



FANTASMA GAMES AB (PUBL) INTERIM REPORT Q2 2022



SIGNIFICANT EVENTS

Second quarter of 2022

- Net sales for the Group amounted to MSEK 4.8 (1.1), Net sales amounted to MSEK 7.5 (1.5), corresponding to an increase of 396 per cent
- Gaming revenue amounted to MSEK 6.3 (1.5) for the quarter, corresponding to an increase of 314 per cent
- EBITDA amounted to MSEK 1.1 (-1.0)
- Earnings per share after dilution amounted to SEK till -0.22 (-0.51)

396%

Net sales for the Group amounted to MSEK 4.8 (1.1), Net sales amounted to MSEK 7.5 (1.5), corresponding to an increase of 396 per cent

6,3MSEK

Gaming revenue amounted to MSEK 6.3 (1.5) for the quarter, corresponding to an increase of 314 per cent

1,1MSEK

EBITDA amounted to MSEK 1.1 (-1.0)

Significant events during the quarter

- Founder Fredrik Johansson takes over the role of CEO
- Fantasma Games expands to the US, Canada, and Italy
- Record revenue in May
- Fantasma Games receives MSEK 7.2 in connection with the exercise of TO1

Fantasma Games expands to the US, Canada, and Italy

Significant events after the quarter

- Exclusive game launch together with Flutter Entertainment (LON: FLTR)

Exclusive game launch together with Flutter Entertainment (LON: FLTR)



Key Figures, the Group

	Q2 2022 Apr-Jun	Q2 2021 Apr-Jun	Q1-Q2 2022 Jan-Jun	Q1-Q2 2021 Jan-Jun	FY 2021 Jan-Dec
Gaming turnover, MSEK	1 439	655	2 499	1 311	2 997
Gross gaming revenue, MSEK	84	23	123	46	91
Gaming margin, %	5,9%	3,5%	4,9%	3,5%	3,0%
Net sales, MSEK	7,5	1,5	12,3	2,6	7,8
Total income, MSEK	8,9	2,8	15,3	5,3	14,0
Cost of services sold, MSEK	-1,2	0,0	-2,0	0,0	-1,7
Gaming revenue, MSEK	6,3	1,5	14,3	2,6	6,1
Total operating expenses, MSEK	-9,8	-4,4	-18,5	-7,9	-21,2
EBITDA, MSEK	1,1	-1,0	0,6	-1,7	-4,7

Equity per share

Before dilution, SEK	8,14	6,41	8,21	7,34	9,08
After dilution, SEK	6,78	5,33	6,83	5,96	7,21

Earnings per share

Before dilution, SEK	-0,26	-0,61	-1,00	-1,13	-2,93
After dilution, SEK	-0,22	-0,51	-0,83	-0,91	-2,32

Number of shares

Number of shares at the beginning of the period	3 034 090	2 756 596	2 977 966	2 056 596	2 056 596
Number of shares at the end of the period	3 556 535	2 756 596	3 556 535	2 756 596	3 034 090
Outstanding warrants during the period	660 000	560 000	660 000	560 000	660 000
Average number of shares before dilution	3 295 313	2 756 596	3 267 251	2 406 596	2 545 343
Average number of shares after dilution	3 955 313	3 316 596	3 927 251	2 966 596	3 205 343

Definitions, key figures

Term	Definition	Calculation example
GAMING TURNOVER	Players' total wagers	1 000 MSEK
RETURN TO PLAYER	The players' winnings in relation to gaming sales (called "RTP" or "Return To Player" in the industry).	960 MSEK
	The players' winnings in relation to gaming turnover	960 MSEK
GAMING REVENUE	Gaming turnover less return to player	40 MSEK
GAMING MARGIN	Gross Gaming revenue's share of the gaming turnover	4%
NET SALES	The company's total sales revenue, partly from own games for variable remuneration, and partly from games sold for fixed remuneration.	4 MSEK
COST OF SERVICES SOLD	Excl. costs for distribution, certification, etc. of own games	- 1 MSEK
GAMING REVENUE	Net sales less cost of services sold	3 MSEK

THE QUARTER IN BRIEF – PROFITABLE GROWTH

Net sales amounted to MSEK 7.5 (1.5), corresponding to an increase of 396 per cent, where gaming revenue amounted to MSEK 6.3 (1.5) for the quarter, corresponding to an increase of 314 per cent. The organic turnover, through Fantasma Games, accounted for MSEK 5.4 and acquired growth, through Wiener Games, accounted for MSEK 2.1.

