

ENAD GLOBAL 7 AB (PUBL)

INTERIM REPORT

JUL-SEP 2022



INTERIM REPORT - JUL-SEP 2022

SUMMARY COMMENTS

EG7 delivered yet another strong quarter with Net Revenue of SEK 444.5 (354.2) million and Adjusted EBITDA of SEK 113.1 (71.2) million. The organic growth year-on-year was 18.8 percent, and in local currencies the organic growth amounted to 1.2 percent, representing the fourth consecutive quarter with positive organic growth. The strong performance generated a solid cash flow from operations of SEK 131.3 (86.7) million.

The group ended the quarter with further improved liquidity position with SEK 654.2 million of cash balance. The successful divestment of Innova contributed to an increase in the cash balance of SEK 185.3 million and a capital gain of SEK 91.3 million in the third quarter.

Both Game and Service segments continued their strong performance in Q3. Service segment delivered Net Revenue of SEK 149.7 (103.9) million, representing an organic growth of 44.1 percent. The Game segment continued its steady deliverance with a Net Revenue of SEK 294.8 (250.3) million, corresponding to a 17.8 percent increase compared to the same period last year.

EG7 operates a stable and profitable business meanwhile our financial position has been significantly improved. This demonstrates EG7's operational strength and resilience even with the global economic volatility and we look forward to the coming year with confidence.

Net Revenue for October came in at SEK 148.1 million and based on the strong performance in the beginning of Q4 we expect to deliver around SEK 1.8 billion in Net Revenue for the full year 2022, with margins around new normalized levels as previously communicated.

HIGHLIGHTS

- Net Revenue amounted to SEK 444.5 (354.2) million, representing a 25.5 percent growth, an organic growth of 18.8 percent and 1.2 percent organic growth in local currencies.
- EBITDA of SEK 123.2 (60.7) million, representing an increase of 103.1 percent.
- Adjusted EBITDA of SEK 113.1 (71.2) million, corresponding to a growth of 58.9 percent and a 25.4 percent margin. The adjustment for non-recurring items affecting EBITDA in the third quarter was SEK -10.1 million, referring to royalty adjustments relating to previous quarters.
- EBIT of SEK 59.3 (5.4) million.
- Adjusted EBIT of SEK 49.1 (15.9) million.
- Profit before tax amounted to SEK 49.6 (-26.9) million.
- Earnings per share amounted SEK 1.35 (-0.32).
- Cash flow from operations of SEK 131.3 (86.7) million.
- The financial position continues to improve with SEK 654.2 million of cash and SEK 404.7 million of liabilities to credit institution, meaning a net cash position.

KEY METRICS

SEKm	QUARTER		YTD		FULL YEAR
	JUL-SEP 2022	JUL-SEP 2021	JAN-SEP 2022	JAN-SEP 2021	JAN-DEC 2021
Net Revenue	444.5	354.2	1,306.9	968.9	1,467.9
Net Revenue growth	25.5%	340.0%	34.9%	159.1%	157.6%
EBITDA	123.2	60.7	296.9	216.5	642.6
Adjusted EBITDA	113.1	71.2	303.9	233.0	324.8
Adjusted EBITDA margin, %	25.4%	20.1%	23.3%	24.0%	22.1%
EBIT	59.3	5.4	-91.7	73.2	157.7
Adjusted EBIT	49.1	15.9	136.9	89.6	116.1
Adjusted EBIT margin, %	11.1%	4.5%	10.5%	9.3%	7.9%
Profit before tax	49.6	-26.9	-115.3	-4.3	53.6
Net profit	119.9	-28.2	-1,149.4	-13.8	96.8
Earnings per share (SEK)	1.35	-0.32	-13.04	-0.16	1.11

Note: Innova was divested on September 23, 2022 and is excluded from all actual and comparable figures unless otherwise stated. For further details please see note 5.

COMMENTS FROM THE CEO



Ji Ham, Acting CEO, Enad Global 7 AB (PUBL)

Strong performance

We are pleased to deliver yet another strong quarter with Net Revenue of SEK 444.5 (354.2) million, representing 25.5 percent growth. Adjusted EBITDA for the quarter amounted to SEK 113.1 (71.2) million, which correspond to a 25.4 percent margin. Organic growth came in at 18.8 percent. The organic growth in local currencies was 1.2 percent. We are proud to deliver continuing growth and improved profitability despite difficult comparable figures and continuing macroeconomic uncertainties. The improved margin was driven by stronger than expected performance across the group for the quarter.

Net Revenue in the Service Segment for the quarter came in at SEK 149.7 (103.9) million, representing a solid organic growth of 44.1 percent. Fireshine continues to benefit from the growth in its digital publishing business. The recent success in that area resulted in solid growth in the pipeline with ten new indie titles signed for 2023 and 2024 releases. Petrol had a solid quarter with strong contributions from expanding blue-chip customer base, leveraging its premier reputation within the industry.

The Game segment delivered SEK 294.8 (250.3) million of Net Revenue, representing 17.8 percent growth. Key drivers this quarter included a record quarter for My Singing Monsters with the highest daily revenue achieved over its 10-year history. In connection with new content upgrades and

the launch of the Amazon streaming series, the Lord of the Ring Online achieved strong growth in active player base. The Magic Online full transition from Wizards of the Coast to Daybreak platform was successfully completed and we are excited to progress to the next phase of investing in the product upgrade and content production to drive growth going forward.

We finally completed the divestment of Innova this quarter. The transaction was more favorable than originally anticipated as it further strengthened the overall financial position and improved the risk-reward profile of the company. With the proceeds from the transaction, EG7 ended the quarter with a strong cash position of SEK 654.2 million, providing the company with a solid balance sheet that affords the company significant flexibility going forward.

A glance into the future

We are excited for Fireshine's on-going growth with its indie digital publishing business. We are also happy with the on-going momentum My Singing Monsters has shown in 2022 and expect to see continuing strength. Piranha continues to deliver on new content for MechWarrior 5 and MechWarrior Online. In parallel, Piranha is ramping up the Work-for-Hire (WFH) business successfully. We are optimistic on the growth opportunities in WFH business, which could provide a meaningful growth vector for the company in the near- to medium-term. Given the attractive growth and profit potential from the WFH business for our studios, we will be re-evaluating the investment returns potential for the current pipeline of games under development with a bias towards prioritizing efforts with more predictable revenues and profit growth potential.

Despite potential macroeconomic challenges ahead the long-term growth prospects remain strong for the industry, and with a significant component of stable and predictable revenues, we expect EG7 will remain highly competitive.

Focus on shareholder value creation

We continue to make meaningful progress in building stronger foundation and driving solid growth. We intend to continue our efforts to optimize and improve the positioning of our business for the longer-term success and deliver significant shareholder value creation.

EG7 BUSINESS OVERVIEW

A leading global MMO developer and publisher

Daybreak is one of the most prolific online-multiplayer game developers in the world, having developed 13 live service games throughout its history. Daybreak currently operates a portfolio of 8 live service titles. Combining Daybreak, Big Blue Bubble and Piranha titles, EG7 currently operates 10 live service games, making EG7 one of the leading live service game publishers and operators in the world. This diversified and long-life cycle live games portfolio is a key differentiator for the group and provides a solid foundation of on-going, sustainable and predictable revenues and cash flows. Net Revenue from these assets in the third quarter amounted to SEK 271.6 million, corresponding to 61.1 percent of Net Revenue in Q3.

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 100 million (LTD) registrations on mobile and now expanding to PC and console.
- 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, primed for resurgence with the highly appreciated Amazon series that premiered in September.
 - Dungeons & Dragons, with a world-wide passionate fan base and the new feature film Dungeons & Dragons: Honor Among Thieves that is expected to premiere March 2023.
 - Magic: The Gathering, the number one trading card game in the world from Wizards of the Coast.

