

ENAD GLOBAL 7 AB (PUBL)

INTERIM REPORT

APR-JUN 2023



INTERIM REPORT - APR-JUN 2023

SUMMARY COMMENTS

We are pleased to report solid results for the second quarter with Net Revenue of SEK 482.9 (462.8) million, representing 4.3 percent growth year-over-year. Adjusted EBITDA came in at SEK 113.3 (84.3) million, 34.4 percent increase year-over-year and 23.5 percent margin. There was a sequential decline from Q1 to Q2 but as explained previously, this is ordinary course and due to the seasonal nature of our business with the second quarter representing our low season each year.

The Game Segment continued its strong performance, delivering Net Revenue of SEK 369.3 (270.4) million, representing 36.6 percent growth year-over-year. Big Blue Bubble again was a big contributor with Net Revenue of SEK 144.4 (43.2) million and Adjusted EBITDA of SEK 85.8 (22.8) million for the period. While December 2022 represented the peak, My Singing Monsters continues to deliver higher than expected engagement levels.

The Service Segment results were softer for the period. Net Revenue came in at SEK 113.6 (192.4) million, corresponding to 40.9 percent decline year-over-year. The decline was mainly due to the difference in the timing of product releases. For the second half, we expect an improvement in performance with a more robust product line up.

Overall, the group continues to deliver healthy results above expectations, benefitting from its balanced portfolio. For the full year, we reiterate our previously communicated performance targets.

HIGHLIGHTS FOR THE QUARTER

- Net Revenue of SEK 482.9 (462.8) million, representing 4.3 percent growth.
- EBITDA of SEK 92.3 (88.3) million.
- Adjusted EBITDA of SEK 113.3 (84.3) million, corresponding to 34.4 percent growth and 23.5 percent margin. Adjustments for non-recurring items totaled SEK 21.0 million, including SEK 20.3 million in restructuring costs for the closing of AntiMatter Games.
- EBIT of SEK 25.1 (-184.7) million.
- Adjusted EBIT of SEK 60.0 (32.9) million.
- Profit before tax of SEK 15.5 (-195.6) million.
- Earnings per share of SEK 0.02 (-14.34).
- Adjusted earnings per share of SEK 0.33 (-0.47).
- Cash flows from operations of SEK 53.8 (63.5) million.
- Cash balance of SEK 454.0 million with no bank debt at the group level.
- A formal process to close AntiMatter Games was initiated during the quarter. This process is now completed, resulting in annual cost savings of approximately SEK 50 million.

KEY METRICS

SEKm, except per share data	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2023	APR-JUN 2022	JAN-JUN 2023	JAN-JUN 2022	JAN-DEC 2022
Net Revenue	482.9	462.8	1,054.6	862.4	1,865.9
Growth	4.3%	48.8%	22.3%	40.3%	27.1%
Organic FX adj. growth	0.8%	23.5%	14.9%	18.5%	6.2%
EBITDA	92.3	88.3	281.9	173.7	474.5
Adjusted EBITDA	113.3	84.3	303.1	190.9	482.8
Adjusted EBITDA margin, %	23.5%	18.2%	28.7%	22.1%	25.9%
EBIT	25.1	-184.7	163.8	-150.9	-275.9
Adjusted EBIT	60.0	32.9	199.0	87.9	275.0
Adjusted EBIT margin, %	12.4%	7.1%	18.9%	10.2%	14.7%
Profit before tax	15.5	-195.6	144.6	-164.8	-296.2
Net profit	1.5	-1,270.9	89.7	-1,269.3	-1,239.0
EPS	0.02	-14.34	1.01	-14.33	-13.98
Adjusted EPS	0.33	-0.47	1.33	-0.19	1.91
Adjusted EPS, excl. M&A related amortizations	0.62	-0.20	1.90	0.33	3.03

Note: Innova was divested in September 2022 and was reported as discontinued operations in Q2 2022.

COMMENTS FROM THE CEO



Ji Ham, Acting CEO

Consistent performance

EG7 delivered yet another solid quarter. For the period, the company generated Net Revenue of SEK 482.9 (462.8) million, representing 4.3 percent growth over the comparable period last year. The profitability was solid with Adjusted EBITDA amounting to SEK 113.3 (84.3) million, representing 34.4 percent growth and 23.5 percent margin. The operating cash flows amounted to SEK 53.8 (63.5) million for the period. At the quarter end, the cash reserve on the balance sheet totaled SEK 454.0 million and we remain bank debt free at group level with a solid balance sheet with no credit risk.

The Game Segment delivered Net Revenue of SEK 369.3 (270.4) million for the period, representing 36.6 percent growth year-over-year. Big Blue Bubble was a leading contributor for the segment with the results for My Singing Monsters remaining on an elevated level above the comparable period last year. Big Blue Bubble produced SEK 144.4 million in Net Revenue and SEK 85.8 million in Adjusted EBITDA. Other key highlights for the segment included Daybreak's successful launches of DC Universe Online's Episode 45: Shock to the System, EverQuest's new

evolving ruleset progression server, Oakwynd, and the release of The Tales of Middle-Earth deck for Magic Online, a first-of-its-kind collaboration between The Lord of the Rings and Magic: The Gathering. On the WFH business front, Toadman is demonstrating solid progress with SEK 10.8 million of Net Revenue for the period. Piranha Games is pleased to partner with Genvid Entertainment on DC Heroes United, an exciting interactive streaming series recently announced at San Diego Comic-Con.

The Service Segment generated Net Revenue of SEK 113.6 (192.4) million, corresponding to 40.9 percent decline year-over-year. The timing of both third-party product distribution and digital publishing pipeline have variability each year. For this spring, the pipeline was less robust, resulting in the unfavorable comparison to the prior year. Despite the softer overall segment results, one of the noteworthy highlights for the quarter was Shadows of Doubt, an indie title published by Fireshine. The title was released through Steam Early Access in April and has achieved a 90+ percent positive rating. Following the success of Core Keeper last spring (also a 90+ percent positive rating), Fireshine is successfully establishing a strong track record and reputation for quality offerings in the indie publishing segment.

Looking forward

Over the past several quarters, we have materially enhanced EG7's overall business, both in terms of operational improvements and financial performance. We remain confident in the continued progress and aim to deliver attractive long-term shareholder value appreciation. We have scheduled our first capital markets day for the 20th of September in Stockholm. We are looking forward to hosting our shareholders, prospective investors and the capital markets community at large. We are excited to discuss our business in further detail and our long-term strategy and plans for the company. Hope to see you there!

BUSINESS OVERVIEW

A leading global live service game developer and operator

Combining Daybreak, Big Blue Bubble and Piranha titles, EG7 currently operates 10 live service games. This diversified and long-life cycle live games portfolio is a key differentiator for the Group and provides a solid foundation of sustainable revenues and cash flows with a high degree of predictability. Net Revenue from this portfolio in Q2 amounted to SEK 321.1 million, corresponding to 66.5 percent of Net Revenue for the Group.

Iconic world-class brands

EG7 is home to some of the most iconic IPs, both first-party and third-party brands.

- Key first-party brands include:
 - EverQuest, considered to be one of the three most iconic fantasy MMO brands in the world together with World of Warcraft and Ultima Online.
 - H1Z1, the very first battle royale game that was credited as one of the inspirations for Fortnite, with over 40 million life-to-date (LTD) registrations.
 - My Singing Monsters, which has over 140 million (LTD) registrations on mobile and PC, reaching top 10 in over 100 countries in the App Store games category and the No. 1 spot in more than 15 countries 10 years after its release.
- Top tier global third-party brands:
 - DC Comics from Warner Brothers with continuing pipeline of content from blockbuster feature films and TV shows.
 - The Lord of the Rings, arguably the most iconic classic fantasy IP, which has experienced mainstream resurgence with the highly appreciated Amazon series that premiered in September 2022.
 - Dungeons & Dragons, the legendary fantasy IP with a passionate fan base worldwide.
 - Magic: The Gathering, the world's number one trading card game from Wizards of the Coast.

These brands differentiate our portfolio of games from competitors and provide great opportunities to leverage them further toward continuing content development and new future products.

Robust game development capabilities and live operations expertise

We have 7 game development and live operations studios across North America and Europe in the Group: Piranha, Toadman Studios, Big Blue Bubble, Dimensional Ink, Standing Stone, Rogue Planet, and Darkpaw. Across these studios, we have over 500 passionate and talented employees, who represent the core drivers of our success. In addition to the 10 live service titles operated and managed by our studios, we continue to grow our WFH business to drive further increases in profitability and growth for the Group.

