



FANTASMA GAMES AB (PUBL)
INTERIM REPORT Q2 2024

SIGNIFICANT EVENTS

Second quarter 2024

- Gross Gaming Revenue (GGR) amounted to SEK 178 (101) million during the second quarter.
- Total revenue amounted to SEK 15.2 (10.7) million, and net revenue amounted to SEK 12.2 (8.0) million.
- EBITDA for the quarter amounted to SEK 4.5 (1.5) million, corresponding to a margin of 36% (18%).

178_{MSEK}

Gross Gaming Revenue (GGR) amounted to SEK 178 (101) million during the second quarter

15.2_{MSEK}

Total revenue amounted to MSEK 12.9 (14.5), and net sales amounted to MSEK 10.1 (11.6)

4.5_{MSEK}

EBITDA for the quarter amounted to MSEK 2.7 (4.5), which corresponds to a margin of 27% (39%)

Significant events during the quarter

- Fantasma Games breaks a new quarterly record in GGR for the second consecutive quarter.
- Launched four games, three via its own platform and one with Relax Gaming.
- "Circle of Sylvan," released via the own platform, breaks a record in game engagement during the quarter. The game will also be released via Relax Gaming in July.
- For the first time, Fantasma Games releases a customized version of a game together with an operator.



Key figures

	Q2 2024 Apr-Jun	Q2 2023 Apr-Jun	Change	Q1-Q2 2024 Jan-Jun	Q1-Q2 2023 Jan-Jun	Change	R12 Jul-Jun	FY 2023 Jan-Dec	Change
Gross gaming revenue, MSEK	178	101	77%	329	250	32%	569	490	16%
Net sales, MSEK	12,2	8,0	52%	22,3	19,6	14%	38,6	35,9	7%
Total income, MSEK	15,2	10,7	42%	28,1	25,2	12%	53,2	50,3	6%
Cost of services sold, MSEK	-2,0	-1,1	77%	-3,5	-2,9	22%	-6,4	-5,7	11%
Gaming revenue, MSEK	10,3	6,9	48%	18,7	16,7	12%	32,2	30,2	7%
Total operating expenses, MSEK	-13,8	-11,6	19%	-26,9	-23,8	13%	-55,5	-52,5	6%
EBITDA, MSEK	4,5	1,5	205%	7,1	6,0	19%	8,8	7,7	15%
EBITDA-margin	36%	18%		32%	30%		23%	21%	
Net profit	1,2	-1,4		0,5	0,8		2,0	2,3	

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Equity per share

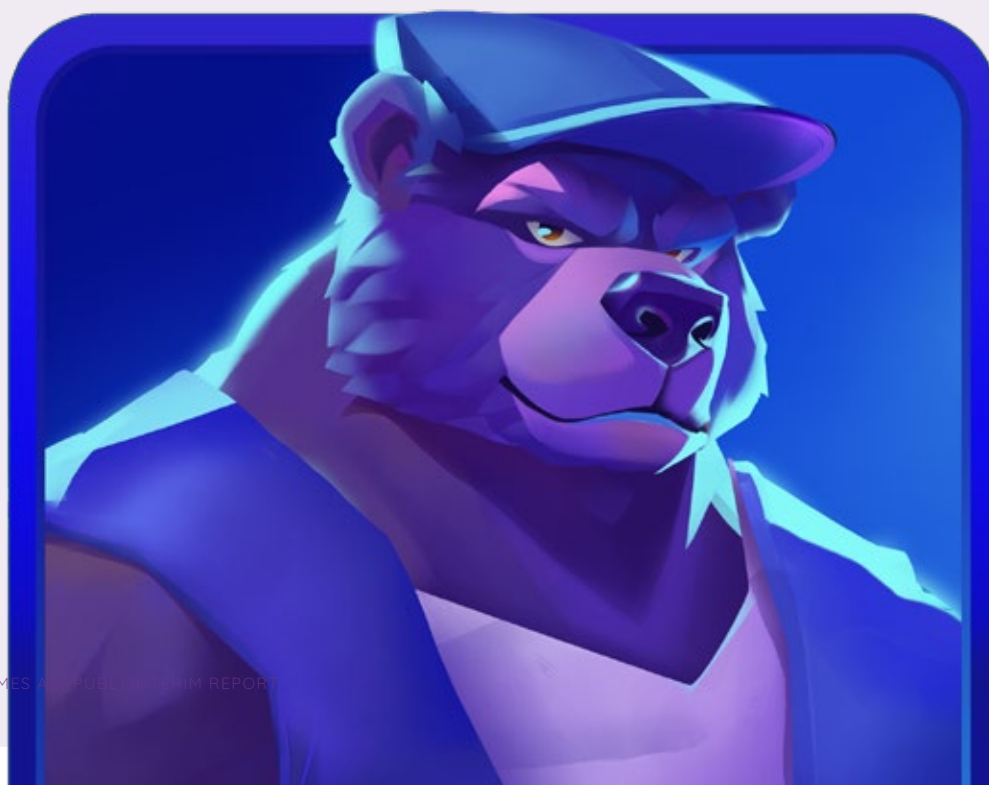
Before dilution, SEK	9,22	8,59		9,22	8,59		9,22	8,98	
After dilution, SEK	9,22	8,48		9,22	8,53		9,22	8,93	

