GAMING CORPS

Interim Report

THIRD QUARTER 2026

1 JUL – 30 SEP



If there are any discrepancies between the English translation in this document and the formal Swedish Quarterly Report, the Swedish version shall prevail.

CEO LETTER

Dear Shareholders,

As we noted in the previous report and in our communications surrounding the share issue, strong growth continued during Q3, following a similar pattern to Q2. Net revenue for the quarter reached MSEK 29.2, representing an increase of 130% year-on-year and 38% compared with the previous quarter. Our Net loss also continues to improve, amounting to MSEK -2.6 for Q3, an improvement of 65% compared with Q2 2026.

In my last CEO letter, I mentioned our plans to increase the frequency of our proprietary game releases from Q3 onwards. We released seven proprietary games during the quarter and will work towards an average of three game releases per month during Q4. At the end of 2025, we decided to start sharing our Product Roadmap with the industry and the wider market well ahead of our releases. The aim was to find new ways to increase interest in our games among leading industry players. We can already see that this approach has been very successful, and we will continue along this path. Our Product Roadmap for Q4 2026 and Q1 2027 can be found on pages 8–9 of the English Summary of the Q3 report.

On the subject of communication, our Investor Relations strategy has for many years taken a selective approach to which agreements we announce to the stock market, setting us apart from many of our competitors. The agreements we announce are therefore considered important either from a purely commercial perspective or for their strategic value in terms of the partner's brand or market presence. For smaller updates beyond these announcements and for other mentions of Gaming Corps, please follow our social media channels. We have recently announced partnerships with Bally's Intralot and Playtech, among others. In addition, we have entered into a new and somewhat different partnership with US-based PlayWin, giving us access to even more artists and sports stars, including some of the greatest NHL legends of all time. It will be exciting to see the creative gaming experiences our teams can develop around these prominent characters.

Sports stars are particularly relevant to the North American market, where we are currently establishing a new distribution infrastructure. Distribution will be handled through a new third-party provider, with whom we have negotiated more favourable terms for Gaming Corps. We hope this agreement will both accelerate our access to regulated markets across North America and improve our margins. I hope to share further details about this partnership shortly. We are also engaged in several promising discussions with major US operators that are showing strong interest in our innovative proprietary slots.

National lotteries and state-controlled casino operators remain a strategically important segment for us. In the previous report, I indicated that we had news to share in this area, and we have since announced new agreements with the Canadian provincial lottery operator Loto-Québec and the Finnish state-owned gaming operator Veikkaus. Both are very positive additions to Gaming Corps' partnerships. In Canada, we saw strong early results from our launch in Ontario and now look forward to further game releases in Québec, where our new agreement with Loto-Québec will give us immediate access to the entire regulated market. We continue to pursue this strategic segment, as both our game portfolio and our commercial team are receiving a very positive response in these discussions. This is a strong testament to how far we have come as a company and the market demand for our products.

Overall, Gaming Corps continues to move in the right direction. We are delivering strong growth, improving our results and strengthening our position in several strategically important markets. Our long-term efforts are translating into increasingly clear results, and we can also confirm that October continued to deliver healthy growth.

The directed share issue we recently completed provides greater financial stability as we continue our work. We see the participation of key members of the company's management and Board, alongside external investors with extensive and successful track records in iGaming, as a clear vote of confidence in Gaming Corps and our future potential.

We are now making the final adjustments to our strategy for the full year 2027. Our focus remains on developing our existing partnerships, pursuing new commercial opportunities and generating further returns from the work we have done. With a stronger financial foundation and a clear direction, we continue our progress towards profitability.

As always, I want to thank you for your commitment and support.

