Thank you, operator. And thank you all for joining us today.

Good afternoon. Welcome to Zedge's third-quarter fiscal year 2021 earnings conference call. I'm Jonathan Reich, CEO of Zedge, and with me is our Chief Financial Officer, Yi Tsai, who will provide additional insight into our financial performance.

Q3 was an excellent quarter for Zedge. We reported revenue of \$5.3 million, our second-highest quarter in the history of the company. We also delivered our 4th consecutive quarter of net income, 6th consecutive quarter of positive EBITDA and 7th consecutive quarter of positive cash flow from operations. We're very proud of these achievements, especially in light of the seasonal nature of our business, with Q3 being historically weak, mostly from a drop in post-year-end holiday ad budgets.

For those of you that are newer to the story, Zedge 20 is a leading app developer focusing on mobile phone 21 personalization and entertainment. Our heritage is 22 rooted in being one of the leading providers of mobile 23 personalization content, focused on offering consumers a 24 rich array of high-quality wallpapers, video wallpapers, 25 ringtones, and notification sounds. Our flagship app, 26 Zedge Wallpapers and Ringtones is all about personal 27 identity. It acts as a popular hub for self-expression for 28 millions seeking mobile phone personalization, social 29 content, and fandom art. The app is rapidly approaching 30 500 million organic installs, across Android and iOS, an 31 outstanding achievement for any app. The app generates 32 revenue from a combination of advertising, paid 33 subscriptions, and our Zedge Premium marketplace, 34 which enables content creators, ranging from world-class 35

celebrities to emerging artists, to display and market their digital content and sell it to our users.

Zedge's strong third-quarter performance is a
testament to the ongoing investments we are making in
ad operations, paid subscriptions, and MAU growth — the
latter of which was up nearly 20%, year-over-year.
Specific to the last point, we also started seeing a
material slowdown in the rate of MAU decline in welldeveloped markets, which dropped by only 1% in Q3.

Delving into paid subscriptions, although we benefitted from what we consider healthy renewal rates of ~45% in year two and ~65% in year three, and the year-over-year increase remained strong, we did not match the level of our prior sequential quarterly increases. This was a function of customer churn rate remaining constant on a higher total subscriber number,

combined with lower MAU in well-developed countries 54 where our subscription offering tends to have better 55 traction. It is unclear at this time whether the 56 subscription part of our business was actually impacted 57 by seasonality or if it was something else. Either way, we 58 are being proactive in our efforts to reverse the trend, 59 particularly in well-developed markets. Until recently, we 60 had two product managers overseeing our entire product 61 portfolio - Zedge Wallpapers and Ringtones, Zedge 62 Premium, Zedge Plus, and Shortz. We recognized that, to 63 better scale, we needed to invest in expanding our 64 product management team. We waited to pull the trigger 65 on this until early calendar 2021 with the completion of 66 the content management system migration and now 67 have three dedicated product managers working on our 68 personalization app – one focusing on the freemium 69 offering, another focusing on Zedge+, our paid 70 subscription offering, and the third focusing on Zedge 71

Premium. In addition, we have a product manager assigned to new initiatives, including Shortz. We believe that the additional resources will allow us to scale and execute on the various growth initiatives that we have identified, with greater efficiency and ease.

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Although early, we're starting to see results from 78 these hires, most recently with the completion of the 79 overhaul of user accounts, a pre-requisite for social and 80 community features that will be incrementally 81 introduced later this summer. The ability to follow artists 82 and other users, create and share collections, notify 83 users about new followers and new content, and offering 84 an easy-to-remember handle like 85 zedge.me/jonathanreich are expected to unlock 86 fundamental user growth. Furthermore, we are going to 87 enhance Zedge+ by bundling in value-adds to make it 88 more attractive to a broader cross-section of prospective 89

customers and ultimately drive incremental growth. 90

Finally, the newly hired Zedge Premium product manager 91 is working on a set of initiatives to expand our premium 92 creator community, increase average revenue per artist, 93 optimize and localize pricing, make premium content 94 more accessible to consumers, introduce new 95 functionality, including NFTs, or non-fungible tokens, 96 ensuring that they are easy to use, operationally 97 affordable, environmentally sustainable, and an 98 improvement to our creator publishing platform.

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Apart from this, we now have the marketing infrastructure in place – from attribution to analytics and all the associated connections – to start testing paid user acquisition growth strategies. This will be an iterative process allowing us to scale based on ROAS, or Return on Ad Spend.

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I would remiss if I didn't spend some time updating you about Shortz. Earlier this year we hired a product manager who has been spending the bulk of his time doing the foundational work needed to understand the user base, how they interact with the app, what content they like and how they consume it. Under his watch, we introduced an ad-supported version and Shortcastz, highvalue podcasts of the content. We believe that shortform fictional content is optimal for smartphone users and that this space is still in the early stages of maturation. We are also beginning to test various paid user acquisition strategies to complement existing organic channels; introduce new features, and expand our audio catalog. We were even more encouraged that there is a large opportunity here for Zedge in light of Naver's recent acquisition of Wattpad for \$600 million and Kaoko's acquisition of Radish for \$430 million.