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

Robust game development capabilities and live operations expertise

We have 8 game development and live operations studios across North America and Europe in the group: AntiMatter Games, Piranha, Toadman Studios, Big Blue Bubble, Dimensional Ink, Standing Stone, Rogue Planet and Darkpaw. Passionate and talented individuals at these studios amount to 557 (571) full time individuals and constitute the core driver of our success. In addition to the 10 live service games, we currently have a strong pipeline of new and reinvestment projects underway topped with newly signed Work-for-Hire (WFH) deals to drive continuing growth for the group.

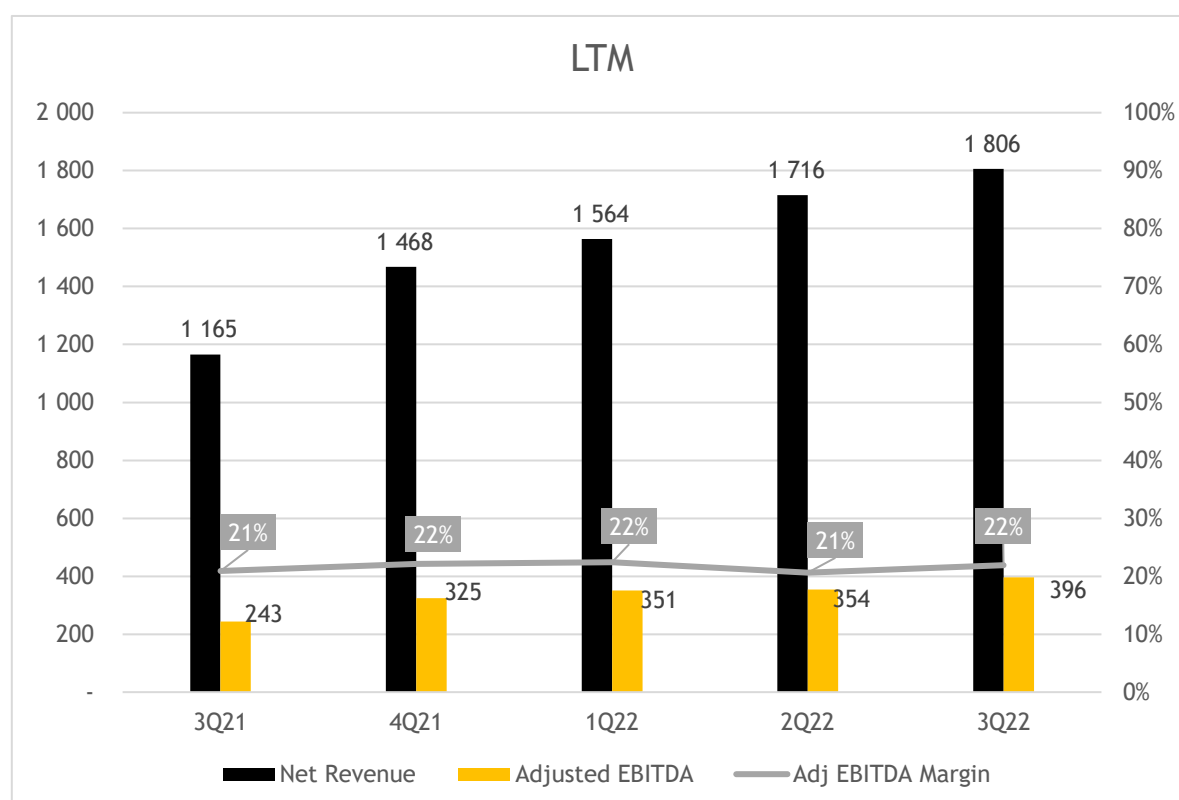
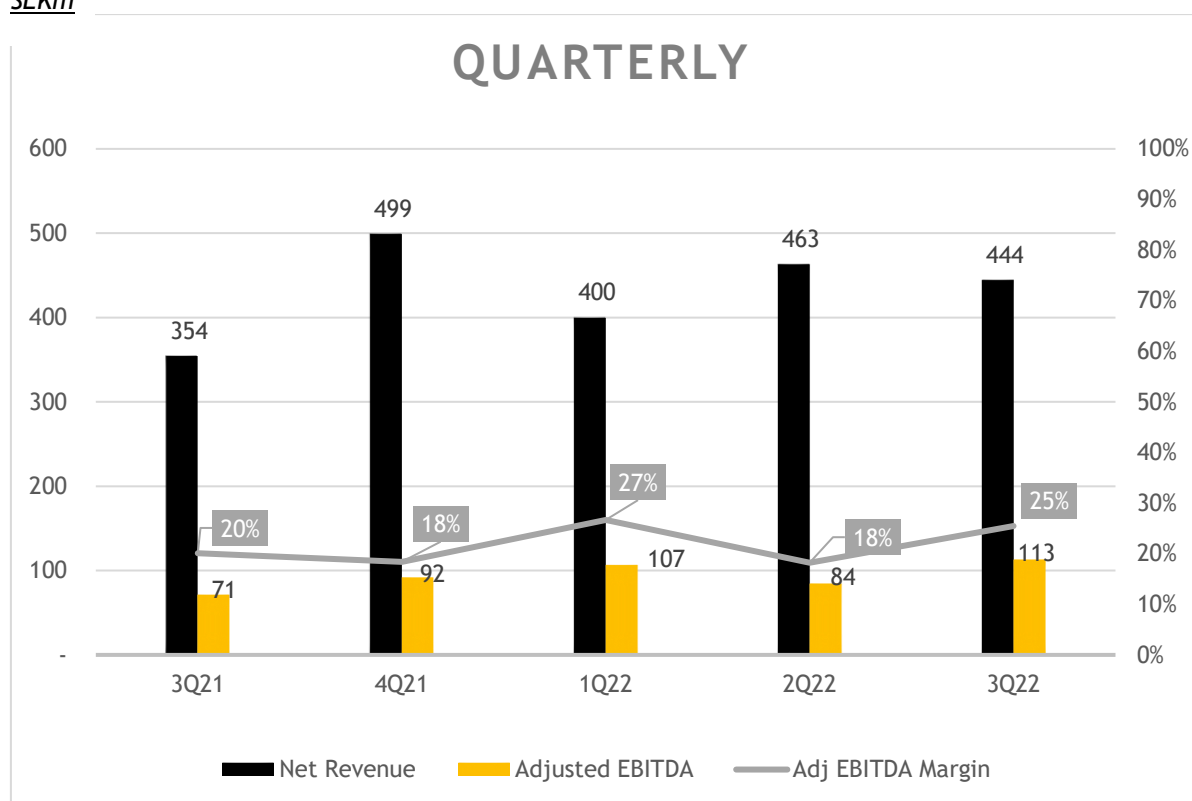
Creative, marketing and distribution expertise and capabilities

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

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

Net Revenue and Adjusted EBITDA

SEKm



SUMMARY BY SEGMENT

Game Segment

Net Revenue for the Game Segment amounted to SEK 294.8 (250.3) million in Q3 2022, corresponding to a 17.8 percent growth and representing 66.3 percent of total group Net Revenue. Adjusted EBITDA for the period amounted to SEK 99.0 (64.1) million, representing 87.6 percent of the group total.

DAYBREAK

For Q3 2022, Daybreak contributed Net Revenue of SEK 216.2 (169.7) million, corresponding to 27.4 percent growth and Adjusted EBITDA amounted to SEK 64.8 (63.7) million. The adjusted EBITDA margin amounted to 29.9 (37.5) percent. The unfavorable comparison against the pandemic boosted result in 2021 remained throughout the quarter, and the growth year-on-year is largely driven by Magic Online and a FX tailwind. September marked an increase for The Lord of the Ring Online as a direct benefit of Amazon TV series launch, and the games 10th expansion 'Before the Shadows' was released November 15. Daybreak results represented the largest contribution amongst the group companies with Net Revenue contribution of 48.6 percent and Adjusted EBITDA contribution of 57.3 percent for the period.

BIG BLUE BUBBLE

Big Blue Bubble delivered a strong performance for the quarter with Net Revenue of SEK 47.9 (31.6) million corresponding to a 51.8 percent growth and Adjusted EBITDA of SEK 30.4 (18.3) million. Big Blue Bubble's contributions represented 10.8 percent of Net Revenue and 26.9 percent of Adjusted EBITDA for the group. My Singing Monsters 10-year-anniversary-campaign was a big success, and the game has also turned viral on Tiktok. In conjunction with the anniversary celebration the title had its best quarter since inception and continues to perform.

