

FY26 Results Presentation and Strategy Update

September 2026 · Includes FY26 results, year ended 30 June 2026



Important notice & disclaimer

You must read the following before continuing

Summary information in relation to Pentanet Limited: This presentation contains summary information about Pentanet Limited (ACN 617 506 279) ("Company"), its subsidiaries and their activities which is current as at the date of this presentation, unless otherwise indicated. The information in this presentation remains subject to change without notice, and the Company is not responsible for updating, nor does it undertake to update it.

Industry data: Certain market and industry data used in connection with or referenced in this presentation, including in relation to other companies in the Company's peer group, may have been obtained from public filings, research, surveys or studies made or conducted by third parties, including as published in industry-specific or general publications. Neither the Company nor its advisors or their respective representatives have independently verified any such market or industry data.

Not financial product advice: This presentation, and the information provided in it, does not constitute, and is not intended to constitute, investment or financial product advice (nor tax, accounting or legal advice). This presentation should not be relied upon as advice to investors or potential investors and has been prepared without taking account of any person's individual investment objectives, financial situation or particular needs. Any investment decision should be made based solely upon appropriate due diligence. Before making an investment decision, prospective investors should consider the appropriateness of the information having regard to their own investment objectives, financial situation and needs and seek legal, accounting and taxation advice appropriate to their jurisdiction. Recipients of this presentation are advised to consult their own professional advisers. An investment in the Company is subject to significant risks, both known and unknown and including (without limitation) risks of loss of income and capital. A number of risks are beyond the control of the Company.

Future performance, forward-looking statements and key risks: This presentation contains certain "forward-looking statements". Forward-looking statements can generally be identified by the use of forward looking words such as "forecast", "likely", "believe", "future", "project", "opinion", "guidance", "should", "could", "target", "propose", "to be", "foresee", "aim", "may", "will", "expect", "intend", "plan", "estimate", "anticipate", "continue", "indicative" and "guidance", and other similar words and expressions, which may include, without limitation, statements regarding plans, strategies and objectives of management, anticipated dates, expected costs or outputs for the Company. To the extent that this presentation contains forward-looking information (including forward-looking statements, opinions or estimates), the forward-looking information is subject to a number of risk factors, including those generally associated with the telecommunications industry. Any such forward-looking statement also inherently involves known and unknown risks, uncertainties and other factors that may cause actual results, performance and achievements to be materially greater or less than estimated.

Any forward-looking statements are also based on assumptions and contingencies which are subject to change without notice and which may ultimately prove to be materially incorrect, as are statements about market and industry trends, which are based on interpretations of current market conditions. Investors should consider the forward-looking statements contained in this presentation in light of those disclosures and not place reliance on such statements. The forward-looking statements in this presentation are not guarantees or predictions of future performance and may involve significant elements of subjective judgment, assumptions as to future events that may not be correct, known and unknown risks, uncertainties and other factors, many of which are outside the control of the Company.

Indications of, and guidance on, future performance are also forward-looking statements, and include statements in this presentation regarding expected or indicative costs, indicative revenues, indicative outputs and anticipated dates. To the maximum extent permitted by law, the Company, its advisors and their respective directors, officers, employees, advisers, agents and intermediaries (together, "Relevant Parties") disclaim any obligation or undertaking to release any updates or revisions to the information to reflect any change in expectations or assumptions, or any change in events, conditions or circumstances on which any such information or statement is based. Nothing in this presentation will, under any circumstances (including by reason of this presentation remaining available and not being superseded or replaced by any other presentation or publication with respect to the Company or the subject matter of this presentation), create an implication that there has been no change in the affairs of the Company since the date of this presentation.

To the maximum extent permitted by law, the Relevant Parties make no representation or warranty (express or implied) as to the fairness, accuracy, reliability, currency, reasonableness or completeness of the contents of this presentation or any other information (whether written or verbal) that the Relevant Parties otherwise provide to the recipient. The recipient may not rely on the contents of the presentation or any information in it in making any decision to invest or acquire an interest in the Company or its assets. To the maximum extent permitted by law, the Relevant Parties are not liable for any direct, indirect or consequential loss or damage suffered (whether foreseeable or not) by any person (whether arising from negligence or otherwise) as a result of relying on this presentation or the information in it, any errors therein or omissions therefrom, or any other written or oral communications transmitted to the recipient in the course of its evaluation of the Company, or otherwise in connection with this presentation or the information in it.

Investment risk: As noted above, an investment in the Company's securities is subject to investment and other known and unknown risks, a number of which are beyond the control of the Company. The Company (nor its related bodies corporate) does not guarantee any particular rate of return or the performance of the Company, nor does it guarantee the repayment of capital from the Company or any particular tax treatment. Prospective investors should make their own enquiries and investigations regarding all information in this presentation, including but not limited to the assumptions, uncertainties and contingencies which may affect future operations of the Company and the impact that different future outcomes may have on the Company.

Not an offer: This presentation is for information purposes only and does not constitute or form any part of any offer or invitation to sell or issue, or any solicitation of any offer to purchase or subscribe for, any securities in the Company in any jurisdiction. This presentation and its contents must not be distributed, transmitted or viewed by any person in any jurisdiction where the distribution, transmission or viewing of this document would be unlawful under the securities or other laws of that or any other jurisdiction.

As a result, there can be no assurance that actual outcomes will not materially differ from these forward-looking statements. The forward-looking statements are based on information available to the Company as at the date of this presentation. Except as required by law or regulation, the Company undertakes no obligation to provide any additional or updated information or update any forward-looking statements, whether as a result of new information, future events or results or otherwise.

SECTION 1

FY26 Results Overview

Growth in higher-margin gaming delivers improved operating performance

01

Significant improvement in operating and financial performance

- Group revenue up 8% on PcP to \$24.4 million
- Improved profitability with Group EBITDA¹ up 74% to \$2.4 million
- Net Operating Cash Inflow up 17% to \$1.6 million

Operating leverage & cost discipline converted growth into profit & cash

02

Higher-margin cloud gaming drives operating leverage

- Gaming revenue up 16% on PcP to \$2.8 million, at a 68% gross margin (up 11pp)
- Gaming EBITDA up 61% to \$1.7 million, 46% of Group EBITDA, up from 35%
- In advanced negotiations with NVIDIA, under our alliance agreement, to acquire additional Blackwell servers, expected to conclude soon²

Alliance partner status enables GPU upgrade

03

Resilient telco performance underpins recurring revenue

- Steady subscriber growth, supported by NBN Speed Boost
- Higher margin 5G subscribers up 15% on PcP

A recurring-revenue foundation underpins future growth

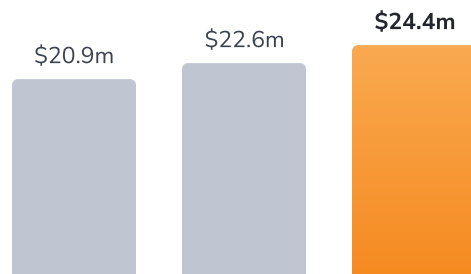
1. EBITDA is a financial measure which is not prescribed by Australian Accounting Standards ('AAS') and represents the profit under AAS adjusted for depreciation, amortisation, interest and tax.

