

## Interim Report January-March 2023

**CEO Marcus Teilman: “The first quarter was characterised by a high level of execution across the business with several important milestones achieved. With this high pace maintained we look forward to an exciting and eventful 2023.”**

### First quarter 2023

- Revenue amounted to SEK 55.2 (54.7) million.
- EBITDA amounted to SEK 1.9 (2.4) million.
- Adjusted EBITDA (before items affecting comparability) was SEK 1.9 (2.4) million.
- Operational EBIT<sup>1</sup> amounted to SEK 0.1 (1.7) million.
- Net result after tax was SEK -25.3 (-21.7) million.
- Earnings per share after dilution amounted to SEK -0.27 (-0.24).

### Significant events during the quarter

- Playdigious released a mobile version of well-known title *Teenage Mutant Ninja Turtles: Shredder’s Revenge* exclusively on Netflix.
- Playdigious’ mobile version of *Dead Cells* reached 5 million sold units at the beginning of the year.
- Lucky Kat and Wagmi entered into partnership with Mysten Labs regarding web3 game *Cosmocadia* and its release on the Sui blockchain in 2023.
- Lucky Kat signed an additional agreement with partner The Sandbox on developing a parkour-themed experience to be released in The Sandbox’s metaverse.
- Lucky Kat and Wagmi announced that web3 game *Panzerdogs* and its NFT collection will be migrated to the Sui blockchain.
- Playdigious announced that the company is developing and publishing the game *Legend of Keepers* for mobile platforms with release date set to 23 May 2023.

### Significant events after the end of the period

- Fragbite Group has engaged a market maker ahead of the sale of \$KOBAN tokens that will be used as the premium currency for *Panzerdogs*, *Cosmocadia* and future web3 titles.
- Fragbite Group is taking over publishing of *MMA Manager 2 – Ultimate Fight*.
- Sale of NFTs for web3 title *Cosmocadia* is planned to start on May 24 when the first playable demo version of the game will also be made available.
- Subsidiary Fragbite AB launched gaming and esports agency Config.
- Gaming and esports agency Config nominated for “Campaign of the Year” by StockholmMediaAwards.
- Swedish Cup in CS:GO will be held during fall 2023. MAX Burgers, Expressen/Bonnier and SPACE return as partners.
- The Fragbite Group Board of Directors has decided to change accounting principles to IFRS.

Fragbite Group SEK thousands	Jan-Mar		R12m	Full Year
	2023	2022	2022/2023	2022
Revenue	55 163	54 669	254 553	254 059
Adjusted EBITDA <sup>2</sup>	1 860	2 449	12 193	12 782
EBITDA	1 860	2 449	11 320	11 909
Operational EBIT	145	1 667	3 733	5 255
EBIT	-21 354	-18 901	-85 675	-83 221
Net result after tax	-25 300	-21 683	-106 729	-103 112

<sup>1</sup>Operational EBIT is defined as EBIT excluding non-operational amortisation and impairment of intangible assets.

<sup>2</sup> Result for the full year 2022 was negatively affected by accumulated extraordinary costs of SEK 873 thousand (SEK 0 thousand in Q1 2022), which were directly attributable to the establishment of the Group’s Gibraltar-based company WAGMI Ltd.

## CEO's comments

We start the year in line with our expectations based on how game releases and other key commercial activities are planned over the year. Revenue amounted to SEK 55.2 million, compared with SEK 54.7 million for the same period the previous year. EBITDA was SEK 1.9 million, compared with SEK 2.4 million. It should be taken into account that we have increased costs and thereby capacity in Lucky Kat and Playdigious, both having increased their workforces in preparation for a highly intensive 2023. The Parent Company has also increased costs for, among other things, key positions such as acquisitions and investor relations but also finance, partly in preparation for the upcoming transition to IFRS.

At first glance, the quarter may seem like an uneventful quarter with few game releases, but the fact is that all parts of Fragbite Group have demonstrated a high level of activity. We have continued to maintain the same high tempo in the second quarter to ensure good delivery for the full year 2023.