PIRANHA

Net Revenue and Adjusted EBITDA for the quarter came in at SEK 25.1 million and SEK 9.1 million, respectively. Since Q4 2021, Piranha has been operating profitably. In addition to continuing earnings from MechWarrior 5 DLC and MechWarrior Online, Piranha is beginning to ramp up the WFH business successfully.

TOADMAN STUDIOS AND ANTIMATTER GAMES

Both studios are largely focused on new product development. Titles in the pipeline include Block N Load 2, Evil v Evil, Minimal Affect and IGI. The teams are continuing to make progress meanwhile potential WFH contracts are evaluated, which might have an impact on the scheduled release dates.

The relocation of Toadman's Russian studio is proceeding according to plan and have now been given greenlight from the Greek authorities. Some of our on-going projects may experience delays due to this relocation effort, but we do not expect any material negative impacts.

Service Segment

For Q3 2022, the Service segment delivered 44.1 percent organic growth. Net Revenue came in at SEK 149.7 (103.9) million, representing 33.7 percent of the group's total Net Revenue. Adjusted EBITDA amounted to SEK 18.9 (13.3) million, corresponding to an adjusted EBITDA margin of 12.6 (12.8) percent.

PETROL

For Q3 2022, Petrol delivered solid performance with Net Revenue of SEK 66.3 (35.0) million, representing exceptional growth of 89.4 percent from the comparable period last year. Adjusted EBITDA was SEK 9.6 (2.8) million, representing a solid margin of 14.5 percent. One driver behind Petrol's performance in the quarter was the successful campaign for 'Marvel Snap' reaching number one free to play game and number one strategy game on Appstore. Other successful projects in the quarter included Call of Duty-Modern warfare II and Saint Row. During 2021 up to the end of third quarter, Petrol had to contend with a number of project delays with uncertainties from the pandemic, resulting in depressed results.

FIRESHINE GAMES

Fireshine Games delivered a solid third quarter despite that the release of Rebellion's Sniper Elite 5 was moved from Q3 to Q2 2022. The Net Revenue for the period came in at SEK 83.4 (68.9) million, representing 21.0 percent growth over Q3 2021. Adjusted EBITDA came in at SEK 9.3 (10.5) million, representing a 11.1 percent adjusted EBITDA margin. The successful release of digital indie titles earlier this year continued to be a key contributor in the quarter. Fireshine continues its transition to a more balanced model with both digital and physical distribution by investing in digital publishing pipeline and capabilities. With ten more digital indie studio games signed for 2023 and 2024 releases, the pipeline looks promising. The transformation to more digital indie game releases reduce Fireshine's historical dependency on a few large publisher partners. This is consistent with EG7's strategy to improve the overall risk-reward profile of the group.

Innova - discontinued operations

INNOVA

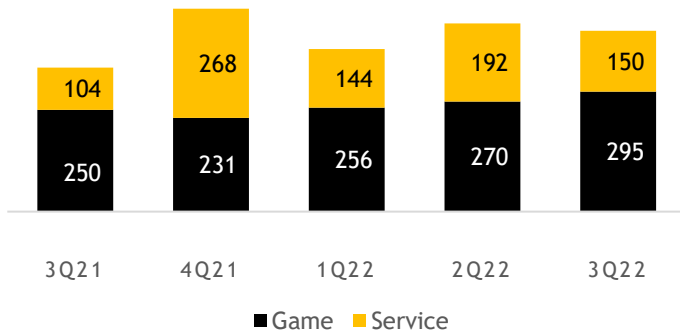
Due to unforeseen and extraordinary geopolitical situation EG7 announced on April 19 the intention to divest the Russian subsidiary Innova, who publishes 12 titles on its 4game platform. From the start of the year up until September 23 Innova had a Net Revenue of SEK 197.2 million and EBITDA of SEK 57.8 million.

On September 23, EG7 communicated the agreement to sell Innova to Games Mobile ST LTD. The board determined that the transaction with Games Mobile ST LTD would result in an overall better outcome for both the shareholders of EG7 and Innova's long-term prospects than the previously communicated management-buy-out (MBO). The guaranteed portion of the transaction value is EUR 21 million. There is also an additional contingent consideration of up to EUR 13.5 million in the event Games Mobile ST LTD sells Innova within 5 years of closing at certain valuation thresholds. The guaranteed portion of the consideration is paid as follows: (i) EUR 17.0 million of cash was paid at closing in September (ii) EUR 4.0 million of cash in equal quarterly installments over the following 18 months. Additionally, if the buyer sells Innova for more than USD 100 million after five years from closing, EG7 will receive 20 percent of the proceeds from such sale.

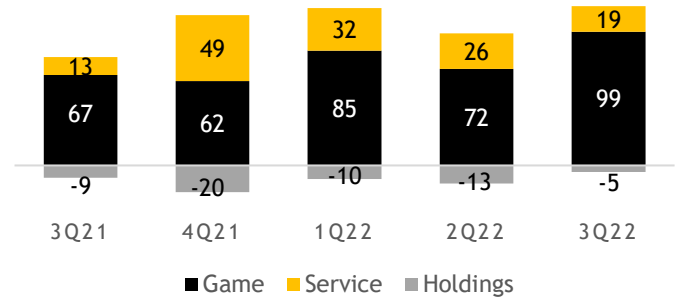
During the third quarter EG7 received the initial purchase price of EUR 17 million, corresponding to SEK 185.3 million. The first quarterly installment out of six in total amounting to the remaining guaranteed purchase price of EUR 4.0 million was received in October. The successful divestment of Innova also contributed to a capital gain of SEK 91.3 million in the third quarter, following a write-down of the acquisition-related assets amounting to SEK 1,086.5 million in the second quarter.

For further details regarding Innova see Note 5.