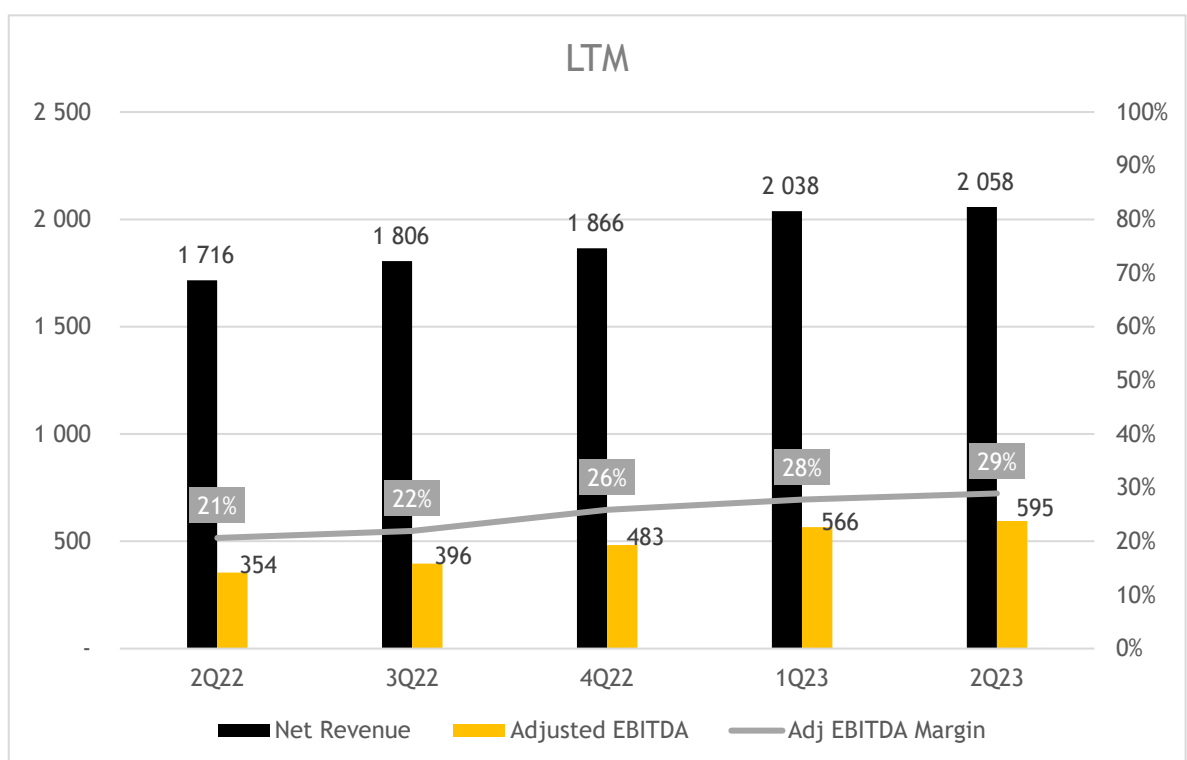
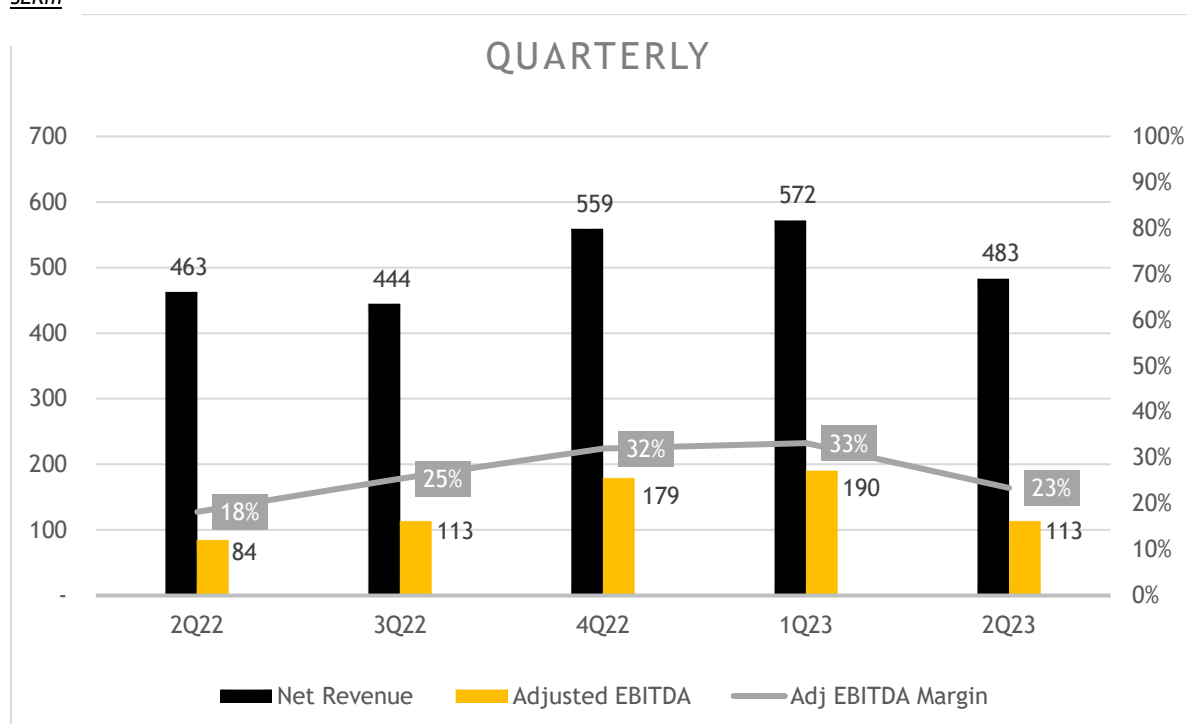
Creative marketing and distribution expertise and capabilities

Petrol has been responsible for some of the most iconic imageries in gaming with the Call of Duty key art for 17 consecutive years and many other creative works on AAA products in its history. With a blue-chip client list who repeatedly tap Petrol for its premier services, Petrol continues to stamp its mark across the industry, creating some of the most iconic images in gaming.

Fireshine Games brings a wealth of experience and knowledge in the publishing and distribution of premium titles. Fireshine extends the Group's capabilities beyond digital and live service. In addition to its expertise in physical publishing and distribution, Fireshine continues to invest in digital indie game publishing capabilities to expand its digital growth opportunities.

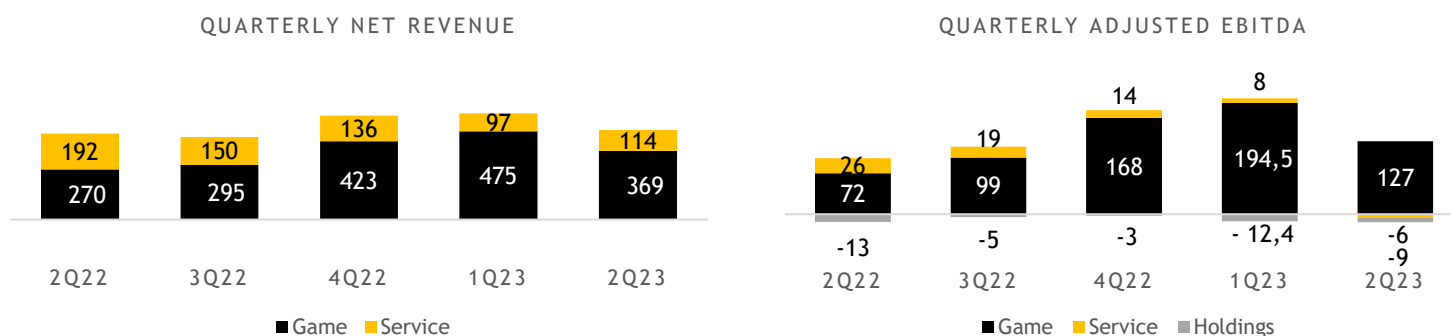
Net Revenue and Adjusted EBITDA

SEKm



SUMMARY BY SEGMENT

SEKm



Game Segment

Net Revenue for the Game Segment amounted to SEK 369.3 (270.4) million in Q2, corresponding to 36.6 percent growth year-over-year. The Game Segment's Net Revenue contributed with 76.5 percent of total group Net Revenue. Adjusted EBITDA for the period amounted to SEK 127.4 (71.6) million. My Singing Monsters continues to be a key driver to the Game Segment's solid performance. While December last year represented the peak performance level for the title, we continue to see higher than expected engagement levels.

DAYBREAK

For Q2, Daybreak contributed Net Revenue of SEK 189.6 (203.4) million, corresponding to 6.8 percent decline and Adjusted EBITDA that amounted to SEK 47.8 (51.7) million. Adjusted EBITDA margin amounted to 25.2 (25.4) percent. During the period DC Universe Online successfully launched Episode 45: Shock to the System, EverQuest's new evolving ruleset progression server, Oakwynd was launched and the release of The Tales of Middle-Earth deck for Magic Online, a first-of-its-kind collaboration between The Lord of the Rings and Magic: The Gathering.

BIG BLUE BUBBLE

Big Blue Bubble delivered a Net Revenue of SEK 144.4 (43.2) million, corresponding to 234.0 percent growth, and Adjusted EBITDA of SEK 85.8 (22.8) million, representing 276.5 percent growth. Big Blue Bubble contributed 29.9 percent of Net Revenue and 75.7 percent of Adjusted EBITDA for the Group. My Singing Monsters continues to perform well, although at a lower level compared to the peak at the end of last year. The game continues to grow on social media platforms and have amassed almost 2 million followers on TikTok, and almost 1.4 million subscribers on YouTube. It's still too early to conclude where the new normal trading level will stabilize.