2. Negotiations remain ongoing and there is no certainty that an agreement will be concluded.

Group results: EBITDA +74%

Group revenue \$m

+8%



FY24

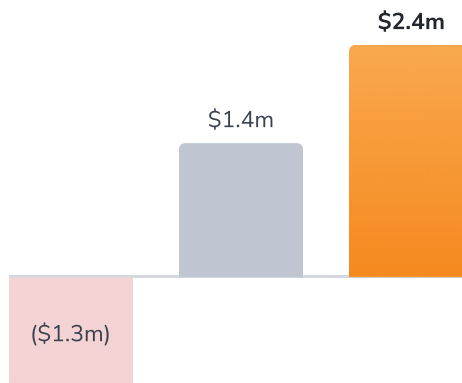
FY25

FY26

Consistent revenue growth, up 8% on PcP and 17% on FY24.

Group EBITDA¹ \$m

+74%



FY24

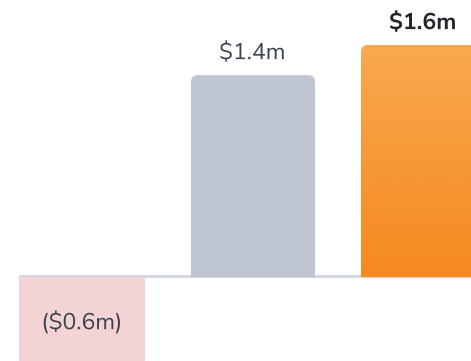
FY25

FY26

From a \$1.3m loss to \$2.4m, a step-change in operating leverage.

Operating cash flow \$m

+17%



FY24

FY25

FY26

Operating cash flow of \$1.6m, a \$2.2m turnaround from FY24's outflow.

1. EBITDA is a financial measure which is not prescribed by Australian Accounting Standards ('AAS') and represents the profit under AAS adjusted for depreciation, amortisation, interest and tax.

Operating cash flow up 17% to \$1.6m

\$1.6m

Operating cash flow +17%

(\$2.3m)

Investing, narrowed 16%

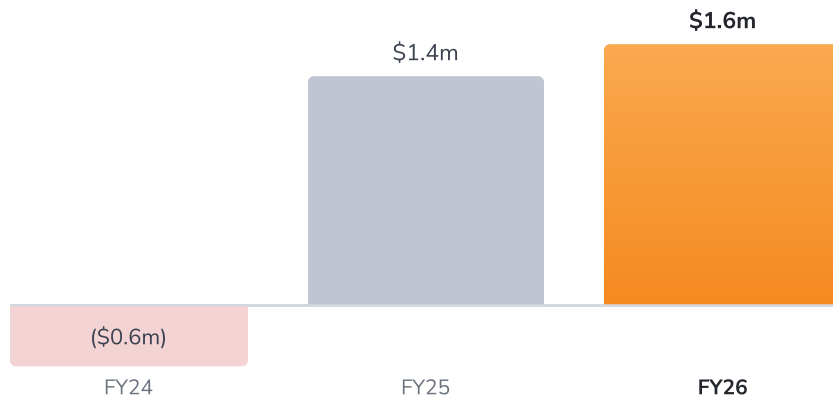
~\$0

Financing, broadly neutral

\$1.5m

Cash at bank

Operating cash flow \$m

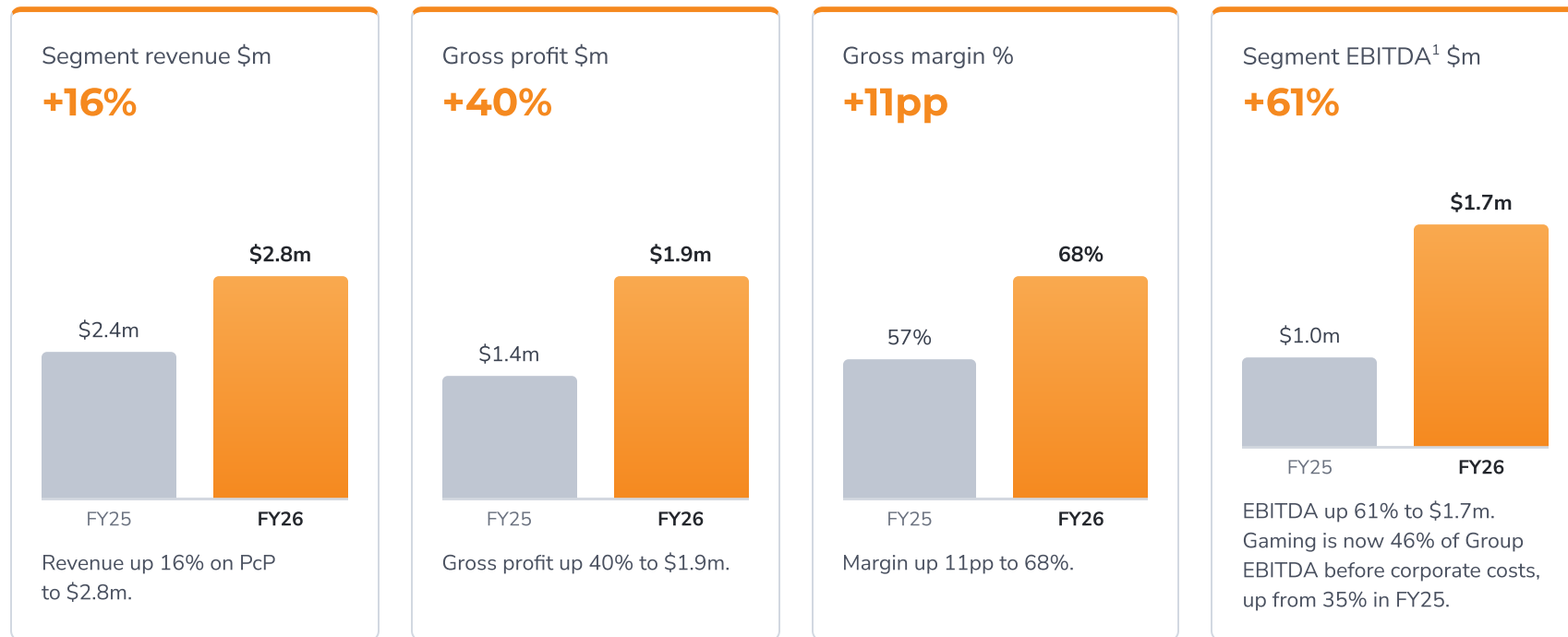


A \$2.2m turnaround from FY24's outflow.