Earnings per share

Before dilution, SEK	0,34	-0,38		0,14	0,22		0,56	0,64	
After dilution, SEK	0,34	-0,38		0,14	0,22		0,56	0,64	

Number of shares

Number of shares at the beginning of the period	3 556 535	3 556 535		3 556 535	3 556 535		3 556 535	3 556 535	
Number of shares at the end of the period	3 556 535	3 556 535		3 556 535	3 556 535		3 556 535	3 556 535	
Outstanding warrants during the period	310 000	210 000		310 000	210 000		310 000	310 000	
Average number of shares before dilution	3 556 535	3 556 535		3 556 535	3 556 535		3 556 535	3 556 535	
Average number of shares after dilution	3 556 535	3 602 418		3 556 535	3 580 564		3 556 535	3 573 636	



Definitions of key figures

Term	Definition	Q2 2024	Q2 2023
GROSS GAMING REVENUE	Gaming turnover less all returns to customers (known in the industry as GGR). Refers to the basis of net sales from games sold for a variable remuneration, after deduction of taxes and bonus costs.	178 MSEK	101 MSEK
NET SALES, VARIABLE	The Company's sales revenue from own games sold for a variable remuneration	9.3 MSEK	5.2 MSEK
NET SALES, FIXED	The Company's sales revenue from games sold for a fixed remuneration	2.9 MSEK	2.8 MSEK
TOTAL NET SALES	Variable net sales and fixed net sales	12.2 MSEK	8.0 MSEK
COST OF SERVICES SOLD	Costs for distribution, certification, etc. of own games	2.0 MSEK	1.1 MSEK
GAMING INCOME	Net sales less cost of services sold	10.3 MSEK	6.9 MSEK

Definitions of key figures

Term	Definition
LONG-TAIL GROSS GAMING REVENUE	The gross gaming revenue from games launched more than six months ago
LAUNCH GROSS GAMING REVENUE	The gross gaming revenue from games launched in the last six months
MARGIN NET SALES, VARIABLE	Margin for the Company's sales revenue from own games sold for a variable remuneration and gross gaming revenue
OWN PLATFORM	The Company's own platform developed during the year, a so-called RGS (Remote Gaming Server). The platform enables wider distribution, more efficient production, and an improved margin when selling the games.
EBITDA	Earnings before interest, taxes, depreciation, and amortization
EBITDA margin	EBITDA as a percentage of net sales



MULTIPLE RECORDS, PROFITABILITY, AND POSITIVE CASH FLOW

We continue to see strong growth in the second quarter, delivering record levels of both gaming revenue and net sales while matching our strongest EBITDA result ever. A key factor driving our positive underlying growth is the successful game launches during the spring, with strong demand from our customers and their player base. Additionally, we see a larger share of our revenue generated from our own platform, Fantasma Xpand, which accounted for about 25% of the gaming revenue during the quarter. Revenue generated from our platform has grown by about 300% from the first quarter to the second quarter, a significant indicator of strength and proof that we are successfully executing our strategic plan.

In the second quarter, we saw strong growth and revenue contribution from recently launched games, with all four of our game launches being very successful. Furthermore, we see high player engagement in all our new games, measured by spins per player, which was significantly higher than for all the games we launched last year. This is further evidence of how we actively work to optimize our game portfolio. Despite strong revenue contribution from recently launched games, it is worth noting that only one of these games was released in our global distribution. Therefore, we have three high-performing games awaiting a broad launch in the fall through leading operators, particularly in several regulated markets in Europe and the USA. Overall, we are increasingly hitting the mark in our production, with many of the planned games for the fall following the same game philosophy.