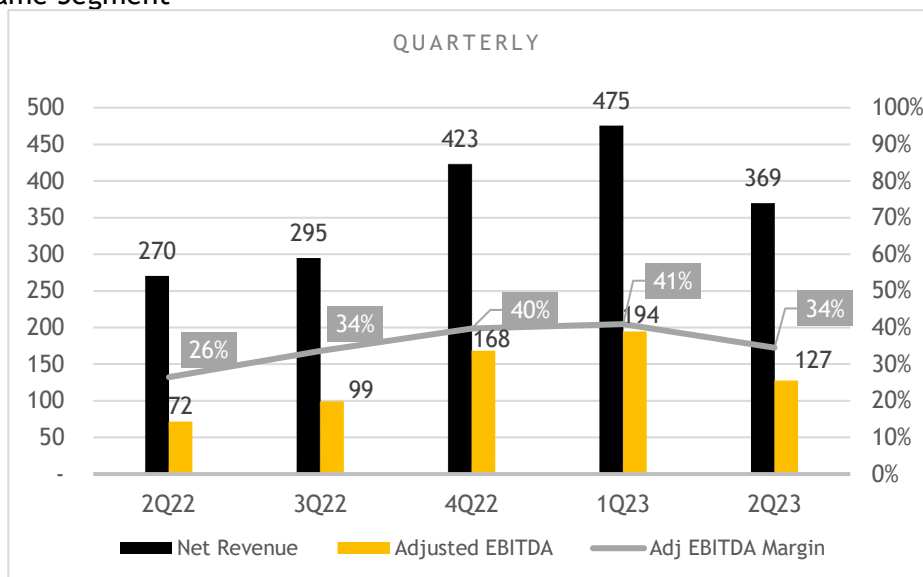
PIRANHA

Net Revenue for the quarter came in at SEK 24.5 (22.9) million, representing 6.9 percent growth. Adjusted EBITDA amounted to SEK 6.0 (4.5) million, representing 24.6 percent margin. Piranha continues to focus on ramping up its WFH business at the same time as they successfully work on new material for MechWarrior 5 and MechWarrior Online. Piranha Games is pleased to partner with Genvid Entertainment on DC Heroes United, an exciting interactive streaming series recently announced at San Diego Comic-Con.

TOADMAN STUDIOS AND ANTIMATTER GAMES

Toadman continued to focus on its transition to WFH. During the transition period the profit margins for the studio will be lower, explained by reduced level of capitalized R&D. The closure of AntiMatter Games proceeded according to plan and was completed by the end of July, which will give an annual cost savings of approximately SEK 50 million. The one-time restructuring cost associated with the closure of AntiMatter Games amounted to SEK 20.3 million.

Game Segment



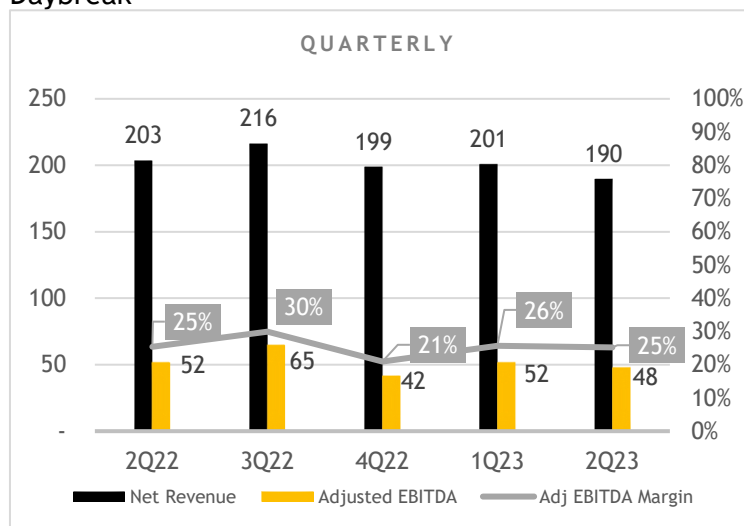
Q2 Net Revenue Contribution

Daybreak	190	51%
Big Blue Bubble	144	39%
Piranha	24	7%
Toadman & AMG	11	3%
Game Segment total	369	100%

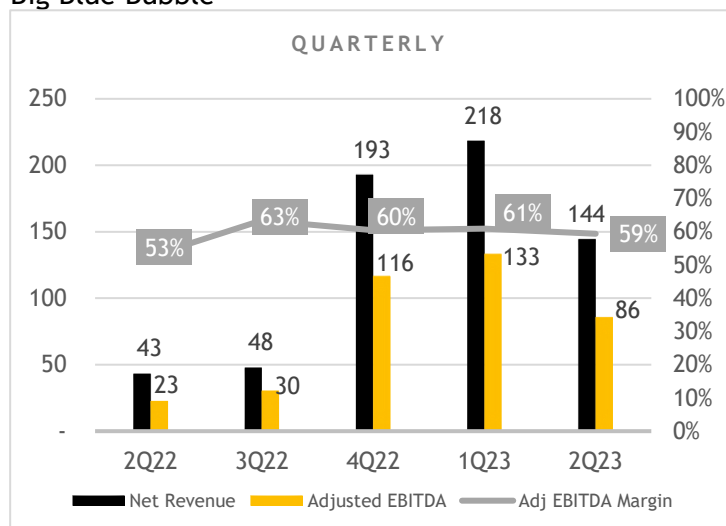
Q2 Adj EBITDA Contribution

Daybreak	48	38%
Big Blue Bubble	86	67%
Piranha	6	5%
Toadman & AMG	-12	-10%
Game Segment total	127	100%

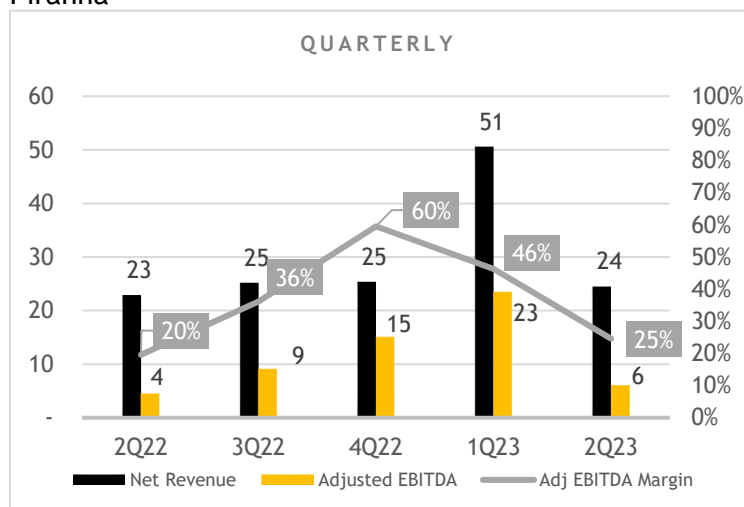
Daybreak



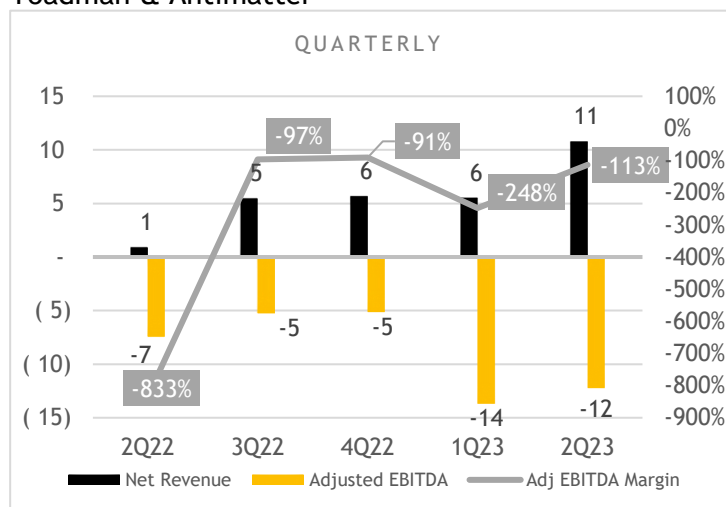
Big Blue Bubble



Piranha



Toadman & Antimatter



Service Segment

For Q2, Service Segment delivered Net Revenue of SEK 113.6 (192.4) million, representing 23.5 percent of the Group's total Net Revenue. The comparison with the prior year was unfavorable with Net Revenue decline of 40.9 percent. The decline is mainly due to a combination of challenging comparable figures and timing effect of game releases. As we move into the second half of the year, we expect stronger activities for the segment.

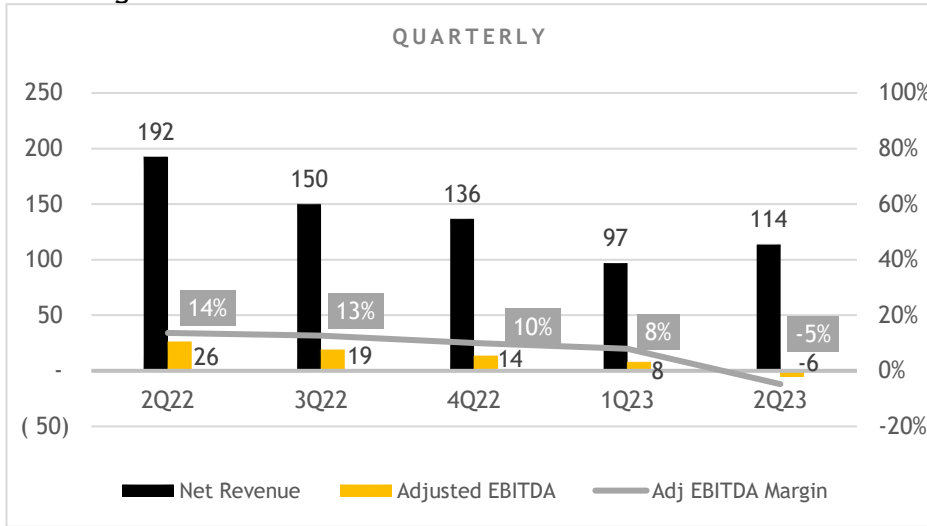
PETROL

For Q2, Petrol's Net Revenue came in at SEK 35.6 (49.9) million, representing 28.6 percent decline year-over-year. Adjusted EBITDA was SEK -8.8 (-4.4) million. Petrol experienced some project delays among its larger client during the period. This had a negative impact on Petrol's performance during the quarter. Despite the delays Petrol continues to work on some of the largest titles, where notable campaigns during the quarter included: Dead Island 2, BlackCell for Call of Duty: Modern Warfare II and Warzone, and Star Wars Outlaws.

