



FANTASMA GAMES AB (PUBL) INTERIM REPORT Q4 2022



SIGNIFICANT EVENTS

Fourth quarter 2022

- Net sales amounted to MSEK 10.0 (3.9), corresponding to an increase of 153 per cent, compared with Q4 2021
- EBITDA amounted to MSEK 2.9 (-1.4), which corresponds to a margin of 23% (-22%)
- Earnings per share after dilution amounted to SEK 0.07 (-0.78)

153%

Net sales amounted to MSEK 10.0 (3.9), corresponding to an increase of 153 per cent, compared with Q4 2021

2,9 MSEK

EBITDA amounted to MSEK 2.9 (-1.4), which corresponds to a margin of 23% (-22%)

0,07 SEK

Earnings per share after dilution amounted to SEK 0.07 (-0.78)

Full year Jan- Dec 2022

- Net sales amounted to MSEK 31.0 (7.8), corresponding to an increase of 299%
- EBITDA amounted to MSEK 5.5 (-4.7), which corresponds to a margin of 14% (-33%)
- Earnings per share after dilution amounted to SEK -0.95 (-2.99), no payment of dividend will be made for 2022

Significant events during the quarter

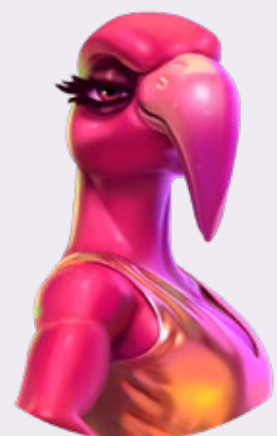
- Fantasma Games breaks the record in gross gaming revenue twice during Q4, as well as for the quarter as a whole. Gross gaming revenue amounted to MSEK 113 for the quarter.
- Fantasma goes live with several leading operators in Europe and the US, such as Lottomatica, Goldbet, Novibet, Hardrock Casino, and Resorts Casino.

Significant events after the quarter

- Fantasma Games launches Goat Rush via distributor Light & Wonder in January and Fortune Llama via distributor Relax Gaming in February.
- Fantasma goes live with several new operators at the beginning of the year, including Caesar Palace in the US in January and Bet365 in February.

Fantasma Games breaks the record in gross gaming revenue twice during Q4

Fantasma goes live with several leading operators in Europe and the US



Key figures, the Group

	Q4 2022 Oct-Dec	Q4 2021 Oct-Dec	FY 2022 Jan-Dec	FY 2021 Jan-Dec
Gaming turnover, MSEK	1 708	888	6 064	2 997
Gross gaming revenue, MSEK	113	24	324	91
Gaming margin, %	6,6%	2,8%	5,3%	3,0%
Net sales, MSEK	10,0	3,9	31,0	7,8
Total income, MSEK	12,3	6,1	38,6	14,0
Cost of services sold, MSEK	-1,3	-1,7	-4,4	-1,7
Gaming revenue, MSEK	8,7	2,3	26,6	6,1
Total operating expenses, MSEK	-11,7	-8,5	-40,7	-21,2
EBITDA, MSEK	2,9	-1,4	5,5	-4,7
EBITDA-margin	23%	-22%	14%	-33%
Equity per share				
Before dilution, SEK	8,05	7,73	6,89	9,30
After dilution, SEK	8,05	6,91	6,89	8,18
Earnings per share				
Before dilution, SEK	0,07	-0,87	-0,95	-2,99
After dilution, SEK	0,07	-0,78	-0,95	-2,63
Number of shares				
Number of shares at the beginning of the period	3 556 535	2 756 596	3 034 090	2 056 596
Number of shares at the end of the period	3 556 535	2 977 966	3 556 535	3 034 090
Outstanding warrants during the period	210 000	660 000	210 000	660 000
Average number of shares before dilution	3 556 535	2 977 966	3 341 242	2 476 458
Average number of shares after dilution*	3 556 535	3 329 203	3 341 242	2 815 059

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
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

