



**FANTASMA GAMES AB (PUBL)**  
**INTERIM REPORT Q1 2023**



# SIGNIFICANT EVENTS

## First quarter 2023

- Net sales amounted to MSEK 11.6 (4.8), corresponding to an increase of 140 per cent compared to Q1 2022
- EBITDA amounted to MSEK 4.5 (-0.6), which corresponds to a margin of 39 per cent (-12%)
- Earnings per share after dilution amounted to SEK 0.6 (-0.69)

# 140%

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# 4,5 MSEK

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# 0,6 SEK

Earnings per share after dilution amounted to SEK 0.6 (-0.69)

## Significant events during the quarter

- Fantasma Games launched Goat Rush, via distributor Light & Wonder, in January, and Fortune Llama, via distributor Relax Gaming, in February
- Fantasma Games released its fourth Jackpot game, together with Relax Gaming
- Fantasma went live with several new operators in the first quarter, including Draftkings, Rush Street Interactive and Caesar Palace in the US, and Bet365 in Europe

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## Key figures, the Group

	Q1 2023 Jan-Mar	Q1 2022 Jan-Mar	Change quarter	R12 Apr-Mar	FY 2022 Jan-Dec	Change year
Gross gaming revenue, MSEK	150	39	288%	435	324	<b>34%</b>
Net sales, MSEK	11,6	4,8	140%	37,7	31,0	22%
Total income, MSEK	14,5	6,4	128%	46,7	38,6	21%
Cost of services sold, MSEK	-1,8	-0,7	139%	-5,5	-4,4	<b>23%</b>
Gaming revenue, MSEK	9,8	4,1	141%	32,3	26,6	22%
Total operating expenses, MSEK	-12,2	-8,5	43%	-44,4	-40,7	9%
EBITDA, MSEK	4,5	-0,6		10,6	5,5	
EBITDA-margin	39%	-12%		28%	18%	
Net profit	2,1	-2,3		1,5	-3,2	

### Equity per share

Before dilution, SEK	8,72	6,91		8,94	7,44
After dilution, SEK	8,69	6,38		8,94	7,44

### Earnings per share

Before dilution, SEK	0,60	-0,75		0,36	-1,12
After dilution, SEK	0,60	-0,69		0,36	-1,13

### Number of shares

Number of shares at the beginning of the period	3 556 535	3 034 090		3 034 090	2 056 596
Number of shares at the end of the period	3 556 535	3 034 090		3 556 535	3 034 090
Outstanding warrants during the period	210 000	660 000		210 000	210 000
Average number of shares before dilution	3 556 535	3 034 090		3 470 418	2 817 361
Average number of shares after dilution*	3 567 516	3 283 572		3 470 418	2 815 059

## Definitioner spelens nyckeltal

Term	Definition	Q1 2023	Q1 2022
<b>GROSS GAMING REVENUE</b>	Gaming turnover less return to customers	150 MSEK	39 MSEK
<b>NET SALES</b>	The Company's total sales revenue, partly from own games for variable remuneration, and partly from games sold for fixed remuneration	11.6 MSEK	4.8 MSEK
<b>COST OF SERVICES SOLD</b>	Excl. costs for distribution, certification, etc. of own games	1.8 MSEK	0.7 MSEK
<b>GAMING INCOME</b>	Net sales less cost of services sold	9.8 MSEK	4.1 MSEK

# A NEW RECORD QUARTER WITH GROWTH OF 140 PER CENT, EBITDA MARGIN OF 39 PER CENT, AND A POSITIVE CASH FLOW

An intensive autumn with improved production, together with the tenacity to reach ever increasing operators, laid the foundation for a successful first quarter in 2023. We carried out several successful game launches during the quarter, and launched portions of our existing portfolio of games with new operators, as well as in new markets. This has resulted in us reaching a new gross gaming revenue record of MSEK 150 (MSEK 39), which corresponds to an increase of 288 per cent. The strong growth, together with our scalable business model, resulted in an EBITDA margin of 39 per cent, compared to -12 per cent in the previous year. Profitability improved on the bottom line, and we reached a positive cash flow in the business during the quarter, thereby achieving yet another goal.