### Preparation for new heights in web3

Lucky Kat has increased its focus on building a larger and even more engaged community within web3 ahead of the impending NFT sale of *Cosmocadia*, the migration of *Panzerdogs* to Sui and forthcoming token sales. At this moment, we are preparing for our launch of the NFT collection for *Cosmocadia*, planned to start on May 24. The same day a first playable game demo will be made available. We are very proud to see Lucky Kat part of an exclusive group of developers whose game projects will be the first releasing on the Sui blockchain, which went live just over a week ago. *Panzerdogs* will also migrate to Sui, after which we look forward to benefiting from more recurring revenues through transaction revenues for the NFTs that are sold on the secondary market via external marketplaces. We have also engaged Amber Group as market maker in a first step towards selling more tokens, which may be sold on one or more occasions under new brand name \$KOBAN. Amber Group is also tasked with maintaining liquidity in our token as soon as it starts trading on public exchanges. I am very impressed with what the organisations of Lucky Kat and Wagmi have achieved, particularly considering that the launch of Sui Mainnet progressed faster than originally planned, which required a lot of intense work from our team during the quarter.

### Playdigious building a strong foundation

Playdigious has like Lucky Kat also focused on expanding its production capacity. This allowed us to, with more force and weight, enter into several highly interesting business dialogues regarding the release of upcoming game titles. We have signed a number of agreements and are in the final stages of other negotiations, and with this we continue to build a strong foundation for the Group. Playdigious' revenue for the first quarter of this year was marginally lower compared to the same quarter the previous year, mainly due to a lower game release page. We expect this pace to increase over the coming quarters, which means that the prospects of showing clear organic growth for 2023 compared with 2022 are good. I look forward to coming back to you with more details on how this work is progressing.

### Improved conditions for MMA Manager 2

Funrock & Prey Studios have in good faith come to a mutual agreement with our external publisher resulting in us resuming responsibility for publishing MMA Manager 2. That way we can decide on channels and level of marketing from here on out. In the short term, it is important to ensure that, in every detail, the game is returned in a way that enables us to benefit from the organic traffic. As a consequence of our structured efforts on finetuning the product over the past periods, the underlying KPIs for the game have gradually improved in recent months. This change enables us to create the conditions needed to improve margins, among other things due to reduced fees paid to game distribution platforms such as Apple App Store and Google Playstore.

### Fragbite AB builds a more dynamic organisation

During the quarter, subsidiary Fragbite AB has signed a number of important sponsorship agreements ahead of the Swedish Cup, which will take place during the fourth quarter 2023. Thanks to the success of the Swedish Cup in 2022, we expect to be in a good position to charge more this year now that the concept is proven. We are especially pleased that the campaign developed for last year's title sponsor MAX Burgers was recently nominated for "Campaign of the Year" by StockholmMediaAwards. Fragbite's agency business has recently been launched under a new brand: Config, for which new contracts have been signed with clients Samsung and Philips who have now extended Config's engagement to the international level. In

addition, changes have been made to enable a more proactive organisation, altogether leading to the expectation for this subsidiary to yet again be cash flow positive for the full year.

### **Cornerstones in place for a bright 2023**

We have high ambitions and have therefore continued to invest in our own business by recruiting new skilled employees to achieve continued profitable growth. Through Fragbite Group's decentralised organisation with independent entities, we have created the conditions for continuously strong entrepreneurship with a high degree of motivation and flexibility. I think this has also been demonstrated by the hard work and high level of activity that we are now showing across the Group. On the acquisition side, we continue to be active and prepared to pursue acquisitions that add value to the Group. Despite a somewhat cautious start to the year

in financial terms, I am therefore confident, and remain confident, that we will achieve significantly improved revenue and EBITDA in 2023 compared to 2022.



*Marcus Teilman, President & CEO*

## **About Fragbite Group AB (publ)**

Fragbite Group is a publicly traded, Swedish corporate group with a portfolio of established subsidiaries that develop, adapt and publish games and esports content within GAMING, ESPORTS and WEB3. Our products are developed for both traditional platforms – PC, mobile and console – and modern web3 platforms based on the latest blockchain technology. Fragbite Group has an outspoken strategy of acquiring fast-growing, well-managed and profitable companies with strong management, whose business complements the existing companies. We help companies grow through cutting-edge expertise, capital and cross-fertilisation with other operations in the Group. Fragbite Group is headquartered in Stockholm and has a total of over 80 employees in Sweden, France, the Netherlands, Gibraltar and Egypt. Fragbite Group is listed on Nasdaq First North Growth Market.

