

PRESS RELEASE

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Viewer success for Swedish CS:GO Cup

During autumn, Fragbite AB, a wholly owned subsidiary of Fragbite Group AB (publ), has organised the Swedish Cup tournament in the game Counter-Strike: Global Offensive (“CS:GO”), with the finals in late October. The tournament, the largest Swedish national Counter-Strike competition ever in terms of prize money, has also been one of the most watched and attended events in Fragbite AB’s 20-year history.

The Counter-Strike Swedish Cup is a unique venture in Swedish Counter-Strike and, with prize money of SEK 500,000, has a larger prize pool than any previous national CS:GO tournament. In the competition, which ran in total from August to October this year, all Swedish CS:GO players, regardless of their level, had the opportunity to participate and move from their computer at home to the finals at the SPACE Arena in Stockholm, where Sweden’s best teams and players were waiting. The finals, which could also be experienced through a live broadcast on streaming platform Twitch, took place over three days in October, contributing to almost 3 million started streams and 1.6 million unique viewers.

“I am delighted and proud to say that the viewer ratings for the three days of the finals shattered our already high expectations. The finals drew almost 3 million started streams and 1.6 million unique viewers, which is a testament to the hard work our team and partners put in to make this happen. The fact that more than 1,200 people visited the Swedish Cup finals physically at Space Arena contributed to making the Swedish Cup a magical event, and it showed that Swedish Counter-Strike is very much in touch with and engaging the Swedish e-sports public,” says Fragbite AB CEO Daniel Pereaux.

The top Swedish team *Ninjas In Pyjamas* emerged as the first Swedish Cup champions in history. After this successful event, preparations are already underway for next year’s version.

For questions, please contact:

Marcus Teilman, President and CEO

mt@fragbitegroup.com

Phone: +46 8 520 277 82

Lars Johansson, CFO

lj@fragbitegroup.com

Telefon: +46 8 520 277 82

Redeye AB is the Company’s Certified Adviser.

About us

Fragbite Group AB is a digital gaming entertainment group with subsidiaries active in the mobile gaming and e-sports industry listed on Nasdaq First North Growth Market in Stockholm. The Group consists of companies with in total about 80 employees who all share the same passion for gaming. The Group is headquartered in Stockholm, Sweden and has physical representation in Alexandria, Egypt, Montpellier, Nancy and Paris, France, Hague, the Netherlands as well as in Gibraltar. The Group has three internal game development studios; Lucky Kat, FunRock/Prey Studios and WAGMI that develop, publish, distribute, and market games for desktop, console and mobile devices for the global gaming market. The subsidiary Fragbite AB is one of the Nordic region's leading E-sports media companies that arranges, and broadcasts e-sports tournaments live. Playdigious places traditional desktop games on primarily mobile platforms, where well-known PC games such as e.g. Dead Cells, Northgard and Evoland have been launched for mobile players. For more information, see www.fragbitegroup.com.

Attachments

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