A YEAR OF CONTINUOUSLY STRONG GROWTH ENDS WITH A QUARTER OF POSITIVE RESULTS

The fourth quarter was our best quarter to date, and the Company is showing a positive result for the first time. Fantasma Games in isolation (the Parent Company) had a result of MSEK 0.6, and MSEK 0.2 for the Group, where the Group's result has been affected by impairment of goodwill. The Group's EBITDA margin during the quarter amounted to 23 per cent, compared to -22 per cent in the previous period. Our business model means that the EBITDA margin is strengthened when growth increases. This is exactly what happened during the period, and is thereby a major factor behind the positive EBITDA development.

Net sales increased to 10.0 (3.9), which corresponds to a sales increase of 153 per cent. For the full year 2022, we report a net turnover of MSEK 31.0 (7.8), which corresponds to a growth of 299 per cent compared to the previous year.

Contributing factors behind the strong growth during the quarter were that the total gaming turnover increased to MSEK 1 708 (888), an increase of 92 per cent during the quarter. Gross gaming revenue increased to MSEK 111 (24), which corresponds to an increase of 362 per cent.

New and regulated markets behind growth

An important aspect of our business model is that we should grow cost-effectively by connecting with distribution partners who in turn collaborate with operators. During the fourth quarter, the reach increased, and we went live with new operators in new markets, such as Lottomatica in Italy, Novibet in Greece, and Hardrock Casino in New Jersey. The American market – where we, among other things, collaborate with the distributor Light & Wonder (formerly Scientific Games) – is now our largest market, associated with gross game revenue, and which accounted for 18 per cent of income during the quarter.

The fact that the US, which became a new market for us in 2022, also became our largest market in Q4, from having no presence there at all in the previous period, is very positive. To date, we have only launched four games in the US; a fraction of our portfolio, which currently includes 26 games, and where another 11 titles will be added and launched in 2023. This demonstrates the potential for Fantasma Games to grow in new markets, alongside existing markets. The goal is to release significantly more games in the US in 2023 than we did in 2022. This applies to new launches as well as to launches of our existing games portfolio.

The UK market is our second largest, which accounted for 17 per cent of income in Q4 and grew by approximately 800 per cent in relation to gross gaming revenue, compared to Q4 2021. In 2022, we worked intensively to increase the share of regulated revenue in the US and UK markets. I am very satisfied that this work has yielded the desired results.

The launch of the winter game Wins of Winter in November was very successful. As early as the first 30 days after launch, the game became profitable, and revenues were higher than

expected. The launch of Prometheus: Titan of Fire in Europe also went very well, especially in England. The game will also be launched in the US during Q1, which we are looking forward to.

Good balance between long-tail and new launches

During the quarter, we achieved continued good balance between income from new launches and from long-tail (gross gaming revenue from games older than six months). New launches accounted for MSEK 69 (MSEK 12) and long-tail for MSEK 44 (MSEK 12) of the gross gaming revenue. It is a clear signal that the strategy and execution we have adopted means that our games will attain a long life. In addition, long-tail revenue will increase as we expand into new markets with new and old games.

More synergies being created between Wiener Games and Fantasma Games

Our subsidiary Wiener Games continued to deliver good results in 2022, in line with 2021. As previously communicated, Wiener Games will gradually increase its game production together with Fantasma Games. The goal is that we will launch four games, produced by Wiener Games, in the year 2023, which will be released under the Fantasma Games brand.

Future prospects – efficient production and new establishments create profitability

Coming into 2023, we have high hopes that we will continue to increase our market shares in regulated markets around the world, with primary focus on the US and Europe. We also have high hopes that we will go live with several titles in other new regulated markets, including in South Africa, Colombia, and new provinces in Canada.

Despite our increased market presence and expanded game selection, our costs will only increase to a limited extent in 2023. The reason for this is that we are a cost-conscious company with cost-effective production.