## Successful game launches along with increased reach among operators

One launch that stood out during the quarter was Fortune Llama, with which we set several records, in relation to both gross gaming revenue and the number of active players in the first month after launch. We reached over 50 per cent more players with the launch of Fortune Llama than the launch of one game during the same period last year. This not only shows that interest in our games is increasing, but also that our reach through leading operators is increasing progressively. Fortune Llama was launched via Relax Gaming, and does not currently include markets such as the US and Italy, which shows that the reach is also increasing within our distribution partner Relax Gaming in our other markets.

With Fantasma's other distribution partner, Light & Wonder, we are reaching out into the US, Italy and other new regulated markets. Through the launches via Light & Wonder, we expect to see even stronger growth in the number of new players, which we will achieve moving forward with the launch of new games.

## Launch with a number of leading operators in the first quarter

We succeeded in launching games with a number of leading operators during the first quarter, such as Draftkings, Bet365, Rush Street Interactive, Caesars Palace and NLO (Nederlandse Loterij). Several of our existing games have been launched, with more launches expected in the spring. Through these operators, together with additional new operators, our reach will increase, which creates better conditions for even stronger launches in the future.

Our gross gaming revenue during the quarter continued to be distributed in line with the full year for 2022, where England

(22%) is the largest, followed by Finland (15%), the US (15%), Sweden (7%), and the remaining countries making up approximately 41 percent. We have high hopes of increasing the market share in the US, Italy, Spain and Portugal going forward, which is made possible by new operators we have gone live with recently. We are also looking increasingly at several markets in South America, where we have great expectations of launching selections of our existing portfolio shortly.

In terms of the distribution of gross gaming revenue between new games and long-tail, this is very much reflected in the fact that we had a number of very successful game launches during the first quarter. New launches accounted for 67 per cent, MSEK 100 (MSEK 11) and long-tail for 33 per cent, MSEK 49 (MSEK 28). Our long-tail is growing progressively, and the long-tail alone is as much as the total gross gaming revenue during the first quarter of 2022. Our games have a long lifespan, and this becomes increasingly important when the existing portfolio is launched on new, regulated markets. The distribution also shows the importance of new launches, of which there will be more in 2023 compared to 2022.

## Set for an eventful year

We have an exciting period ahead of us, where we aim to launch two game releases during the second quarter, which will then be followed by an even more intensive release plan during the autumn, where a total of seven games are expected to be launched. This means that some quarters may sometimes be stronger than others, but that the total volume is progressively increasing, which is due to the fact new launches have a significant long-term impact as the long-tail is positively affected by the new markets and operators that are constantly being added.

We have created strong conditions, in that we are now reaching many of the world's leading operators in parallel with a gaming production that maintains a very high level, which paves the way to reach new record levels for the Company during the year, and in the future.



