

ENAD GLOBAL 7 AB (PUBL)

INTERIM REPORT

JAN-MAR 2026



INTERIM REPORT / JAN-MAR 2026

SUMMARY COMMENTS

For the first quarter, Net Revenue was SEK 345.3 (455.3) million, representing an FX-adjusted organic decline of 13.1 percent. EBITDA for the quarter amounted to SEK 64.7 (62.1) million, while Adjusted EBITDA was SEK 51.0 (73.7) million, corresponding to an Adjusted EBITDA margin of 14.8 (16.2) percent. Net Profit was SEK 20.8 (-18.5) million. The operational cash flow was SEK 89.1 (17.9) million.

Daybreak delivered a solid quarter with an organic Net Revenue growth of 16.8 percent in local currency driven by strong performances from Everquest, DC Universe Online and Palia. Following the successful launch of a new influencer strategy, Big Blue Bubble delivered a 3.6 percent organic growth in local currency in the first quarter. Fireshine had a softer quarter, generating SEK 45.3 of Net Revenue compared to SEK 144.9 for Q1 2025. The unfavorable comparison is due to the product release timing differences with 2026 slate being backloaded compared to 2025 where Q1 was the highest revenue quarter.

The Company has an exciting pipeline of major content and game releases coming up. In April, Fireshine published Far Far West, which is on track to be a solid performer already having sold over 700,000 units over the first week after launch. Palia just celebrated a major milestone of reaching 10 million life-time players and will be releasing its next annual expansion, Royal Highlands, on May 12th. Daybreak is on track to release EverQuest Legends in July. Cold Iron's new title, Aliens: Fireteam Elite 2, is planned for release in late Q3.

With further business optimization efforts completed and an exciting pipeline of major content and new games, the Company is well-positioned for solid potential growth in both top and bottom lines for the year.

HIGHLIGHTS FOR THE QUARTER

- Net Revenue of SEK 345.3 (455.3) million, representing an FX-adjusted organic decline of 13.1 percent.
- EBITDA of SEK 64.7 (62.1) million and Adjusted EBITDA of SEK 51.0 (73.7) million.
- EBIT of SEK 29.2 (-10.1) million and Adjusted EBIT of SEK 15.5 (1.7) million.
- Profit before tax of SEK 20.7 (-13.2) million.
- Earnings per share were SEK 0.24 (-0.21). Adjusted earnings per share of SEK 0.11 (-0.10).
- Cash flow from operations came in at SEK 89.1 (17.9) million.
- Cash balance of SEK 292.7 million, and an unutilized revolving credit facility of SEK 100.0 million.
- Net debt by the end of the quarter amounted to SEK -54.9 million.

KEY METRICS

SEKm, except per share data	QUARTER		FULL YEAR
	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
Net Revenue	345.3	455.3	1,626.3
Net Revenue Growth	-24.2%	19.3%	-5.1%
Organic FX Adj. Growth*	-13.1%	14.5%	-1.1%
EBITDA*	64.7	62.1	267.7
Adjusted EBITDA*	51.0	73.7	254.0
Adjusted EBITDA Margin, %*	14.8%	16.2%	15.6%
EBIT	29.2	-10.1	-2,086.4
Adjusted EBIT*	15.5	1.7	-48.3
Adjusted EBIT Margin, %*	4.5%	0.4%	-3.0%
Profit before Tax	20.7	-13.2	-2,109.8
Net Profit	20.8	-18.5	-1,935.1
EPS after dilution	0.24	-0.21	-21.84
Adjusted EPS*	0.11	-0.10	-3.58
Adjusted EPS, excl. M&A related amortizations*	0.15	0.20	15.27

* For definitions, see section "Definitions of alternative performance measures" on page 25

COMMENTS FROM THE CEO



Ji Ham, CEO

A steady start and positive Net Profit

Net Revenue was SEK 345.3 (455.3) million for the first quarter, representing a year-over-year decline of 13.1 percent in constant currencies. The lower level of Net Revenue compared with the first quarter last year is mainly attributable to (i) a large unfavorable currency impact, which amounted to SEK 50.4 million, and (ii) lower Q1 Net Revenues for Fireshine due to the timing of its product releases being backloaded for 2026. Adjusted EBITDA amounted to SEK 51.0 million compared to SEK 73.7 million last year, corresponding to a margin of 14.8 percent. Net Profit reached SEK 20.8 (-18.5) million with the benefit from lower amortization expense levels post impairment in Q4 and SEK 16 million gain from the acquisition of the remaining earnout to the sellers of Daybreak at a discount to the existing book value. Operational cash flow came in at SEK 89.1 (17.9) million.

Strategic initiatives and operational focus

During the quarter, we took several strategic steps to align investor incentives, streamline operations and adjust our cost base to meet our long-term performance ambitions.

EG7 entered into an agreement to settle the remaining tax-related contingent consideration associated with the acquisition of Daybreak by paying USD 11.0 million. This deal is expected to generate USD 1-3 million in increased cash flow retention per annum over the next 12 years.