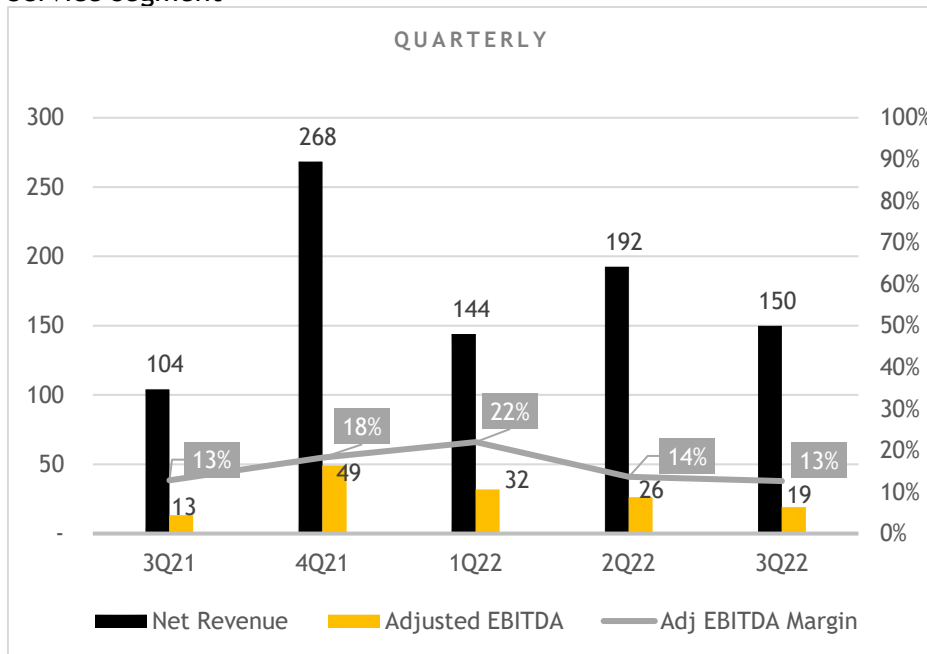
QUARTERLY NET REVENUE



QUARTERLY ADJUSTED EBITDA



Service segment



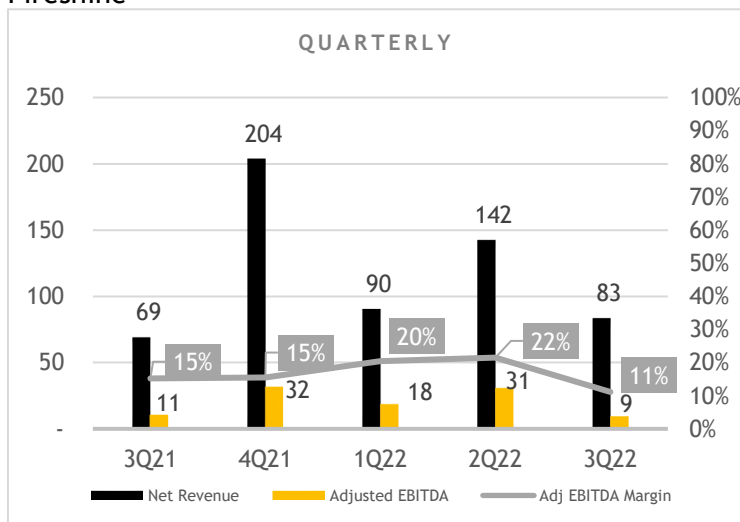
Q3 Net Revenue contribution

Fireshine	83	56%
Petrol	66	44%
Service segment total	150	100%

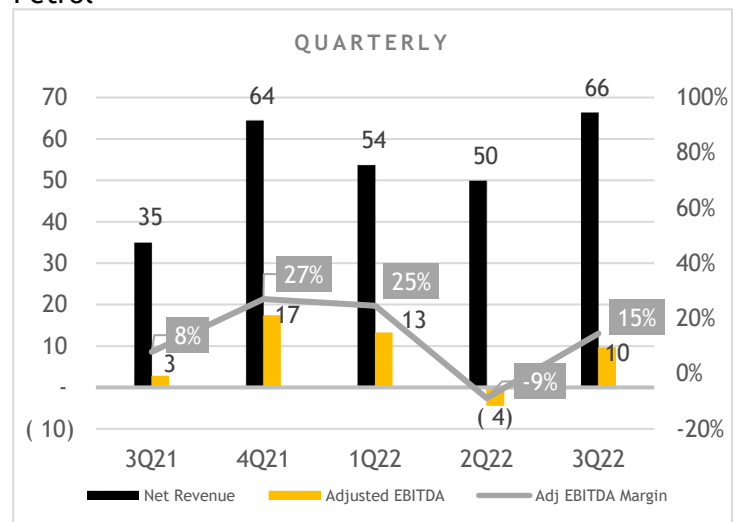
Q3 Adj EBITDA contribution

Fireshine	9	47%
Petrol	10	53%
Service segment total	19	100%

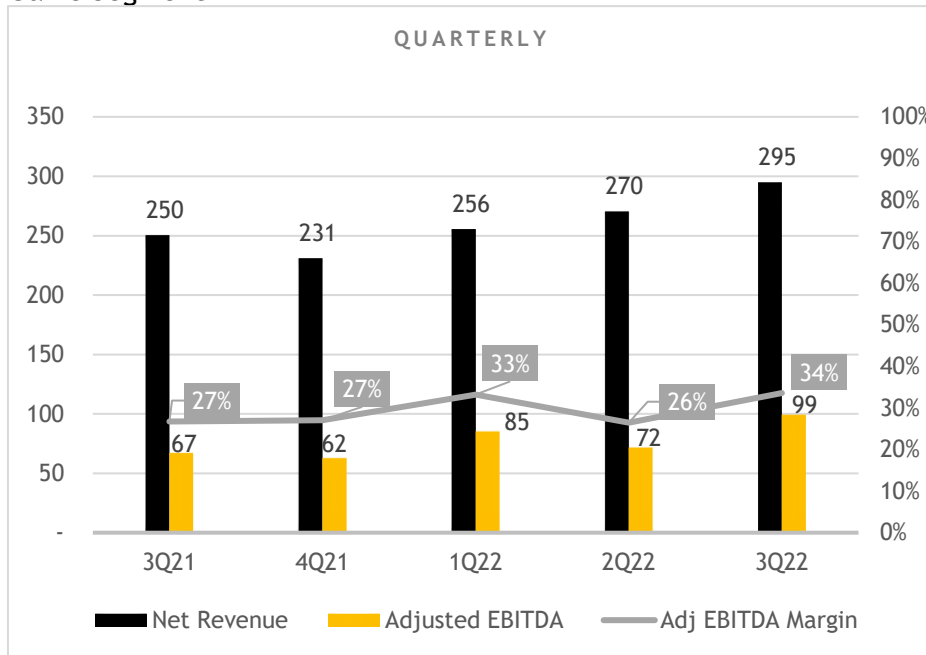
Fireshine



Petrol



Game Segment



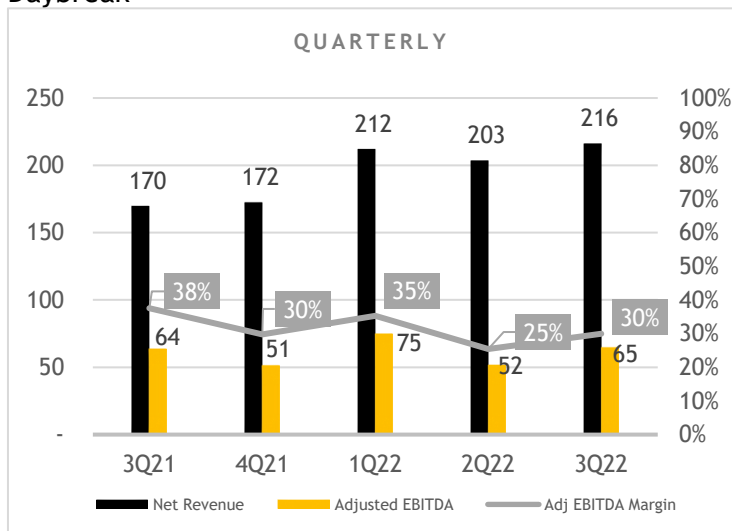
Q3 Net Revenue contribution

Daybreak	216	73%
Big Blue Bubble	48	16%
Piranha	25	9%
Toadman & AMG	5	2%
Game segment total	295	100%

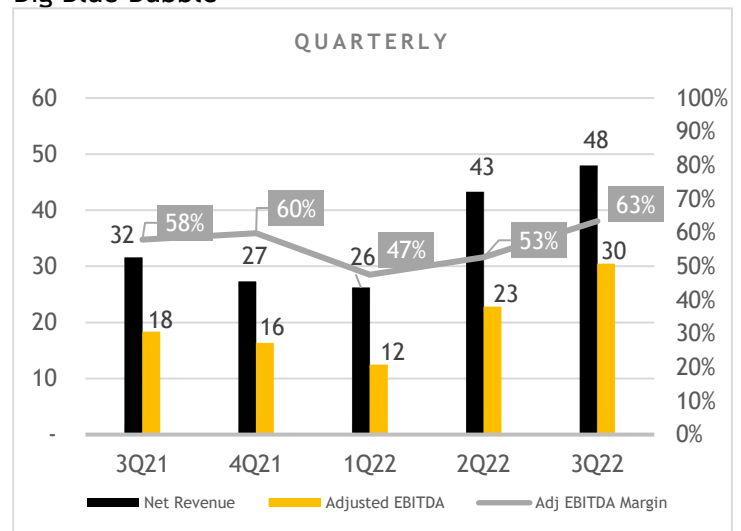
Q3 Adj EBITDA contribution

Daybreak	65	66%
Big Blue Bubble	30	30%
Piranha	9	9%
Toadman & AMG	-5	-5%
Game segment total	99	100%