Fantasma Games' Platform Xpand Continues to Grow

Through our own platform, Fantasma Xpand, we currently reach about 100 different brands, compared to Fantasma Games' total reach of over 1,000 brands. In the second quarter, Fantasma Xpand generated a total of SEK 45 million in gaming revenue, accounting for 25% of total gaming revenue. Despite this, we can already show very strong numbers at an initial launch via Fantasma Xpand, an achievement we are very pleased with. This fall, we plan to continue expanding the reach of operators integrated directly with our platform, which will significantly increase the number of brands that can access our game portfolio. The organization is actively working on several major ongoing integrations that will result in us reaching even more players through our platform. The platform initiative is an important part of the company's future growth strategy, contributing to faster game distribution to our customers and having a positive underlying impact on our results.

Well-Diversified Revenue

We continue to have a wide spread of our revenues, both in terms of markets and customers, although the USA now constitutes a major market for us with about 30% of gaming revenue, followed by the UK, Finland, and Canada. These markets are the company's key markets, and we have a continued strategic focus on developing and optimizing our presence in these markets. We have initiated a process to create opportu-

nities to open up for more revenue in other regulated markets in Europe, South America, and Africa. In the second quarter, we have seen continued increased interest from Social Casinos in the USA, where we launched our first customized game based on our successful game Gold Pigger to one of the leading operators in Social Casinos in the USA, which was a great success. We see great potential for continued positive development in the Social Casinos segment and aim to enter into similar partnerships this fall.

Efficient Production Brings Scalability

Our costs remain in line with previous quarters, despite an increased production pace, demonstrating the continued increased efficiency in our production. The margin is the same as last year, 5.2%, but it is important to note that it fluctuates somewhat from quarter to quarter depending on markets with associated taxes and similar fees. A strategic goal is to increase the margin over time through more direct integrations of our platform. During the quarter, the company's cash reserves were strengthened by 2.1 million SEK, which demonstrates the strength of increased revenues and a stable cost base.

Wiener Games Continues to Deliver

Wiener Games produces more and more games under the Fantasma Games brand, reflecting the development of our variable revenues. In the second quarter, two launches were carried out with a positive ROI development since these games were launched. In the long term, a more optimized business model with Wiener Games means that fixed revenues will decline and be replaced by increasingly variable revenues.

Stronger Brand and Increased Quality Open Up for Further Profitable Growth

With several quarters of successful game launches behind us, we have managed to strengthen our brand among existing leading operators while continuously having discussions with new operators. The quality of our games continuously generates more players with each launch, made possible by a strong team and extensive experience of successful launches – we understand how players want to play. Through experience, opportunities are born, and we now have many new integrations planned for the fall and beyond. This, combined with continued increased quality in our games and maintained production pace, opens up an exciting time for Fantasma Games ahead.



FREDRIK JOHANSSON

CEO and founder
Fantasma Games

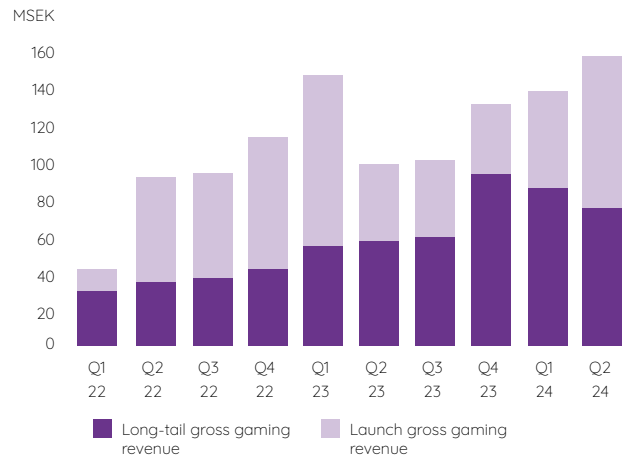
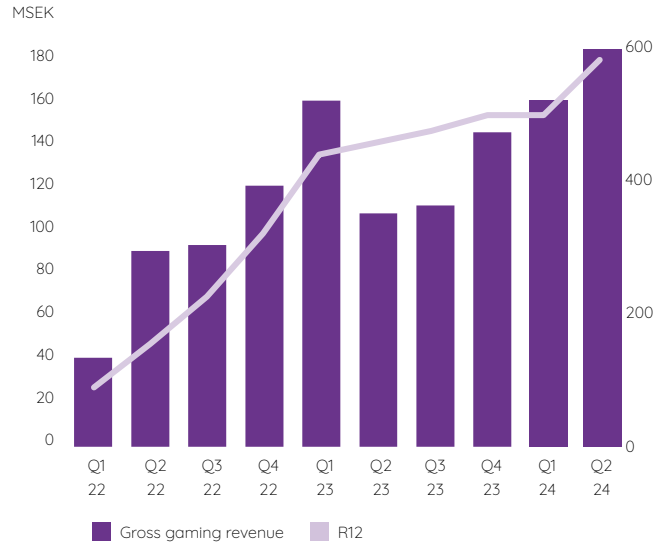
GAMING OVERVIEW