A key priority has been to continually evaluate and enhance operational focus across the Group. The organizational realignments implemented in Petrol and Piranha are important, establishing a clearer

path to sustainable profitability for these businesses. The cost reductions in Petrol and Piranha, together with reduced Board remuneration, are expected to reduce annual costs by SEK 32 million from Q2.

Portfolio highlights and upcoming releases

At the same time, we continue to see encouraging development across our game portfolio. My Singing Monsters (MSM) is continuing to perform well following its strategic shift towards increased collaboration with influencers and artists. This has led to the introduction of new features such as the concert experience Clubbox, supporting continued engagement and potential for growth.

Looking ahead, we are in an active release period with several important releases coming up. In Q2, Fireshine successfully published Far Far West at the end of April with a strong initial reception supported by over 700,000 sold units the first week and reaching 96 percent positive reviews. The launch has already made a meaningful contribution to Fireshine's performance in 2026 and is expected to have a positive impact on EG7's financials in the second quarter, reflecting the strength of the title's initial sales and engagement.

Palia is set to launch its annual expansion, the Royal Highlands, in May. Daybreak is targeting release of EverQuest Legends in July. And in late Q3, Cold Iron's new title, Aliens: Fireteam Elite 2, is scheduled for release. Additionally, Big Blue Bubble has a major content update planned for its anniversary celebration late summer.

It will be a busy year but an exciting one with the pipeline of content and new games for the rest of the year being our most robust slate in our history.

Continued execution and M&A

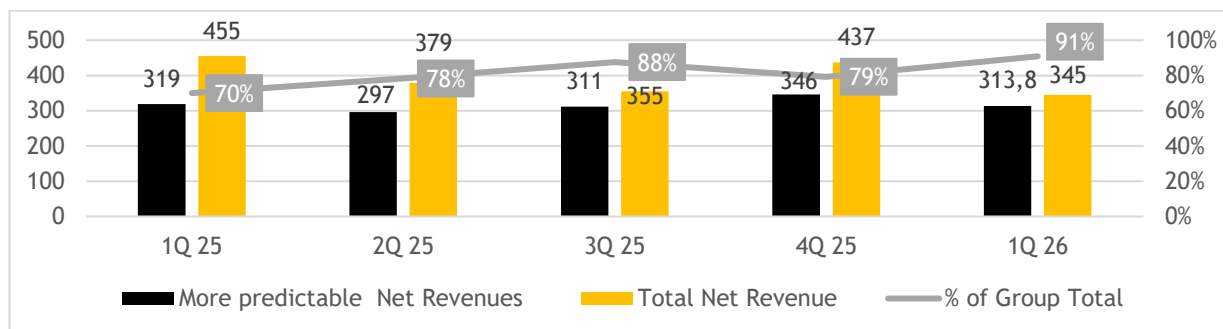
In April, EG7 entered into a letter of intent for a potential acquisition of Cold Iron. The proposed deal structure links transaction consideration to the commercial performance of the game following its release after EG7 fully recoups its total investment. The transaction will be subject to approval by the shareholders at the upcoming Annual General Meeting.

Overall, we continue to remain focused on executing against our strategy: strengthening our core operations, developing our portfolio of live service games, and maintaining a disciplined approach to both organic initiatives and M&A.

BUSINESS OVERVIEW

A leading global live service game developer and operator

Combining titles from Daybreak, Big Blue Bubble, and Piranha, EG7 currently operates ten long-lifecycle IPs, primarily live service games. Together with Fireshine's back catalogue, this portfolio serves as a key differentiator for the Group, providing a stable foundation of more predictable revenues and cash flows. Our predictable revenue includes all live service titles and back catalogue titles. Titles are transferred to the back catalogue following the first new year after release. Net Revenue from this portfolio amounted to SEK 313.8 (318.7) million in Q1, representing a decline of 1.5 percent while standing for 90.9 percent of the Group's total Net Revenue.



Iconic world-class brands

EG7 is home to some of the most iconic IPs, both first- and third-party brands. First-party brands are IPs exclusively owned and managed by EG7, while third-party brands are owned by external parties, with EG7 entrusted to develop and operate games based on these IPs.

- 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 185 million (LTD) registrations on mobile and PC, reached 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.
 - Palia, a cozy community/life simulation game which has reached over 10 million registered players in less than a year.
- Top tier global third-party brands:
 - DC Comics from Warner Bros, with continuing pipeline of content from blockbuster feature films and TV shows.
 - The Lord of the Rings, arguably the most iconic classic fantasy IP in the world.
 - Dungeons & Dragons, the legendary fantasy IP with a passionate fan base worldwide.
 - Magic: The Gathering Online, 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.