Investing: \$1.8m intangibles and \$0.5m network equipment.
Included in payments for intangibles is the final \$1.6m payment to ACMA for the 15-year Spectrum License.

Financing: \$1.2m borrowings repaid, \$0.9m of lease payments, offset by \$2.1m financing facility for the final Spectrum payment.

Cloud gaming segment: EBITDA +61%



Bar baselines are truncated to show the change between periods.

1. EBITDA is a financial measure which is not prescribed by Australian Accounting Standards ('AAS') and represents the profit under AAS adjusted for depreciation, amortisation, interest and tax.

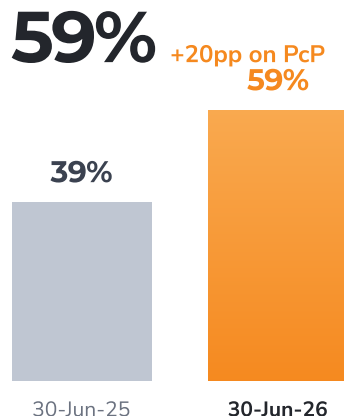
Loyal customers are choosing the premium tiers

Increased Gaming ARPU
/ month



Retiring the Casual plan lifted subscribers into higher-value tiers.

Higher proportion of Ultimate plan customers



Ultimate now carries the majority of the paying base.

Strong loyalty within the customer base

31,773

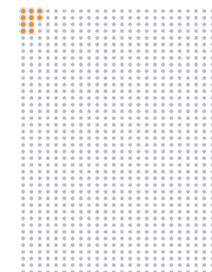


Around half of paid activations are users returning to the platform.

Registered users demonstrate future growth potential

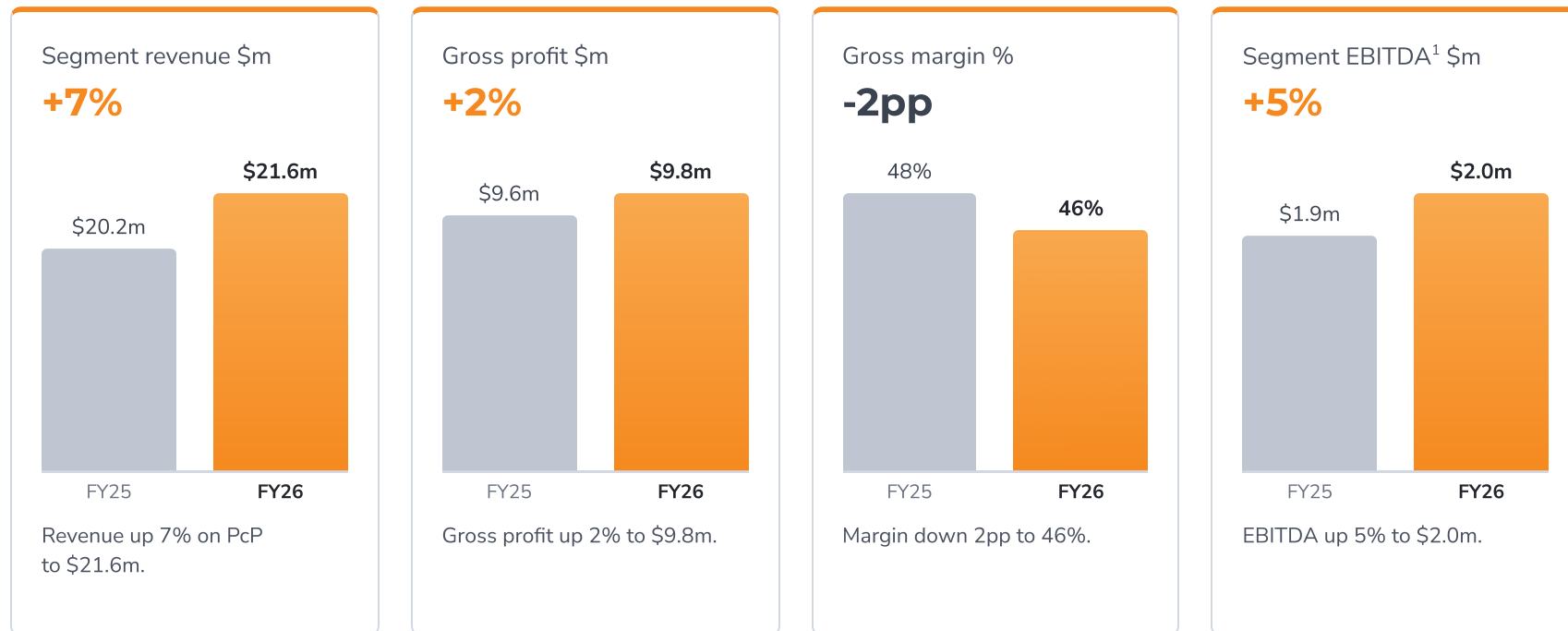
840k

registered CloudGG users



- Paying subscribers
- Registered gamers, demand awaiting its upgrade moment

Telco segment: EBITDA +5%



Bar baselines are truncated to show the change between periods.

1. EBITDA is a financial measure which is not prescribed by Australian Accounting Standards ('AAS') and represents the profit under AAS adjusted for depreciation, amortisation, interest and tax.



OPERATIONAL UPDATE • TELCO



18,936

closing subs at 30-Jun-26

Total subscribers, up 4% on PcP

A resilient, recurring-revenue foundation, with 779 net new subscribers over the year and the network backbone supporting the broader digital-infrastructure strategy.

12,799

Off-net **+13%**

1,039

5G subscribers **+15%**

1.3%

Avg monthly churn, low

\$92

Recurring ARPU **+2%**

\$96

Blended ARPU

6,137

On-net subscribers

GROWING OFF-NET

NBN Speed Boost lifted acquisition

Eligible higher-speed fibre and HFC connections were automatically upgraded during September 2025 at no additional cost.