Gross gaming revenue

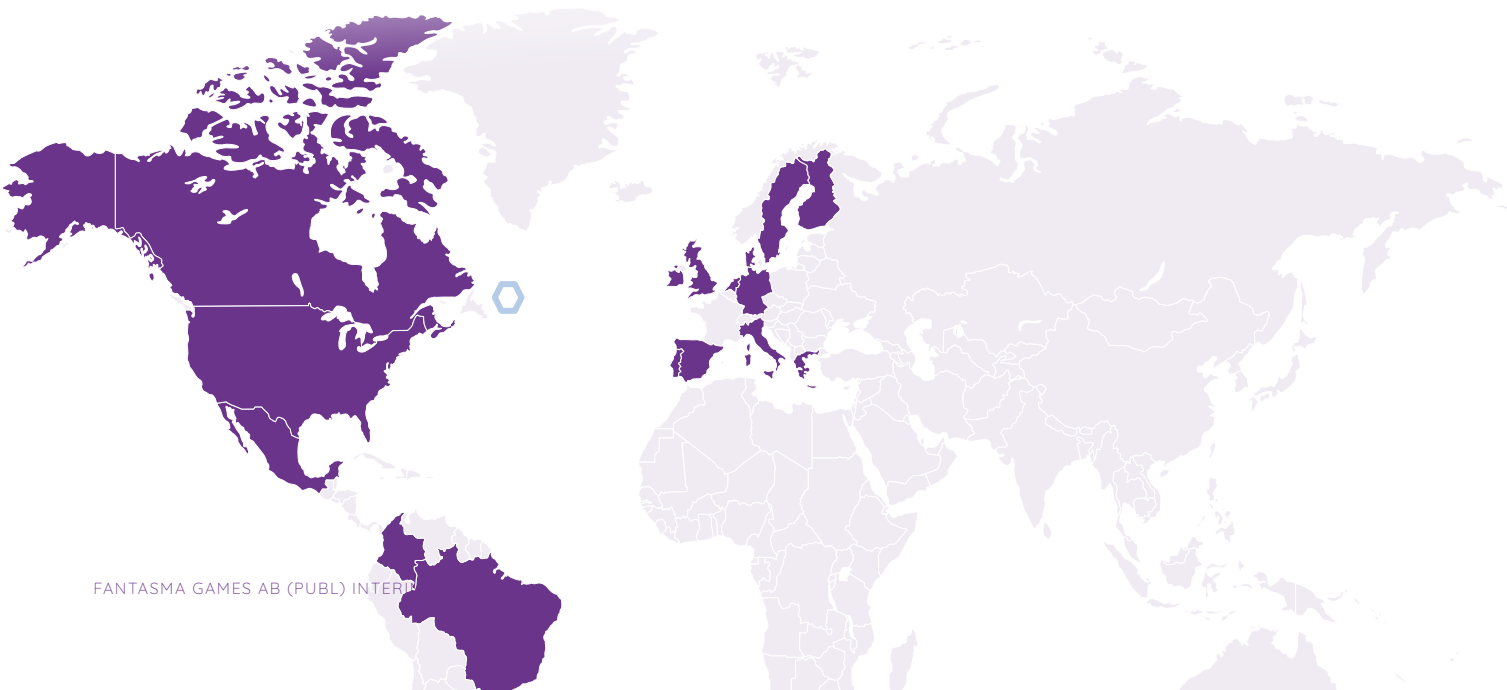
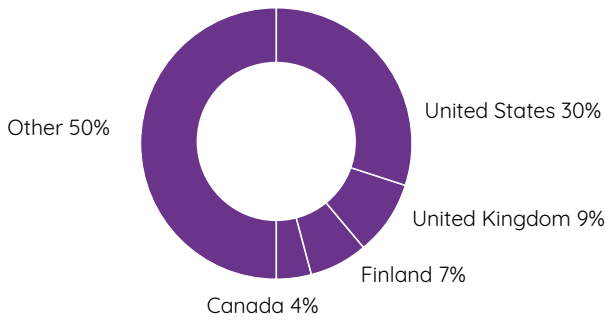
During the quarter, gross gaming revenue was MSEK 178 (101) from 41 games, which corresponds to an increase of 77% compared with the same period last year. Gross gaming revenue, also called GGR, is the amount that forms the basis of Fantasma Games' revenue with a variable remuneration, and is the clearest benchmark that the Company has a functioning business and the conditions for generating revenue. The gross gaming revenue during the second quarter of 2024 is the Company's highest ever during a quarter.