FIRESHINE GAMES

Fireshine Game's Net Revenue came in at SEK 78.0 (142.5) million, representing 45.3 percent decline year-over-year. Adjusted EBITDA came in at SEK 3.3 (30.6) million, representing a 4.3 percent margin. The seemingly pronounced decline is due to the unfavorable comparison against same period prior year, which saw the successful release of Sniper Elite 5 together with strong sales from Core Keeper. The physical pipeline for the second half of the year continues to look strong, as previously communicated. Shadows of Doubt's successful release on Steam Early Access in April continues to be tracking at over 90 percent positive reviews on the platform. Together with Core Keeper, it proves Fireshine's strong ability to deliver quality with its publishing selections. In June, Little Friends: Puppy Island was released on Nintendo Switch. The game is initiated and fully developed within the group. The nature of the game gives a long sale tail with expected stronger sales towards the end of the year.

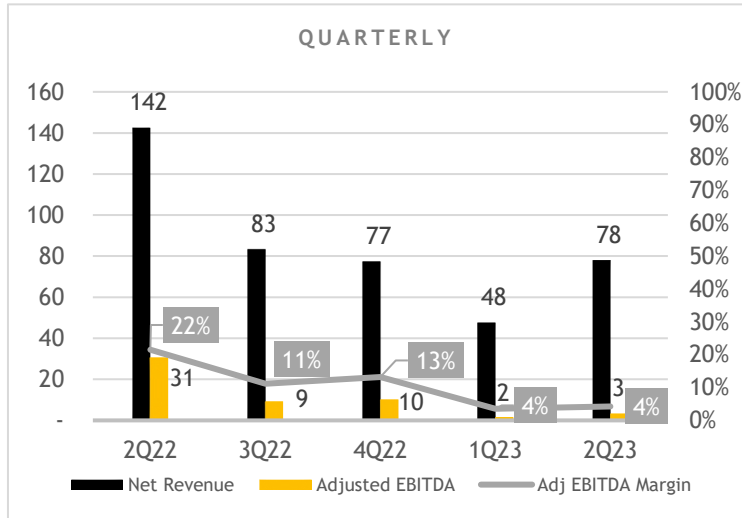
Service Segment



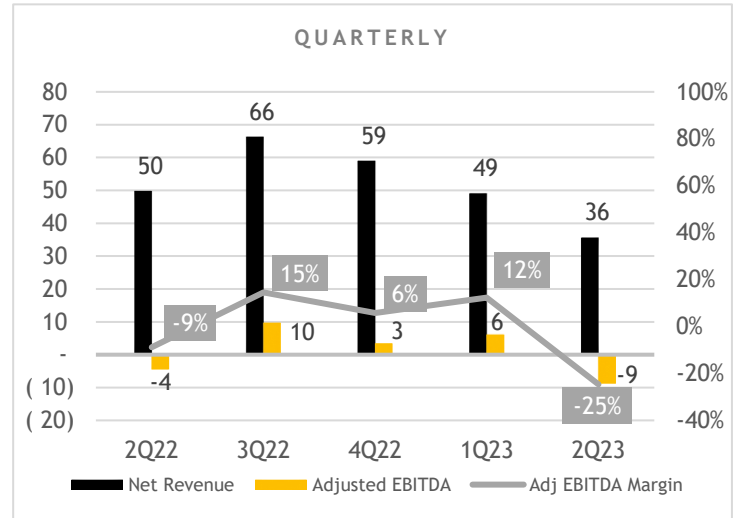
Q2 Net Revenue Contribution		
Fireshine	78	68%
Petrol	36	32%
Service Segment total	114	100%

Q2 Adj EBITDA Contribution		
Fireshine	3	50%
Petrol	-9	-150%
Service Segment total	-6	100%

Fireshine



Petrol



FINANCIAL OVERVIEW

Net Revenue and Operating Profit

SEKm	APR-JUN			JAN-JUN			JAN-DEC
	2023	2022	% CHG	2023	2022	% CHG	2022
Net Revenue	482.9	462.8	4.3%	1,054.6	862.4	22.3%	1,865.9
Adjusted EBITDA	113.3	84.3	34.4%	303.1	190.9	58.8%	482.8
EBITDA	92.3	88.3	4.6%	281.9	173.7	62.3%	474.5
Adjusted EBIT	60.0	32.9	82.3%	199.0	87.9	126.5%	275.0
EBIT	25.1	-184.7	113.6%	163.8	-150.9	208.6%	-275.9
% Margins							
Adjusted EBITDA margin	23.5%	18.2%		28.7%	22.1%		25.9%
EBITDA margin	19.1%	19.1%		26.7%	20.1%		25.4%
Adjusted EBIT margin	12.4%	7.1%		18.9%	10.2%		14.7%
EBIT margin	5.2%	-39.9%		15.5%	-17.5%		-14.8%

Net Revenue in Q2 2023 came in at SEK 482.9 (462.8) million, representing a 4.3 percent growth year-over-year, the growth was organically driven. Without the positive currency effect of SEK 16.3 million the organic growth was 0.8 percent for the period. Adjusted EBITDA and Adjusted EBIT were SEK 113.3 (84.3) million and SEK 60.0 (32.9) million for the quarter, representing 23.5 percent and 12.4 percent margins respectively. The adjustment for non-recurring items affecting EBITDA in the second quarter was SEK 21.0 million (-4.0) primarily refers to restructuring reserves for the closure of AntiMatter Games.

Adjustment bridge

SEKm	APR-JUN		JAN-JUN		JAN-DEC
	2023	2022	2023	2022	2022
EBITDA	92.3	88.3	281.9	173.7	474.5
Revaluation of deferred purchase consideration*	0.0	-0.9	0.0	-0.9	-0.9
Restructuring costs	20.3	0.0	20.3	0.0	0.0
M&A costs	0.7	-3.1	0.9	18.1	9.2
Adjusted EBITDA	113.3	84.3	303.1	190.9	482.8
EBIT	25.1	-184.7	163.8	-150.9	-275.9
Revaluation of deferred purchase consideration*	0.0	-0.9	0.0	-0.9	-0.9
Restructuring costs	20.3	0.0	20.3	0.0	0.0
M&A costs	0.7	-3.1	0.9	18.1	9.2
Write-down games**	10.5	221.6	10.5	221.6	528.3
Write-down AMG closing	3.5	0.0	3.5	0.0	0.0
FX	0.0	0.0	0.0	0.0	14.4
Adjusted EBIT	60.0	32.9	199.0	87.9	275.1
Net profit	1.5	-1,270.9	89.7	-1,269.3	-1,239.0
Revaluation of deferred purchase consideration*	0.0	-0.9	0.0	-0.9	-0.9
Restructuring costs	20.3	0.0	20.3	0.0	0.0
M&A costs	0.7	-3.1	0.9	18.1	9.2
Write-down games**	10.5	221.6	10.5	221.6	528.3
Write-down AMG closing	3.5	0.0	3.5	0.0	0.0
FX	0.0	0.0	0.0	0.0	14.4
Tax effect adjustments	-7.2	-44.8	-7.2	-49.2	-113.5
Discontinued operations	0.0	1,056.2	0.0	1,062.5	970.9
Adjusted net profit	29.3	-41.9	117.6	-17.2	169.4
Earnings per share	0.02	-14.34	1.01	-14.33	-13.98
Adjusted earnings per share	0.33	-0.47	1.33	-0.19	1.91

*Q2 2022 reclassification of contingent liability for Big Blue Bubble

** Q2 2023 write down of Minimal Affect in Toadman. Q4 2022 write-down of games in Toadman and AMG SEK 308.6 million; Evil v Evil, Minimal Affect, Block N Load 2, Hathor, I.G.I and 83. In Q2 2022 Marvel in Daybreak was written down.

Organic growth bridge

SEKm	APR-JUN			JAN-JUN		
	2023	2022	% CHG	2023	2022	% CHG
Net Revenue	482.9	462.8	4.3%	1,054.6	862.4	22.3%
Magic Online proforma					4.7	
Organic Revenue incl Magic Online	482.9	462.8	4.3%	1,054.6	867.1	21.6%
FX effect	-16.3			-58.0		
Organic Revenue FX adjusted incl Magic Online	466.6	462.8	0.8%	996.5	867.1	14.9%

Capitalized development costs

SEKm	APR-JUN		JAN-JUN	
	2023	2022	2023	2022
Opening balance	81.9	356.9	70.3	328.8
Acquired capitalized development costs	0.0	1.3	0.0	2.1
Capitalized development cost	23.3	38.8	44.9	74.8
Reclassified from Other intangible assets*	0.0	114.2	0.0	113.8
Amortization of product development	-11.1	-11.8	-20.5	-24.4
Write-down of capitalized development costs	-10.5	-192.9	-10.5	-192.9
FX	5.1	7.1	4.4	11.3
Closing balance	88.7	313.6	88.7	313.6

*Reclass 2022 mainly Marvel, a reclass between other intangible assets and Capitalized development costs.