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Last quarter we introduced disciplined M&A as part of our growth strategy. While we don't have anything to announce at this juncture, we have been active in looking at potential targets. As a reminder, our acquisition strategy is to seek out opportunities where we can leverage our large user base, expertise in monetization, know-how in managing complex platforms, outstanding engineering talent, and a healthy balance sheet.

In closing, our first three quarters of the fiscal year have been outstanding, and we expect to report continued strong year-over-year growth in Q4, despite a tougher comp, as our business turned the corner in Q4 of fiscal 2020. Based on our strong fiscal year-to-date performance, we are raising our full-year fiscal 2021 expectations for revenue growth of 95-100% while maintaining our track record of strong profitability and cash flow from operations.

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Before handing the call over to Yi I want to thank you, our investors, for your support. I also want to remind everyone that our success is a direct outcome of the outstanding team of talented and dedicated professionals who work at Zedge and who go above and beyond to execute our vision. Thank you!

Now, I am going to turn the call over to Yi, who will provide details about our financial performance.

Thank you!

Thank you, Jonathan!

I want to start by reminding those on the call that our fiscal year ends July 31st. Additionally, last quarter we introduced the term "Active Subscriptions" to replace "Paid Subscriptions" as a metric due to a change in the calculation used by Google Play that now includes accounts hold, which is a subscription status that begins when a user's form of payment fails and the three-day grace period has ended without payment resolution. The account hold period lasts for up to 30 days with the aim to reduce the cancellation rate.

Moving to the third-quarter results. Monthly active users, or MAU, defined as the number of unique users that opened our app during the last 30 days of the

period, increased 20% to 34.5 million during April 2021 from 28.8 million during April 2020. Emerging markets MAU expanded by nearly 30%.

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Total revenue in the third quarter increased 153% from last year to 5.3 million dollars. While our growth was extremely impressive regardless, keep in mind that Q3 of 2020 is when CPMs bottomed out, so this year we saw the benefit of the work we are continually doing to improve our ad operations. Subscription revenues were up 98% from last year, still demonstrating strong growth despite the slowdown in net additions. It is unclear how much of the slowdown in sequential new subscription growth was seasonal and how much was related to lower MAU in well-developed markets, but with our recent hires and product initiatives we are working to reaccelerate growth in fiscal 2022.

Zedge Premium's Gross Transaction Volume, or GTV - that is the total sales volume transacted through our marketplace - was 250 thousand dollars, up 68% compared to the year-ago quarter and 19% sequentially. As Jonathan indicated, we are investing in growing this offering.

Active subscriptions exceeded 750 thousand at the end of the quarter, an 89% increase year over year. As you recall, when a new user purchases a subscription or a freemium user converts to a paid subscription, we pay a 30% fee to Google – which shows up in our SG&A as a marketing expense. However, if a subscriber – whether monthly or annual - renews their subscription after 12 months, the Google fee drops to 15%. In Q3, we continued to see annual second-year renewal rates of

approximately 45%, and third-year renewals are coming in at 65%, which is generally considered to be strong performance within the industry.

Overall, the average revenue per monthly active user or ARPMAU was 4.9 cents – an increase of 121% year over year, driven by the combination of better advertising performance and higher-paid subscription numbers.

Operating margin increased to 38% vs negative -6% last year, reflecting the continued cost controls we've implemented while still being able to invest in growth.

Net income and Diluted EPS were 1.9 million dollars and 13 cents, respectively, versus a net loss of 300

hundred thousand dollars and loss per share of 3 cents in the prior year. Average shares outstanding for the third quarter were about 14.6 million on a fully diluted basis, representing the shares we have issued as part of our ATM, combined with option exercises as the stock has increased significantly in value over the past 12 months.

EBITDA was 2.3 million dollars, versus break-even last year.

From a liquidity standpoint, we remain in a strong net cash position with almost no debt and nearly 25 million dollars in cash and cash equivalents, a 20 million-dollar increase from last year and over 11 million dollars sequentially. The increase in cash over Q2 was driven by a combination of positive operating cash flow of 4 million

dollars, and net proceeds of 7 million dollars from the 10 million dollar ATM program we initiated this quarter, sales of which occurred at a weighted average price above \$15.

Moving to guidance for the full fiscal year 2021, as Jonathan mentioned we have increased our top-line growth expectations to 95% to 100%. Q4 has traditionally been stronger than Q3, but also keep in mind that our Q4 comp will be tougher due to the growth trajectory that began in Q420. Also note that, with some key new hires, we expect our operating expense run rate to increase slightly in Q4.

I hope that each of you remains safe and I look forward to speaking with you again on the next call.

Operator back to you for Q&A.