Long-tail gross gaming revenue

The so-called long-tail gross gaming revenue represents one of the Company's most important key figures, and provides an overview of how the Company's older games perform over time. During the quarter, the Company achieved MSEK 73 (MSEK 57) in long-tail gross gaming revenue from 34 games, an increase of 28% compared to the same period last year. Long-tail gross gaming revenue has increased by an average of 105 per cent per year since the second quarter of 2021. In the last quarter 2023 and the first quarter 2024, the existing portfolio was launched with larger new operators and in new markets, which will also happen in the second half of 2024, including the launch of Relax Gaming in Italy.



Gross gaming revenue



Launch gross gaming revenue

Launch gross gaming revenue amounted to MSEK 105 (44), an increase of 141%. Gross gaming revenue measured six months after a game release can vary per month and quarter as it is governed by how many games are released, when they are released, and how many operators have had time to launch the new games, as well as on which markets the games are released, during the current period.

The launch gross gaming revenue at the end of the quarter included a total of seven games; four games were launched during the second quarter. Three of these were launched on the company's own platform, where only parts of the total distribution are available. In the second half of 2024, these games will be released in all markets and with more distributors, which will have a prolonged effect positively impacting both long-tail and launch GGR.

Net sales, variable and margin (Fantasma Games)

Net sales from games with a variable remuneration amounted to MSEK 9.3 (5.2), which, relative to the gross gaming revenue of MSEK 178, entailed a margin of 5.2 (5.2) per cent. Adjusted for currency, the margin amounts to 5.3 (5.3) per cent. The margin fluctuates, mainly due to differences in tax rates between countries, and as such is affected by where the revenue comes from during the respective quarter. During the quarter, a larger share of the revenue came from countries with higher gaming taxes, such as the USA, similar to the same period last year.

Net sales, fixed (Wiener Games)

Net sales from games with a fixed remuneration relates to revenue that the subsidiary Wiener Games generates when they produce games for a fixed remuneration. During the quarter, Wiener Games' revenue amounted to MSEK 3.6 (3.3), of which MSEK 2.9 (2.6) came from external parties. At the beginning of 2023, a strategic decision

was made to use Wiener Games to a greater extent to co-produce games with Fantasma Games, in order to be able to increase the production rate and launch more games. During the quarter, two co-produced games were launched. Despite a greater focus on variable revenue, the company's fixed revenue increased during the quarter due to a larger project carried out during the quarter.

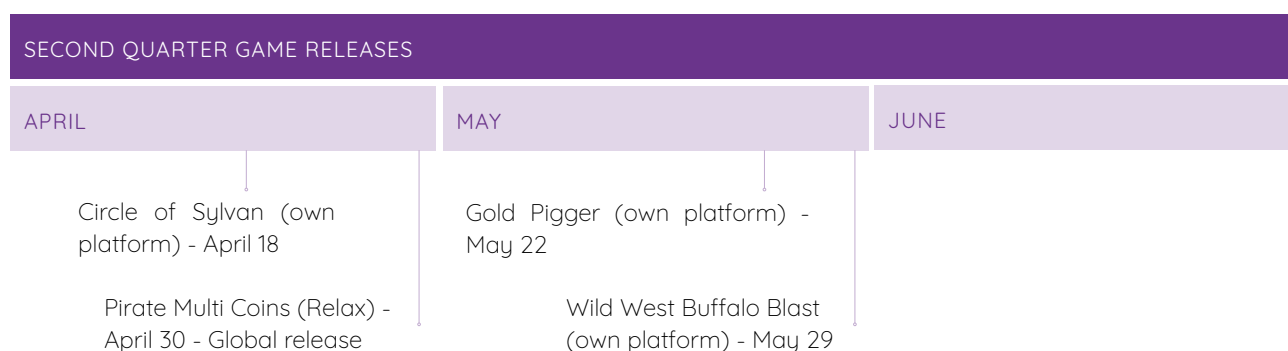
Own platform

In 2023, the Company decided to invest in its own platform. This is a strategically important decision which, over time, will result in a number positive effects for Fantasma Games. The Company will have a significantly increased production rate, at the same time that production will be more efficient as the games are developed on the Company's own platform instead of the distributors' platforms. As a result, it will also be possible to distribute the games to more markets as new games will not be tied exclusively to one distributor. In the long term, distribution costs will also decrease as Fantasma Games will be able to integrate the platform directly with larger operators and aggregators, thereby retaining a larger portion of the revenue. Overall, this will have a positive effect on distribution costs.