Best regards,

Juha Kauppinen
CEO of Gaming Corps AB





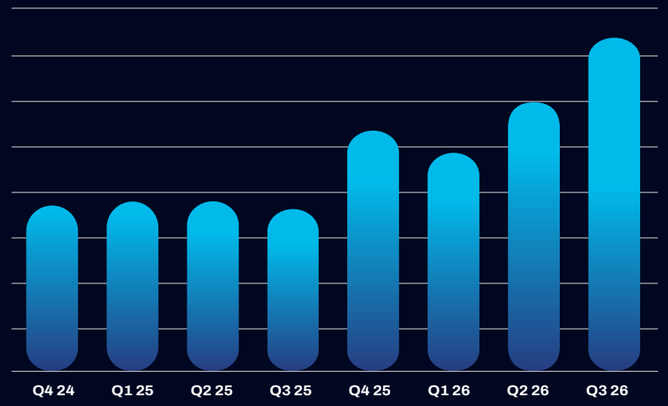
KEY FIGURES GROUP

Amounts in KSEK	JUL-SEP 2026	JUL-SEP 2025	APR-JUN 2026	JAN-SEP 2026	JAN-SEP 2025	JAN-DEC 2025
Results, etc.						
Net Sales	29 183	12 664	21 083	65 327	33 596	48 677
EBITDA	-776	-7 580	-5 753	-16 925	-19 834	-25 474
Operating loss	-3 595	-7 916	-6 785	-22 081	-22 417	-31 137
Net loss	-2 550	-9 133	-7 217	-20 841	-28 024	-40 600
Solvency %	neg.	29,0%	neg.	neg.	29,0%	neg.
Return on equity %	neg.	neg.	neg.	neg.	neg.	neg.
Equity per share						
before dilution, kr	-0,19	0,06	-0,16	-0,19	0,06	-0,04
after dilution, kr	-0,19	0,05	-0,16	-0,19	0,05	-0,04
Closing price for the period, kr	0,67	1,02	0,72	0,67	1,02	1,10
Earnings per share						
before dilution, kr	-0,02	-0,06	-0,05	-0,14	-0,19	-0,29
after dilution, kr	-0,02	-0,06	-0,05	-0,14	-0,19	-0,29
Closing number of shares	145 441 532	145 441 532	145 441 532	145 441 532	145 441 532	145 441 532
Outstanding employee stock options *	2 695 000	2 775 000	2 775 000	2 695 000	2 775 000	2 775 000
Average number of shares	145 441 532	145 441 532	145 441 532	145 441 532	138 419 136	141 930 334
Number of employees						
in average	41	31	41	35	29	26
by end of period	38	33	42	33	33	33
Number of casinos	2540+	2000+	2310+	2540+	2000+	2100+
Number of game releases	7	6	10	24	18	24

*) Refers to the number of outstanding options that are exercisible.



DEVELOPMENT TOTAL BETS 8 QUARTERS



Significant events during the period

- July 8 - Gaming Corps expands partnership with Entain
- July 14 - Gaming Corps terminates strategic agreement and game development agreement with Denwena Limited and Degen Studios
- July 23 - Gaming Corps signs agreement with evoke plc
- August 10 - Gaming Corps signs global distribution agreement with Games Global
- August 14 - Gaming Corps: Q2 2026
- August 20 - Gaming Corps secures access to NHL Legends through partnership with PlayWin
- August 27 - Gaming Corps enters multi-market agreement with Bally's Intralot
- September 8 - Gaming Corps signs global agreement with Playtech
- September 17 - Gaming Corps enters agreement with Canadian provincial lottery provider Loto-Québec

Significant events after end of the period

- Ocotber 26 - Gaming Corps signs agreement with the Finnish state-owned gaming operator Veikkaus