For Q2 2023 the total capitalized development costs were SEK 23.3 (38.8) million. Amortization of product development amounted to SEK -11.1 (-11.8) million. In the quarter the game Minimal Affect in Toadman was written down with SEK -10.5 (-192.9) million, last year Marvel was written down in Q2. The closing balance of capitalized development cost as by the end of the quarter SEK 88.7 million, and only refers to game-related assets.

Financial net

SEKm	APR-JUN		JAN-JUN	
	2023	2022	2023	2022
Net interest	1.2	-3.0	0.5	-6.4
Interest on earn-out and other	-6.4	-7.9	-12.7	-15.3
Interest leasing	-0.3	-0.9	-0.6	-1.3
Loan forgiveness (Covid related US)	0.0	0.3	0.0	12.0
Release negative goodwill Serbian acquisition	1.1	0.0	1.1	0.0
Financing fees	-1.2	-0.2	-2.7	-0.4
FX effects	-3.9	0.9	-4.8	-2.5
Financial net	-9.6	-10.9	-19.2	-13.9

The financial net amounted in Q2 to SEK -9.6 million compared to SEK -10.9 million for the same period last year. The positive effect in net interest is due to the repayment of the credit facility and overnight lending in 2023. The remaining external credit facility at group level of SEK 100 million was repaid in the first quarter 2023.

Financing

<i>SEKm</i>	JUN	
	2023	2022
Total debt	-4.0	-404.9
Cash and cash equivalents	454.0	381.3
Net cash	450.0	-23.7

The net cash by the end of the quarter amounted to SEK 450.0 million consisting of a cash balance of SEK 454.0 million and a financial debt of SEK 4.0 million. The Group repaid the remaining SEK 100 million of the external loan in Q1 2023.

Cash flow

<i>SEKm</i>	APR-JUN		JAN-JUN		JAN-DEC
	2023	2022	2023	2022	2022
Operating profit (EBIT) from continuing operations	25.1	-184.7	163.8	-150.9	-275.9
Adjustment for non-cash flow items	92.6	251.7	144.4	354.6	770.3
Financial net	-9.7	-20.0	-11.2	-25.3	-20.3
Taxes paid	-9.4	-2.3	-40.4	-9.6	-34.6
Operating cash flows before balance sheet cash flow impact	98.5	44.7	256.7	168.8	439.5
Change in net working capital	-44.8	18.8	-32.3	-39.8	-64.9
Cash flow from operations	53.8	63.5	224.4	129.0	374.6
Cash flow from investment activities	-67.7	-114.2	-85.3	-152.0	-58.1
Cash flow from financing activities	-6.7	34.4	-113.3	-12.5	-331.8
Cash and cash equivalents, start of period	452.9	376.9	407.8	389.6	389.6
Cash flow for the period	-20.7	-16.4	25.8	-35.5	-15.3
Exchange rate differences	21.7	20.8	20.4	27.3	33.5
Cash and cash equivalents, end of period	454.0	381.3	454.0	381.3	407.8

For Q2 2023, EG7 had net cash outflow of SEK -20.7 (-16.4) million. Cash flow from operations was SEK 53.8 (63.5) million. The lower operational cashflow compared with last year is mainly explained by SEK 63,6 million in difference in working capital movements compared with last year. The cash flow was negatively affected by SEK 67.7 million of investment activities, of which SEK 31.4 million refers to a potential future project, SEK 23.3 million refers to capitalized development expenses, SEK 20.9 million were paid to the sellers of Daybreak connected to a positive tax effect deriving from the acquisition. The remaining net positive amount amounted to SEK 7.9 million and refers to other smaller posts. Financing activities was SEK -6.7 million mainly due to leasing. Exchange fluctuation in liquid funds amounted to SEK 21.7 million. Overall, the Group continued to have strong liquidity with SEK 454.0 million of cash and cash equivalents available by the end of Q2 2023.

FINANCIAL REPORTS

Income Statement - Group

SEKm	Note	QUARTER		ACCUMULATED		FULL YEAR
		APR-JUN 2023	APR-JUN 2022	JAN-JUN 2023	JAN-JUN 2022	JAN-DEC 2022
Net Revenue	2,3	482.9	462.8	1,054.6	862.4	1,865.9
Other Revenue		14.3	4.6	17.5	8.2	12.8
Total Revenue		497.2	467.4	1,072.1	870.7	1,878.7
<i>Operating expenses</i>						
Cost of goods sold		-139.9	-187.8	-290.6	-308.4	-626.3
Other external expenses		-80.5	-57.0	-137.9	-103.3	-209.0
Personnel expenses		-203.3	-175.8	-403.4	-362.1	-742.4
Own work capitalized		23.3	38.9	44.9	74.8	157.3
Other expenses		-4.5	2.7	-3.2	2.0	16.2
Operating profit before depreciation and amortization (EBITDA)		92.3	88.3	281.9	173.7	474.5
Depreciation of tangible and right-of-use assets		-13.4	-10.7	-23.2	-20.8	-45.9
Operating profit before amortization of intangible assets (EBITA)		78.9	77.6	258.7	152.9	428.7
Amortization of acquisition-related intangible assets		-32.2	-30.2	-63.7	-58.6	-124.6
Amortization of other intangible assets		-21.7	-232.1	-31.2	-245.2	-580.0
Operating profit (EBIT)		25.1	-184.7	163.8	-150.9	-275.9
Financial net		-9.6	-10.9	-19.2	-13.9	-20.3
Profit before tax		15.5	-195.6	144.6	-164.8	-296.2
Tax expense for the period		-13.9	-19.1	-54.9	-42.0	28.1
NET PROFIT FROM CONTINUED OPERATIONS		1.5	-214.7	89.7	-206.8	-268.1
Profit from discontinued operations, net of tax	5	0.0	-1,056.2	0.0	1,062.5	-970.9
NET PROFIT FOR THE PERIOD		1.5	-1,270.9	89.7	1,269.3	-1,239.0

The Net profit for the period is fully attributable to the parent company's shareholders.

EARNINGS PER AVERAGE SHARE	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2023	APR-JUN 2022	JAN-JUN 2023	JAN-JUN 2022	JAN-DEC 2022
Earnings per share before and after dilution (SEK)	0.02	-14.34	1.01	-14.43	-14.04
Average number of shares before and after dilution	88,603,526	88,603,526	88,603,526	87,937,291	88,270,408

SEKm	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2023	APR-JUN 2022	JAN-JUN 2023	JAN-JUN 2022	JAN-DEC 2022
Net profit for the period	1.5	-1,270.9	89.7	-1,269.3	-1,239.0
<i>Items that will be reclassified to profit or loss</i>					
Translation difference	205.8	348.1	186.4	446.1	527.6
Deferred tax	0.3	-39.1	0.3	-48.8	-45.8
Other comprehensive income for the period	206.1	309.0	186.7	397.3	481.8
Comprehensive income for the period	207.7	-961.9	276.4	-872.0	-757.1

The comprehensive income for the period is attributable in its entirety to the parent company's shareholders.

Balance Sheet - Group

SEKm	Note	30 JUN 2023	30 JUN 2022	31 DEC 2022
ASSETS				
Intangible non-current assets		4,103.3	4,162.2	3,907.4
Tangible non-current assets		23.5	27.6	29.1
Right-of-use assets		40.3	46.4	39.9
Financial non-currents assets	4	123.5	8.7	110.4
Total non-current assets		4,290.7	4,244.8	4,086.8
Inventory		16.9	10.9	17.3
Current receivables	4	301.5	305.4	440.5
Cash and cash equivalents	4	454.0	381.3	407.8
Assets classified as held for sales*	5		244.8	
Total current assets		772.4	942.4	865.5
TOTAL ASSETS		5,063.1	5,187.2	4,952.3
EQUITY AND LIABILITIES				
Equity attributable to the parent company's shareholders		4,178.7	3,787.4	3,902.3
Total equity		4,178.7	3,787.4	3,902.3
Liabilities to credit institutions		3.4	403.4	0.0
Leasing liabilities		23.7	20.7	17.5
Deferred tax liability		108.9	61.3	105.5
Contingent consideration		94.0	78.9	83.9
Other liabilities		148.6	146.2	126.2
Total non-current liabilities	4	378.5	710.5	333.1
Liabilities to credit institutions		0.6	1.6	104.0
Leasing liabilities		18.0	27.5	23.6
Accounts payable		23.7	37.7	84.8
Current tax liability		46.4	73.4	50.4
Other liabilities		73.4	68.0	78.3
Contractual liabilities		117.7	139.1	153.0
Accrued expenses		226.1	217.1	222.8
Liabilities classified as held for sale*	5		125.0	
Total current liabilities	4	505.8	689.3	716.9
TOTAL EQUITY AND LIABILITIES		5,063.1	5,187.2	4,952.3