HIGHER MARGIN ON-NET

Utilisation over expansion

Continued growth in higher-margin on-net 5G adoption, with utilisation the strategic focus rather than further network expansion.

NPAT affected by impairment, but more work to do

As reported

Loss widened 55%

FY25



FY26



(\$6.9m) loss after tax and other comprehensive income, against a \$4.5m loss in FY25.

Underlying, excluding Gen2 Impairment

36%
improvement

FY25

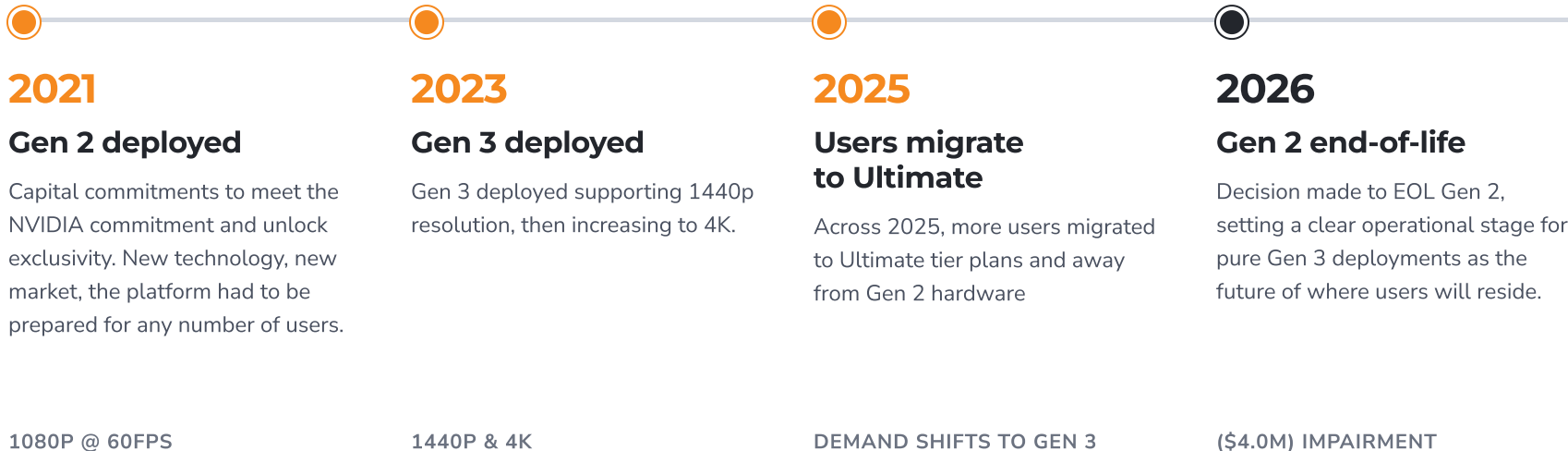


FY26



(\$2.9m) loss excluding the impairment, an improvement of \$1.6m on the prior year.

Gen 2 impairment



Not a pattern

Launching GeForce NOW in a new market meant available capacity on the ground early, skin in the game for where the platform aims to be. The legacy generation is now impaired, but the residual standing as NVIDIA's continued partner remains, aligned on the same goals. Current Gen 3 expansion is incremental, in service on delivery, depreciating from day one.

SECTION 2

Inside the Segments, and the Strategy Ahead

The Infrastructure that underpins segments

National connectivity layer

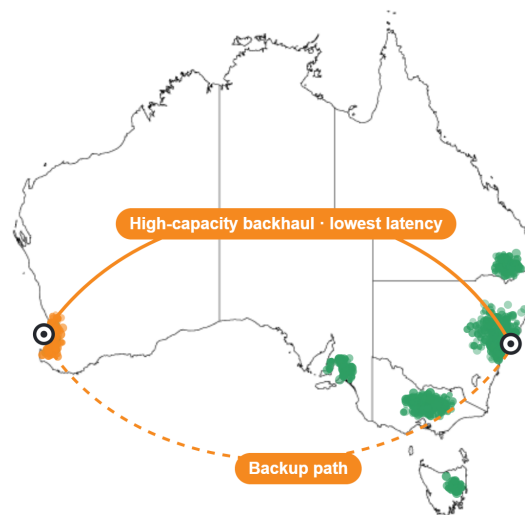
National connectivity infrastructure across multiple data centres, built to support the internet services and low latency Cloud Gaming. Our network is engineered at a national level for very high-bandwidth low-latency applications.

Telco subscriptions

Telco infrastructure, towers, spectrum, fibre backhaul, with NBN connectivity. National reach would enable new product bundles for consumers and enterprises.

Gaming subscriptions

NVIDIA GPU infrastructure, the deployment and monetisation of GPU-based systems. Cloud gaming in Australia and New Zealand peaks in evenings and on weekends.

