28 October 2026

Fonix plc
("Fonix" or the "Company")

Exercise of Options and Total Voting Rights

The Company announces that it received notice of exercise ("**Exercise**") in relation to employee share options over 45,554 ordinary shares of 0.1p each in the Company ("**Ordinary Shares**") issued under the Company's Share Option Plan.

Accordingly, the Company has transferred 45,554 shares previously held in Treasury to satisfy the Exercise. As a result, the Company's issued share capital now consists of 100,000,000 Ordinary Shares, 2,330,781 of which remain held in Treasury. For reporting under the FCA's Disclosure Guidance and Transparency Rules, shareholders should exclude any Ordinary Shares held in Treasury and should use the figure of 97,669,219 Ordinary Shares (the total voting share capital) when determining if they are required to notify their interest, or a change of their interest in the Company.

Following this Exercise, there remain 2,025,462 outstanding share options under the Company's Share Option Plan. This excludes 487,468 Parallel EMI Options held on a linked-lapse basis alongside existing NTA Options, which do not represent additional potential dilution.

Enquiries

Fonix plc Tel: +44 20 8114 7000
Robert Weisz, CEO
Michael Foulkes, CFO & COO

Cavendish Capital Markets Limited (Nomad and Broker) Tel: +44 20 7220 0500
Seamus Fricker (Corporate Finance)
Sunila de Silva (ECM)

About Fonix

Founded in 2006, Fonix is a leading provider of mobile payments and messaging solutions, enabling businesses to connect, engage, and transact seamlessly through mobile technology.

Fonix helps organisations across media, charity, entertainment, and enterprise sectors drive revenue and enhance audience engagement.

Headquartered in London, Fonix is a fast-growing, innovation-driven company, trusted by industry leaders such as ITV, Bauer Media, RTÉ, Global, Comic Relief, and BBC Children in Need. With a strong focus on technology and consumer experience, Fonix continues to shape the future of mobile payments and interactivity.