Australian standard on that topic (if any) must be complied with.

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