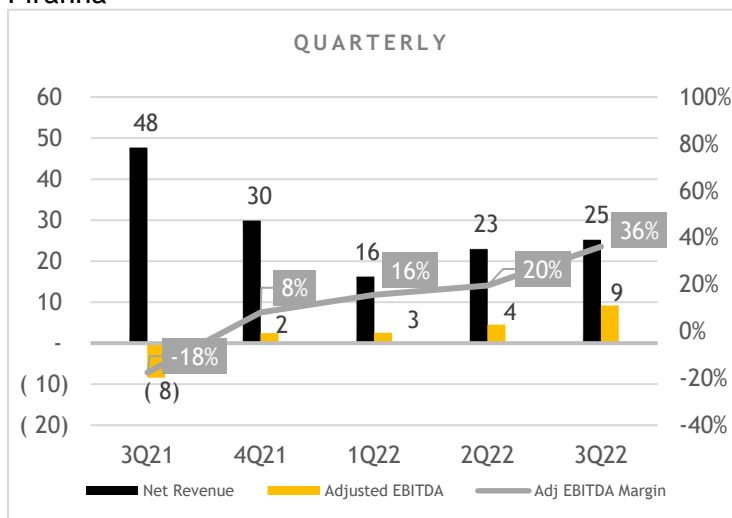
Daybreak



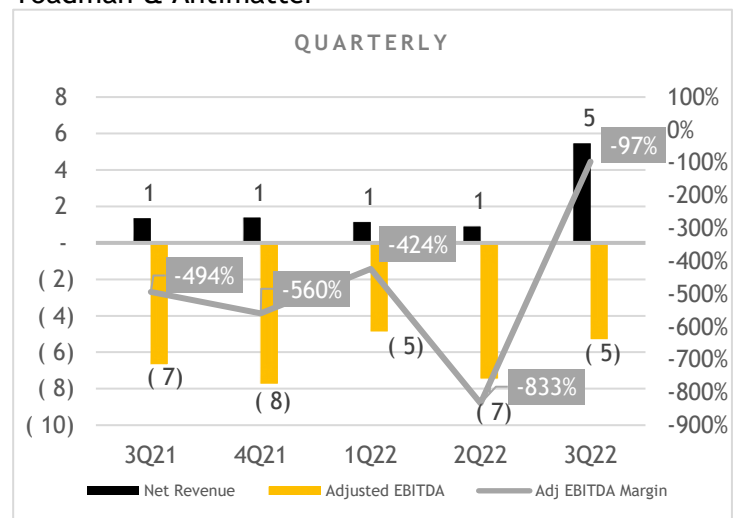
Big Blue Bubble



Piranha



Toadman & Antimatter



FINANCIAL OVERVIEW

Net Revenue and Operating Profit

SEKm	JUL-SEP			JAN-SEP			JAN-DEC
	2022	2021	% CHG	2022	2021	% CHG	2021
Net Revenue	444.5	354.2	25.5%	1,306.9	968.9	34.9%	1,467.9
Adjusted EBITDA	113.1	71.2	58.9%	303.9	233.0	30.4%	324.8
EBITDA	123.2	60.7	103.1%	296.9	216.5	37.1%	642.6
Adjusted EBIT	49.1	15.9	209.2%	136.9	89.6	52.8%	116.1
EBIT	59.3	5.4	996.3%	-91.7	73.2	-225.3%	157.7
<i>% Margins</i>							
Adjusted EBITDA margin	25.4%	20.1%		23.3%	24.0%		22.1%
EBITDA margin	27.7%	17.1%		22.7%	22.3%		43.8%
Adjusted EBIT margin	11.1%	4.5%		10.5%	9.3%		7.9%
EBIT margin	13.3%	1.5%		-7.0%	7.6%		10.7%

Net Revenue in Q3 2022 came in at SEK 444.5 (354.2) million, representing a 25.5 percent growth year-on-year. The growth was driven by a combination of contributions from acquisitions and an organic growth of 18.8 percent, excluding Magic Online. Without the positive currency effect of SEK 61.8 million the organic growth was 1.2 percent in the quarter. Adjusted EBITDA and Adjusted EBIT were SEK 113.1 (71.2) million and SEK 49.1 (15.9) million for the quarter, representing 25.4 percent and 11.1 percent margin respectively. The adjustment for non-recurring items affecting EBITDA in the third quarter comparability of SEK -10.1 million (10.5) was primarily adjustments for royalty costs.

Organic growth bridge

SEKm	JUL-SEP			JAN-SEP		
	2022	2021	% CHG	2022	2021	% CHG
Net Revenue	444.5	354.2	25.5%	1,306.9	968.9	34.9%
Magic Online Q3 2022	-23.6			-68.4		
Organic Revenue excl Magic Online	420.9	354.2	18.8%	1,238.5	968.9	27.8%
FX effect		+61.8			+137.1	
Organic Revenue FX adjusted excl Magic Online	420.9	416.1	1.2%	1,238.5	1,106.0	12.0%

Capitalized development costs

SEKm	JUL-SEP		JAN-SEP	
	2022	2021	2022	2021
Beginning balance	313.6	284.8	328.8	184.4
Acquired capitalized development costs	-1.0	-18.6	1.1	31.2
Capitalized development cost	37.7	52.1	112.6	103.0
Reclassified from Other intangible assets	5.5	-8.4	118.7	-9.1
Amortization of product development	-10.1	-11.7	-34.5	-14.4
Write down	-8.0	0.0	-200.8	0.0
FX	5.6	1.8	17.6	5.0
Ending balance	343.3	300.1	343.3	300.1

For Q3 2022 the total development costs capitalized were SEK 37.7 million. The decrease from the comparable period previous year is due to the close down of the Marvel project and the shift to invest more in already commercialized products, like live games, which to a higher degree is viewed as maintenance costs. Amortization of product development amounted to SEK -10.1 (-11.7) million. In the second quarter there was a decision to stop developing Marvel and the capitalized development costs together with other group intangible assets was written down, a total write down of SEK -229.4 million affecting the full year figures. The write down of Marvel in Q2 is revalued in Q3 which explains most of the write downs in the third quarter.

The net closing balance of capitalized development cost as of the end of the quarter was SEK 343.3 million.

Financial net

SEKm	JUL-SEP		JAN-SEP	
	2022	2021	2022	2021
Net interest expense	-3.7	-5.4	-10.2	-17.0
Discount interest expense earn-out and other	-8.4	-43.9	-23.8	-64.2
Interest leasing	-0.8	-0.4	-2.1	-1.3
Financing fees	0.0	0.3	-0.2	1.4
Loan forgiveness (Covid related in US)	0.0	0.0	12.0	0.0
FX effects	3.2	17.1	0.7	3.6
Financial net	-9.7	-32.3	-23.6	-77.5

The financial net amount for Q3 2022 was SEK -9.7 million compared to SEK -32.3 million for the same period last year. The change in financial net was primarily due to lower interest expenses. Last year the discount interest was greater due to higher estimated earn-out for the Piranha acquisition that was revalued in Q4 2021.

Financing

SEKm	SEP	
	2022	2021
Total debt	-404.7	-406.9
Cash and cash equivalents	654.2	442.2
Net cash	249.5	35.3

***Note:** Innova is included for year 2021

The net cash by the end of the quarter amounted to SEK 249.5 million consisting of a cash balance of SEK 654.2 million and a financial debt of SEK 404,7 million. The comparable figure for 2021 includes SEK 2.7 million of debt, and SEK 71.3 million cash from Innova. The sale of Innova positively affected cash with SEK 185.3 million in the quarter.