### **Our subsidiaries**

- **Fragbite** is one of the Nordic region's largest esports communities. Based in Sweden, the company develops and operates tournament concepts, and offers advisory and marketing services through esports and gaming company Config.
- **Funrock & Prey Studios** is a game developer based in Sweden that designs and develops game engines and games for mobile platforms.
- **Lucky Kat** is a game developer based in the Netherlands that develops hypercasual mobile games as well as web3 games based on blockchain technology.
- **Playdigious** is a game developer and publisher based in France that develops and ports successful game titles from PC to mobile.
- **Wagmi** is the Group's publishing company in Web3, based in Gibraltar and registered as a Virtual Asset Service Provider by the Gibraltar Financial Services Commission.

## Financial performance in the period January – March 2023

### Revenue

The Group's revenue for the first quarter amounted to SEK 55.2 (54.7) million.

### Earnings

The Group's personnel expenses and other external expenses for the first quarter amounted to SEK 18.4 (13.1) million. The higher expenses compared with the previous year are largely an effect of an increased workforce, mainly in the foreign subsidiaries, but are also partly due to increased costs in the Parent Company.

EBITDA for the first quarter amounted to SEK 1.9 (2.4) million. Revenue as well as EBITDA are partly affected by positive exchange rate effects.

Operational EBIT, defined as EBIT excluding non-operational amortisation and impairment of intangible assets, amounted to SEK 0.1 (1.7) million during the first quarter.

The Group's depreciation, amortisation and impairment for the first quarter amounted to SEK 23.2 (21.3) million and was mainly related to goodwill arising in connection with completed acquisitions. The increase is partly an effect of exchange rate fluctuations. Amortisation related to capitalised work on own account amounted to SEK 1.6 (0.7) million.

The Group's result after tax was SEK -25.3 (-21.7) million.

### Cash flow, investments and financial position

Cash flow from operating activities for the first quarter was SEK -14.4 (-1.2) million, largely due to changes in working capital, with the explanatory items consisting mainly of a large royalty payment and the accounting effect of the previous year's token sales, which are accrued over three years.

Cash flow from investing activities for the first quarter amounted to SEK -3.6 (-79.9) million and was mainly attributable to capitalised work on own account. The previous year's figure was largely related to the acquisition of Lucky Kat B.V.

Cash flow from financing activities for the first quarter amounted to SEK -6.6 (+17.1) million, which was entirely related to repayments of the Company's bank borrowings.

Cash and cash equivalents amounted to SEK 16.7 (23.4) million at the end of the period.

### Revenue and adjusted EBITDA per business area

SEK thousands	Jan-Mar 2023					Jan-Mar 2022				
	Gaming	Esports	Web3	Parent	TOTAL	Gaming	Esports	Web3	Parent	TOTAL
Revenue	47 644	1 457	6 062	0	55 163	51 537	1 301	1 832	0	54 669
Adjusted EBITDA	5 835	-1 143	1 940	-4 771	1 860	6 822	-884	-103	-3 387	2 449

Gaming is comprised of Playdigious, Funrock & Prey Studios as well as Lucky Kat's business within the hypercasual genre. Esports is comprised of Fragbite AB. Web3 is comprised of Wagmi and the business which Lucky Kat carries out within the area. This table is adjusted for management fees invoiced by the parent company to the subsidiaries to cover certain group overhead costs.

### Revenue accounting of in-game tokens

In our analysis of how to account for the sale of tokens, we have worked on the basis that the Company is committed to developing and providing our web3 games for as long as they are in demand along with the holder's right to use these tokens for future in-game purchases. It is therefore our assessment that the cash proceeds from the sale of tokens should be recognised as deferred income. Revenue is recognised from inception of the agreement and thereafter as the holders exercise their rights to use the tokens for in-game purchases. Based on our best current estimate, it is reasonable to assume that the holders of these tokens will spend them evenly distributed over the

expected lifetime of our games, so straight-line accrual over the estimated economic lifetime of a game is also a reasonable reflection of how we receive our revenue.

Our analysis is based on a separate analysis of our games' estimated economic life as well as discussions with our auditors and other external financial experts, and it is our assessment that a period of about 3 years would be considered a reliable estimate.

However, there is significant uncertainty in assessing the economic life of a game before it is launched, as well as how token holders will use the tokens, and so as our games develop and our understanding of player behaviour increases, we will monitor developments and, if necessary, review the decision on what method and period we will use to recognise this revenue in the future. We will also provide ongoing communication on this in our financial reporting.