Cash Flow Statement - Group

	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2023	APR-JUN 2022	JAN-JUN 2023	JAN-JUN 2022	JAN-DEC 2022
<i>SEKm</i>					
OPERATING ACTIVITIES					
Operating profit (EBIT) from continuing operations	25.1	-184.7	163.8	-150.9	-275.9
Adjustments for non-cash flow items	92.6	251.7	144.4	354.6	770.3
Financial items and tax	-19.1	-22.3	-51.6	-34.9	-54.9
Cash flow from operating activities before changes in working capital	98.5	44.7	256.7	168.8	439.5
Cash flow from changes in working capital	-44.8	18.8	-32.3	-39.8	-64.9
Cash flow from operating activities	53.8	63.5	224.4	129.0	374.6
Investment tangible assets	-1.5	-1.4	-3.2	-3.4	-12.2
Investment intangible assets	-51.0	-67.6	-74.7	-103.6	-187.9
Investment activities subsidiaries	-15.3	-45.2	-7.4	-45.0	142.0
Cash flow from investment activities	-67.7	-114.2	-85.3	-152.0	-58.1
FINANCING ACTIVITIES	-6.7	34.4	-113.3	-12.5	-331.8
Cash flow from financing activities	-6.7	34.4	-113.3	-12.5	-331.8
CASH FLOW FOR THE PERIOD	-20.7	-16.4	25.8	-35.5	-15.3
Cash and cash equivalents at start of period	452.9	376.9	407.8	389.6	389.6
Cash flow for the period	-20.7	-16.4	25.8	-35.5	-15.3
Exchange rate differences	21.8	20.8	20.4	27.3	33.5
Cash and cash equivalents at end of period	454.0	381.3	454.0	381.3	407.8
Specification of cash and cash equivalents					
Total cash balance	454.0	381.3	454.0	381.3	407.8
<i>of which are blocked</i>	-2.6	-2.6	-2.6	-2.6	-2.6
Cash at the end of the period	451.4	378.7	451.4	378.7	405.2

Change in Equity - Group

EQUITY ATTRIBUTABLE TO THE SHAREHOLDERS OF THE PARENT COMPANY		
<i>SEKm</i>	2023 JAN-JUN	2022 JAN-JUN
Opening balance	3,902.3	4,597.8
Changes in equity during the period		
The Net profit of the period	89.7	-1,269.3
Other comprehensive income for the period	186.7	397.3
Rights issue	0.0	61.7
Closing balance	4,178.7	3,787.4

Income Statement - Parent Company

	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2023	APR-JUN 2022	JAN-JUN 2023	JAN-JUN 2022	JAN-DEC 2022
<i>SEKm</i>					
Net Revenue	1.0	0.3	2.0	1.4	5.6
Other Revenue	0.0	0.0	0.0	0.0	0.0
Total Revenue	1.0	0.3	2.0	1.4	5.6
<i>Operating expenses</i>					
Cost of goods sold	-9.2	-11.3	-20.2	-22.0	-54.4
Other external expenses	-12.6	-10.0	-20.0	-16.1	-27.6
Personnel expenses	-16.4	-5.9	-22.3	-12.1	-15.4
Own work capitalized	0.0	7.9	0.0	15.8	48.6
Other expenses	0.0	0.0	0.0	0.0	0.0
Operating profit before depreciation and amortization (EBITDA)	-37.1	-18.9	-60.6	-33.0	-43.2
Depreciation and amortization	-3.5	1.8	-3.5	1.8	-104.5
Operating profit (EBIT)	-40.7	-17.1	-64.1	-31.2	-147.8
Financial net	98.4	-904.3	213.9	-852.1	-523.2
Profit before tax	57.7	-921.4	149.8	-883.3	-670.9
Appropriations	0.0	0.0	0.0	0.0	-226.7
Tax expense for the period	8.4	-39.6	13.8	-47.4	27.0
NET PROFIT	66.1	-961.0	163.5	-930.8	-870.6

Balance Sheet - Parent Company

<i>SEKm</i>	30 JUN 2023	30 JUN 2022	31 DEC 2022
ASSETS			
Non-current assets			
Intangible non-current assets	0.0	73.5	0.0
Tangible non-current assets	0.0	0.0	0.0
Financial non-currents assets	3,665.3	1,682.8	3,658.9
Total non-current assets	3,665.3	1,756.3	3,659.0
Current assets			
Current receivables	65.3	2,146.4	69.2
Cash and cash equivalents	72.8	47.1	42.5
Total current assets	138.1	2,193.5	111.7
TOTAL ASSETS	3,803.4	3,949.7	3,770.6
EQUITY AND LIABILITIES			
Equity	3,699.2	3,475.4	3,535.6
Non-current liabilities	0.0	399.8	99.5
Current liabilities	104.2	74.5	135.5
EQUITY AND LIABILITIES	3,803.4	3,949.7	3,770.6

Segment performance data

SEKm	2023 Q2	2023 Q1	2022 Q4	2022 Q3	2022 Q2	2022 Q1	2021 Q4	2021 Q3	2022 Full year
NET REVENUE									
Game Segment									
Daybreak	189.6	200.6	198.9	216.2	203.4	212.1	172.4	169.7	830.7
Big Blue Bubble	144.4	218.3	192.7	47.9	43.2	26.2	27.3	31.6	310.1
Piranha	24.5	50.5	25.3	25.1	22.9	16.2	29.9	47.6	89.5
Toadman & AMG	10.8	5.5	5.7	5.5	0.9	1.1	1.4	1.3	13.2
Game total	369.3	475.1	422.6	294.8	270.4	255.6	230.9	250.3	1,243.4
Service Segment									
Petrol	35.6	49.1	59.0	66.3	49.9	53.7	64.4	35.0	228.8
Fireshine Games	78.0	47.6	77.4	83.4	142.5	90.4	203.7	68.9	393.7
Service total	113.6	96.6	136.4	149.7	192.4	144.0	268.1	103.9	622.5
GROUP TOTAL	482.9	571.7	559.0	444.5	462.8	399.7	499.0	354.2	1,865.9
NET REVENUE GROWTH YoY (%)									
Game Segment									
Daybreak	-7%	-5%	15%	27%	16%	13%	6%*	-12%*	18%
Big Blue Bubble	234%	734%	607%	52%	59%	14%	21%*	27%*	184%
Piranha	7%	212%	-15%	-47%	92%	247%*	1035%*	14%*	-5%*
Toadman & AMG	1108%	381%	311%	305%	-65%	-48%	-46%	3%	76%
Game total	37%	86%	83%	18%	25%	19%*	22%*	-4%*	36%*
Service Segment									
Petrol	-29%	-9%	-8%	90%	52%	71%	140%	62%	40%
Fireshine Games	-45%	-47%	-62%	21%	130%	55%	55%	14%	0%
Service total	-41%	-33%	-49%	44%	103%	61%	69%	27%	12%
GROUP TOTAL	4%	43%	12%	25%	49%	32%*	43%*	4%*	27%*
NET REVENUE ORGANIC YoY (%)									
Game Segment									
Daybreak	-7%	-7%*	5%*	13%*	2%*	2%*	6%*	-12%*	6%*
Big Blue Bubble	234%	734%	607%	52%	59%	14%	21%*	27%*	184%*
Piranha	7%	212%	-15%	-47%	92%	247%*	1035%*	14%*	-2%*
Toadman & AMG	1108%	381%	311%	305%	-65%	-48%	-46%	3%	76%
Game total	37%	83%*	75%*	8%*	14%*	10%*	22%*	-4%*	27%*
Service Segment									
Petrol	-29%	-9%	-8%	90%	52%	71%	140%	62%	40%
Fireshine Games	-45%	-47%	-62%	21%	130%	55%	55%	14%	0%
Service total	-41%	-33%	-49%	44%	103%	61%	69%	27%	12%
GROUP TOTAL	4%	41%*	8%*	19%*	41%*	25%*	43%*	4%*	21%*
ORGANIC FX ADJUSTED GROWTH YoY (%)									
Game Segment									
Daybreak	-13%	-17%*	-13%*	-8%*	-12%*	-8%*	2%*	-9%*	-10%*
Big Blue Bubble	237%	687%	529%	30%	40%	4%	14%*	23%*	151%*
Piranha	10%	195%	-25%	-54%	69%	216%*	487%*	12%*	-16%*
Toadman & AMG	1107%	381%	313%	300%	-65%	-48%	-47%	-2%	75%
Game total	33%	69%*	47%*	-10%*	-2%*	-2%*	15%*	-3%*	8%*
Service Segment									
Petrol	-33%	-18%	-23%	55%	31%	53%	123%	52%	19%
Fireshine Games	-48%	-48%	-64%	16%	119%	44%	50%	6%	-5%
Service total	-44%	-37%	-53%	31%	86%	47%	63%	18%	2%
GROUP TOTAL	1%	31%*	-5%*	1%*	24%*	12%*	36%*	3%*	6%*
ADJ EBITDA									
Game Segment									
Daybreak	47.8	51.6	41.7	64.8	51.7	74.8	51.5	63.7	233.0
Big Blue Bubble	85.8	133.1	116.5	30.4	22.8	12.4	16.3	18.3	182.1
Piranha	6.0	23.4	15.1	9.1	4.5	2.5	2.4	-8.4	31.2
Toadman & AMG	-12.2	-13.7	-5.1	-5.3	-7.4	-4.9	-7.7	-6.8	-22.7
Game total	127.4	194.5	168.1	99.0	71.6	84.9	62.5	66.8	423.6
Service Segment									
Petrol	-8.8	6.0	3.4	9.6	-4.4	13.2	17.4	2.8	21.8
Fireshine Games	3.3	1.7	10.2	9.3	30.6	18.5	31.6	10.5	68.6
Service total	-5.5	7.7	13.6	18.9	26.2	31.7	49.0	13.3	90.4
Holding	-8.6	-12.4	-2.9	-4.8	-13.5	-10.1	-19.7	-9.0	-31.3
GROUP TOTAL	113.3	189.8	178.8	113.1	84.3	106.5	91.7	71.1	482.7