Cash flow

<i>SEKm</i>	JUL-SEP		JAN-SEP		JAN-DEC
	2022	2021	2022	2021	2021
Operating profit (EBIT) from continuing operations	59.3	5.4	-91.7	73.2	157.7
Adjustment for non-cash flow items	68.2	48.4	422.8	123.8	76.7
Financial net	-9.6	-32.2	-23.6	-77.5	-33.6
Taxes paid	0.2	-2.3	-20.7	-5.0	-7.3
Operating cash flows before balance sheet cash flow impact	118.1	19.3	286.8	114.5	193.5
Change in net working capital	13.2	67.4	-26.5	45.0	45.0
Cash flow from operations	131.3	86.7	260.3	159.5	238.5
Cash flow from investment activities	140.5	-53.9	-11.5	-652.3	-723.5
Cash flow from financing activities	-20.4	-145.7	-32.9	-237.8	-235.2
Cash and cash equivalents, start of period	381.3	479.8	389.6	1,087.5	1,087.5
Cash flow for the period	251.5	-112.8	215.9	-730.6	-720.3
Exchange rate differences	21.5	3.8	48.8	13.9	22.3
Cash and cash equivalents, end of period	654.3	370.8	654.3	370.8	389.6

For Q3 2022 EG7 had net cash inflow of SEK 251.5 million. The cash flow from operations was SEK 131.3 million compared to SEK 86.7 million for the same period last year. The cash flow was also positively affected by SEK 140.5 million of investing activities, with the sale of Innova contributing with SEK 185.3 million. Capitalized development expenses amounted to SEK -37.7 million. Financing activities was SEK -20.4 million mainly due to the amortization of the leasing liability. Exchange fluctuation in liquid funds amounted to SEK 21.5 million. Overall, the Group continued to have a strong liquidity position with SEK 654.3 million of cash and cash equivalents available as of the end of Q3 2022.

FINANCIAL REPORTS

Income Statement - Group

SEKm	Note	QUARTER		ACCUMULATED		FULL YEAR
		JUL-SEP 2022	JUL-SEP 2021	JAN-SEP 2022	JAN-SEP 2021	JAN-DEC 2021
Net Revenue	2,3	444.5	354.2	1,306.9	968.9	1,467.9
Other Revenue		8.5	6.7	21.2	23.3	365.1
Total Revenue		453.0	360.9	1,328.2	992.2	1,832.9
<i>Operating expenses</i>						
Cost of goods sold		-136.9	-145.9	-445.3	-340.7	-584.6
Other external expenses		-50.9	-41.0	-154.2	-119.6	-178.5
Personnel expenses		-184.6	-141.5	-546.7	-405.8	-553.3
Own work capitalized		37.7	26.9	112.6	90.5	127.0
Other expenses		5.0	1.4	2.4	0.0	-1.0
Operating profit before depreciation and amortization (EBITDA)		123.2	60.7	296.9	216.5	642.6
Depreciation of tangible and right-of-use assets		-13.4	-11.3	-34.2	-28.7	-37.8
Operating profit before amortization of intangible assets (EBITA)		109.9	49.4	262.7	187.8	604.8
Amortization of acquisition-related intangible assets		-32.7	-36.0	-91.3	-99.4	-414.5
Amortization of other intangible assets		-17.9	-8.0	-263.1	-15.3	-32.6
Operating profit (EBIT)		59.3	5.4	-91.7	73.2	157.7
Financial net		-9.7	-32.3	-23.6	-77.5	-104.1
Profit before tax		49.6	-26.9	-115.3	-4.3	53.6
Tax expense for the period		-20.9	-6.0	-62.9	-27.9	11.7
NET PROFIT FROM CONTINUED OPERATIONS		28.6	-32.8	-178.2	-32.2	65.3
Profit from discontinued operations, net of tax	5	91.3	4.6	-971.2	18.5	31.5
NET PROFIT FOR THE YEAR		119.9	-28.2	-1,149.4	-13.8	96.8

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

EARNINGS PER SHARE	QUARTER		ACCUMULATED		FULL YEAR
	JUL-SEP 2022	JUL-SEP 2021	JAN-SEP 2022	JAN-SEP 2021	JAN-DEC 2021
Earnings per share before and after dilution (SEK)	1.35	-0.32	-13.04	-0.16	1.13
Average number of shares before and after dilution	88,603,526	87,118,089	88,159,369	84,787,482	85,370,134

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

SEKm	QUARTER		ACCUMULATED		FULL YEAR
	JUL-SEP 2022	JUL-SEP 2021	JAN-SEP 2022	JAN-SEP 2021	JAN-DEC 2021
Net profit for the period	119.9	-28.2	-1,149.4	-13.8	96.8
<i>Items that will be reclassified to profit or loss</i>					
Translation difference	296.8	64.5	742.9	186.9	248.2
Deferred tax	2.5	-8.5	-46.3	-18.7	-28.8
Other comprehensive income for the period	299.3	56.0	696.6	168.2	219.4
Comprehensive income for the period	419.2	27.8	-452.8	154.4	316.3

Balance Sheet - Group

SEKm	Note	30 SEP 2022	30 SEP 2021*	31 DEC 2021*
ASSETS				
Non-current assets				
Intangible non-current assets		4,445.4	4,895.5	5,016.5
Tangible non-current assets		29.2	43.9	43.3
Right-of-use assets		49.4	57.0	44.2
Financial non-currents assets	4	16.4	595.6	71.6
Total non-current assets		4,540.3	5,592.0	5,175.6
Current assets				
Inventory		13.0	12.7	13.2
Current receivables	4	337.0	223.7	335.4
Cash and cash equivalents	4	654.2	442.2	483.9
Total current assets		1,004.2	678.6	832.5
TOTAL ASSETS		5,544.5	6,270.6	6,008.1
EQUITY AND LIABILITIES				
Equity				
Equity attributable to the parent company's shareholders		4,206.4	4,435.7	4,597.8
Total equity		4,206.4	4,435.7	4,597.8
Non-current liabilities	4	745.7	1,342.1	691.0
Current liabilities	4	592.4	492.8	719.3
TOTAL EQUITY AND LIABILITIES		5,544.5	6,270.6	6,008.1

***Note:** Innova is included for year 2021

Cash Flow Statement - Group

	QUARTER		ACCUMULATED		FULL YEAR
	JUL-SEP 2022	JUL-SEP 2021	JAN-SEP 2022	JAN-SEP 2021	JAN-DEC 2021
<i>SEKm</i>					
OPERATING ACTIVITIES					
Operating profit (EBIT) from continuing operations	59.3	5.4	-91.7	73.2	157.7
Adjustments for non-cash flow items	68.2	48.4	422.8	123.8	76.7
Financial items and tax	-9.4	-34.5	-44.3	-82.5	-40.9
Cash flow from operating activities before changes in working capital	118.1	19.3	286.8	114.5	193.5
Cash flow from changes in working capital	13.2	67.4	-26.5	45.0	45.0
Cash flow from operating activities	131.3	86.7	260.3	159.5	238.5
INVESTMENT ACTIVITIES					
Cash flow from investment activities	140.5	-53.9	-11.5	-652.3	-723.5
FINANCING ACTIVITIES					
Cash flow from financing activities	-20.4	-145.7	-32.9	-237.8	-235.2
CASH FLOW FOR THE PERIOD	251.5	-112.8	215.9	-730.6	-720.3
Cash and cash equivalents at start of period	381.3	479.8	389.6	1087.5	1087.5
Cash flow for the period	251.5	-112.8	215.9	-730.6	-720.3
Exchange rate differences	21.5	3.8	48.8	13.9	22.3
Cash and cash equivalents at end of period	654.3	370.8	654.3	370.8	389.6
Specification of cash and cash equivalents					
Total cash balance	654.3	370.8	654.3	370.8	389.6
<i>of which are blocked</i>	-2.6	-2.6	-2.6	-2.6	-2.6
Cash at the end of the period	651.7	368.2	651.7	368.2	387.0

Change in Equity - Group

EQUITY ATTRIBUTABLE TO THE SHAREHOLDERS OF THE PARENT COMPANY		
SEKm	2022 JAN-SEP	2021 JAN-SEP
Opening balance	4,597.8	3,108.2
Changes in equity during the period		
The Net profit of the period	-1,149.4	-13.8
Other comprehensive income for the period	696.6	168.2
Rights issue	61.7	1,172.8
First consolidation of OOO Artplant		0.5
Closing balance	4,206.6	4,435.9