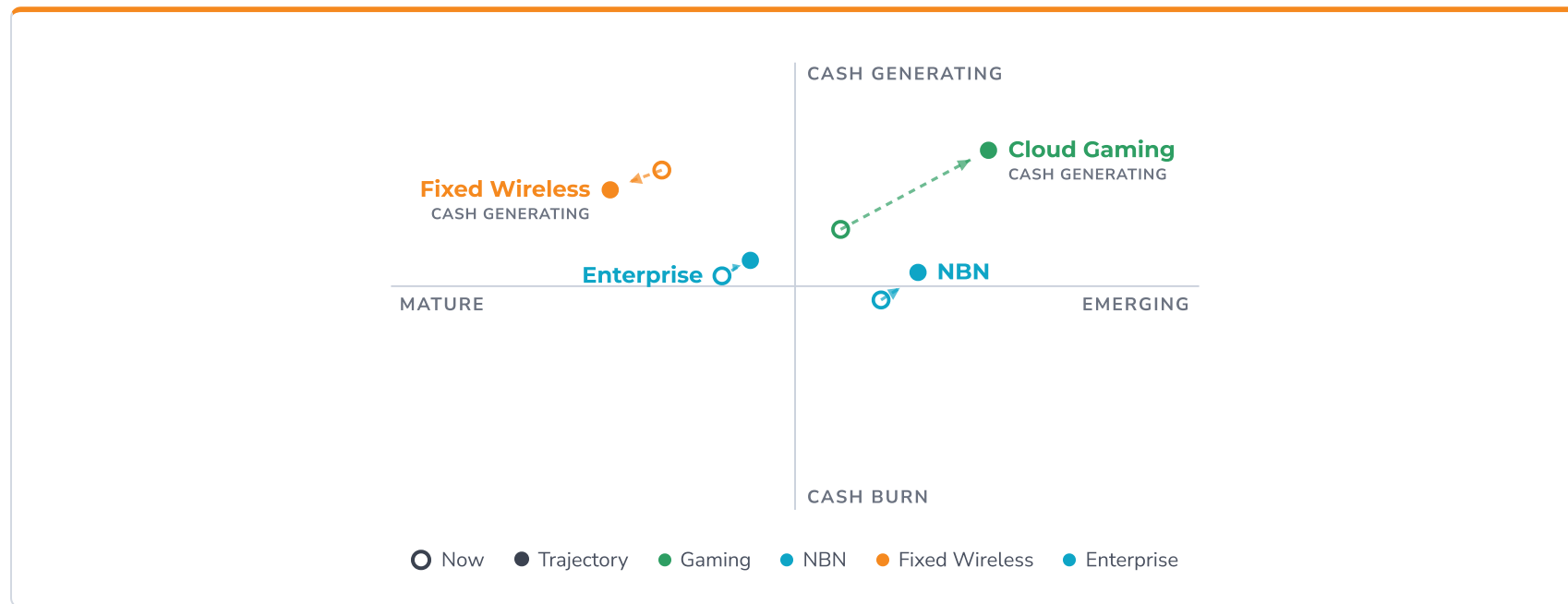


○ Data centre infrastructure ● Telco revenue ● Gaming revenue — Interstate fibre - - - Subsea fibre

National connectivity · cloud gaming in AU & NZ

Current Pillars vs Strategic Value

Looking at each segment today, and their trend.

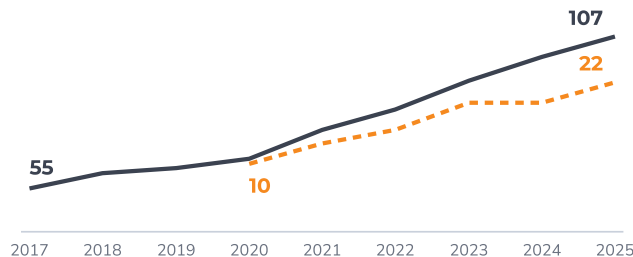


Note: positioning is indicative and reflects strategic direction based on H1 FY26 performance and management commentary.

The NBN landscape

Over 100 active RSPs compete on the same wholesale infrastructure, with differentiator typically being price.

Active RSPs, market entrants over time

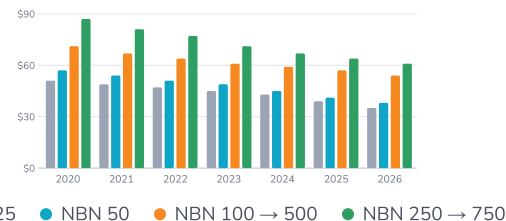


— Total active retail RSPs (est.) - - - RSPs at all 121 POIs

Source: ACCC NBN Wholesale Market Indicators Reports.

Cheapest introductory price by speed tier

Best available intro offer (AUD/mo), retail pricing falls, while wholesale pricing increases



Source: Finder, WhistleOut, April 2026.

What this tells us

Increasing competition, lower prices, compressing margins. The NBN market is a volume game built for national operators with an edge. As a regional operator our edge is defined by local service, but strategically limits growth to a smaller market.

Where we see opportunity

The higher serviced local operator heritage stays. But a configuration change would enable national connectivity, as a low-overhead gaming ISP for CloudGG users. Revenue growth by enabling our existing gaming database connectivity directly, for the best experience. Customer acquisition without marketing spend.

Fixed-Wireless Network to Hold

Proven high-margin economics, when competitive



Perth metro

Fibre-backhauled towers engineered to never be the constraint. Speed is set by interchangeable radios depending on their generation.



Highest GP margin

Fixed-wireless, fixed costs, supporting the highest GP margin segment. But rely on a competitive product offering in market.



Growth declining

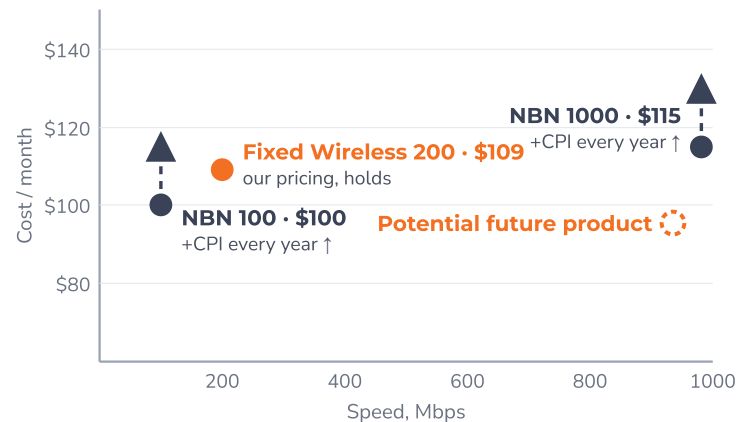
NBN's fibre upgrades and speed boosts have sharply shifted the \$-per-Mbps landscape against our current wireless offering.



Built for the moment it flips

Wireless speeds climb with every hardware generation. Today's plans trail NBN on speed, but that gap closes over time.

COST VS SPEED, CURRENT PRICING, AND WHERE CPI TAKES IT



Illustrative. CPI arrows assume year-on-year increases; NBN wholesale pricing is at NBN's discretion.

A MOMENT IN TIME, NOT STRUCTURAL

Wholesale NBN pricing has climbed annually with CPI and is expected to continue. Wireless speeds keep improving, and pricing is entirely ours. When a competing gigabit product can lead the market on price, the investment decision reopens. Until then we maintain, not expand.

Cloud Gaming, still early days relatively, but highest growth potential identified

What makes gaming the priority is the structural moat, margin profile, and external forces now accelerating the market toward exactly what CloudGG provides.