	2023 Q2	2023 Q1	2022 Q4	2022 Q3	2022 Q2	2022 Q1	2021 Q4	2021 Q3	2022 Full year
SEKm									
ADJ EBITDA MARGIN (%)									
Game Segment									
Daybreak	25%	26%	21%	30%	25%	35%	30%	38%	28%
Big Blue Bubble	59%	61%	60%	63%	53%	47%	60%	58%	59%
Piranha	25%	46%	60%	36%	20%	16%	8%	-18%	35%
Toadman & AMG	-113%	-248%	-91%	-97%	-833%	-424%	-560%	-508%	-173%
Game total	34%	41%	40%	34%	26%	33%	27%	27%	34%
Service Segment									
Petrol	-25%	12%	6%	15%	-9%	25%	27%	8%	10%
Fireshine Games	4%	4%	13%	11%	22%	20%	15%	15%	17%
Service total	-5%	8%	10%	13%	14%	22%	18%	13%	15%
GROUP TOTAL	23%	33%	32%	25%	18%	27%	18%	20%	26%
ADJ EBIT									
Game Segment									
Daybreak	12.1	16.5	4.1	26.6	17.1	42.9	21.5	33.5	90.7
Big Blue Bubble	76.3	127.3	111.8	25.6	18.2	8.1	12.7	14.0	163.8
Piranha	2.1	17.8	10.4	1.1	-5.7	-8.9	-22.0	-25.2	-3.1
Toadman & AMG	-13.2	-14.5	-1.4	-6.9	-8.2	-5.6	-6.4	-7.4	-22.0
Game total	77.3	147.1	125.0	46.4	21.4	36.5	5.8	14.8	229.3
Service Segment									
Petrol	-10.5	4.1	1.1	7.4	-6.2	11.4	15.7	1.0	13.7
Fireshine Games	2.9	1.3	9.9	8.9	30.3	18.1	31.2	10.1	67.2
Service total	-7.6	5.4	11.0	16.3	24.1	29.5	46.9	11.1	80.8
Holding	-9.7	-13.5	-5.7	-5.8	-12.6	-11.0	-26.3	-10.1	-35.2
GROUP TOTAL	60.0	139.0	130.3	56.9	32.9	55.0	26.4	15.9	275.0
ADJ EBIT MARGIN (%)									
Game Segment									
Daybreak	6%	8%	2%	12%	8%	20%	12%	20%	11%
Big Blue Bubble	53%	58%	58%	53%	42%	31%	47%	44%	53%
Piranha	9%	35%	41%	4%	-25%	-55%	-74%	-53%	-3%
Toadman & AMG	-123%	-264%	-24%	-126%	-919%	-486%	-462%	-553%	-167%
Game total	21%	31%	30%	16%	8%	14%	3%	6%	18%
Service Segment									
Petrol	-30%	8%	2%	11%	-12%	21%	24%	3%	6%
Fireshine Games	4%	3%	13%	11%	21%	20%	15%	15%	17%
Service total	-7%	6%	8%	11%	13%	20%	17%	11%	13%
GROUP TOTAL	12%	24%	23%	13%	7%	14%	5%	4%	15%
Employees on the last day of the period									
Game Segment									
Daybreak	261	260	258	243	234	246	239	247	258
Big Blue Bubble	74	70	69	64	69	69	69	72	69
Piranha	94	81	72	70	77	77	80	77	72
Toadman	114	56	57	122	143	137	133	134	57
AMG	38	42	50	58	56	46	43	41	50
Game total	581	509	506	557	579	575	564	571	506
Service Segment									
Petrol	79	84	84	84	79	80	76	72	84
Fireshine Games	30	31	30	30	27	28	28	28	30
Service total	109	115	114	114	106	108	104	100	114
Holding	9	9	9	10	8	6	7	14	9
GROUP TOTAL	699	633	629	681	693	689	675	685	629

* Proforma

NOTES TO THE INTERIM REPORT

Note 1 - Accounting Principles, Estimates and Assessments

This interim report regards the Swedish parent company Enad Global 7 AB, corporate identity number 556923-2837, and its subsidiaries. EG7 is a group in the gaming industry that develops, markets, publishes, and distributes PC, console and mobile games to the global gaming market. The parent company is a corporation with its registered office in Stockholm, Sweden. The address of the head office is Ringvägen 100, 118 60 Stockholm.

EG7 applies International Financial Reporting Standards (IFRS) as adopted by the EU. The group's interim report has been prepared in accordance with IAS 34 Interim Financial Reporting and applicable parts of the Annual Accounts Act (1995: 1554).

The parent company applies the Annual Accounts Act and RFR 2 Accounting for Legal Entities.

All amounts in this report are stated in millions of Swedish kronor (SEK millions) unless otherwise stated.

Rounding differences may occur.

Note 2 - Operational Segments

	Service Segment	Game Segment	Total Segments	Intra-group items and eliminations	Total group
Jan-Jun 2023					
Revenue from external customers	210.2	844.3	1,054.6	0.0	1,054.6
Revenues from other segments	0.0	0.0	0.0	0.0	0.0
Net Revenue	210.2	844.3	1,054.6	0,0	1,054.6
Operating profit before depreciation and amortization (EBITDA)	2.3	319.8	322.1	-40.2	281.9
Depreciation and amortization					-118.1
Financial net					-19.2
Profit before tax					144.6
Tax expense					-54.9
NET PROFIT FROM CONTINUED OPERATIONS					89.7
Profit from discontinued operations, net of tax					0.0
NET PROFIT FOR THE YEAR					89.7
Jan-Jun 2022					
Revenue from external customers	336.4	526.1	862.4	0.0	862.4
Revenues from other segments	0.0	0.0	0.0	0.0	0.0
Net Revenue	336.4	526.1	862.4	0.0	862.4
Operating profit before depreciation and amortization (EBITDA)	57.9	140.6	198.6	-24.9	173.7
Depreciation and amortization					-324.6
Financial net					-13.9
Profit before tax					-164.8
Tax expense					-42.0
NET PROFIT FROM CONTINUED OPERATIONS					-206.8
Profit from discontinued operations, net of tax					-1,062.5
NET PROFIT FOR THE YEAR					-1,269.3

Note 3 - Revenue from Customer Contracts

Jan-Jun 2023	Service Segment	Game Segment	Group eliminations	Total group
<i>Geographical region</i>				
Europe	58.5	125.0	0.0	183.5
North America	118.6	662.2	0.0	780.8
Other markets	33.1	57.1	0.0	90.2
Revenue from customer contracts	210.2	844.3	0.0	1,054.6
<hr/>				
Jan-Jun 2022	Service Segment	Game Segment	Group eliminations	Total group
<i>Geographical region</i>				
Europe	98.6	85.0	0.0	183.6
North America	213.2	419.6	0.0	632.8
Other markets	24.6	21.4	0.0	46.0
Revenue from customer contracts	336.4	526.1	0.0	862.4

Note 4 - Financial Instruments

Valuation of financial assets and liabilities per Jun 30. 2023

Financial assets	Financial assets valued at fair value through profit or loss	Financial assets valued at amortized cost	Total reported values
Accounts receivable	0.0	146.1	146.1
Cash and cash equivalents	0.0	454.0	454.0
Total	0.0	600.1	600.1
<hr/>			
Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost	Total reported values
Contingent consideration	94.0	0.0	94.0
Liabilities to credit institutions	0.0	4.0	4.0
Accounts payable	0.0	23.7	23.7
Leasing	0.0	41.6	41.6
Other acquisition related liabilities	0.0	162.6	162.6
Deferred revenue	0.0	120.8	120.8
Other financial liabilities	0.0	117.2	117.2
Total	94.0	470.0	564.0

Valuation of financial assets and liabilities per Jun 30. 2022

Financial assets	Financial assets valued at fair value through profit or loss	Financial assets valued at amortized cost	Total reported values
Accounts receivable	0.0	209.7	209.7
Cash and cash equivalents	0.0	381.3	381.3
Total	0.0	591.0	591.0
<hr/>			
Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost	Total reported values
Contingent consideration	78.9	0.0	78.9
Liabilities to credit institutions	0.0	404.9	404.9
Accounts payable	0.0	37.7	37.7
Leasing	0.0	48.1	48.1
Other acquisition related liabilities	0.0	174.2	174.2
Deferred revenue	0.0	144.2	144.2
Other financial liabilities	0.0	157.8	157.8
Total	78.9	966.9	1,045.8

Valuation Hierarchy

The levels in the valuation hierarchy are defined as follows:

- Level 1 - Listed prices (unadjusted) in active markets for identical assets and liabilities.
- Level 2 - Observable input data for the asset or liability other than quoted prices included in level 1. either directly (i.e., price quotations) or indirectly (i.e., derived from price quotations).
- Level 3 - Input data for the asset or liability that is not based on observable market data (i.e., non-observable input data).

Contingent consideration

The contingent consideration is reported at fair value according to level 3 in the valuation hierarchy. The fair value is calculated using a valuation model that discounts the present value of expected payments of cash flows with a risk-adjusted discount rate. Expected cash flows are determined based on probable scenarios based on expected financial outcomes and future financial forecasts. The most significant input factor used in the valuation at fair value is a risk-adjusted discount factor of 16.3 percent.

Contingent consideration	Jan-Jun 2023	Jan-Jun 2022
At beginning of period	83.9	128.7
Acquisitions during the period	0.0	0.0
Payments	0.0	-68.2
Interest	4.6	6.8
Reclassification through profit or loss	0.0	-0.9
FX effect	5.5	12.5
At end of period	94.0	78.9

Current receivables and liabilities

For current receivables and liabilities, such as accounts receivable and accounts payable. The reported value is considered to be a good approximation of the fair value.