During the quarter, a number of integrations were made to the platform and, as of 30 June 2024, a total of 17 games are connected to the platform. 25 per cent of the gross gaming revenue came from the Company's own platform in the second quarter, up from ten per cent in the first quarter of 2024.

Development costs for our own platform were taken on in full during the third quarter of 2023, and amounted to MSEK 4.3. Parts of the platform were procured, and are to be paid off on a rolling basis during 2023, 2024 and 2025. The outstanding debt as of 30 June 2024 amounted to MSEK 0.1, in the form of long-term liabilities, and MSEK 1.3, in short-term liabilities.

Net Sales	Q2 2024 Apr-Jun	Q2 2023 Apr-Jun	Q1-Q2 2024 Jan-Jun	Q1-Q2 2023 Jan-Jun	R12 Jul-Jun	FY 2023 Jan-Dec
Net Sales, variable	9 309	5 235	17 675	14 200	31 315	27 241
Net Sales, fixed	3 568	3 311	5 974	6 199	11 174	10 917
Group adjustments	-648	-504	-1 367	-795	-2 388	-2 244
Net Sales	12 229	8 042	22 282	19 604	40 101	35 914



FINANCIAL OVERVIEW

SECOND QUARTER

Revenue

The Group's total revenue during the second quarter amounted to MSEK 15.2 (10.7). Of this, MSEK 12.2 (8.0) came from the Group's net sales, and MSEK 2.9 (2.6) from capitalised development costs. Other income amounted to MSEK 0.0 (0.1) for the quarter.

Costs and profitability

Costs for services sold amounted to MSEK 2.0 (1.1) during the quarter. Other external expenses during the period amounted to MSEK 3.0 (3.1), personnel costs to MSEK 5.7 (5.0), depreciation and impairment to MSEK 3.0 (2.4), and other operating expenses to MSEK 0.1 (0.1). The financial costs during the second quarter amounted to MSEK -0.1 (0.4), and tax costs amounted to MSEK 0.3 (0.0).

Result

The Group's result during the second quarter of 2024 amounted to MSEK 1.2 (-1.4).

Financial position

The Group's cash and cash equivalents amounted to MSEK 3.0, and short-term receivables amounted to MSEK 8.3 at the end of the period, and, in total, current assets amounted to MSEK 11.3. The Company assesses that its current liquidity is sufficient to finance the existing plans for the next 12 months.

15,2 MSEK
The Group's total revenue during the second quarter amounted to MSEK 15.2 (10.7)



FINANCIAL REPORTING

Consolidated income statement in summary

(TSEK)	Q2 2024 Apr-Jun	Q2 2023 Apr-Jun	Q1-Q2 2024 Jan-Jun	Q1-Q2 2023 Jan-Jun	R12 Jul-Jun	FY 2023 Jan-Dec
Operating income						
Net income	12 229	8 042	22 282	19 603	38 594	35 914
Capitalised work on own account	2 944	2 558	5 675	5 439	14 263	14 027
Other operating income	27	78	133	145	305	317
Total income	15 200	10 679	28 091	25 187	53 162	50 258
Operating expenses						
Cost of services sold	-1 968	-1 114	-3 536	-2 889	-6 378	-5 732
Other external expenses	-3 034	-3 071	-6 257	-6 430	-15 733	-15 906
Personnel costs	-5 687	-4 973	-11 074	-9 754	-21 955	-20 635
Depreciation and amortisation	-3 008	-2 374	-5 886	-4 625	-11 160	-9 899
Other operating expenses	-60	-60	-129	-141	-318	-330
Total operating expenses	-13 757	-11 592	-26 882	-23 840	-55 544	-52 502
Operating profit	1 443	-913	1 209	1 347	-2 382	-2 244
Financial expenses	57	-441	-327	-557	256	27
Profit before tax	1 500	-1 354	882	790	-2 126	-2 217
Tax on profit	-302	0	-370	0	4 120	4 491
Net profit	1 198	-1 354	511	790	1 995	2 273