Early days, proven economics

- **~10,000 paid users:** modest scale, but the unit economics already work
- **ARPU doubled** in under 4 years (\$12 → \$24) as users shift to higher plans
- **68% GP margin:** demonstrable healthy margins
- **EBITDA positive** in isolation even at current scale

Industry tides are turning

- **GPU prices surging:** RTX 5080 at \$2,000-\$3,000 AUD makes cloud gaming the rational alternative¹
- **Next consumer GPU launch:** 2027 at earliest, a long window²
- **Supply constrained:** AI demand pulling consumer GPU supply out of market
- **Blackwell upgrades can support better efficiency, ARPU, and workloads**

The moat

NVIDIA GeForce NOW Alliance Partner for Australia and New Zealand since January 2021. Every gamer who wants GeForce NOW comes through CloudGG.

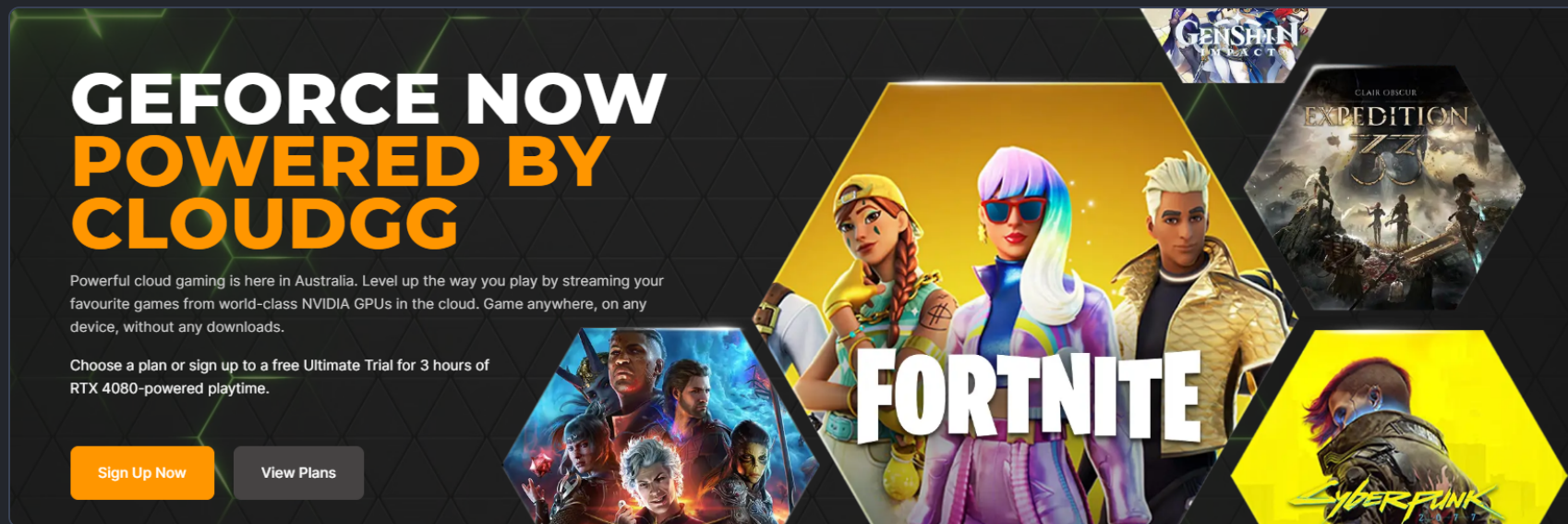
1. GeForce RTX 5080 Specs and Prices (Australia).

2. DropReference, 'GPU drought 2026: why Nvidia and AMD are not releasing anything this year', 15 July 2026.

SECTION 2.1

NVIDIA GeForce NOW alliance

GeForce NOW Alliance Partner for Australia and New Zealand.



GEFORCE NOW
POWERED BY
CLOUDGG

Powerful cloud gaming is here in Australia. Level up the way you play by streaming your favourite games from world-class NVIDIA GPUs in the cloud. Game anywhere, on any device, without any downloads.

Choose a plan or sign up to a free Ultimate Trial for 3 hours of RTX 4080-powered playtime.

[Sign Up Now](#) [View Plans](#)

GENSHIN IMPACT

CLAIR OMBRE EXPEDITION 777

FORTNITE

CYBERPUNK

Pentanet is a GeForce NOW Alliance Partner

GeForce Now Alliance Partner in Australia and New Zealand

Sole operator of GeForce NOW in Australia and New Zealand, entrusted by NVIDIA since 2021. Our telecommunications backbone and gaming heritage have delivered the platform to the region for five years, with one goal: GeForce NOW in the hands of every ANZ gamer.



Why the alliance matters

The platform that won

GeForce NOW is the world's most advanced cloud gaming platform, with performance no rival matches.

Operating moat around our territory

Only operator of GeForce NOW in Australia and New Zealand, a moat that allows us to focus on providing the best service for users, not competition.

Every GFN user is ours

Every Australian and New Zealand gamer who wants GeForce NOW comes through CloudGG, 100% of the region's GFN demand lands on our platform.

Inside the NVIDIA ecosystem

The alliance puts us inside NVIDIA's ecosystem, access to GPUs and supply, with the green light to grow capacity.

Increasingly strategic

We've been aligned with NVIDIA since before the AI era, and five years of operating history keeps us an active, valuable partner.

GeForce NOW, cloud gaming, growing worldwide.

What GeForce NOW is.

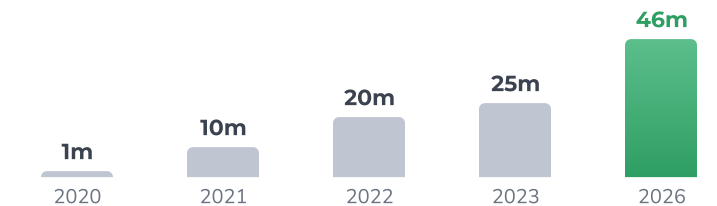
NVIDIA GeForce NOW streams high-performance games from our local NVIDIA GPUs to any device, no local hardware, no downloads. It links to the games you already own on Steam, Epic and Xbox. Pentanet is the sole Alliance Partner for Australia and New Zealand: every regional GFN user comes through our CloudGG platform.

HOW CLOUD GAMING WORKS

The game runs in the data center and streams to your screen



46m registered users globally since launch



Runs natively on every screen



Windows



macOS



Android TV



Android



Chrome



Safari

Source: NVIDIA GeForce NOW milestone announcements, 1m at public launch (Feb 2020), 10m (2021), 20m (2022), 25m (2023), 46m (2026).

Five years of GeForce NOW in ANZ, by numbers



39,432,197

Unique sessions

Individual game sessions served across ANZ.



1,016,597,458

Minutes played

Minutes of gaming streamed since launch.



16,943,290

Hours played

Rendered in our data centre, session by session.