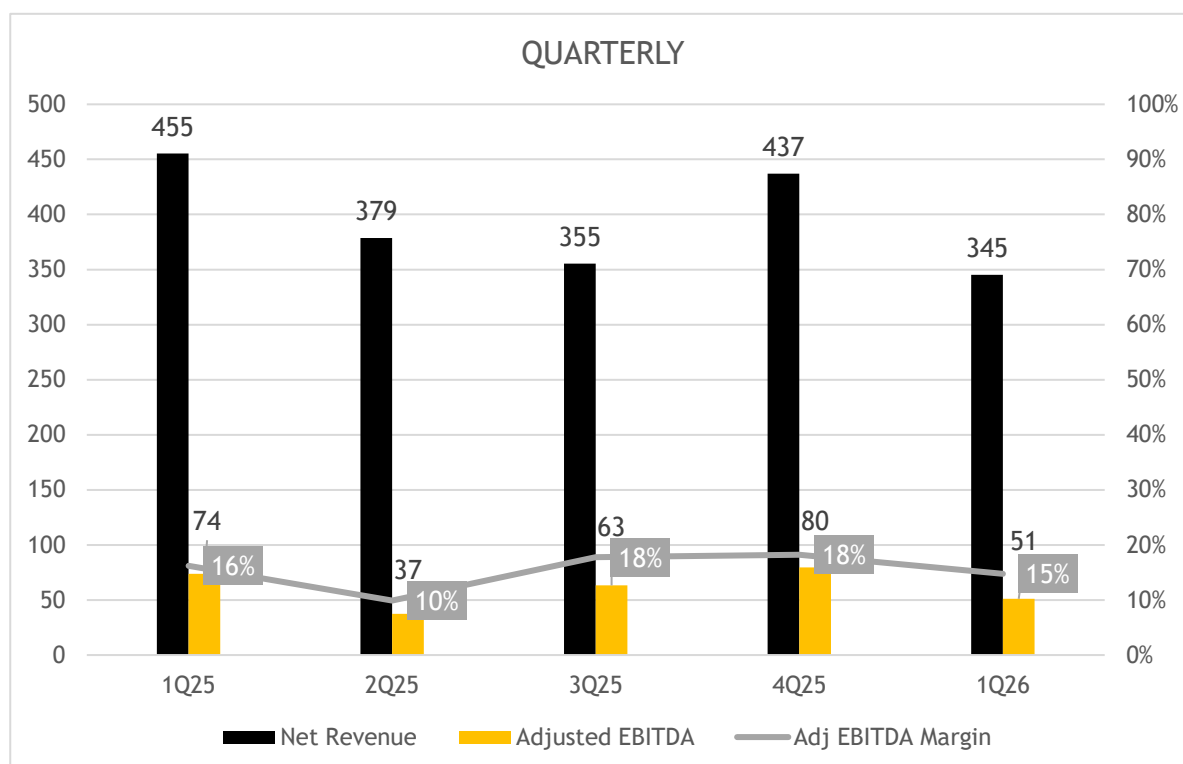
Stable foundation and risk-controlled growth

Our portfolio of franchise and live-service games is combining steady performance with ongoing content releases for our titles. These games, anchored by strong iconic game-titles and loyal player bases, create a stable and predictable business model. Unlike traditional one-off releases, this approach ensures continuous player engagement and more predictable revenue while lowering the overall risk.

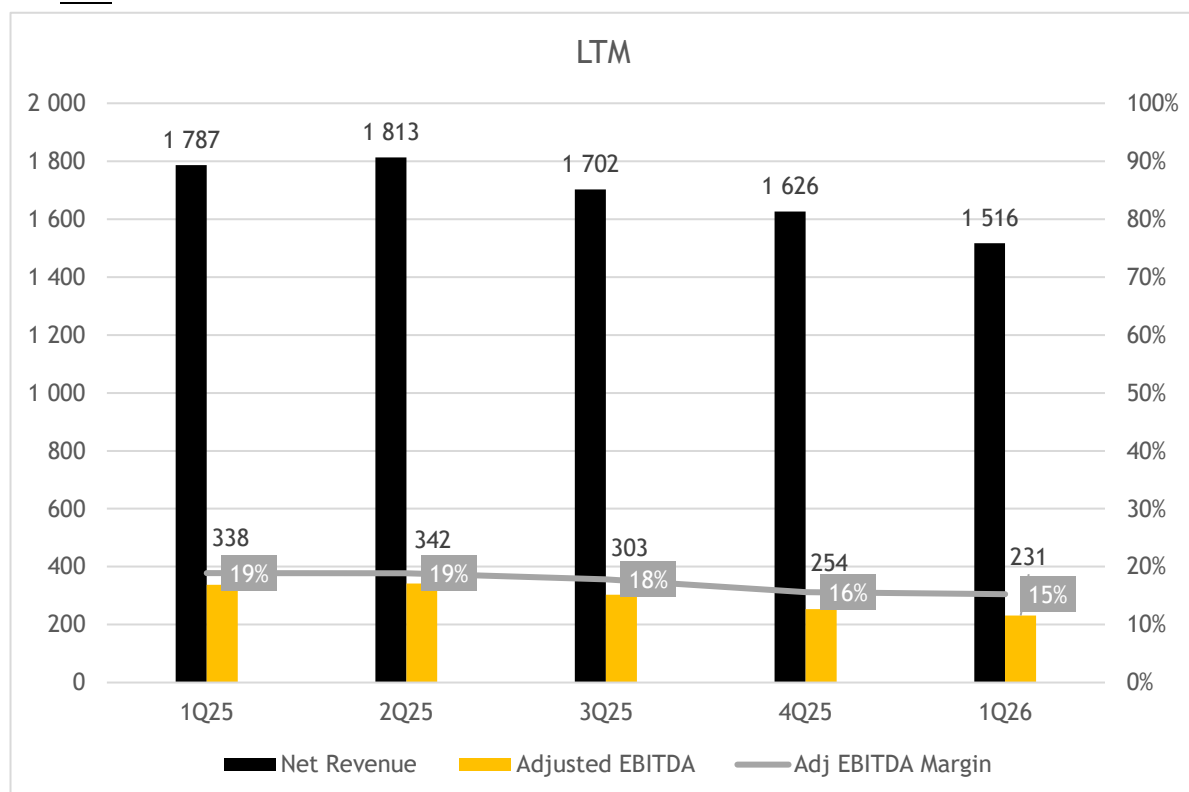
In addition, we've been successful in adding new games over time, expanding our portfolio while maintaining prudent low-risk M&A activities within our circle of competence. This strategy not only diversifies our offerings but also strengthens our position within the market, creating a stable foundation for sustainable growth with reduced long-term volatility.