All in all, everything is in place for 2023 to be another record year. We have access to more operators and can reach more players than ever before. We have increased game production from nine launches in 2022 to twelve in 2023, and have more game launches planned. In addition, our existing games portfolio of over 20 games will be launched in new markets with new operators, as such reaching tens of thousands of new players who can be entertained by Fantasma Games' games!



FREDRIK JOHANSSON

CEO and Founder
of Fantasma Games

GAMING OVERVIEW

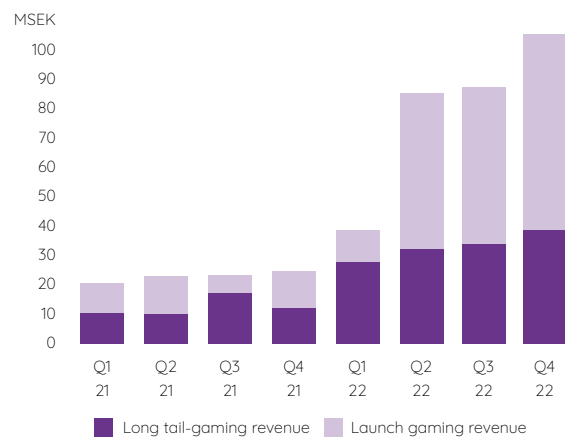
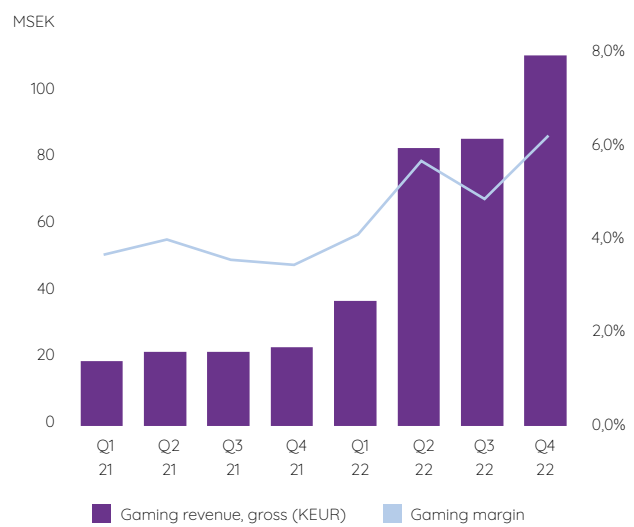
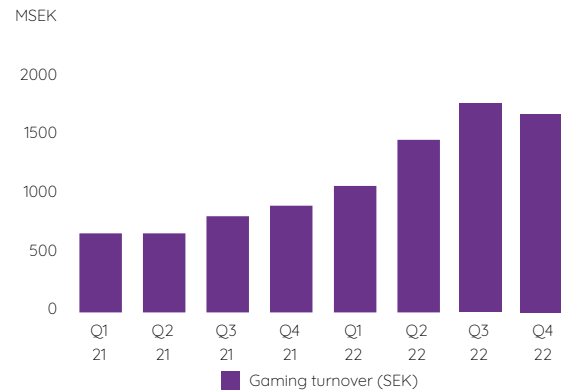
Gaming turnover

Gaming turnover, customers' total wagers, during the fourth quarter of 2022 amounted to MSEK 1 708 (888), which is an increase of 92 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' income associated with its own games. During the quarter, gross gaming revenue amounted to MSEK 113 (24), corresponding to an increase of 362 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; 6.6 (2.8) per cent, which is 3.9 percentage points higher than the corresponding period last year. In 2022, our games reached new markets, where the interest in a slightly higher gaming margin is greater than the markets we were in during 2021, at the same time, the gaming margin in Q4 2021 was below the theoretical gaming margin for our games.

The so-called long-tail gross gaming revenue (gross gaming revenue from games older than six months) continues to grow and amounted to MSEK 44 (12) during the quarter. This growth is the foundation of the Company's ability to increase income from its own games over time. During the fourth quarter, the proportion of long-tail gross gaming revenue amounted to 39 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 fourth quarter, Fantasma Games carried out several successful launches, which contributed to the Company's launch gross gaming revenue totalling MSEK 69 (12).