4 100+
SHAREHOLDERS

74
TEAM MEMBERS

NOW LIVE WITH
2,540+
CASINOS

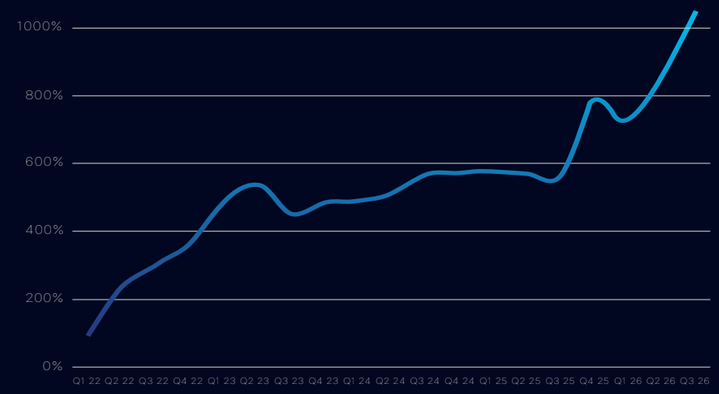
MALTA
SWEDEN
UNITED KINGDOM

FIRST NORTH LISTED
SINCE 2015



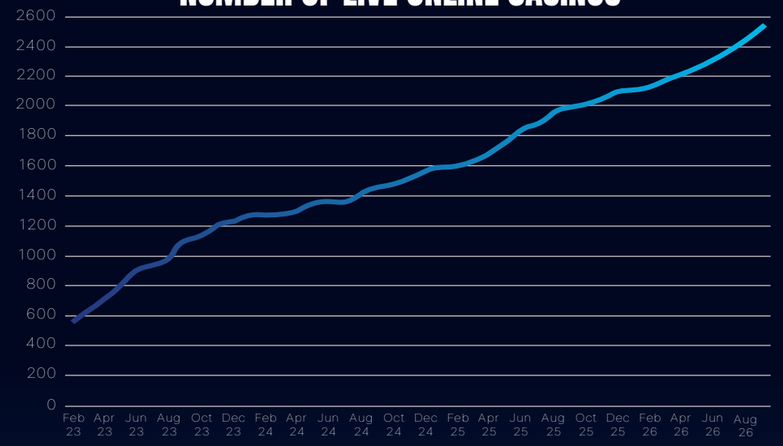


PERCENTAGE WAGER VALUE INCREASE

