

Enad Global 7 publishes 5-year historical financial information in relation to its Business Units

Enad Global 7 today published historical financial information in local currency for its Business Units to show trends over time and key additional data for the years 2021 to 2025. The rationale from the Board and Management of EG7 to release this is to make sure current and prospective investors in the Company can properly assess the value of the Company and conduct a sum-of-the-parts valuation. The work to put together the information is part of a larger assessment that will form the basis of strategic board and management discussions, and the released information will be of one-time nature to the investors. Some of the information is commented on in the Q4 Interim Report 2025 and will be presented in today's webcast.

Key Summary

EG7's two main cash-flow generative assets, Daybreak Games, excluding Palia, and Big Blue Bubble, have stabilized to generate SEK 873 million of more predictable Net Revenue and SEK 189 million EBITDAC (EBITDA minus capitalized game investments), corresponding to an EBITDAC margin of 22 percent in 2025. Furthermore, EG7 has over the last three years invested over SEK 600 million in three main assets not yet contributing with net cashflows, but that have future transformative potential in 2026 and forward, namely:

- Cold Iron, which after three years of development and USD 31.6 million in net investment from EG7, expects to release a AA-title in Q3-2026 where EG7 first recoups its investment, and then receives 50 percent of the net profits;
- Palia, which is a steadily growing live-service game which received more than USD 10 million in investments in 2024 and 2025, and generated over USD 12 million in Net Revenue with 70 percent Net Revenue growth H2 2025 vs H2 2024, but which still is not cash-flow positive in 2025; and
- Fireshine, which is an indie game publisher that has invested GBP 14 million in digital titles to significantly build up its digital revenue, which exceeded GBP 11 million in 2025. It has consistently and successfully grown digital revenue since the strategic initiative to transform more into digital started five years ago.

In addition, EG7 has tax benefits to be used against future revenues amounting to SEK 724 million per December 31, 2025, with no time limitations on the utilization of the tax benefit.

There is also potential for future profit contribution for the currently break-even revenue-generating assets Petrol and Piranha Games that have combined Net Revenues of SEK 229 million in 2025.

After the recent tax payments to the Sellers of Daybreak, EG7 had pro forma SEK 290 million cash at hand per 31 December 2025, with interest-bearing debt and contingent considerations outstanding to a total of SEK 360 million. Thus, net debt amounts to approximately SEK 70 million.

FOR MORE INFORMATION, PLEASE CONTACT:

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About EG7

EG7 is a group of companies within the gaming industry that develops, markets, publishes and distributes PC, console and mobile games to the global gaming market. The company employs approximately 360 game developers and develops its own original IPs, as well as acts as consultants to other publishers around the world through its game development divisions Daybreak Games, Piranha Games and Big Blue Bubble. In addition, the group's marketing department Petrol has contributed to the release of 2,000+ titles, of which many are world famous brands such as Call of Duty, Destiny, Dark Souls and Rage. The group's publishing and distribution departments Fireshine Games hold expertise in both physical and digital publishing. EG7 is headquartered in Stockholm with approximately 560 employees in 12 offices worldwide.

Enad Global 7 is listed on Nasdaq Stockholm with Ticker Symbol: EG7

Attachments

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