FINANCIAL OVERVIEW

Revenue

The Group's total income during the fourth quarter amounted to MSEK 12.3 (6.1), and MSEK 38.6 (14) for the full year. Of these, MSEK 10 (3.9) during the fourth quarter and MSEK 31 (7.8) during 2022 came from the Group's net sales, and MSEK 2.3 (2.2) for the quarter and MSEK 7.5 (6.2) for 2022 came from capitalised development costs. Other income amounted to MSEK 0.1 (0) for the quarter and full year 2022.

31 MSEK
Net sales full year

Costs and profitability

Fantasma Games' costs for services sold amounted to MSEK 1.3 (1.7) during the quarter, and MSEK 4.4 (1.7) for the full year 2022. Other external expenses during the period amounted to MSEK 2.8 (2.2) and MSEK 9.1 (6.2) for 2022, personnel costs to MSEK 5.2 (3.6) for the quarter and MSEK 19.3 (10.6) for 2022, depreciation and impairment to MSEK 2.2 (1.1) for the quarter and MSEK 7.6 (2.5) for the full year 2022, and other operating expenses to MSEK 0.2 (0.0) for the fourth quarter and MSEK 0.2 (0.1) for 2022. The financial costs during the fourth quarter amounted to MSEK 0.2 (-0.1) and to MSEK 0.8 (0) for 2022, and tax costs amounted to MSEK 0.2 (0.2) for the fourth quarter and the full year 2022.

299%
Increased net sales 2022
compared to 2021

Financial position

The Group's cash and cash equivalents amounted to MSEK 5.8, and short-term receivables amounted to MSEK 9.9 at the end of the period, and, in total, current assets amounted to MSEK 16. 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.

Correction of errors

Due to the correction of an error in the calculation of the contingent consideration for the acquisition of Wiener Games, amounts for 2021 and 2022 have been changed, see Note 2. The correction affects the impairment of goodwill, as well as financial items in the Group's and Parent Company's income statement, and in addition, intangible fixed assets, equity, and other liabilities in the Group's and the Parent Company's balance sheet.



FINANCIAL REPORTING

Consolidated income statement in summary

(TSEK)	Q4 2022 Oct-Dec	Q4 2021* Oct-Dec	FY 2022* Jan-Dec	FY 2021* Jan-Dec
Operating income				
Net income	9 963	3 933	30 984	7 772
Capitalised work on own account	2 269	2 165	7 508	6 164
Other operating income	111	0	113	40
Total income	12 343	6 098	38 605	13 976
Operating expenses				
Cost of services sold	-1 256	-1 672	-4 429	-1 672
Other external expenses	-2 806	-2 200	-9 107	-6 214
Personnel costs	-5 186	-3 560	-19 324	-10 684
Depreciation and amortisation*	-2 202	-1 067	-7 581	-2 485
Other operating expenses	-229	-35	-245	-71
Total operating expenses	-11 679	-8 535	-40 686	-21 127
Operating profit	664	-2 437	-2 081	-7 150
Financial expenses*	-179	77	-846	-32
Profit before tax	484	-2 360	-2 926	-7 182
Tax on profit	-249	-223	-242	-223
Net profit	236	-2 583	-3 168	-7 405

*Corrected, see Note 2

Consolidated balance sheet in summary

(TSEK)	2022-12-31	2021-12-31*
ASSETS		
Non-current assets		
Intangible assets*	26 520	25 202
Property, plant and equipment	40	8
Financial assets	521	250
Total non-current assets	27 080	25 460
Current assets		
Current receivables	9 921	3 724
Cash and cash equivalents	5 777	8 105
Total current assets	15 699	11 829
Total assets	42 779	37 289
EQUITY AND LIABILITIES		
Equity		
Share capital	889	759
Contributed capital*	51 221	44 260
Accumulated earnings incl profit/loss for the period*	-23 490	-21 999
Total equity	28 620	23 019
Long-term liabilities		
Other long-term liabilities*	9 525	10 354
Total long-term liabilities	9 525	10 354
Current liabilities		
Trade accounts payable	703	376
Other current liabilities	3 930	3 540
Total current liabilities	4 633	3 916
Total equity and liabilities	42 779	37 289