A contributing factor behind Fantasma Games' growth was the fact that the total gaming turnover increased to MSEK 1 439 (655), an increase of 120 per cent, during the second quarter, and that the gross gaming revenue increased to MSEK 84 (23), which corresponds to an increase of 269 per cent. A contributing factor behind the higher gross gaming revenue, compared to gaming turnover, is that the gaming margin was 5.9 (3.5) per cent.

With this quarter, Fantasma Games can demonstrate the strength of the business model by being able to present an EBITDA of MSEK 1.1 (-1.0).

Delivering according to set plan

The second quarter of 2022 can be summarised as very successful and eventful, not only for Fantasma Games but for the entire Group. Despite a turbulent environment, we have delivered according to plan, and I am proud that we can show a growth rate well above the Company's long-term financial goal of 30 per cent, and this while being profitable, at the same time I can state with confidence that we will achieve our goal of connecting with a total of 250 quality operators by 2023.

We have continuously demonstrated the advantages of our efficient working method and streamlined organisation during the quarter. Now we can truly reap the rewards of the work we have done by showing continued increased growth while being profitable, at the same time as maintaining stable cost control.

Successful global launches together with strong players

We have launched our popular games in new markets, including several states in the US, but also important markets, such as Canada and Italy. In addition to global expansion, we have also increased our reach in existing markets, especially in Europe, through new and expanded collaborations with

operators, and the release of long-awaited sequels to previously successful games. In this way, we have strengthened both our market position and brand awareness, and we have been able to present exclusive collaborations with some of the biggest players in iGaming, such as BetMGM, Loto-Québec, and PAF. Collaborations with leading players strengthen our brand while increasing our reach, revenue and market share, which is in line with our plan.

Strong momentum and a strengthened organisation pave the way for continued growth

Since I took over as CEO in April, we have elected new board members: Johan Styren (former CEO at LeoVegas, among others), Antonia Svensson (former General Manager at Light & Wonder, among others) and our co-founder Eric Holmberg, who will contribute with important knowledge and expertise in order to further accelerate, something that is made possible by, among other things, the successful exercise of options during the quarter. Thanks to this, and a strong team, we are fully prepared to continue developing the business further, and I look forward to being able to present several new collaborations and game launches in the near future.

Our solid work during the quarter has not only meant that we have beaten previous revenue records, but can also demonstrate profitability, at the same time as we can also note that we have increased gaming revenue by almost 50 per cent since the first quarter of 2022. Now we are focusing ahead in order to continue developing world-class games, while at the same time establishing connections with new leading operators in the world's leading iGaming markets. I am positive about where Fantasma Games is today, and look forward to continuing to deliver profitable growth for many years to come.