**FREDRIK JOHANSSON**

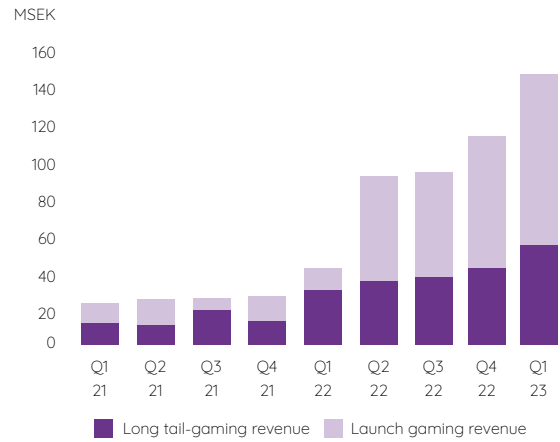
CEO and Founder  
of Fantasma Games

# GAMING OVERVIEW

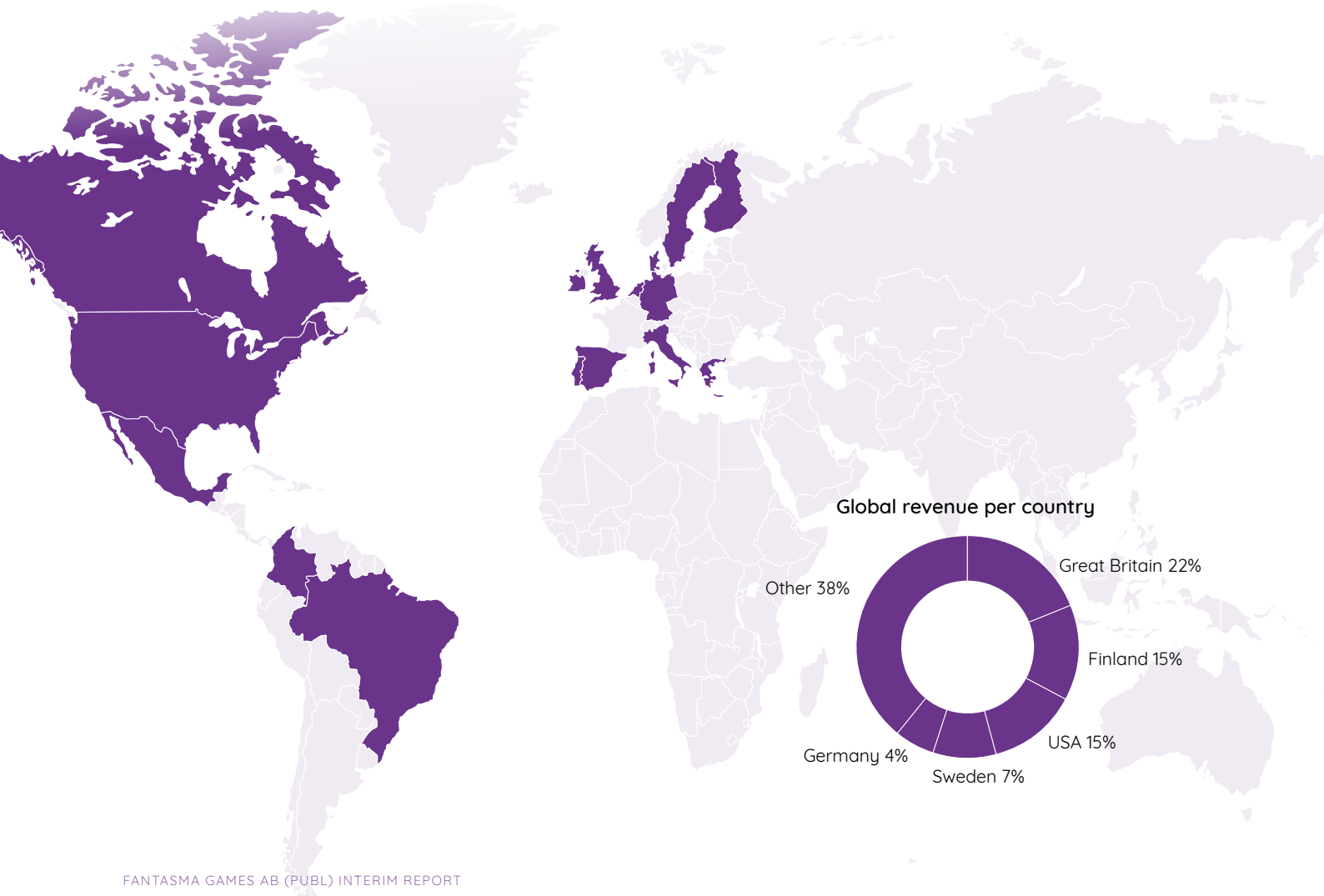
## Gross gaming revenue

The gross gaming revenue, i.e., the balance after winnings are paid out to the customers, 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 150 (39), corresponding to an increase of 288 per cent compared with the same period last year. During the quarter, three games were launched, and we saw an effect from launches in the autumn that were licensed and released in several US states via Light & Wonder, and that the entire game portfolio was released in new markets. Historically, games have had the largest earnings in the first month, something that now happens over the first four months instead, which has an effect on a number of quarters.