*Corrected, see Note 2

Consolidated cash flow analysis in summary

(TSEK)	Q4 2022 Oct-Dec	Q4 2021* Oct-Dec	FY 2022* Jan-Dec	FY 2021* Jan-Dec
From operating activities				
Operating profit	664	-2 437	-2 081	-7 238
Adjustment for non cash flow related items	2 286	1 070	7 597	2 573
Interest and other financing costs	4	-7	1	-117
Paid taxes	-166	-16	-216	-72
Cash flow from operating activities before changes in working capital	2 788	-1 390	5 301	-4 854
Cash flow from changes in working capital				
Increase/decrease in accounts receivables	-1 799	206	-5 618	-601
Increase/decrease in accounts payables	-46	295	648	1 014
Cash flow from operating activities	943	-889	331	-4 442
Investing activities				
Investments in intangible assets	-2 269	-2 165	-7 508	-6 197
Investments in tangibl assets	-12	0	-46	0
Investments in other financial assets	-250	257	-250	257
Acquisitions of Group companies	-386	-6 686	-1 698	-6 686
Cash flow from investing activities	-2 917	-8 594	-9 501	-12 626
Financing activities				
Redemption of subscription warrants	0	966	6 818	24 913
Cash flow from financing activities	0	966	6 818	24 913
Cash flow for the period	-1 974	-8 516	-2 352	7 846
Cash and cash equivalents at the beginning of the period	7 743	16 622	8 105	260
Exchange-rate differences in cash and cash equivalents	9	0	25	0
Cash and cash equivalents at the end of the period	5 777	8 105	5 777	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 2022-10-01*	889	10 730	50 946	-34 953	27 612
Development expenditure fund		2 269		-2 269	0
Disovlement of deprecitation		-1 283		1 283	0
Allocated subscription warrants			274		274
Calculation differences				498	498
Profit for the period				236	236
At period end 2022-12-31	889	11 716	51 221	-35 206	28 620

*Corrected, see Note 2

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2021-10-01	744	7 081	42 063	-26 423	23 466
Development expenditure fund		2 165		-2 165	
Disovlement of deprecitation		-725		725	
New share issue	14		2 020		2 034
Allocated subscription warrants			177		177
Calculation differences				-75	-75
Profit for the period				-2 583	-2 583
At period end 2021-12-31	759	8 521	44 260	-30 521	23 019

*Corrected, see Note 2



The Parent Company's income statement in summary

(TSEK)	Q4 2022 Oct-Dec	Q4 2021* Oct-Dec	FY2022* Jan-Dec	FY 2021* Jan-Dec
Operating income				
Net income	6 859	3 253	20 558	7 092
Capitalised work on own account	2 269	2 165	7 508	6 164
Other operating income	111	0	113	41
Total income	9 239	5 419	28 178	13 297
Operating expenses				
Cost of services sold	-1 256	-1 672	-4 429	-1 672
Other external expenses	-2 891	-2 219	-8 666	-6 233
Personnel costs	-2 851	-2 745	-11 677	-9 869
Depreciation and amortisation*	-1 284	-727	-4 319	-2 233
Other operating expenses	-199	-35	-200	-71
Total operating expenses	-8 482	-7 399	-29 291	-20 078
Operating profit	757	-1 980	-1 112	-6 782
Financial expenses*	-183	84	-849	-25
Profit before tax	574	-1 896	-1 962	-6 806
Tax on profit	0	0	0	0
Net profit	574	-1 896	-1 962	-6 806