Consolidated balance sheet in summary

(TSEK)	2024-06-30	2023-06-30	2023-12-31
ASSETS			
Non-current assets			
Intangible assets	31 116	28 239	31 065
Property, plant and equipment	33	42	24
Financial assets	5 680	981	6 300
Total non-current assets	36 829	29 262	37 389
Current assets			
Current receivables	8 317	6 608	7 233
Cash and cash equivalents	2 984	9 116	3 542
Total current assets	11 301	15 724	10 775
Total assets	48 130	44 986	48 164
EQUITY AND LIABILITIES			
Equity			
Share capital	889	889	889
Contributed capital	52 180	65 436	52 180
Accumulated earnings incl profit/loss for the period	-20 271	-35 778	-21 139
Total equity	32 798	30 548	31 930
Long-term liabilities			
Other long-term liabilities	7 559	8 914	7 847
Total long-term liabilities	7 559	8 914	7 847
Current liabilities			
Trade accounts payable	1 628	578	823
Other current liabilities	6 145	4 947	7 565
Total current liabilities	7 773	5 525	8 388
Total equity and liabilities	48 130	44 986	48 164

Consolidated cash flow analysis in summary

(TSEK)	Q2 2024 Apr-Jun	Q2 2023 Apr-Jun	Q1-Q2 2024 Jan-Jun	Q1-Q2 2023 Jan-Jun	R12 Jul-Jun	FY 2023 Jan-Dec
From operating activities						
Operating profit	1 443	-913	1 209	1 347	-2 382	-2 244
Adjustment for non cash flow related items	3 006	2 352	5 886	4 614	11 196	9 924
Interest received	0	0	0	15	-10	5
Interest paid	-5	0	-6	-6	8	9
Paid taxes	-29	-26	14	-80	-130	-224
Cash flow from operating activities before changes in working capital	4 415	1 413	7 103	5 891	8 683	7 470
Cash flow from changes in working capital						
Increase/decrease in accounts receivables	1 793	4 898	-1 016	3 152	-1 618	2 551
Increase/decrease in accounts payables	-1 377	-709	-1 253	-240	2 298	3 312
Cash flow from operating activities	4 831	5 602	4 834	8 803	9 364	13 333
Investing activities						
Investments in intangible assets	-2 944	-2 678	-5 675	-5 559	-14 462	-14 346
Investments in tangibl assets	-8	0	-8	0	-19	-10
Investments in other financial assets	253	0	253	18	249	14
Acquisitions of Group companies	0	0	0	0	-1 180	-1 180
Cash flow from investing activities	-2 699	-2 678	-5 431	-5 541	-15 412	-15 522
Financing activities						
Redemption of subscription warrants	0	0	0	0	0	0
Cash flow from financing activities	0	0	0	0	0	0
Cash flow for the period	2 132	2 924	-597	3 262	-6 048	-2 190
Cash and cash equivalents at the beginning of the period	874	6 119	3 542	5 777	9 116	5 777
Exchange-rate differences in cash and cash equivalents	-21	73	39	77	-83	-46
Cash and cash equivalents at the end of the period	2 984	9 116	2 984	9 116	2 984	3 542

Group change in equity in summary

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2023-04-01	889	13 179	51 221	-34 276	31 013
Development expenditure fund		2 558		-2 558	0
Disovlement of deprecitation		-1 521		1 521	0
Calculation differences				889	889
Net profit				-1 354	-1 354
At period end 2023-06-30	889	14 216	51 221	-35 778	30 548

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2024-04-01	889	20 825	52 180	-42 070	31 825
Development expenditure fund		3 085		-3 085	0
Disovlement of deprecitation		-2 149		2 149	0
Calculation differences				-226	-226
Net profit				1 198	1 198
At period end 2024-06-30	889	21 761	52 180	-42 033	32 798



The Parent Company's income statement in summary

(TSEK)	Q2 2024 Apr-Jun	Q2 2023 Apr-Jun	Q1-Q2 2024 Jan-Jun	Q1-Q2 2023 Jan-Jun	R12 Jul-Jun	FY 2023 Jan-Dec
Operating income						
Net income	9 552	5 235	18 168	14 200	31 209	27 241
Capitalised work on own account	3 085	2 558	5 958	5 439	15 286	14 767
Other operating income	27	78	133	211	308	386
Total income	12 664	7 872	24 259	19 850	46 803	42 394
Operating expenses						
Cost of services sold	-1 968	-1 114	-3 536	-2 889	-6 378	-5 732
Other external expenses	-3 277	-3 362	-6 960	-6 767	-17 229	-17 036
Personnel costs	-3 576	-3 173	-6 984	-6 047	-13 616	-12 679
Depreciation and amortisation	-2 177	-1 523	-4 261	-2 943	-7 818	-6 500
Other operating expenses	-86	-50	-120	-130	-304	-314
Total operating expenses	-11 083	-9 221	-21 862	-18 777	-45 346	-42 261
Operating profit	1 580	-1 350	2 398	1 074	1 457	133
Financial expenses	83	-441	13	-557	1 751	1 181
Profit before tax	1 663	-1 791	2 411	516	3 208	1 314
Tax on profit	-326	0	-415	0	4 105	4 520
Net profit	1 337	-1 791	1 996	516	7 313	5 833