The so-called long-tail gross gaming revenue (gross gaming revenue from games older than six months) continues to grow and amounted to MSEK 49 (28) from 20 games. This growth is the foundation of the Company's ability to increase income from its own games over time. During the first quarter, the proportion of long-tail gross gaming revenue amounted to 33 per cent of the total gross gaming revenue, compared to 72 per cent during



the same period in 2022. Variations between quarters are completely natural, and mainly depend on how many games Fantasma Games launches during the period. During the first quarter, Fantasma Games carried out several successful launches, which contributed to the Company's launch gross gaming revenue totalling MSEK 100 (11) from five games.



# FINANCIAL OVERVIEW

## Revenue

The Group's total income during the first quarter amounted to MSEK 14.5 (6.4). Of this, MSEK 11.6 (4.8) came from the Group's net sales, and MSEK 2.9 (1.6) from capitalised development costs. Other income amounted to MSEK 0.1 (0) for the quarter.

## Costs and profitability

Costs for services sold amounted to MSEK 1.8 (0.7) during the quarter. Other external expenses during the period amounted to MSEK 3.4 (2.1), personnel costs to MSEK 4.8 (4.1), depreciation and impairment to MSEK 2.3 (1.6), and other operating expenses to MSEK 0.1 (0.0). The financial costs during the first quarter amounted to MSEK 0.1 (0.1), and tax costs amounted to MSEK 0 (0).

## Result

The Group's result during the first quarter of 2023 amounted to MSEK 2.1 (-2.3).

## Financial position

The Group's cash and cash equivalents amounted to MSEK 5.8, and short-term receivables amounted to MSEK 6.3, at the end of the period, and, in total, current assets amounted to MSEK 12.1. 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 were changed, see Note 2. The correction affects the impairment of goodwill in the consolidated income statement, and financial items in the consolidated and Parent Company's income statement, as well as intangible fixed assets, equity, and other liabilities in the consolidated and Parent Company's balance sheet.

**14.5 MSEK**  
The Group's total income during the first quarter amounted to MSEK 14.5 (6.4)

**2.1 MSEK**  
The Group's result during the first quarter of 2023 amounted to MSEK 2.1 (-2.3).



# FINANCIAL REPORTING

## Consolidated income statement in summary

(TSEK)	Q1 2023 Jan-Mar	Q1 2022* Jan-Mar	R12 Apr-Mar	FY 2022 Jan-Dec
<b>Operating income</b>				
Net income	11 562	4 809	37 737	30 984
Capitalised work on own account	2 881	1 563	8 826	7 508
Other operating income	67	0	180	113
<b>Total income</b>	<b>14 510</b>	<b>6 372</b>	<b>46 742</b>	<b>38 605</b>
<b>Operating expenses</b>				
Cost of services sold	-1 776	-744	-5 461	-4 429
Other external expenses	-3 358	-2 110	-10 355	-9 107
Personnel costs	-4 779	-4 070	-20 033	-19 324
Depreciation and amortisation*	-2 251	-1 588	-8 244	-7 581
Other operating expenses	-81	-23	-303	-245
<b>Total operating expenses</b>	<b>-12 246</b>	<b>-8 535</b>	<b>-44 397</b>	<b>-40 686</b>
<b>Operating profit</b>	<b>2 264</b>	<b>-2 162</b>	<b>2 346</b>	<b>-2 081</b>
Financial expenses*	-116	-110	-852	-846
<b>Profit before tax</b>	<b>2 148</b>	<b>-2 272</b>	<b>1 494</b>	<b>-2 926</b>
Tax on profit	0	0	-242	-242
<b>Net profit</b>	<b>2 148</b>	<b>-2 272</b>	<b>1 252</b>	<b>-3 168</b>