1,934

Years of playtime

Equivalent to one person gaming 24/7 since the height of the Roman Empire.

840,000 REGISTRATIONS - ONLY 1.2% ACTIVELY PAYING AT A TIME

GPU consumption for gaming runs on a flat subscription.

Millions of GPU hours consumed, much of it free game time invested in market awareness. Users habitually pay, use the platform, deactivate, then return - depending on content and where the value proposition sits for their unique use.

THE POTENTIAL GAP

Flat subscriptions might not be for everyone.

Although churn often leads back to a returning customer, our user behaviour suggests there is a value proposition gap for the casual user, or the seasonal gamer - where monthly economics don't work for how they consume the platform, triggering the churn.

SECTION 2.2

A look at the gaming market and its direction

82% of Australians play video games¹

AUSTRALIANS WHO GAME¹**82%**

▲ up from 81%

AVERAGE GAMER AGE¹**35**

years old

PLAYERS AGED 18+¹**81%**

an adult market

GAMING HOUSEHOLDS¹**89%**

have devices

Key findings, IGEA / Bond University 2025¹

Australians accessing gaming (Jun 2025)	17 million
YoY participation growth	+3.9%
Average years playing	14 years
Households with 2+ devices	74%
Households with PC as gaming device	58%
Female players (first-time majority)	51%

PC gaming penetration¹

58% of gaming households own a PC, the direct conversion pool for cloud gaming.

Console		87%
Smartphone		71%
PC / Computer		58%

PC players are the cohort whose hardware-refresh economics CloudGG inverts.

1. IGEA / Bond University, Australia Plays 2025 (May 2025). n=1,241 Australian households. Margin of error ±2.7%.

Two customer types

THE MILLENNIAL GAMER

The incumbent gamer

The generation who grew up building their own gaming PC.

Already our core purchasing demographic, our highest ARPU users come from this cohort. They grew up building and owning gaming PCs. Some users resist defaulting to cloud gaming, but are facing a hardware reality that compels value reconsideration.

Psychological barrier to cloud	Eroding
Hardware ownership cost	Increasing
Tolerance for upgrade cycles	Shrinking
Current purchasing capacity	Active and represent highest ARPU

GENERATION Z

Digital Natives

The generation who never owned a DVD player.

A younger demographic who entered gaming through the cloud from the beginning. No attachment to owned hardware, no perception that “real gaming” requires a PC. Cloud gaming is simply how they play, and their purchasing power is growing.

Psychological barrier to cloud	None
Gaming participation (ages 15-24) ¹	94%
Subscription-native behaviour	Default
Current purchasing capacity	Growing each year

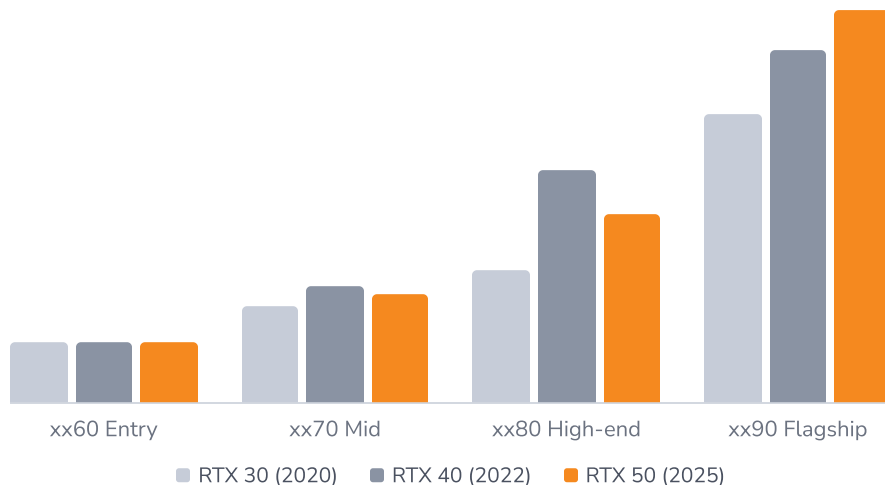
The shifting equation

The cost of owning gaming hardware keeps climbing while the case for it keeps shrinking. Cloud gaming now matches owned hardware at 4K/120fps, the last technical objection is gone, and with no new consumer GPU generation expected until 2027. Meanwhile GeForce NOW plays on any screen, with no need for downloads, upgrades or maintenance, delivered affordably.

1. IGEA / Bond University, Australia Plays 2025 (May 2025).

Hardware at home is becoming more expensive

Consumer GPU launch price by generation (AUD MSRP)¹



The price of the flagship tier has more than doubled over three generations. AI demand is structurally decoupling GPU pricing from gaming value.

MEMORY MARKET PRICES

+200%²

Market-wide increase

Compound price increase across the computer memory market since the start of 2025.

+90-95%³

Bulk prices, Q1 2026

Quarterly prices memory makers charge large manufacturers, the steepest single-quarter rise on record. Storage chips up 55-60%.

\$140 → \$392⁴

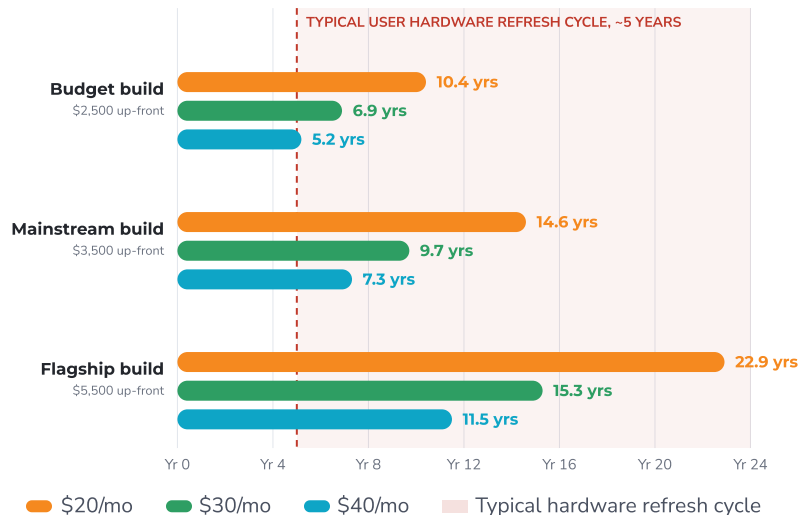
PC memory kit at retail

Retail price of a standard PC memory kit, late 2025 to August 2026, nearly 3x.