FREDRIK JOHANSSON

CEO and Founder of
Fantasma Games

GAMING OVERVIEW

Gaming turnover

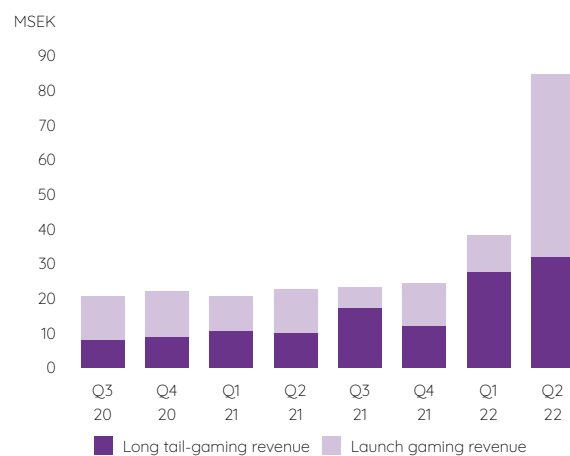
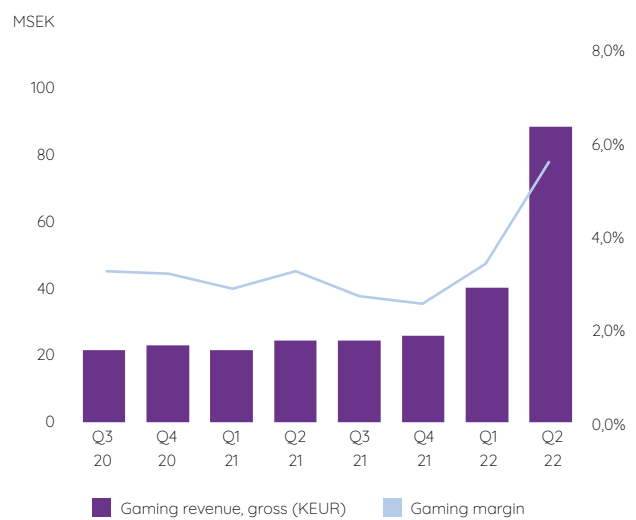
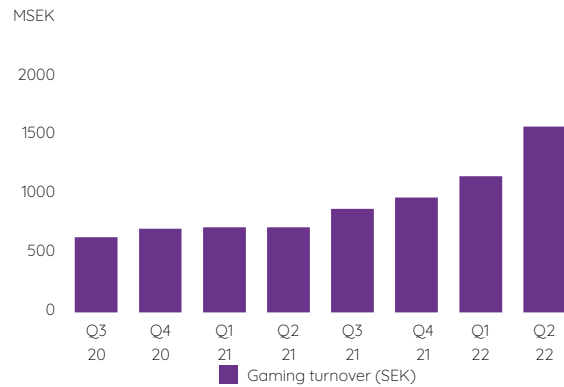
The ultimate measure of the popularity of Fantasma Games' gaming is the total gaming turnover, as it demonstrates the total wagers in the company's proprietary games. During the second quarter of 2022, gaming turnover amounted to MSEK 1 439 (655), which is an increase of 120 per cent compared to the same quarter last year.

Gross gaming revenue and gaming margin

The gross gaming revenue, i.e. the balance after winnings are paid out to the players, is the amount that forms the basis for Fantasma Games' revenue linked to its own games. During the quarter, gross gaming revenue amounted to MSEK 84 (23), corresponding to an increase of 269 per cent compared with the same period last year. The fact that the increase was higher in gross gaming revenue than in gaming turnover is in part explained by the fact that the gaming margin was better during the period; 5.9 (3.5) per cent, which is 2.4 percentage points higher than the corresponding period last year.

The so-called long-tail gross gaming revenue (gross gaming revenue from games older than six months) continues to grow and amounted to MSEK 32 (10) during the quarter. This growth is the foundation of the company's ability to increase revenue from its own games over time.

During the second quarter, the proportion of long-tail gross gaming revenue amounted to 36 per cent of the total gross gaming revenue. Variations between quarters are completely natural and mainly depend on how many games Fantasma Games launches during the period (since a large part of the revenue arises early, in connection with the release of the games). During the second quarter, Fantasma Games carried out several successful launches, which contributed to the company's launch gross gaming revenue amounting to MSEK 53 (13).



FINANCIAL OVERVIEW

Revenue

The Group's total revenue during the second quarter amounted to MSEK 8.9 (2.8). Of this, MSEK 7.5 (1.5) came from the Group's net sales and MSEK 1.4 (1.3) from capitalised development costs.

In order to more clearly illustrate the expenses that are directly attributable to the generation of the Group's revenue, from the fourth quarter of 2021 the cost of services sold are reported separately as an individual item. This led to an adjustment in the classification of the revenue. In order to provide a fair comparison, Fantasma Games has since then reported the term "gaming revenue", which corresponds to the previously reported net sales in Fantasma Games.