Note 5 - Divestments and discontinued operations

April 19, 2022, EG7 announced the intent to sell the Russian subsidiary Innova Intellectual Properties S.ar.L. subsidiary. The completion of the sale to Games Mobile ST LTD ("GMST") was communicated on September 23, 2022, with a transaction value of EUR 21 million. EUR 17 million paid at closing and an additional EUR 4 million in six installments over the following 18 months.

Income statement discontinued operations	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2023	APR-JUN 2022	JAN-JUN 2023	JAN-JUN 2022	JAN-DEC 2022
<i>SEKm</i>					
Net Revenue		70.8		123.3	197.2
Other Revenue		24.3		24.4	27.2
Total Revenue		95.1		147.7	224.4
<i>Operating expenses</i>					
Cost of goods sold		-28.4		-45.0	-78.8
Other external expenses		-5.9		-13.3	-22.5
Personnel expenses		-20.0		-35.9	-57.9
Other expenses		3.3		-3.4	-7.4
Operating profit before depreciation and amortization (EBITDA)		44.1		50.1	57.8
Depreciation of tangible and right-of-use assets		-4.4		-9.2	-14.1
Operating profit before amortization of intangible assets (EBITA)		39.7		40.9	43.7
Amortization of acquisition-related intangible assets		-1,107.3		-1,111.9	-1,126.8
Amortization of other intangible assets		2.7		0.0	-0.2
Operating profit (EBIT)		-1,064.9		-1,071.0	-1,083.3
Transactional result/Financial net		0.8		1.1	112.9
Profit before tax		-1,064.1		-1,069.9	-970.5
Tax expense for the period		7.4		6.9	-0.4
NET PROFIT FROM DISCONTINUED OPERATIONS		-1,056.7		1,063.0	-970.8

Balance sheet discontinued operations	30 JUN 2023	30 JUN 2022	26 SEP 2022
Intangible non-current assets		23.3	27.7
Tangible non-current assets		41.9	9.1
Financial non-currents assets		52.0	48.3
Inventory		0.9	1.0
Current receivables		8.9	151.2
Cash and cash equivalents		117.7	121.7
Non-current liabilities		-16.3	-5.7
Current liabilities		-108.7	-241.3
Net identifiable assets		119.7	112.0

Note 6 - Significant Events After the Balance Date

No significant events after the balance date.

THE SHARE AND SHAREHOLDERS

SHAREHOLDER (30-06-2023)	No. of Shares	Capital %
Jason Epstein	8,582,320	9.69%
Avanza Pension	7,073,425	7.98%
Alta Fox Capital	5,347,681	6.04%
*SIX SIS AG	3,826,343	4.32%
Rasmus Davidsson	2,872,743	3.24%
Alexander Albedj	2,692,105	3.04%
Handelsbanken Liv Försäkring AB	2,139,299	2.41%
Ji Ham	2,018,472	2.28%
Aguja Capital GmbH	1,942,104	2.19%
Dan Sten Olsson med familj och stiftelse	1,906,601	2.15%
Other shareholders	38,401,093	43.35%
Total	88,603,526	100%

EG7 stock is listed on Nasdaq First North Growth Market with the ticker symbol 'EG7.' As of June 30, 2023, the total number of shares outstanding was 88,603,526 and the closing share price was SEK 27.25 per share.

* Settecento LTD have not confirmed its holding in EG7 since 2022-06-13. Their initial custodian was SIX SIS AG, and we therefore report the custodian's latest holding.

RELATED PARTY TRANSACTIONS

Related party	Related party transaction	Jan-Jun 2023	Jan-Jun 2022
Jason Epstein	SPA related tax refund ²⁾	15.0	0.0
Ji Ham	SPA related tax refund ²⁾	2.0	0.0
Cold Iron LLC ¹⁾	Game developing - WFH contract	14.4	0.0
Total		31.4	0.0

Related party	Outstanding liabilities	Jan-Jun 2023	Jan-Jun 2022
Jason Epstein	SPA related tax refund	116.8	125.1
Ji Ham	SPA related tax refund	15.6	16.8
Total		132.4	141.9

Related party	Outstanding receivables	Jan-Jun 2023	Jan-Jun 2022
Cold Iron LLC ¹⁾	Receivables WFH contract	16.7	0.0
Cold Iron LLC ¹⁾	Potential future project	31.4	0.0
Total		48.1	0.0

1) Cold Iron Studios LLC is owned by Jason Epstein, Chairman of the Board, and Ji Ham, Acting CEO.

2) This item is seen under other acquisition related liabilities in note 4 and the total estimated remaining amount by end of June 2023 amounted to SEK 162.6 million of which SEK 116.8 refers to Jason Epstein and SEK 15.6 million to Ji Ham. It refers to acquisition related tax saving benefits from the Daybreak acquisition where the SPA stated that the seller, including Jason Epstein and Ji Ham, and the buyer receives half each from the accumulated tax savings deriving from the acquisition. This amount will be fully settled 2036 which also means that the tax payments in Daybreak will increase at that point.

For further detail on related party transactions, please see the Annual report 2022.

RISKS

Risks with the company's share are described in EG7's company description, which was published on January 30, 2019. It can be downloaded from the company's website www.enadglobal7.com. Risks are also included in the annual report for 2022.

AUDITOR

Öhrlings PricewaterhouseCoopers AB (PwC) is the company's auditor and is represented by Niklas Renström.

DEFINITIONS

Average number of employees: The average number of employees during the period.

Cash conversion: Operational cashflow divided by proforma EBITDA over the last twelve months.

Earnings per share: Net profit for the period divided by the total number of shares outstanding.

EBITDA: Earnings before interest, tax, depreciation and amortization of tangible and intangible non-current assets.

Adjusted EBITDA: EBITDA adjusted for items considered to be non-recurring and one-time in nature for comparability between periods.

EBITDA margin (%): EBITDA as a percentage of total Revenue.

EBITA: Operating profit before depreciation of intangible assets.

EBITA margin (%): EBITA as a percentage of total Revenue.

Adjusted EBIT: EBIT adjusted for items considered to be non-recurring and one-time in nature for comparability between periods.

Operating profit (EBIT): Earnings before financial items and tax.

EBIT: Earnings before interest and tax

EBIT margin (%): Operating profit as a percentage of total Revenue.

Equity ratio: Equity as a percentage of total assets.

Life to Date (LTD): Accumulated number since right from start.

Net cash: Interest-bearing assets and cash and cash equivalents less interest-bearing liabilities.

Net debt: Interest-bearing liabilities less interest-bearing assets and cash and cash equivalents.

Net profit: Profit after tax for the period.

Net Revenue: Revenue from sales less discounts and after elimination of any related party transactions.

Net Revenue growth: Increase in Net Revenue from the same period the previous year as a percentage.

Number of shares: Total number of shares outstanding.

Organic growth: Net Revenue increase from comparable period last year divided by the Net Revenue for the comparable period last year. Including all newly acquired businesses contributing with Revenue last year but excluding newly acquired businesses contributing with Revenues this year.

Organic growth in local currency: Organic growth excluding the translation impact of changed currency exchange rates. The comparison period is recalculated with the average exchange rate for the current period.

Total Leverage: Cash debt (including remaining purchase consideration in cash and for the avoidance of doubt excluding any remaining purchase considerations to be settled in company shares) divided by proforma EBITDA.

FOR MORE INFORMATION, PLEASE CONTACT:

Ji Ham. Acting CEO
Mail: ji@enadglobal7.com
Phone: +46 70 065 07 53

Fredrik Rüdén. deputy CEO and CFO
Mail: fredrik.ruden@enadglobal7.com
Phone: +46 733 117 262

EG7 IN SHORT

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 500 game developers and develops its own original IPs, as well as acts as consultant to other publishers around the world through its game development divisions Daybreak Games, Piranha Games, Toadman Studios 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 leading global brands such as Call of Duty, Destiny and Elden Ring. The Group's publishing and distribution department Fireshine Games hold expertise in both physical and digital publishing. EG7 is headquartered in Stockholm with approximately 700 employees in 17 offices worldwide.

Nasdaq First North Growth Market Ticker
Symbol: EG7

CERTIFIED ADVISOR

As a company listed on Nasdaq First North Growth Market Stockholm, the company has an obligation to use a Certified advisor. EG7 has appointed:

Eminova Fondkommission AB
Mail: info@eminova.se
Phone: +46 8 684 211 00

AUDITING

This report has not been audited by the company's auditor.

NEXT REPORT

The next financial report will be published:

Interim report Q3 2023: November 14, 2023

Interim report Q4 2023: February 13, 2024

IMPORTANT INFORMATION

This information is information that Enad Global 7 AB (publ) is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication through the agency of the contact persons set out below at 7:00am CET on August 15, 2023.

THE BOARD'S DECLARATION

The Board of Directors and CEO ensure that this interim report gives a true and fair view of the company's operations and financial position.

Stockholm August 15 2023

Ji Ham	Jason Epstein	Gunnar Lind	Marie-Louise Gefwert	Ben Braun	Ron Moravek
<i>Acting Chief Executive Officer/Member of the Board</i>	<i>Chairman of the board</i>	<i>Member of the board</i>	<i>Member of the board</i>	<i>Member of the board</i>	<i>Member of the board</i>