\*Corrected, see Note 2

## Consolidated balance sheet in summary

(TSEK)	2023-03-31	2022-03-31*	2022-12-31
<b>ASSETS</b>			
<b>Non-current assets</b>			
Intangible assets*	27 333	25 364	26 520
Property, plant and equipment	40	8	40
Financial assets	506	252	971
<b>Total non-current assets</b>	<b>27 879</b>	<b>25 624</b>	<b>27 530</b>
<b>Current assets</b>			
Current receivables	11 722	4 372	9 471
Cash and cash equivalents	6 119	5 743	5 777
<b>Total current assets</b>	<b>17 842</b>	<b>10 115</b>	<b>15 248</b>
<b>Total assets</b>	<b>45 721</b>	<b>35 738</b>	<b>42 779</b>
<b>EQUITY AND LIABILITIES</b>			
<b>Equity</b>			
Share capital	889	759	889
Contributed capital	51 221	44 260	51 221
Accumulated earnings incl profit/loss for the period*	-21 097	-24 068	-23 490
<b>Total equity</b>	<b>31 013</b>	<b>20 951</b>	<b>28 620</b>
<b>Long-term liabilities</b>			
Other long-term liabilities*	8 524	10 326	9 525
<b>Total long-term liabilities</b>	<b>8 524</b>	<b>10 326</b>	<b>9 525</b>
<b>Current liabilities</b>			
Trade accounts payable	1 130	700	703
Other current liabilities	5 054	3 761	3 930
<b>Total current liabilities</b>	<b>6 184</b>	<b>4 461</b>	<b>4 633</b>
<b>Total equity and liabilities</b>	<b>45 721</b>	<b>35 738</b>	<b>42 779</b>

\*Corrected, see Note 2



## Consolidated cash flow analysis in summary

(TSEK)	Q1 2023 Jan-Mar	"Q1 2022 Jan-Mar	R12 Apr-Mar	FY 2022 Jan-Dec
<b>From operating activities</b>				
Operating profit	2 264	-2 401	2 584	-2 081
Adjustment for non cash flow related items	2 258	1 827	8 028	7 597
Interest received	15	0	19	4
Interest paid	-5	0	-8	-2
<b>Paid taxes</b>	<b>-54</b>	<b>-10</b>	<b>-260</b>	<b>-216</b>
Cash flow from operating activities before changes in working capital	4 478	-584	10 363	5 301
Cash flow from changes in working capital				
Increase/decrease in accounts receivables	-1 746	-626	-6 738	-5 618
Increase/decrease in accounts payables	469	552	565	648
<b>Cash flow from operating activities</b>	<b>3 201</b>	<b>-658</b>	<b>4 190</b>	<b>331</b>
Investing activities				
Investments in intangible assets	-2 881	-1 563	-8 826	-7 508
Investments in tangibl assets	0	0	-46	-46
Investments in other financial assets	18	0	-232	-250
Acquisitions of Group companies	0	-141	-1 557	-1 698
<b>Cash flow from investing activities</b>	<b>-2 863</b>	<b>-1 704</b>	<b>-10 660</b>	<b>-9 501</b>
Financing activities				
Redemption of subscription warrants	0	0	6 818	6 818
<b>Cash flow from financing activities</b>	<b>0</b>	<b>0</b>	<b>6 818</b>	<b>6 818</b>
<b>Cash flow for the period</b>	<b>338</b>	<b>-2 362</b>	<b>348</b>	<b>-2 352</b>
Cash and cash equivalents at the beginning of the period				
Exchange-rate differences in cash and cash equivalents	4	0	29	25
Cash and cash equivalents at the end of the period	6 119	5 743	6 119	5 777

### Group change in equity in summary

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2022-01-01*	759	8 521	44 260	-30 521	23 019
Development expenditure fund		1 563		-1 563	0
Disovlement of deprecitation		-808		808	0
Calculation differences				204	204
Net profit				-2 272	-2 272
<b>At period end 2022-03-31</b>	<b>759</b>	<b>9 276</b>	<b>44 260</b>	<b>-33 344</b>	<b>20 951</b>