Previously communicated gaming revenue is now replaced by the term gross gaming revenue. The Group's total reported gaming revenue for the second quarter amounted to MSEK 6.3 (1.5), which corresponds to an increase of 314 per cent compared to the same period last year. Of this, MSEK 4.1 (1.5) is attributable to the Parent Company, corresponding to an increase of 171 percent.

Costs and profitability

During the quarter, Fantasma Games' costs for services sold amounted to MSEK -1.2 (0.0). Other external expenses during the period amounted to MSEK -1.8 (-1.2), personnel costs to MSEK -4.7 (-2.6), depreciation and impairment to MSEK -1.9 (-0.5), and other operating expenses to MSEK 0.0 (0.0). The fact that expenses are increasing compared to the same period last year is largely explained by the fact that Fantasma has formed a Group following the acquisition of Wiener Games, and therefore reports the Group's total expenses.

Financial position

The Group's cash and cash equivalents amounted to MSEK 11.8 at the end of the period. The exercise period for the subscription warrants of series TO1 that were issued in conjunction with the stock market listing in 2021 was completed in May 2022. A total of 522 445 subscription warrants were exercised, corresponding to 93.3 per cent of outstanding subscription warrants, at a subscription price of SEK 13.87 per share. Through the exercise of the subscription warrants, Fantasma Games received MSEK 7.2, before issue costs. The Company assesses that its current liquidity is sufficient to finance the existing plans for the next 12 months.

279%
increased gaming revenue

FINANCIAL REPORTING

A consequence of the formation of the subsidiary Fantasma Games Incentive AB, and Wiener Games OOD being acquired during the fourth quarter of 2021, is that Fantasma Games has become a Group, and accordingly figures are now on a group level. This means that comparative figures for the Group refer to the Parent Company's operations, in which all of the company's operations were conducted before the Group was formed.

Consolidated income statement in summary

(TSEK)	Q2 2022 Apr-Jun	Q2 2021 Apr-Jun	Q1-Q2 2022 Jan-Jun	Q1-Q2 2021 Jan-Jun	FY 2021 Jan-Dec
Operating income					
Net income	7 515	1 515	12 324	2 587	7 772
Capitalised work on own account	1 386	1 259	2 949	2 677	6 164
Other operating income	-1	34	-1	41	40
Total income	8 900	2 808	15 273	5 304	13 976
Operating expenses					
Cost of services sold	-1 242	0	-1 986	0	-1 672
Other external expenses	-1 812	-1 224	-3 922	-2 177	-6 214
Personnel costs	-4 736	-2 600	-8 807	-4 791	-10 684
Depreciation and amortisation	-1 940	-531	-3 766	-912	-2 573
Other operating expenses	-29	-23	-51	-31	-71
Total operating expenses	-9 759	-4 378	-18 532	-7 912	-21 215
Operating profit	-858	-1 571	-3 259	-2 607	-7 238
Financial expenses	-1	-106	-1	-106	10
Profit before tax	-859	-1 677	-3 260	-2 714	-7 228
Tax on profit	0	0	0	0	-223
Net profit	-859	-1 677	-3 260	-2 714	-7 451

Consolidated balance sheet in summary

(TSEK)	2022-06-30	2021-06-30	2021-12-31
ASSETS			
Non-current assets			
Intangible assets	29 516	6 795	30 276
Property, plant and equipment	23	0	8
Financial assets	259	11	250
Total non-current assets	29 799	6 805	30 534
Current assets			
Current receivables	4 733	1 587	3 724
Cash and cash equivalents	11 863	12 221	8 105
Total current assets	16 596	13 809	11 829
Total assets	46 396	20 614	42 363
EQUITY AND LIABILITIES			
Equity			
Share capital	889	689	759
Contributed capital	60 688	40 475	44 083
Accumulated earnings incl profit/loss for the period	-34 749	-23 497	-21 739
Total equity	26 829	17 667	23 103
Long-term liabilities			
Other long-term liabilities	15 144	0	15 344
Total long-term liabilities	15 144	0	15 344
Current liabilities			
Trade accounts payable	231	104	376
Other current liabilities	4 191	2 842	3 540
Total current liabilities	4 422	2 947	3 916
Total equity and liabilities	46 396	20 614	42 363