Income Statement - Parent Company

	QUARTER		ACCUMULATED		FULL YEAR
	JUL-SEP 2022	JUL-SEP 2021	JAN-SEP 2022	JAN-SEP 2021	JAN-DEC 2021
<i>SEKm</i>					
Net Revenue	2.4	1.1	3.8	6.0	7.5
Other Revenue	0.0	0.0	0.0	0.0	0.0
Total Revenue	2.4	1.1	3.8	6.0	7.5
<i>Operating expenses</i>					
Cost of goods sold	-18.3	-23.3	-40.4	-63.3	-91.5
Other external expenses	-5.2	-2.4	-21.3	-26.9	-38.5
Personnel expenses	-4.6	-8.5	-16.7	-16.9	-22.9
Own work capitalized	15.2	10.4	31.0	38.6	56.4
Other expenses	0.0	0.0	0.0	0.0	0.0
Operating profit before depreciation and amortization (EBITDA)	-10.6	-22.8	-43.6	-62.4	-89.0
Depreciation and amortization	0.0	0.0	1.8	-0.2	-5.9
Operating profit (EBIT)	-10.6	-22.8	-41.8	-62.7	-94.8
Financial net	224.6	77.2	-627.5	106.3	13.9
Profit before tax	214.0	54.3	-669.4	43.7	-80.9
Appropriations	0.0	0.0	0.0	0.0	1.8
Tax expense for the period	3.1	-8.9	-44.4	-8.9	-13.8
NET PROFIT	217.1	45.4	-713.8	34.8	-92.9

Balance Sheet - Parent Company

<i>SEKm</i>	30 SEP 2022	30 SEP 2021	31 DEC 2021
ASSETS			
Non-current assets			
Intangible non-current assets	88.7	186.4	200.9
Tangible non-current assets	0.0	0.1	0.1
Financial non-currents assets	3,652.0	2,715.6	2,653.4
Total non-current assets	3,740.7	2,902.1	2,854.4
Current assets			
Current receivables	204.8	1,914.9	1,900.4
Cash and cash equivalents	215.2	131.5	82.5
Total current assets	420.0	2,046.5	1,982.9
TOTAL ASSETS	4,160.7	4,948.4	4,837.2
EQUITY AND LIABILITIES			
Equity	3,692.5	4,471.9	4,344.6
Non-current liabilities	400.4	433.4	399.2
Current liabilities	67.9	43.2	93.4
EQUITY AND LIABILITIES	4,160.7	4,948.5	4,837.2

Segment performance data

SEKm	2022	2022	2022	2021	2021	2021	2021	2021
	Q3	Q2	Q1	Q4	Q3	Q2	Q1	Full year
NET REVENUE								
Game Segment								
Daybreak	216.2	203.4	212.1	172.4	169.7	174.7	187.2	704.0
Big Blue Bubble	47.9	43.2	26.2	27.3	31.6	27.3	22.9	109.0
Piranha	25.1	22.9	16.2	29.9	47.6	11.9	1.7	91.1
Toadman & AMG	5.5	0.9	1.1	1.4	1.3	2.6	2.2	7.5
Game total	294.8	270.4	255.6	230.9	250.3	216.4	214.0	911.6
Service Segment								
Petrol	66.3	49.9	53.7	64.4	35.0	32.7	31.5	163.5
Fireshine Games	83.4	142.5	90.4	203.7	68.9	62.0	58.1	392.7
Service total	149.7	192.4	144.0	268.1	103.9	94.7	89.6	556.3
TOTAL	444.5	462.8	399.7	499.0	354.2	311.1	303.6	1,467.9
SHARE OF TOTAL REVENUE (%)								
Game Segment								
Daybreak	49%	44%	53%	35%	48%	56%	62%	48%
Big Blue Bubble	11%	9%	7%	5%	9%	9%	8%	7%
Piranha	6%	5%	4%	6%	13%	4%	1%	6%
Toadman & AMG	1%	0%	0%	0%	0%	1%	1%	1%
Game total	66%	58%	64%	46%	71%	70%	70%	62%
Service Segment								
Petrol	15%	11%	13%	13%	10%	11%	10%	11%
Fireshine Games	19%	31%	23%	41%	19%	20%	19%	27%
Service total	34%	42%	36%	54%	29%	30%	30%	38%
NET REVENUE GROWTH YoY (%)								
Game Segment								
Daybreak	27%	16%	13%	6%*	-12%*	-23%*	11%*	-6%*
Big Blue Bubble	52%	59%	14%	21%*	27%*	-6%*	35%*	17%*
Piranha	-47%	92%	250%*	1,035%*	14%*	-60%*	-89%*	-22%*
Toadman & AMG	305%	-65%	-48%	-46%	3%	9%	-67%	-42%
Game total	18%	25%	19%	22%	-4%	-25%	-9%	-6%
Service Segment								
Petrol	90%	52%	71%	140%	62%	-16%	-47%	11%
Fireshine Games	21%	130%	55%	55%	14%	-39%	-35%	3%
Service total	44%	103%	61%	69%	27%	-33%	-40%	5%

NET REVENUE ORGANIC FX ADJUSTED YoY (%) growth/decline								
Game Segment								
Daybreak	-7%*	-13%*	-8%*	2%*	-10%*	-12%*	28%*	0%*
Big Blue Bubble	30%	41%	4%	14%*	24%*	-3%*	46%*	17%*
Piranha	-55%	67%	216%*	617%*	13%*	-59%*	-88%*	-22%*
Toadman & AMG	300%	-65%	-48%	-47%	1%	7%	-67%	-42%
Game total	-10%	7%	8%	15%	-3%	-16%	4%	-1%
Service Segment								
Petrol	56%	30%	53%	129%	55%	-3%	-39%	19%
Fireshine Games	16%	118%	44%	51%	7%	-37%	-30%	3%
Service total	31%	86%	47%	65%	21%	-28%	-34%	7%
ADJ EBITDA								
Game Segment								
Daybreak	64.8	51.7	74.8	51.5	63.7	65.6	79.5	260.4
Big Blue Bubble	30.4	22.8	12.4	16.3	18.3	11.9	8.1	54.6
Piranha	9.1	4.5	2.5	2.4	- 8.4	9.0	- 0.7	2.3
Toadman & AMG	- 5.3	- 7.4	- 4.9	- 7.7	- 6.6	- 3.5	- 2.2	- 19.5
Game total	99.0	71.6	84.9	62.5	67.1	83.5	84.7	297.7
Service Segment								
Petrol	9.6	- 4.4	13.2	17.4	2.8	4.8	5.8	30.7
Fireshine Games	9.3	30.6	18.5	31.6	10.5	1.9	- 1.4	42.6
Service total	18.9	26.2	31.7	49.0	13.3	6.6	4.4	73.2
Holding	- 4.8	- 13.5	- 10.1	- 19.7	- 9.1	- 9.0	- 8.4	- 46.2
TOTAL	113.0	84.3	106.5	91.7	71.2	81.2	80.7	324.8
ADJ EBITDA MARGIN (%)								
Game Segment								
Daybreak	30%	25%	35%	30%	38%	38%	42%	37%
Big Blue Bubble	63%	53%	47%	60%	58%	44%	35%	50%
Piranha	36%	20%	16%	8%	-18%	75%	-45%	3%
Toadman & AMG	-97%	-833%	-424%	-560%	-494%	-120%	-99%	-260%
Game total	34%	26%	33%	27%	27%	39%	40%	33%
Service Segment								
Petrol	15%	-9%	25%	27%	8%	15%	18%	19%
Fireshine Games	11%	22%	20%	15%	15%	3%	-2%	11%
Service total	13%	14%	22%	18%	13%	7%	5%	13%

EMPLOYEES (last day of the period)								
Game Segment								
Daybreak	243	234	246	239	247	239		239
Big Blue Bubble	64	69	69	69	72	80		69
Piranha	70	77	77	80	77	75		80
Toadman	122	143	137	133	134	114		133
AMG	58	56	46	43	41	42		43
Game total	557	579	575	564	571	550		564
Service Segment								
Petrol	84	79	80	76	72	72		76
Fireshine Games	30	27	28	28	28	22		28
Service total	114	106	108	104	100	94		104
Holding	10	8	6	7	14	12		7
TOTAL	681	693	689	675	685	656		675