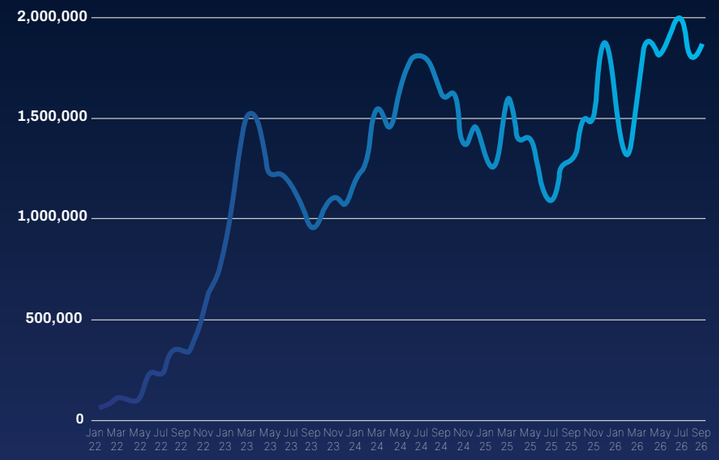




NUMBER OF LIVE ONLINE CASINOS

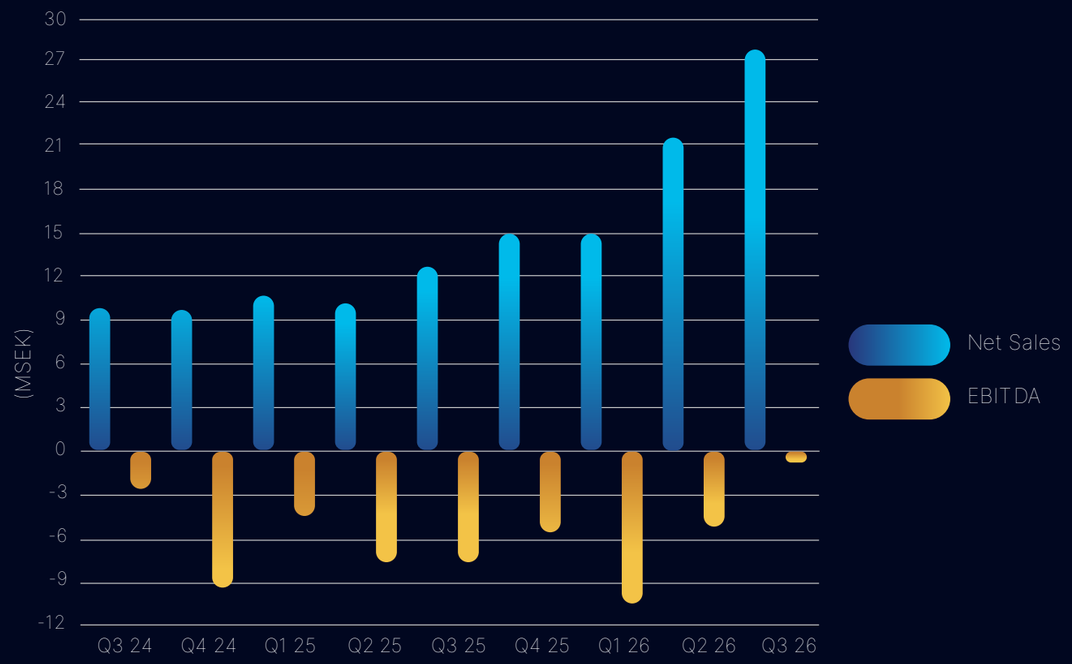


NUMBER OF PLAYERS

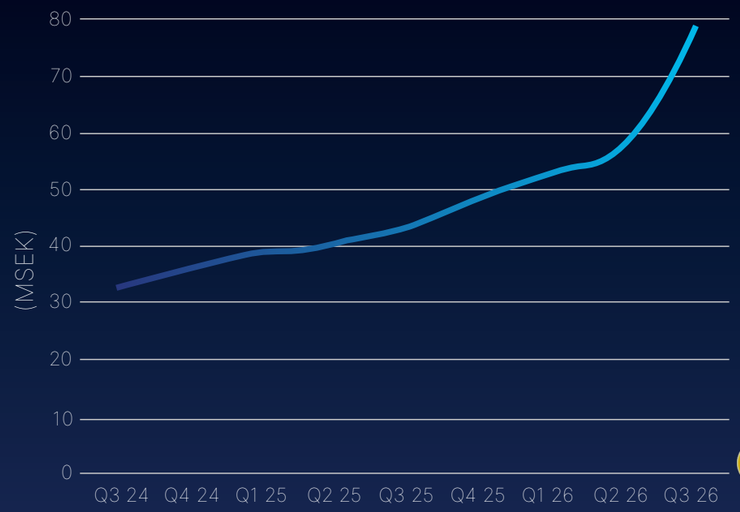




NET SALES, EBITDA



NET SALES (Trailing 4 Quarters)