Consolidated cash flow analysis in summary

(TSEK)	Q2 2022 Apr-Jun	Q2 2021 Apr-Jun	Q1-Q2 2022 Jan-Jun	Q1-Q2 2021 Jan-Jun	FY 2021 Jan-Dec
From operating activities					
Operating profit	-858	-1 571	-3 259	-2 607	-7 238
Adjustment for non cash flow related items	1 942	531	3 769	912	2 573
Interest and other financing costs	-1	-106	-1	-106	-117
Paid taxes	-23	0	-33	0	-72
Cash flow from operating activities before changes in working capital	1 061	-1 146	477	-1 801	-4 854
Cash flow from changes in working capital					
Increase/decrease in accounts receivables	-263	-334	-889	-753	-601
Increase/decrease in accounts payables	-34	-2 322	518	446	1 014
Cash flow from operating activities	764	-3 802	106	-2 108	-4 442
Investing activities					
Investments in intangible assets	-1 386	-1 278	-2 949	-2 710	-6 197
Investments in tangibl assets	-15	0	-15	0	0
Investments in other financial assets	0	0	0	9	-6 429
Cash flow from investing activities	-1 401	-1 278	-2 964	-2 701	-12 627
Financing activities					
Redemption of subscription warrants	6 818	0	6 818	16 771	24 913
Downpayment of loan	-65	0	-206	0	0
Cash flow from financing activities	6 753	0	6 612	16 771	24 913
Cash flow for the period	6 116	-5 080	3 754	11 962	7 845
Cash and cash equivalents at the beginning of the period	5 743	17 302	8 105	260	260
Cash and cash equivalents at the end of the period	11 863	12 222	11 863	12 222	8 105

Group change in equity in summary

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2022-04-01	759	9 276	44 260	-33 562	20 732
Development expenditure fund		1 386		-1 386	0
Disovlement of deprecitation		-921		921	0
Redemption of subscription warrants	131		7 116		7 246
Costs for share issue			-428		-428
Calculation differences				138	138
Profit for the period				-860	-860
At period end 2022-06-30	889	9 741	50 947	-34 749	26 829

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2021-04-01	689	5 623	34 124	-21 091	19 344
Development expenditure fund		1 259		-1 259	0
Disovlement of deprecitation		-531		531	0
Profit for the period				-1 677	-1 677
At period end 2021-06-30	689	6 351	34 124	-23 496	17 667



The Parent Company's income statement in summary

(TSEK)	Q2 2022 Apr-Jun	Q2 2021 Apr-Jun	Q1-Q2 2022 Jan-Jun	Q1-Q2 2021 Jan-Jun	FY 2021 Jan-Dec
Operating income					
Net income	5 355	1 515	8 235	2 587	7 092
Capitalised work on own account	1 386	1 259	2 949	2 677	6 164
Other operating income	-1	34	-1	41	41
Total income	6 740	2 808	11 183	5 304	13 297
Operating expenses					
Cost of services sold	-1 242	0	-1 986	0	-1 672
Other external expenses	-1 698	-1 224	-3 614	-2 177	-6 233
Personnel costs	-2 940	-2 600	-5 650	-4 791	-9 869
Depreciation and amortisation	-922	-531	-1 732	-912	-2 233
Other operating expenses	-24	-23	-44	-31	-71
Total operating expenses	-6 827	-4 378	-13 026	-7 912	-20 078
Operating profit	-86	-1 571	-1 842	-2 607	-6 782
Financial expenses	-1	-106	-1	-106	17
Profit before tax	-87	-1 677	-1 843	-2 714	-6 765
Tax on profit	0	0	0	0	0
Net profit	-87	-1 677	-1 843	-2 714	-6 765