## Activities

### Planned activities up to and including Q3 2023

Title	IP owner	Publisher
Swedish Chess League	Fragbite	Fragbite
Campaigns for agency clients	Fragbite	Config
Parkour-themed game experience for The Sandbox	Lucky Kat	Lucky Kat
Madballs-themed game experience for The Sandbox	Lucky Kat	Lucky Kat
Dead Cells DLC: Castlevania	External	Playdigious
Legend of Keepers	External	Playdigious
Little Nightmares	External	Playdigious
New title – not yet announced	External	Playdigious
New title – not yet announced	External	Playdigious
Cosmocadia NFT sale	Wagmi	Wagmi
Panzerdogs – new build on PC and mobile version	Wagmi	Lucky Kat
Sale of \$KOBAN tokens	Wagmi	Wagmi

### Parent Company

The Parent Company's revenue for the first quarter amounted to SEK 1.6 (2.0) million and result after tax was SEK 16.7 (-2.7) million as a dividend of SEK 22.9 million from the French subsidiary Playdigious was adopted during the quarter.

### Accounting policies

This interim report has been prepared in accordance with K3, Interim Financial Reporting, and the Annual Accounts Act. The Board has decided to make the transition to IFRS, preparations will be initiated during the fall of 2023.

### Fragbite Group's share

Fragbite Group AB (publ) was listed on Nasdaq First North Growth Market on 12 July 2021 under the ticker (short name) FRAG. The total number of ordinary shares outstanding on 31 March 2023 is 90,672,923. Each share carries one vote at the AGM.

**Consolidated statement of comprehensive income**

<i>SEK thousands</i>	Jan-Mar		Full Year
	2023	2022	2022
Revenue	55,163	54,669	254,059
Capitalised work on own account	3,420	2,493	11,037
Other operating income	0	85	4
<b>Total revenue</b>	<b>58,583</b>	<b>57,247</b>	<b>265,100</b>
Cost of goods and services sold	-38,340	-41,659	-192,391
<b>Gross profit</b>	<b>20,243</b>	<b>15,588</b>	<b>72,709</b>
<i>Gross margin %</i>	<i>34.6%</i>	<i>27.2%</i>	<i>27.4%</i>
Personnel expenses	-11,500	-9,083	-37,845
Other external expenses	-6,883	-4,057	-22,956
<b>EBITDA</b>	<b>1,860</b>	<b>2,449</b>	<b>11,909</b>
Amortisation and impairment of intangible assets	-1,587	-675	-11,666
Depreciation of tangible assets	-128	-107	-437
Amortisation goodwill	-21,499	-20,567	-83,027
<b>EBIT</b>	<b>-21,354</b>	<b>-18,901</b>	<b>-83,221</b>
Net financial items	-3,200	-1,496	-13,109
<b>Earnings before tax (EBT)</b>	<b>-24,555</b>	<b>-20,397</b>	<b>-96,330</b>
Tax	-746	-1,286	-6,782
<b>Net result</b>	<b>-25,300</b>	<b>-21,683</b>	<b>-103,112</b>
Other comprehensive income	0	0	0
Total comprehensive income	-25,300	-21,683	-103,112
<b>Comprehensive income for the period attributable to the parent company's shareholders</b>	<b>-25,300</b>	<b>-21,683</b>	<b>-103,112</b>
Earnings per share (SEK)	-0.28	-0.25	-1.14
Earnings per share after dilution (SEK)	-0.27	-0.24	-1.10
Average number of shares outstanding	90,672,923	87,782,265	88,959,373
Average number of shares outstanding diluted	93,341,505	89,682,265	91,414,747
Number of shares before dilution	90,672,923	87,913,750	90,672,923
Number of shares diluted	93,341,505	89,813,750	93,341,505