PUBLISHED GAMES Q3

















GAMING CORPS

ROAD MAP Q4-Q1



15TH OCTOBER



3 PIGS OF OLYMPUS
30,000 EXTREME

20TH OCTOBER



3 POTS OF POTIONS
INSTANT BLITZ

22ND OCTOBER



3 POTS OF POTIONS
20,000 BEWITCHED

3RD NOVEMBER



ROULETTE
BLITZ

12TH NOVEMBER



CARTEL CASH:
REEL COLLECT

24TH NOVEMBER



3 GIFTS OF XMAS
INSTANT BLITZ

3RD DECEMBER



SANTA VS
KRAMPUS

10TH DECEMBER



3 PIGS IN BLANKETS
BONUS POT

17TH DECEMBER



WINTER EXPRESS:
TRIPLE TRAIN COLLECT

7TH JANUARY



PANDA POWER
MULTIPLIER MAYHEM

21ST JANUARY



FIRE GOAT FLAMING
FORTUNES 8888

4TH FEBRUARY



RACKHAM RICHES
WILD GOLD

18TH FEBRUARY



CASH CROWNS
DIAMOND STRIKE

4TH MARCH



BIG BACON
BLITZ 3X3

10TH MARCH



RAGING ROOSTER CHILLI
ERUPTION



CONTACT INFORMATION

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CERTIFIED ADVISER

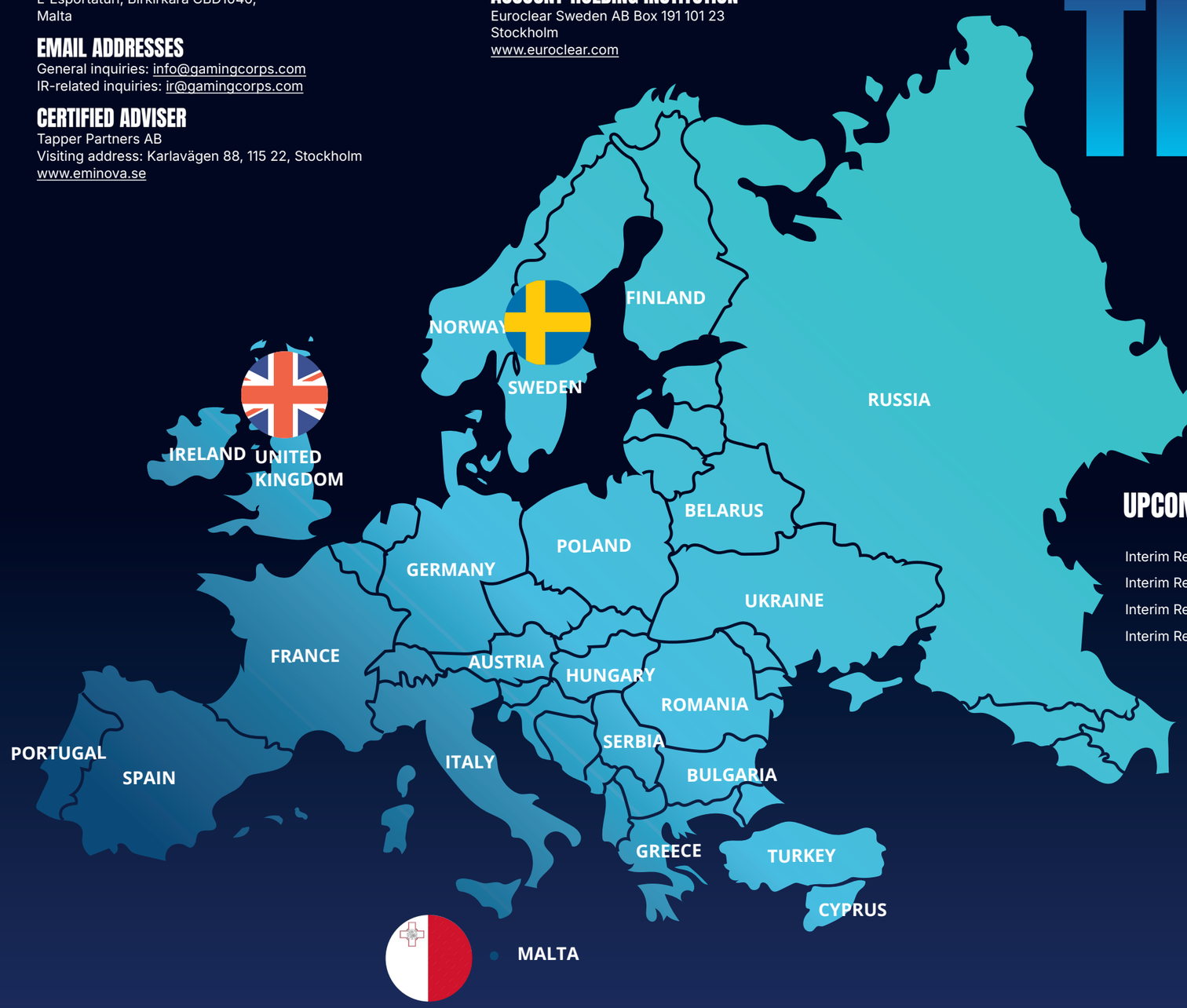
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THANK YOU



UPCOMING FINANCIAL REPORTING DATES

Interim Report Q4 2026 will be published on 19 February 2027
Interim Report Q1 2027 will be published on 14 May 2027
Interim Report Q2 2027 will be published on 27 August 2027
Interim Report Q3 2027 will be published on 10 November 2027

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2026