The Parent Company's balance sheet in summary

(TSEK)	2022-06-30	2021-06-30	2021-12-31
ASSETS			
Non-current assets			
Intangible assets	10 178	6 795	8 960
Financial assets	24 282	11	24 282
Total non-current assets	34 460	6 805	33 242
Current assets			
Current receivables	2 446	1 587	1 255
Cash and cash equivalents	10 454	12 221	7 981
Total current assets	12 900	13 809	9 236
Total assets	47 360	20 614	42 478
EQUITY AND LIABILITIES			
Equity			
Share capital	889	689	759
Development expenditure fund	9 741	6 351	8 521
Contributed capital	50 956	34 124	44 269
Accumulated earnings incl profit/loss for the period	-32 781	-23 497	-29 717
Total equity	28 806	17 667	23 831
Long-term liabilities			
Other long-term liabilities	15 111	0	15 111
Total long-term liabilities	15 111	0	15 111
Current liabilities			
Trade accounts payable	320	104	438
Other current liabilities	3 124	2 842	3 098
Total current liabilities	3 443	2 947	3 536
Total equity and liabilities	47 360	20 614	42 478

The Parent Company's cash flow analysis in summary

(TSEK)	Q2 2022 Apr-Jun	Q2 2021 Apr-Jun	Q1-Q2 2022 Jan-Jun	Q1-Q2 2021 Jan-Jun	FY 2021 Jan-Dec
From operating activities					
Operating profit	-86	-1 571	-1 842	-2 607	-6 782
Adjustment for non cash flow related items	920	531	1 731	912	2 232
Interest and other financing costs	-1	-106	-1	-106	-110
Paid taxes	-18	0	-92	0	-58
Cash flow from operating activities before changes in working capital	816	-1 146	-203	-1 801	-4 717
Cash flow from changes in working capital					
Increase/decrease in accounts receivables	-930	-334	-1 189	-753	-232
Increase/decrease in accounts payables	-432	-2 322	-2	446	990
Cash flow from operating activities	-547	-3 802	-1 395	-2 108	-3 960
Investing activities					
Investments in intangible assets	-1 386	-1 278	-2 949	-2 710	-6 197
Investments in other financial assets	0	0	0	9	-6 888
Cash flow from investing activities	-1 386	-1 278	-2 949	-2 701	-13 085
Financing activities					
Redemption of subscription warrants	6 818	0	6 818	16 771	24 766
Cash flow from financing activities	6 818	0	6 818	16 771	24 766
Cash flow for the period	4 885	-5 080	2 473	11 962	7 721
Cash and cash equivalents at the beginning of the period	5 569	17 302	7 981	260	260
Cash and cash equivalents at the end of the period	10 454	12 222	10 454	12 222	7 981



The Parent Company's change in equity in summary

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2022-04-01	759	9 276	44 269	-32 229	22 075
Development expenditure fund		1 386		-1 386	0
Disovlement of deprecitation		-921		921	0
Redemption of subscription warrants	131		7 116		7 246
Costs for share issue			-428		-428
Profit for the period				-87	-87
At period end 2022-06-30	889	9 741	50 956	-32 781	28 806

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2021-04-01	689	5 623	34 124	-21 091	19 344
Development expenditure fund		1 259		-1 259	0
Disovlement of deprecitation		-531		531	0
Profit for the period				-1 677	-1 677
At period end 2021-06-30	689	6 351	34 124	-23 496	17 667



OTHER INFORMATION

Accounting principles

Fantasma Games AB's annual report and consolidated accounts have been prepared in accordance with the Swedish Annual Accounts Act and the Swedish Accounting Standards Board's general advice BFNAR 2012:1 Annual report and consolidated accounts (K3).

During 2021, an adjustment was made for the classification of revenue, see below for more information. The accounting principles are otherwise unchanged compared with the previous year.