\*Corrected, see Note 2

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2023-01-01	889	11 716	51 221	-35 206	28 620
Development expenditure fund		2 881		-2 881	0
Disovlement of deprecitation		-1 418		1 418	0
Calculation differences				245	245
Net profit				2 148	2 148
<b>At period end 2023-03-31</b>	<b>889</b>	<b>13 179</b>	<b>51 221</b>	<b>-34 276</b>	<b>31 013</b>

\*Corrected, see Note 2



## The Parent Company's income statement in summary

(TSEK)	Q1 2023 Jan-Mar	Q1 2022* Jan-Mar	R12 Apr-Mars	FY 2022 Jan-Dec
<b>Operating income</b>				
Net income	8 965	2 880	26 643	20 558
Capitalised work on own account	2 881	1 563	8 826	7 508
Other operating income	133	0	246	113
<b>Total income</b>	<b>11 979</b>	<b>4 443</b>	<b>35 714</b>	<b>28 178</b>
<b>Operating expenses</b>				
Cost of services sold	-1 776	-744	-5 461	-4 429
Other external expenses	-3 405	-1 916	-10 155	-8 666
Personnel costs	-2 874	-2 710	-11 842	-11 677
Depreciation and amortisation*	-1 420	-810	-4 929	-4 319
Other operating expenses	-80	-20	-260	-200
<b>Total operating expenses</b>	<b>-9 556</b>	<b>-6 199</b>	<b>-32 647</b>	<b>-29 291</b>
<b>Operating profit</b>	<b>2 423</b>	<b>-1 756</b>	<b>3 067</b>	<b>-1 112</b>
Financial expenses*	-116	-110	-856	-850
<b>Profit before tax</b>	<b>2 307</b>	<b>-1 866</b>	<b>2 211</b>	<b>-1 962</b>
Tax on profit	0	0	0	0
<b>Net profit</b>	<b>2 307</b>	<b>-1 866</b>	<b>2 211</b>	<b>-1 962</b>

\*Corrected, see Note 2



## The Parent Company's balance sheet in summary

(TSEK)	2023-03-31	2022-03-31*	2022-12-31
<b>ASSETS</b>			
<b>Non-current assets</b>			
Intangible assets*	13 610	9 714	12 149
Financial assets	19 962	19 249	19 980
<b>Total non-current assets</b>	<b>33 572</b>	<b>28 963</b>	<b>32 129</b>
<b>Current assets</b>			
Current receivables	6 300	1 515	5 042
Cash and cash equivalents	5 837	5 569	5 308
<b>Total current assets</b>	<b>12 137</b>	<b>7 084</b>	<b>10 350</b>
<b>Total assets</b>	<b>45 710</b>	<b>36 047</b>	<b>42 480</b>
<b>EQUITY AND LIABILITIES</b>			
<b>Equity</b>			
Share capital	889	759	889
Development expenditure fund	13 179	9 276	11 716
Contributed capital*	50 770	44 083	50 770
Accumulated earnings incl profit/loss for the period*	-33 590	-32 195	-34 436
<b>Total equity</b>	<b>31 246</b>	<b>21 923</b>	<b>28 939</b>
<b>Long-term liabilities</b>			
Other long-term liabilities*	8 508	10 230	8 397
<b>Total long-term liabilities</b>	<b>8 508</b>	<b>10 230</b>	<b>8 397</b>
<b>Current liabilities</b>			
Trade accounts payable	1 168	696	685
Other current liabilities	4 788	3 198	4 459
<b>Total current liabilities</b>	<b>5 955</b>	<b>3 894</b>	<b>5 144</b>
<b>Total equity and liabilities</b>	<b>45 710</b>	<b>36 047</b>	<b>42 480</b>