*Corrected, see Note 2



The Parent Company's balance sheet in summary

(TSEK)	2022-12-31	2021-12-31*
ASSETS		
Non-current assets		
Intangible assets*	12 149	8 960
Financial assets	19 500	19 249
Total non-current assets	31 649	28 210
Current assets		
Current receivables	5 522	1 255
Cash and cash equivalents	5 308	7 981
Total current assets	10 830	9 236
Total assets	42 480	37 445
EQUITY AND LIABILITIES		
Equity		
Share capital	889	759
Development expenditure fund	11 716	8 521
Contributed capital*	50 770	44 083
Accumulated earnings incl profit/loss for the period*	-34 436	-29 573
Total equity	28 939	23 789
Long-term liabilities		
Other long-term liabilities*	9 510	10 120
Total long-term liabilities	9 510	10 120
Current liabilities		
Trade accounts payable	685	438
Other current liabilities	3 346	3 098
Total current liabilities	4 031	3 536
Total equity and liabilities	42 480	37 445

*Corrected, see Note 2

The Parent Company's cash flow analysis in summary

(TSEK)	Q4 2022 Oct-Dec	Q4 2021 Oct-Dec	FY2022 Jan-Dec	FY 2021 Jan-Dec
From operating activities				
Operating profit	757	-1 980	-1 112	-6 782
Adjustment for non cash flow related items	1 347	728	4 321	2 232
Interest and other financing costs	0	-1	-2	-110
Paid taxes	-18	-16	-63	-58
Cash flow from operating activities before changes in working capital	2 087	-1 269	3 144	-4 717
Cash flow from changes in working capital				
Increase/decrease in accounts receivables	-1 279	400	-3 975	-232
Increase/decrease in accounts payables	238	272	557	990
Cash flow from operating activities	1 046	-597	-275	-3 960
Investing activities				
Investments in intangible assets	-2 269	-2 165	-7 508	-6 197
Investments in other financial assets	-250	0	-250	-9
Acquisitions of Group companies	-386	-6 879	-1 458	-6 879
Cash flow from investing activities	-2 905	-9 044	-9 216	-13 085
Financing activities				
Redemption of subscription warrants	0	1 000	6 818	24 766
Cash flow from financing activities	0	1 000	6 818	24 766
Cash flow for the period	-1 859	-8 641	-2 673	7 721
Cash and cash equivalents at the beginning of the period	7 167	16 622	7 981	260
Cash and cash equivalents at the end of the period	5 308	7 981	5 308	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 2022-10-01	889	10 731	50 770	-34 317	28 316
Development expenditure fund		2 269		-2 269	0
Disovlement of deprecitation		-1 283		1 283	0
Redemption of subscription warrants					0
Allocated subscription warrants				294	0
Profit for the period				574	-244
At period end 2022-12-31	889	11 716	50 770	-34 436	28 939

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2021-10-01	744	7 081	42 063	-26 423	23 466
New share issue	14		2 020		2 034
Development expenditure fund		2 165		-2 165	0
Disovlement of deprecitation		-725		725	0
Allocated subscription warrants				186	186
Profit for the period				-1 896	-1 896
At period end 2021-12-31	759	8 521	44 083	-29 573	23 789

*Corrected, see Note 2



OTHER INFORMATION

Note 1 - 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).

The interim report does not contain all the information that should be provided in a full financial report. The applied accounting principles and calculation methods are the same as those applied in the last Annual Report for 2021.

Options programme

At an Extraordinary General Meeting on 30 September 2022, a resolution was taken on a private placement of a total of 110 000 subscription warrants within the framework of an incentive programme for existing and future senior executives, key individuals, and employees of the Company, as well as any subsidiaries that may form part of the Company's Group from time to time. All subscription warrants were subscribed by the subsidiary Fantasma Incentive AB, and then passed on to the participants in the incentive programme. Each subscription warrant gives the holder the right to subscribe for one share at a subscription price corresponding to fifty (50) kronor during the period from and including 30 September 2025 up to and including 30 November 2026. However, the subscription price may never fall below the share's quota value. In the event the subscription warrants are fully exercised, the share capital will increase by a maximum of SEK 27 500 and entail a dilution of approximately 3%.