Consolidated financial statements

Fantasma Games AB prepared consolidated financial statements for the first time as of the financial statements of 31 December 2021. During the last quarter of 2021, Wiener Games OOD was acquired and the subsidiary Fantasma Games Incentives was formed. As a result, the Group was created, which is why comparative figures account for the Parent Company's operations, in which all of the Group's operations were conducted before the Group was formed.

The subsidiaries are included in the consolidated financial statements from the date on which the controlling influence is transferred to the Group. They are excluded from the consolidated financial statements from the date on which the controlling influence ceases.

The consolidated financial statements have been prepared in accordance with the acquisition method. The time of acquisition is the time when the controlling influence is obtained. Identifiable assets and liabilities are initially valued at fair values at the time of acquisition. The minority's share of the acquired net assets is valued at fair value. Goodwill consists of the difference between the acquired identifiable net assets at the time of acquisition and the acquisition value, including the value of the minority interest, and is initially valued at acquisition value. Balances between Group companies are eliminated in their entirety.

Subsidiaries in other countries prepare their annual accounts in a foreign currency. Upon consolidation, the items in these companies' balance sheets and income statements are translated at the rate for the balance sheet date, and the spot rate for the day and business event, respectively. The exchange rate differences that arise are reported in accumulated exchange rate differences in the Group's equity.

Foreign currencies

Transactions in foreign currency are translated according to the spot rate on the transaction date.

Regarding the valuation of transactions and balance sheet items when currency hedging is applied, see the section on

financial instruments, subheading documented hedges of financial liabilities in foreign currency (hedge accounting).

Revenue

Revenue is reported at the fair value of the remuneration received, or that will be received, less VAT, discounts and similar deductions. Revenue from royalties is accrued in accordance with the financial meaning of the agreement in question. Royalties are based on the outcome of sales and are reported in accordance with the terms of the underlying agreement.

During the quarter, an adjustment was made in the classification of revenue. The change means that revenue is reported before deductions for the company's sales costs, and that these are reported as a separate item. Corresponding adjustments have been made in the comparative period 2020.

The Company's view is that the adjustment of revenue provides a better view of the company's accounts.

Related party transactions

During the period, rent for Fantasma's premises in Stockholm has been paid to CF Digital Developments AB, a company controlled by CEO Fredrik Johansson, corresponding to an amount of TSEK 35 per month (ex VAT).

Financial calendar

Fantasma Games intends to publish financial reports as follows:

Interim report July - September 2022; 9 November 2022

Review

This interim report has not been subject to review by the Company's auditors. The Board of Directors and the CEO confirm that the interim report provides a true and fair view of the company's operations, position and performance, and describes significant risks and uncertainties faced by the Company.

Stockholm, 10 August 2022

Fredrik Johansson, CEO

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Fantasma Games AB (publ)

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Corporate identity number: 559074-0881

This information is such that Fantasma Games AB (publ) is obliged to publish in accordance with the EU Market Abuse Regulation. The information was submitted, through the

care of the above contact person, for publication on 10 August 2022, at 8:30 CET.

Information on Nasdaq First North Growth Market

Nasdaq First North Growth Market is a registered SME marketplace for growth companies, in accordance with the Markets in Financial Instruments Directive (EU2014/65) implemented in the national legislation in Denmark, Finland and Sweden. The marketplace is part of the Nasdaq group. Issuers on the Nasdaq First North Growth Market are not subject to the regulation applicable to Issuers whose shares are listed on a regulated market, as defined in EU law (and implemented in national law). Instead, they are subject to less extensive rules and regulations that are adapted for smaller growth companies. The risk of

investing in an Issuer on the Nasdaq First North Growth Market may therefore be higher than investing in an Issuer listed on a regulated market. All Issuers of shares listed for trading on the Nasdaq First North Growth Market have a Certified Adviser who monitors compliance with the rules. Nasdaq approves Issuers' applications for admission to trading.

All companies whose shares are admitted to trading on First North have a Certified Adviser who monitors compliance with the rules. Nasdaq Stockholm approves the application for admission to trading on First North. The company's Certified Adviser is Mangold Fondkommission AB. Contact information: ca@mangold.se. Phone: 08-503 015 50





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