1. NVIDIA / AMD AUD MSRP by generation. · 2. DRAmEXchange spot market data (2025-2026); IDC Global Memory Shortage analysis (2026) · 3. TrendForce DRAM/NAND contract price forecasts (Jan-Feb 2026) · 4. Tom's Hardware RAM price index (Aug 2026).

Consumer unit-economics favour GeForce NOW for gaming

Analysing cloud gaming subscription costs vs hardware ownership break-even.



Monthly pricing examples are for illustrative purposes.

What the data shows

LOW CASE, BUDGET BUILD

Even at the lowest ARPU, a \$2,500 build takes 10.4 years of subscription to break even, over five years even at \$40/mo.

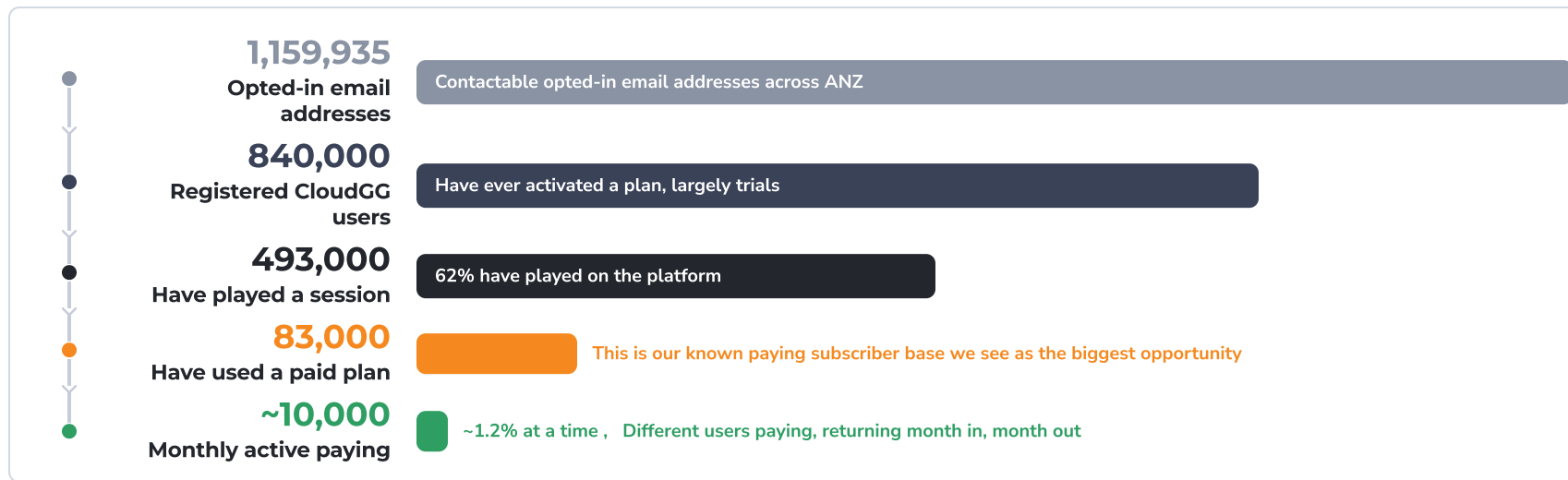
HIGH CASE, FLAGSHIP BUILD

A \$5,500 flagship build takes 22.9 years to break even at \$20/mo, and still 11.5 years at \$40/mo.

Every GPU price rise pushes break-even further out, the window where ownership makes financial sense keeps shrinking.

The market we've already captured

All figures are unique users, each person counted once per stage.



83,000 paid users are already in the base

83,000 gamers have already paid to play on the platform, ~10,000 are active in any one month, a rotating mix who return as content and seasons bring them back. The audience is proven; the next step is increasing capacity, closing the value gap with plan structures and GPU tiers that fit how each user plays.

SECTION 2.3

Strategic Focus on Highest Return Opportunities

Increase scale and utilisation of NVIDIA GPU infrastructure.

Four strategic focuses.



01 • TELCO

Predictable cash engine

~19k subscribers, ~\$96 ARPU, 1.3% churn. Its job is cash generation, not growth, measured on EBITDA and cash conversion, funding the GPU build-out.



02 • FIXED WIRELESS

Held for its moment

Built and paid for; no new capital flows in. NBN pricing rises with CPI each year, widening the future price gap, gigabit-class wireless hardware can trigger re-entry.



03 • NBN ENABLEMENT

National reach, already paid for

A configuration change, not a build. CloudGG users become the acquisition base for Australia's purest gaming ISP. Low margin, but low-touch revenue growth.



04 • GPU EXPANSION

'Triple down' on Blackwell

Every incremental dollar of free cash is prioritised toward NVIDIA GPU capacity, servers added incrementally to the existing deployment, with cadence set by demand.

Incremental deployment of capital moving forward

Blackwell, incrementally

Our Gen3 existing architecture is fully forward-compatible with Blackwell servers, enabling modular, just-in-time scaling without upfront capital over-expenditure.

Straight into service

Every server deployed goes directly into service generating revenue. No need for over-provisioning, preserving margin.

GEN 2 • THE OLD WAY • 2021

IN USE



UPGRADE • ADDED AS ONE BLOCK



One large capital purchase, day one, hardware not in use could not be depreciated

GEN 3 + BLACKWELL • THE NEW WAY

DEPLOYED



ADDED AS REQUIRED • ONE AT A TIME



Racks added in line with growth, capex serves the waiting demand

Operational Milestones.

HORIZON 1

Blackwell upgrade

Begin NVIDIA Blackwell GPU expansion, new capacity and the RTX 5080 flagship plan.

HORIZON 2

10k → 20k paid users

Double the paid base on the platform, and enable national NBN for the CloudGG userbase to increase revenue.

HORIZON 3

20k → 100k paid users

Scale paid cloud gaming users five-fold, servicing the demand we see coming in a way that both meets their value proposition and scales our GPU fleet.

HORIZON 4

Own a meaningful, scaled NVIDIA GPU deployment

Reach relevant GPU scale to serve other emerging markets, using a profitable deployment as its foundation.

Aspirational operational milestones, indicative sequencing only, not forecasts or guidance.

Thank you

To our talented team, board, customers, partners and loyal shareholders, your support has been instrumental in reaching this pivotal point in Pentanet's journey. We're excited for the next phase of growth in 2026 and beyond.

Stephen Cornish, Managing Director · Investor Relations

Email: investors@pentanet.com.au

Investor Centre: investorhub.pentanet.com.au