Net Revenue and Adjusted EBITDA

SEKm

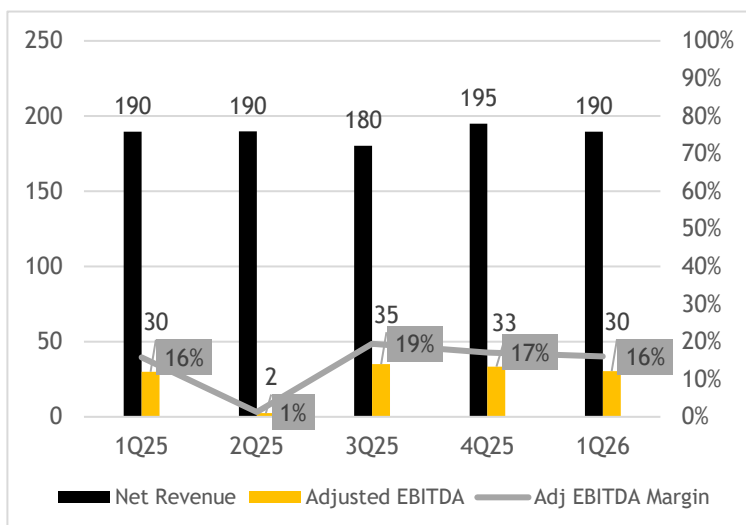


SEKm

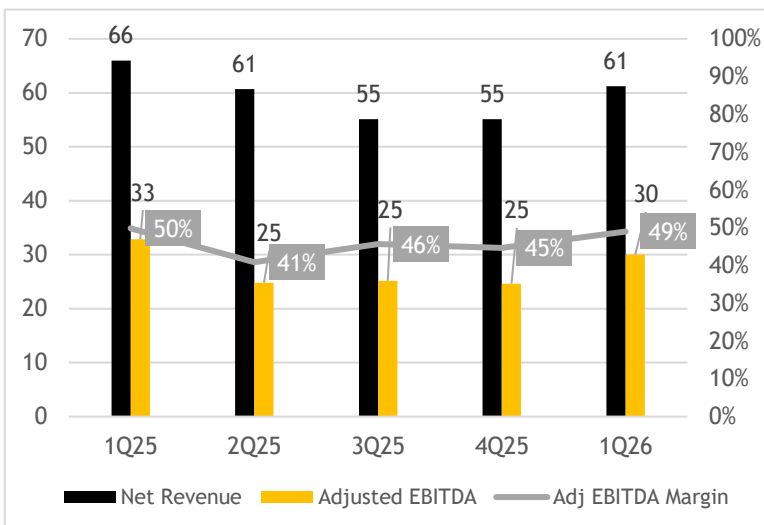


SUMMARY BY SEGMENT

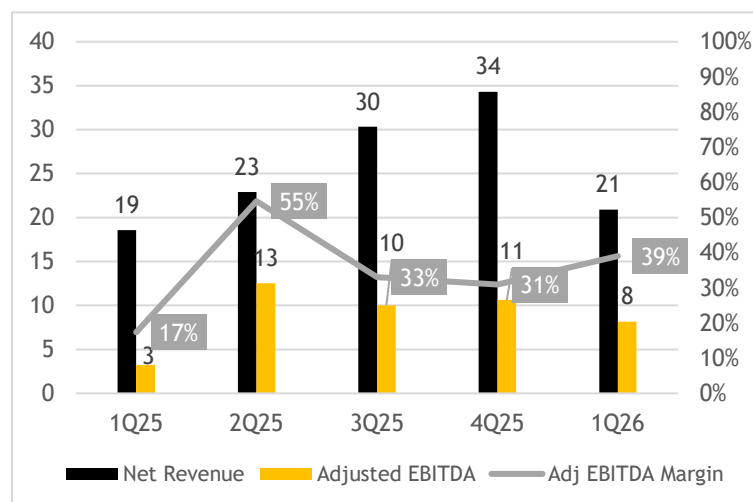
Daybreak



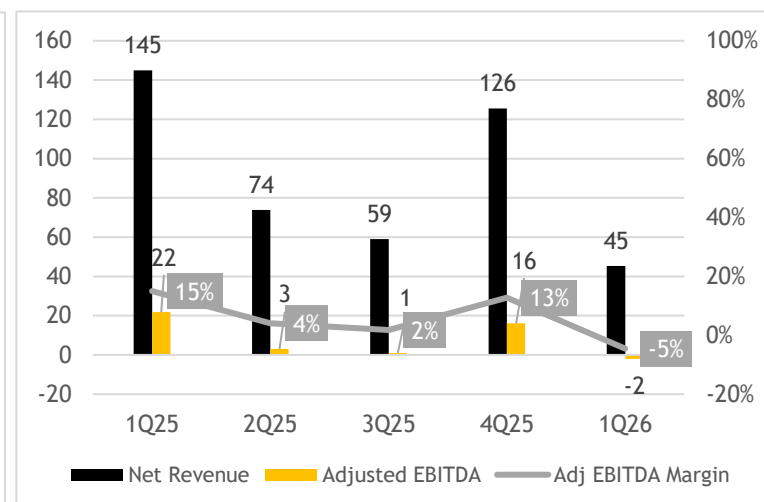
Big Blue Bubble



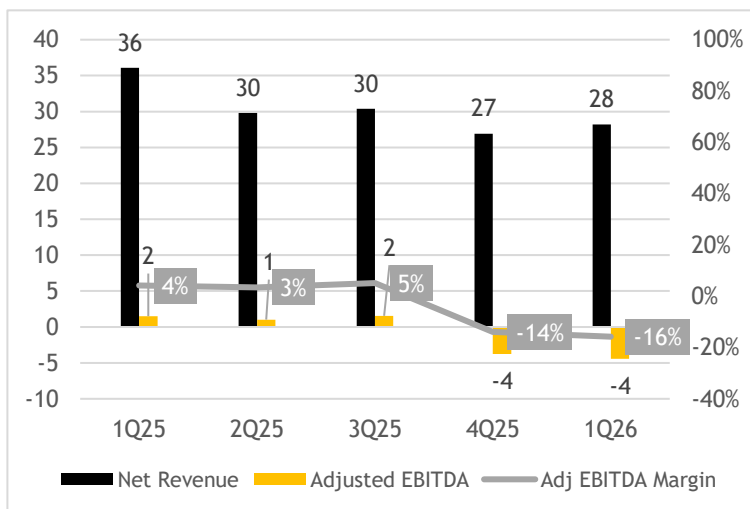
Piranha



Fireshine



Petrol



DAYBREAK

For Q1, Daybreak's Net Revenue came in at SEK 189.6 (189.7) million, which is in line with the same quarter last year. Net Revenue was negatively affected by SEK 32.0 million in unfavorable currency movements. The organic increase in local currencies was 16.8 percent. Adjusted EBITDA was SEK 30.4 (30.0) million, representing a margin of 16.0 (15.8) percent.

Daybreak's portfolio performed in line with expectations during the quarter, supported by strong event-driven activity across several of its legacy live games. DC Universe Online was a key highlight in the period, benefiting from anniversary-related content, St. Patrick's event and other releases. EverQuest also delivered a solid performance with post-expansion engagement and the 27th Anniversary being key drivers. Similarly EverQuest II saw post-expansion engagement and increased activity following releases of content, including the Heroic Chapter Level 115. The Lord of the Rings Online continued a stable performance despite some competitive pressure from external launches. Dungeons & Dragons Online showed stable engagement in the quarter and Magic: The Gathering Online underperformed with monetization headwinds.