Another incentive programme for a total of 100 000 shares has been in place since 2021. For more information on

the incentive programme 2021/2024, see the 2021 Annual Report.

Note 2 - Correction of errors

In conjunction with the acquisition of Wiener Games in November 2021, an error was made in the calculation of the contingent consideration. In the Group, as of 31 December 2021, the incorrect calculation of the contingent consideration resulted in goodwill and the liability for the contingent consideration being valued too high, which in turn affects the impairment of goodwill in the financial items. In equity, the result for the year and the translation difference are affected.

For the Parent Company, as of 31 December 2021, shares and participating interests, as well as the liability for the contingent consideration, were reported at too high a value, and the financial items were affected. In equity, the result for the year is affected.

In the Group, as of 30 September 2022, after the correction as per 31 December 2021, equity is affected in the form of the result for the year and the translation difference. For the Parent Company, we only note an adjustment of the result for the year in equity, as well as financial items in the income statement, as a result of a lower currency effect on the long-term liability.

The following summaries shows the effects of the correction of errors for the Group's and Parent Company's balance sheet and income statement as of 31 December 2021 and 30 September 2022. The correction has had no effect on the Group's or Parent Company's cash flow.



Note 2 - Adjustment of material error

Group (ksek) - 2021-12-31

Balance sheet excluding equity (extract)	According to previously approved annual report - 2021-12-31	Correction of misstatement	After correction of misstatement
Intangible assets	30 276	-5 074	25 202
Other long-term liabilities	-15 344	4 991	-10 354
Net		-83	
Equity			
Calculation differences	-32	-129	-162
Profit for the period	-7 451	46	-7 405
Other equity	30 586	0	30 586
Sum	23 103	-83	23 019

Income statement (extract)	According to previously approved annual report - 2021-12-31	Correction of misstatement	After correction of misstatement
Depreciation and amortisation	-2 573	88	-2 485
Financial expenses	10	-42	-32
Net		46	

Parent company (ksek) - 2021-12-31

Balance sheet (extract)	According to previously approved annual report - 2021-12-31	Correction of misstatement	After correction of misstatement
Financial assets	24 282	-5 033	19 249
Other long-term liabilities	-15 111	4 991	-10 120
Net		-42	
Equity			
Profit for the period	-6 765	-42	-6 807
Other equity	30 596	0	30 596
Sum	23 831	-42	23 789

Income statement (extract)	According to previously approved annual report - 2021-12-31	Correction of misstatement	After correction of misstatement
Financial expenses	17	-42	-25
Net		-42	

Note 2 - Adjustment of material error

Group (ksek) - 2022-09-30

Equity	According to previously approved interim report - 2022-09-30	Correction of misstatement	After correction of misstatement
Calculation differences	309	747	1 056
Profit for the period	-4 455	1 044	-3 411
Other equity*	29 921	46	29 967
Sum	25 779	1 838	27 612

Income statement (extract)	According to previously approved interim report - 2022-09-30	Correction of misstatement	After correction of misstatement
Depreciation and amortisation	-6 087	707	-5 379
Financial expenses	-1 003	337	-666
Net		1 044	

Parent company (ksek) - 2022-09-30

Equity	According to previously approved interim report - 2022-09-30	Correction of misstatement	After correction of misstatement
Profit for the period	-2 873	337	-2 535
Other equity*	30 649	-42	30 607
Sum	27 776	337	28 072

Income statement (extract)	According to previously approved interim report - 2022-09-30	Correction of misstatement	After correction of misstatement
Financial expenses	-1 003	337	-666
Net		337	

*Correction as of 2021-12-31

Note 3- 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 during the year as follows:

Annual Report 2022; 12 April 2023

Interim report, January - March 2023; 10 May 2023

Annual General Meeting; 25 May 2023

Interim Report April - June 2023; 9 August 2023

Interim Report July - September; 8 November 2023

Interim Report October- December 2023; 6 March 2024

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, 1 March 2023

Fredrik Johansson, CEO

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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 1 March 2023, 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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