*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-Sep 2022					
Revenue from external customers	486.1	820.7	1,306.8	0.0	1,306.8
Revenues from other segments	0.0	0.0	0.0	0.0	0.0
Net Revenue	486.1	820.7	1,306.8	0.0	1,306.8
Operating profit before depreciation and amortization (EBITDA)	76.8	249.2	326.0	-29.1	296.9
Depreciation and amortization					-388.6
Financial net					-23.6
Profit before tax					-115.3
Tax expense					-62.9
NET PROFIT FROM CONTINUED OPERATIONS					-178.2
Profit from discontinued operations, net of tax					-971.2
NET PROFIT FOR THE YEAR					-1,149.4
Jan-Sep 2021					
Revenue from external customers	288.1	680.7	968.8	0,0	968.8
Revenues from other segments	0.0	0.0	0.0	0.0	0.0
Net Revenue	288.1	680.7	968.8	0.0	968.8
Operating profit before depreciation and amortization (EBITDA)	24.2	238.9	263.1	-46.6	216.5
Depreciation and amortization					-143.4
Financial net					-77.5
Profit before tax					-4.3
Tax expense					-27.9
NET PROFIT FROM CONTINUED OPERATIONS					-32.2
Profit from discontinued operations, net of tax					18.5
NET PROFIT FOR THE YEAR					-13.8

Note 3 Revenue from Customer Contracts

Jan-Sep 2022	Service segment	Game segment	Group eliminations	Total group
<i>Geographical region</i>				
Europe	167.5	179.1	0.0	346.6
North America	274.5	608.3	0.0	882.8
Other markets	44.1	33.3	0.0	77.4
Revenue from customer contracts	486.1	820.7	0.0	1,306.8
<hr/>				
Jan-Sep 2021	Service segment	Game segment	Group eliminations	Total group
<i>Geographical region</i>				
Europe	107.6	113.4	0.0	221.0
North America	153.0	542.3	0.0	695.4
Other markets	27.4	25.0	0.0	52.5
Revenue from customer contracts	288.1	680.7	0.0	968.9

Note 4 Financial Instruments

Valuation of financial assets and liabilities per Sep 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	203.3	203.3
Cash and cash equivalents	0.0	654.2	654.2
Total	0.0	857.5	857.5
<hr/>			
Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost	Total reported values
Contingent consideration	84.7	0.0	84.7
Liabilities to credit institutions	0.0	404.7	404.7
Accounts payable	0.0	43.8	43.8
Other financial liabilities	0.0	533.5	533.5
Total	84.7	982.0	1,066.7

*Valuation of financial assets and liabilities per Sep 30. 2021**

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	118.3	118.3
Cash and cash equivalents	0.0	442.2	442.2
Total	0.0	560.5	560.5

Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost	Total reported values
Contingent consideration	453.6	0.0	453.6
Liabilities to credit institutions	0.0	406.9	406.9
Accounts payable	0.0	33.3	33.3
Other financial liabilities	0.0	536.4	536.4
Total	453.6	976.6	1,430.2

**NOTE: INNOVA IS INCLUDED FOR YEAR 2021*

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-Sep 2022	Jan-Sep 2021
At beginning of period	128.7	484.3
Acquisitions during the period	0.0	276.6
Payments	-68.2	-445.2
Interest	10.5	43.5
Reclassification through profit or loss	-0.9	-15.3
FX effect	14.5	109.7
At end of period	84.7	453.6

Realized gains for contingent consideration held as of the balance sheet date amounted to 0.9 MSEK (15.3 MSEK). This amount is included as part of other operating income in the group's income statement.

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, 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
	JUL-SEP 2022	JUL-SEP 2021	JAN-SEP 2022	JAN-SEP 2021	JAN-DEC 2021
SEKm					
Net Revenue	73.9	55.2	197.2	128.5	202.6
Other Revenue	2.8	1.0	27.2	1.8	2.9
Total Revenue	76.7	56.3	224.4	130.4	205.5
<i>Operating expenses</i>					
Cost of goods sold	-33.8	-20.9	-78.8	-48.9	-78.2
Other external expenses	-9.2	-4.8	-22.5	-10.1	-13.7
Personnel expenses	-22.0	-13.1	-57.9	-25.8	-41.5
Other expenses	-4.0	0.2	-7.4	0.0	0.0
Operating profit before depreciation and amortization (EBITDA)	7.7	17.6	57.8	45.6	72.0
Depreciation of tangible and right-of-use assets	-4.9	-2.5	-14.1	-4.9	-10.3
Operating profit before amortization of intangible assets (EBITA)	2.7	15.1	43.7	40.7	61.7
Amortization of acquisition-related intangible assets	-14.9	-5.7	-1,126.8	-11.2	-13.7
Amortization of other intangible assets	-0.2	-2.8	-0.2	-7.0	-9.7
Operating profit (EBIT)	-12.3	6.6	-1,083.3	22.5	38.3
Transactional result	111.3	-0.4	112.5	-1.0	-1.2
Profit before tax	99.0	6.2	-970.9	21.5	37.1
Tax expense for the period	-7.3	-1.6	-0.4	-3.0	-5.6
NET PROFIT FROM DISCONTINUED OPERATIONS	91.7	4.6	-971.2	18.5	31.5

Balance sheet discontinued operations

	26 Sep 2022	30 Sep 2021*	31 Dec 2021*
Intangible non-current assets	27.7	1,102.3	1,096.4
Tangible non-current assets	9.1	25.9	14.6
Financial non-currents assets	48.3	54.1	50.9
Inventory	1.0	0.4	0.4
Current receivables	151.2	8.7	6.6
Cash and cash equivalents	121.7	71.3	94.3
Non-current liabilities	-5.7	-41.2	-24.4
Current liabilities	-241.3	-82.0	-82.9
Net identifiable assets	112.0	1,139.5	1,155.8

*Innova is included in the group balance sheet as of 2021.

THE SHARE AND SHAREHOLDERS

SHAREHOLDER (30-09-2022)	No. of Shares	Capital %
Settecento Ltd	8 916 304	10.06%
Jason Epstein	7 999 092	9.03%
Media and Games Invest SE	7 126 190	8.04%
Dan Sten Olsson med familj och stiftelse	6 912 000	7.80%
Avanza Pension	4 594 266	5.19%
Lloyd Fonds AG	3 167 000	3.57%
Rasmus Davidsson	2 872 743	3.24%
Aguja Capital GmbH	2 378 265	2.68%
Chelverton Asset Management	1 859 760	2.10%
Alan Hunter	1 835 680	2.07%
Other shareholders	40 942 226	46.20%
Total	88 603 526	100%

EG7 stock is listed on Nasdaq First North Growth Market with the ticker symbol 'EG7'. As of September 30, 2022, the total number of shares outstanding was 88,603,526 and the closing share price was SEK 14.95 per share.

RELATED PARTY TRANSACTIONS

The company did not make any material transactions with related parties during the period.

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 of 2021.

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.

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

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

Operating profit (EBIT): Earnings before financial items 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:

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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 415+ 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, Toadman Studios, Big Blue Bubble and Antimatter Games. In addition, the group's marketing department Petrol has contributed to the release of 1,500+ titles, of which many are leading global brands such as Call of Duty, Destiny and Elden Ring. The group's publishing and distribution department Firespine Games hold expertise in both physical and digital publishing. EG7 is headquartered in Stockholm with approximately 680 employees in 16 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

NOMINATION COMMITTEE

The nomination committee for AGM 2023 consists of:

- Jason Epstein, chairman of the board
- Georgy Chumbridge, appointed by Settecento Ltd
- Remco Westerman, appointed by Media and Games Invest
- Johan Wester, appointed by Dan Sten Olsson with family and trust

AUDITING

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

NEXT REPORT

The next financial report will be published:

Interim report Q4 2022: February 17, 2023

Annual Report 2022: April 25, 2023

Interim report Q1 2023: May 16, 2023

Interim report Q2 2023: August 15, 2023

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 6:00am CET on November 17, 2022.

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. November 17. 2022

Ji Ham	Jason Epstein	Alexander Albedj	Marie-Louise Gefwert	Shum Singh	Gunnar Lind
<i>Acting Chief Executive Officer</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>