Palia grew 122 percent compared to Q1 2025, representing 160 percent in local currency. The team is progressing its content roadmap releasing Luna New Year seasonal update and the Spring Spectacle in the quarter while focusing on improving monetization and conversion from its player base. As the new milestone of 10 million players was announced in April, a limited time-in-game event has been launched leading up to the new Royal Highlands expansion next week. Royal Highlands will be the largest adventure zone in the game.

The project with Cold Iron, Aliens: Fireteam Elite 2, is going according to plan, with further delivery approvals during and after the quarter. The game is set for release in late Q3.

BIG BLUE BUBBLE

Big Blue Bubble delivered Net Revenue of SEK 61.3 (66.0) million, corresponding to a 7.1 percent decline. As currency fluctuations negatively impacted Net Revenue by SEK 7.1 million, Net Revenue increased 3.6 percent in local currency. Adjusted EBITDA amounted to SEK 30.0 (32.9) million, representing a 49.0 percent margin.

Big Blue Bubble delivered a strong first quarter. The uplift in user counts seen in December in My Singing Monsters continued throughout the quarter, supporting both engagement and monetization. The team continued execution on its collaboration-led content strategy, with artist-driven initiatives and the new in-game concert feature Clubbox. These initiatives are designed to drive recurring engagement peaks and support player activity over time. Additional collaborations are planned throughout the year, forming a repeatable framework for content-driven growth. While performance during the quarter was strong, the game has followed up with a successful Eastern campaign, driving momentum into the beginning of the second quarter, stabilizing the underlying baseline over time.