\*Corrected, see Note 2

## The Parent Company's cash flow analysis in summary

(TSEK)	Q1 2023 Jan-Mar	Q1 2022 Jan-Mar	R12 Apr-Mar	FY2022 Jan-Dec
<b>From operating activities</b>				
Operating profit	2 423	-1 756	3 067	-1 112
Adjustment for non cash flow related items	1 427	811	4 937	4 321
Interest and other financing costs	-5	0	-7	-2
Paid taxes	-54	-74	-43	-63
<b>Cash flow from operating activities before changes in working capital</b>	<b>3 791</b>	<b>-1 019</b>	<b>7 954</b>	<b>3 144</b>
<b>Cash flow from changes in working capital</b>				
Increase/decrease in accounts receivables	-1 252	-259	-4 968	-3 975
Increase/decrease in accounts payables	853	430	980	557
<b>Cash flow from operating activities</b>	<b>3 392</b>	<b>-849</b>	<b>3 966</b>	<b>-275</b>
<b>Investing activities</b>				
Investments in intangible assets	-2 881	-1 563	-8 826	-7 508
Investments in other financial assets	18	0	-232	-250
Acquisitions of Group companies	0	0	-1 458	-1 458
<b>Cash flow from investing activities</b>	<b>-2 863</b>	<b>-1 563</b>	<b>-10 516</b>	<b>-9 216</b>
<b>Financing activities</b>				
Redemption of subscription warrants	0	0	6 818	6 818
<b>Cash flow from financing activities</b>	<b>0</b>	<b>0</b>	<b>6 818</b>	<b>6 818</b>
<b>Cash flow for the period</b>	<b>529</b>	<b>-2 412</b>	<b>268</b>	<b>-2 673</b>
Cash and cash equivalents at the beginning of the period	5 308	7 981	5 569	7 981
Cash and cash equivalents at the end of the period	5 837	5 569	5 837	5 308



### 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 2022-01-01*	759	8 521	44 083	-29 573	23 789
Development expenditure fund		1 563		-1 563	0
Disovlement of deprecitation		-808		808	0
Net profit				-1 866	-1 866
<b>At period end 2022-03-31</b>	<b>759</b>	<b>9 276</b>	<b>44 083</b>	<b>-32 195</b>	<b>21 923</b>

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2023-01-01	889	11 716	50 770	-34 436	28 939
Development expenditure fund		2 881		-2 881	0
Disovlement of deprecitation		-1 418		1 418	0
Net profit				2 307	2 307
<b>At period end 2023-03-31</b>	<b>889</b>	<b>13 179</b>	<b>50 770</b>	<b>-33 590</b>	<b>31 246</b>

\*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 2022.

### 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 three per cent.

Another incentive programme for a total of 100 000 sha-

res has been in place since 2021. For more information on the incentive programme 2021/2024, see the 2022 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 31 March 2022, after the correction as of 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 summary 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 31 March 2023. 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
<b>Net</b>		<b>-83</b>	
<b>Equity</b>			
Calculation differences	-32	-129	-162
Profit for the period	-7 451	46	-7 405
Other equity	30 586	0	30 586
<b>Sum</b>	<b>23 103</b>	<b>-83</b>	<b>23 019</b>

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
<b>Net</b>		<b>46</b>	

### 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
<b>Net</b>		<b>-42</b>	
<b>Equity</b>			
Profit for the period	-6 765	-42	-6 807
Other equity	30 596	0	30 596
<b>Sum</b>	<b>23 831</b>	<b>-42</b>	<b>23 789</b>

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



## 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
<b>Sum</b>	<b>25 779</b>	<b>1 838</b>	<b>27 612</b>

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
<b>Net</b>		<b>1 044</b>	

### 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
<b>Sum</b>	<b>27 776</b>	<b>337</b>	<b>28 072</b>

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
<b>Net</b>		<b>337</b>	

\*Correction as of 2021-12-31

### Financial calendar

Fantasma Games intends to publish financial reports during the year as follows:

Annual General Meeting - 25 May 2023

Interim Report April - June 2023; 9 August 2023

Interim Report July - September; 8 November 2023

### 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 result, and describes significant risks and uncertainties faced by the Company.

Stockholm, 10 May 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 10 May 2023, at 7:30 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 Erik Penser Bank. Contact information: adam.tapper@penser.se. Phone: +46 8463 8271.



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