The Parent Company's balance sheet in summary

(TSEK)	2024-06-30	2023-06-30	2023-12-31
ASSETS			
Non-current assets			
Intangible assets	22 432	14 766	20 735
Financial assets	24 583	19 962	25 254
Total non-current assets	47 015	34 727	45 990
Current assets			
Current receivables	4 986	2 910	3 801
Cash and cash equivalents	1 371	5 909	1 621
Total current assets	6 357	8 819	5 422
Total assets	53 372	43 547	51 411
EQUITY AND LIABILITIES			
Equity			
Share capital	889	889	889
Development expenditure fund	21 760	14 216	20 008
Contributed capital	50 770	50 770	50 770
Accumulated earnings incl profit/loss for the period	-35 693	-36 420	-35 936
Total equity	37 727	29 455	35 731
Long-term liabilities			
Other long-term liabilities	7 544	8 897	7 832
Total long-term liabilities	7 544	8 897	7 832
Current liabilities			
Trade accounts payable	1 590	624	797
Other current liabilities	6 511	4 570	7 051
Total current liabilities	8 101	5 194	7 848
Total equity and liabilities	53 372	43 547	51 411

The Parent Company's change in equity in summary

(TSEK)	Q2 2024 Apr-Jun	Q2 2023 Apr-Jun	Q1-Q2 2024 Jan-Jun	Q1-Q2 2023 Jan-Jun	R12 Jul-Jun	FY 2023 Jan-Dec
From operating activities						
Operating profit	1 663	-1 350	2 284	1 074	1 343	133
Adjustment for non cash flow related items	2 177	1 520	4 261	2 947	7 777	6 463
Interest received	0	0	0	0	16	16
Interest and other financing costs	-5	0	-6	-6	-7	-6
Paid taxes	-29	-26	14	-80	-37	-131
Cash flow from operating activities before changes in working capital	3 806	145	6 553	3 936	9 092	6 475
Cash flow from changes in working capital						
Increase/decrease in accounts receivables	1 179	3 395	-1 071	2 143	-1 643	1 571
Increase/decrease in accounts payables	-1 449	-790	-370	63	2 923	3 356
Cash flow from operating activities	3 536	2 750	5 112	6 142	10 372	11 402
Investing activities						
Investments in intangible assets	-3 085	-2 678	-5 958	-5 559	-15 485	-15 086
Investments in other financial assets	257	0	257	18	257	18
Acquisitions of Group companies	0	0	0	0	-1 180	-1 180
Dividend from subsidiary	0	0	340	0	1 499	1 159
Cash flow from investing activities	-2 828	-2 678	-5 361	-5 541	-14 910	-15 090
Financing activities						
Redemption of subscription warrants	0	0	0	0	0	0
Cash flow from financing activities	0	0	0	0	0	0
Cash flow for the period	708	72	-249	601	-4 538	-3 688
Cash and cash equivalents at the beginning of the period	663	5 837	1 621	5 308	5 909	5 308
Cash and cash equivalents at the end of the period	1 371	5 909	1 371	5 909	1 371	1 621

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 2023-04-01	889	13 179	50 770	-33 590	31 246
Development expenditure fund		2 558		-2 558	0
Disovlement of deprecitation		-1 521		1 521	0
Net profit				-1 791	-1 791
At period end 2023-06-30	889	14 216	50 770	-36 420	29 455

(TSEK)	Share capital	Development expenditure reserve	Share premium reserve	Other non-restricted equity	Total equity
At period start 2024-04-01	889	20 825	50 770	-36 092	36 390
Development expenditure fund		3 085		-3 085	0
Disovlement of deprecitation		-2 149		2 149	0
Net profit				1 337	1 337
At period end 2024-06-30	889	21 760	50 770	-35 693	37 727



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 2023.

Options programme

At an Extraordinary General Meeting on 6 October 2023, a resolution was taken on a private placement of a total of 100 000 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 SEK 80 during the period from and including 6 October 2026 up to and including 6 December 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.

There are two further, pre-existing, incentive programmes of 210 000 shares. For more information on the incentive programme, see the 2023 Annual Report.

Financial calendar

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

Interim Report July - September 2024; 6 November 2024

Interim Report October - December 2024; 5 March 2025

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, 7 August 2024

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 8 May 2024, 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 Carnegie Investment Bank AB. Contact information: adam.tapper@carnegie.se. Phone: +46 8 588 688 00.

FANTASMA GAMES