PIRANHA

Net Revenue for the quarter came in at SEK 20.9 (18.6) million, representing a 12.5 percent increase year-over-year. Currency fluctuations reduced Net Revenue by SEK 2.4 million. Adjusted EBITDA amounted to SEK 8.2 (3.2) million, representing 39.1 percent margin.

Piranha delivered softer-than-expected performance from MechWarrior 5: Clans DLC 2 which affected revenue. In May, the 8th DLC for MechWarrior 5: Mercenaries is being launched, following the success of the 7th DLC, Shadow of Kerensky which was released in the fall of 2025.

During the first quarter a realignment of Piranha's business was made with the aim to bring the organization back to consistent profitability going forward and to strengthen its long-term competitiveness. The effort included a review of development processes as well as downsizing of its staffing. The measures are expected to result in an annual cost reduction of approximately SEK 15 million with effect from the second quarter of 2026.

FIRESHINE

Fireshine's Net Revenue came in at SEK 45.3 (144.9) million, representing 68.7 percent decline year-over-year. Currency fluctuations impacted Net Revenue negatively by SEK 4.2 million. The business in Fireshine is rather volatile and dependent on releases and activity. Compared to the same quarter last year, which was driven by physical releases of Sniper Elite, The First Berserker and Atom Fall

standing for SEK 95.9 million, this quarter was characterized by lower activity. Adjusted EBITDA came in at SEK -2.1 (21.7) million, resulting in a -4.5 percent margin.

Far Far West was released at the end of April with a strong initial reception supported by over 700,000 sold units the first week with a user review score of 96 percent. Ahead of release the game reached approximately 700,000 wishlists.

The launch has already made a meaningful contribution to Fireshine's performance in 2026 and is expected to have a positive impact on EG7's financials in the second quarter, reflecting the strength of the title's initial sales and engagement. The launch of Far Far West also highlights Fireshine's continued ability to identify, invest in, and successfully publish high-quality indie titles, supporting development teams and bringing games to top-selling positions on global platforms.

PETROL

For Q1, Petrol's Net Revenue came in at SEK 28.2 (36.1) million, representing a 21.9 percent decline year-over-year of which SEK -4.7 million is explained by currency fluctuations. Adjusted EBITDA was SEK -4.4 (1.5) million, resulting in a -15.8 percent margin.

Petrol started the year with solid commercial momentum, securing new client engagements as well as continued business from existing partners. The lion's share of newly secured contracts is expected to contribute later in the year. These include repeat business from established clients such as Activision and Bandai, and new engagements with companies including Electronic Arts, Qualcomm and NBA 2K.

In the quarter a restructuring of Petrol's operations has been carried out, including personnel reductions, reduced external costs, and lower facility-related expenses. The restructuring aims to align the business with current demand levels and improve profitability. The measures are expected to result in annual cost savings of approximately SEK 13 million with effect from the second quarter of 2026. Operational changes also include that Petrol will expand its focus on media, consumer, tech and AI to increase profitability.

FINANCIAL OVERVIEW

Net Revenue and Operating Profit

SEKm	QUARTER			FULL YEAR
	JAN-MAR 2026	JAN-MAR 2025	% CHG	JAN-DEC 2025
Net Revenue	345.3	455.3	-24.2%	1,626.3
Adjusted EBITDA*	51.0	73.7	-30.8%	254.0
EBITDA*	64.7	62.1	4.2%	267.7
Adjusted EBIT*	15.5	1.7	811.8%	-48.3
EBIT	29.2	-10.1	389.1%	-2,086.4
<i>% Margins</i>				
Adjusted EBITDA margin*	14.8%	16.2%		15.6%
EBITDA margin*	18.7%	13.6%		16.5%
Adjusted EBIT margin*	4.5%	0.4%		-3.0%
EBIT margin	8.5%	-2.2%		-128.3%

* For definitions, see section "Definitions of alternative performance measures" on page 25

Net Revenue in Q1 2026 came in at SEK 345.3 (455.3) million, representing a decrease of 24.2 percent year-over-year. Adjusted EBITDA and Adjusted EBIT were SEK 51.0 (73.7) million and SEK 15.5 (1.7) million for the quarter. The adjustment for non-recurring items affecting EBITDA in the first quarter mainly refers to the effect of settling the remaining tax-related contingent consideration associated with the acquisition of Daybreak which had a positive effect of SEK 15.9 million. The other parts having a negative effects refers to restructuring costs by SEK -0.8 million and other non-recurring items by SEK -1.4 million.