**Consolidated statement of financial position**

<i>SEK thousands</i>	Mar 31, 2023	Mar 31, 2022	Dec 31, 2022
<b>ASSETS</b>			
<b>Fixed assets</b>			
Intangible assets	294,640	359,055	311,521
Tangible assets	1,176	1,137	1,133
Financial assets	429	301	313
<b>Total fixed assets</b>	<b>296,244</b>	<b>360,492</b>	<b>312,967</b>
<b>Current assets</b>			
Accounts receivable	4,948	20,657	5,490
Current tax receivables	1,900	0	1,481
Other receivables	2,733	4,648	2,335
Prepaid expenses and accrued income	20,101	6,419	19,735
<b>Total current assets</b>	<b>29,681</b>	<b>31,724</b>	<b>29,041</b>
<b>Cash and cash equivalents</b>	<b>16,660</b>	<b>23,432</b>	<b>40,993</b>
<b>Total assets</b>	<b>342,586</b>	<b>415,647</b>	<b>383,001</b>
<b>EQUITY AND LIABILITIES</b>			
<b>Equity</b>	<b>139,756</b>	<b>204,935</b>	<b>161,510</b>
<b>Provisions*</b>	<b>89,633</b>	<b>134,399</b>	<b>88,525</b>
<b>Long-term liabilities</b>			
Liabilities to credit institutions	23,842	27,362	30,317
<b>Total long-term liabilities</b>	<b>23,842</b>	<b>27,362</b>	<b>30,317</b>
<b>Short-term liabilities</b>			
Liabilities to credit institutions	26,657	15,335	26,534
Accounts payable	3,453	21,834	4,470
Current tax liabilities	130	2,295	2,961
Other current liabilities	3,978	2,417	2,381
Accrued expenses and deferred income	55,137	7,070	66,304
<b>Total short-term liabilities</b>	<b>89,355</b>	<b>48,951</b>	<b>102,649</b>
<b>Total equity and liabilities</b>	<b>342,586</b>	<b>415,647</b>	<b>383,001</b>

\* All additional purchase consideration amounts are accounted for as provisions to their maximum amount.

**Consolidated cash flow statement**

<i>SEK thousands</i>	Jan-Mar		Full Year
	2023	2022	2022
<b>Operating income</b>	<b>-21,354</b>	<b>-18,901</b>	<b>-83,221</b>
Non-cash items			
Depreciation, amortisation and impairment	23,214	21,349	95,130
Other	0	392	0
Financial items	-987	-491	-2,677
Tax paid	-3,995	-1,766	-8,411
<b>Cash flow from operating activities before changes in working capital</b>	<b>-3,122</b>	<b>584</b>	<b>821</b>
Change in accounts receivable	597	-4,551	11,408
Change in other receivables	-499	10,866	1,265
Change in accounts payable	-1,039	-3,553	-21,898
Change in other liabilities	-10,327	-4,580	51,501
<b>Cash flow from changes in working capital</b>	<b>-11,267</b>	<b>-1,817</b>	<b>42,276</b>
<b>Cash flow from operating activities</b>	<b>-14,389</b>	<b>-1,233</b>	<b>43,096</b>
Investment in subsidiaries	0	-76,385	-128,351
Ongoing investment in financial assets	0	0	0
Capitalised work on own account	-3,420	-2,493	-11,037
Acquisition of intangible and tangible fixed assets	-18	-878	-24,882
Disposal of intangible and tangible fixed assets	0	0	23,190
Deposit paid	-113	-156	-155
<b>Cash flow from investing activities</b>	<b>-3,551</b>	<b>-79,911</b>	<b>-141,236</b>
New share issue	0	20,906	38,621
New borrowings	0	0	30,059
Repayment of liabilities to credit institutions	-6,643	-3,790	-20,949
<b>Cash flow from financing activities</b>	<b>-6,643</b>	<b>17,116</b>	<b>47,731</b>
<b>Cash flow</b>	<b>-24,583</b>	<b>-64,028</b>	<b>-50,408</b>
Cash and cash equivalents at beginning of period	40,993	87,460	87,460
Cash flow for the period	-24,583	-64,028	-50,408
Exchange difference in cash and cash equivalents	250	0	3,941
Cash and cash equivalents at end of period	16,660	23,432	40,993



**Consolidated statement of changes in equity**

<i>SEK thousands</i>	Share capital	Premium Fund	Retained earnings	Result for the period	Equity attributable to shareholders of the Parent Company
<b>OPENING BALANCE 01/01/2022</b>	<b>1,399</b>	<b>317,165</b>	<b>-64,913</b>	<b>-50,397</b>	<b>203,254</b>
Changes in equity during the period 01/01/2022 - 31/12/2022					
Net result for the reporting period				-103,112	-103,112
New share issue paid	112	38,768			38,880
New share issue costs		-258			-258
Translation difference			22,747		22,747
Disposition according to decision by the AGM			-50,397	50,397	0
<b>CLOSING BALANCE 31/12/2022</b>	<b>1,511</b>	<b>355,674</b>	<b>-92,563</b>	<b>-103,112</b>	<b>161,510</b>
<b>OPENING BALANCE 01/01/2023</b>	<b>1,511</b>	<b>355,674</b>	<b>-92,563</b>	<b>-103,112</b>	<b>161,510</b>
Changes in equity during the period 01/01/2023 - 31/03/2023					
Net result for the reporting period				-25,300	-25,300
New share issue paid					0
New share issue costs					0
Translation difference			3,546		3,546
Disposition proposed to the AGM in 2023			-103,112	103,112	0
<b>CLOSING BALANCE 31/03/2023</b>	<b>1,511</b>	<b>355,674</b>	<b>-192,129</b>	<b>-25,300</b>	<b>139,756</b>