Cash flow in short

SEKm	QUARTER		FULL YEAR
	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
Operating profit (EBIT) from continuing operations	29.2	-10.1	-2,086.4
Adjustment for non-cash flow items	23.0	78.1	2,305.4
Financial net	0.0	0.9	0.0
Taxes paid	-6.7	-12.8	-42.7
Operating cash flows before balance sheet cash flow impact	45.5	56.1	176.3
Change in net working capital	43.7	-38.3	-55.9
Cash flow from operations	89.1	17.9	120.4
Cash flow from investment activities	-173.8	-78.9	-309.6
Cash flow from financing activities	-15.7	340.2	294.5
Cash and cash equivalents, start of period	390.3	321.5	321.5
Cash flow for the period	-100.4	279.2	105.3
Exchange rate differences	2.8	-21.5	-36.5
Cash and cash equivalents, end of period	292.7	579.2	390.3

For Q1 2026, EG7 had a Net Cash Outflow of SEK -100.4 (279.2) million. Cash flow from operating activities was SEK 89.1 (17.9) million. Adjustments for non-cash items, SEK 23.0 million, consist of SEK 35.5 million depreciations and amortizations, SEK -15.9 million revaluation of the remaining earnout to the sellers of Daybreak and other of SEK 3.4 million. Net working capital amounted to SEK 43.7 million (-38.3). The negative amount last year is mainly explained by high physical sale of three different titles in first quarter where Fireshine received its money in the second quarter. Cash flow from Investment activities was SEK -173.8 million explained by SEK -100.5 million from the settlement of the remaining tax-related contingent consideration associated with the acquisition of Daybreak, SEK -47.7 million investments in new growth initiatives, SEK -12.7 million investment in Fireshine publishing business, SEK -10.2 million investment into the live-game-portfolio and investments in other fixed assets amount to SEK -2.7 million. Cash flow from Financing activities was SEK -15.7 million of which SEK -6.0 million derives from office-related leasing and SEK -9.7 million from interest and other financial items. The foreign exchange rate fluctuations in liquid funds resulted in SEK 2.8 million. The Group's cash and cash equivalents available at the end of the period amounted to SEK 292.7 million.

OTHER INFORMATION

The Share and Shareholders

SHAREHOLDER (31-03-2026)	No. of Shares	Capital %
Eros Capital Partners AB	13,063,571	14.74%
Jason Epstein	10,762,236	12.15%
Johan Svensson	7,090,937	8.00%
Defa Endeavour AS	4,533,605	5.12%
Avanza Pension	3,810,001	4.30%
Aguja Capital GmbH	3,157,432	3.56%
Ji Ham	2,311,156	2.61%
Stefan Lindberg	2,240,000	2.53%
Alan Hunter	2,126,222	2.40%
Forthmoore Limited	2,115,690	2.39%
Settecento Ltd	2,002,614	2.26%
Bank Hapoalim B.M	1,883,789	2.13%
Rasmus Davidsson	1,772,743	2.00%
Nordea Liv & Pension	1,498,952	1.69%
Aloaded AB	1,489,683	1.68%
Other shareholders	28,744,895	32.43%
Total	88,603,526	100.00%

EG7 stock is listed on Nasdaq Stockholm with the ticker symbol 'EG7.' As of March 31, 2026, the total number of shares outstanding was 88,603,526 and the closing share price was SEK 16.72 per share.

Related Party Transactions

EG7 has made a total investment of SEK 361.3 million in Cold Iron LLC's new game, where SEK 27.4 million was paid during the first quarter. This investment has been structured to be recouped on a first-out basis before any revenue share is triggered, aligning incentives and protecting downside risk.

For further details on related party transactions, please see Note 7.

Shareholder Capital return

The Board of Directors has not proposed a dividend payment for 2025.

Risks

Risks associated with the company's share are included in the annual report for 2025.

Auditor

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

FINANCIAL REPORTS

Consolidated income statement

<i>SEKm</i>	Note	QUARTER		FULL YEAR
		JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
Net Revenue	2,3	345.3	455.3	1,626.3
Other Revenue		21.2	5.9	59.6
		366.5	461.2	1,685.9
Own work capitalized		30.5	37.1	130.7
<i>Operating expenses</i>				
Cost of goods and services sold		-90.9	-167.9	-537.9
Other external expenses		-62.4	-69.9	-292.3
Personnel expenses		-177.6	-197.1	-714.5
Other expenses		-1.5	-1.3	-4.3
Operating profit before depreciation and amortization (EBITDA)		64.7	62.1	267.7
Depreciation of tangible and right-of-use assets		-8.7	-10.8	-39.4
Operating profit before amortization of intangible assets (EBITA)		56.0	51.3	228.4
Amortization and impairment of acquisition-related intangible assets		-4.0	-34.0	-2,103.3
Amortization and impairment of other intangible assets		-22.8	-27.4	-211.5
Operating profit (EBIT)		29.2	-10.1	-2,086.4
Financial net	4	-8.5	-3.1	-23.3
Profit before tax		20.7	-13.2	-2,109.8
Tax expense for the period		0.1	-5.4	174.6
NET PROFIT/LOSS FOR THE PERIOD		20.8	-18.5	-1,935.1

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

EARNINGS PER WEIGHTED AVERAGE NUMBER OF SHARES	QUARTER		FULL YEAR
	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
Earnings per share before and after dilution (SEK)	0.24	-0.21	-21.84
Average number of shares before and after dilution	88,603,526	88,603,526	88,603,526

Consolidated comprehensive income

SEKm	QUARTER		FULL YEAR
	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
Net profit for the period	20.8	-18.5	-1,935.1
Other comprehensive income			
<i>Items that will be reclassified to profit or loss</i>			
Translation difference	57.3	-338.5	-504.3
Deferred tax	0.2	0.7	0.9
Other comprehensive income for the period, after tax	57.5	-337.9	-503.4
Comprehensive income for the period	78.4	-356.4	-2,438.5