**Income statement – Parent Company**

<i>SEK thousands</i>	Jan-Mar		Full Year
	2023	2022	2022
Revenue	1,591	2,006	7,270
<b>Total revenue</b>	<b>1,591</b>	<b>2,006</b>	<b>7,270</b>
Personnel expenses	-2,470	-2,191	-8,671
Other external expenses	-2,301	-1,195	-6,514
<b>EBITDA</b>	<b>-3,180</b>	<b>-1,381</b>	<b>-7,915</b>
Profit from participations in Group companies	22,925	0	0
Impairments of financial fixed assets	0	0	-654
Net financial items	-3,037	-1,334	-13,110
<b>Earnings before tax (EBT)</b>	<b>16,708</b>	<b>-2,715</b>	<b>-21,678</b>
Tax	0	0	0
<b>Net result</b>	<b>16,708</b>	<b>-2,715</b>	<b>-21,678</b>

**Balance sheet – Parent Company**

<i>SEK thousands</i>	Mar 31, 2023	Mar 31, 2022	Dec 31, 2022
<b>ASSETS</b>			
<b>Fixed assets</b>			
Shares in Group companies	432,826	427,283	430,616
Receivables from Group companies	18,524	10,077	18,374
Financial assets	409	154	409
<b>Total fixed assets</b>	<b>451,759</b>	<b>437,514</b>	<b>449,399</b>
<b>Current assets</b>			
Receivables from Group companies	3,177	1,926	1,832
Current tax receivables	34	34	27
Other receivables	96	334	221
Prepaid expenses and accrued income	629	297	299
<b>Total current assets</b>	<b>3,935</b>	<b>2,591</b>	<b>2,379</b>
<b>Cash and cash equivalents</b>	<b>3,152</b>	<b>5,908</b>	<b>1,497</b>
<b>Total assets</b>	<b>458,846</b>	<b>446,013</b>	<b>453,274</b>
<b>EQUITY AND LIABILITIES</b>			
<b>Equity</b>	<b>274,699</b>	<b>259,239</b>	<b>257,991</b>
<b>Provisions*</b>	<b>89,633</b>	<b>134,399</b>	<b>88,525</b>
<b>Long-term liabilities</b>			
Liabilities to credit institutions	21,810	23,750	28,013
Liabilities to Group companies	43,454	11,084	49,612
<b>Total long-term liabilities</b>	<b>65,264</b>	<b>34,834</b>	<b>77,625</b>
<b>Short-term liabilities</b>			
Liabilities to credit institutions	25,448	15,000	25,342
Accounts payable	979	679	924
Liabilities to Group companies	849	0	223
Other liabilities	344	272	307
Accrued expenses and deferred income	1,630	1,590	2,338
<b>Total short-term liabilities</b>	<b>29,250</b>	<b>17,541</b>	<b>29,134</b>
<b>Total equity and liabilities</b>	<b>458,846</b>	<b>446,013</b>	<b>453,274</b>

\* All additional purchase consideration amounts are accounted for as provisions.

## Declaration by the Board of Directors

The Board of Directors and the CEO of Fragbite Group AB (publ) hereby certify that this interim report provides a true and fair overview of the operations, financial position and performance of the Group and Parent Company.

Stockholm, 12 May 2023

This interim report has not been reviewed by the Company's auditor.

Stefan Tengvall  
*Chairman of the Board*

Niclas Bergkvist

Claes Kalborg

Dawid Myslinski

David Wallinder

Sten Wranne

Zara Zamani

Marcus Teilman  
*President & CEO*

## Presentation for investors, analysts and media

A live-streamed presentation will be held on 12 May 2023 at 11.00 (CEST). President & CEO Marcus Teilman and CFO Lars Johansson will present the report in English. To follow the presentation, go to <https://ir.financialhearings.com/fragbite-group-q1-2023>

## Contact

For questions, please contact:

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Corp ID: 556990-2777

## Certified Adviser:

Redeye AB

## Upcoming reports

Q2 2023: 17 August 2023

Q3 2023: 15 November 2023

Year-end report 2023: 22 February 2024

The AGM will be held in Stockholm on 12 May 2023.