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

Consolidated balance sheet

SEKm	Note	31 MAR 2026	31 MAR 2025	31 DEC 2025
ASSETS				
Non-current assets				
Goodwill		939.7	2,847.1	911.9
Other intangible assets	5	657.5	858.8	593.6
Tangible non-current assets		21.7	30.4	23.1
Right-of-use assets		62.7	42.8	51.9
Deferred tax assets		252.8	173.7	239.8
Other non-current receivables	6	29.6	16.8	27.0
Total non-current assets		1,963.9	3,969.6	1,847.2
Current assets				
Inventory		15.1	10.5	12.8
Current receivables	6	226.4	282.0	281.0
Cash and cash equivalents	6	292.7	579.3	390.3
Total current assets		534.2	871.7	684.1
TOTAL ASSETS		2,498.1	4,841.3	2,531.3
EQUITY AND LIABILITIES				
Equity attributable to the parent company's shareholders		1,614.5	3,618.5	1,536.3
Total equity		1,614.5	3,618.5	1,536.3
Non-current liabilities				
Liabilities to credit institutions	6	347.3	354.3	346.9
Leasing liabilities		40.6	23.9	34.1
Deferred tax liability		84.0	188.8	79.7
Contingent consideration	6	12.6	124.5	78.6
Other liabilities		2.0	14.7	2.7
Total non-current liabilities	6	486.6	706.2	542.1
Current liabilities				
Liabilities to credit institutions		0.3	0.6	0.5
Leasing liabilities		24.5	23.4	20.9
Accounts payable		32.7	26.8	21.9
Current tax liability		6.7	26.7	19.1
Contingent consideration	6	0.0	58.2	49.7
Other liabilities		9.0	12.4	18.4
Contractual liabilities		94.8	101.4	106.2
Accrued expenses		229.2	267.1	216.4
Total current liabilities	6	397.1	516.6	453.0
TOTAL EQUITY AND LIABILITIES		2,498.1	4,841.3	2,531.3

Consolidated report of changes in equity

EQUITY ATTRIBUTABLE TO THE SHAREHOLDERS OF THE PARENT COMPANY			
<i>SEKm</i>	2026 JAN-MAR	2025 JAN-MAR	2025 JAN-DEC
Opening balance	1,536.3	3,974.9	3,974.9
Changes in equity during the period			
The Net profit of the period	20.8	-18.5	-1,935.1
Other comprehensive income for the period	57.5	-337.9	-503.4
Closing balance	1,614.5	3,618.5	1,536.3

Consolidated Cash Flow Statement

	QUARTER		FULL YEAR
	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
<i>SEKm</i>			
OPERATING ACTIVITIES			
Operating profit (EBIT) from continuing operations	29.2	-10.1	-2,086.4
Adjustments for non-cash flow items	23.0	78.1	2,305.4
Financial items	0.0	0.9	0.0
Taxes paid	-6.7	-12.8	-42.7
Cash flow from operating activities before changes in working capital	45.5	56.1	176.3
Cash flow from changes in working capital	43.7	-38.3	-55.9
Cash flow from operating activities	89.1	17.9	120.4
INVESTMENT ACTIVITIES			
Investment tangible assets	-2.6	-1.8	-6.1
Investment intangible assets	-70.7	-77.1	-282.3
Divestment intangible assets	0.0	0.0	0.0
Investment/disposal of subsidiaries	-100.5	0.0	-21.2
Cash flow from investment activities	-173.8	-78.9	-309.6
FINANCING ACTIVITIES			
New loans	0.0	347.4	341.5
Amortizing loans	-0.8	0.0	-0.1
Dividend	0.0	0.0	0.0
Interest and other financial items	-8.9	0.0	-17.6
Amortizing lease liability	-6.0	-7.2	-29.3
Cash flow from financing activities	-15.7	340.2	294.5
CASH FLOW FOR THE PERIOD	-100.4	279.2	105.3
Cash and cash equivalents at start of period	390.3	321.5	321.5
Cash flow for the period	-100.4	279.2	105.3
Exchange rate differences	2.8	-21.5	-36.5
Cash and cash equivalents at end of period	292.7	579.2	390.3

Parent Company Income Statement

	QUARTER		FULL YEAR
	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
<i>SEKm</i>			
Net Revenue	1.5	0.9	-0.1
Other Revenue	0.0	0.0	0.1
Total revenue	1.5	0.9	0.0
<i>Operating expenses</i>			
Cost of goods and services sold	-1.0	-0.7	-3.0
Other external expenses	-2.3	-5.4	-12.9
Personnel expenses	-8.1	-5.8	-13.1
Other expenses	0.0	0.0	0.0
Operating profit before depreciation and amortization (EBITDA)	-9.9	-11.0	-29.0
Depreciation and amortization	0.0	0.0	0.0
Operating profit (EBIT)	-9.9	-11.0	-29.0
Financial net	-9.9	40.5	-2,022.3
Profit before tax	-19.8	29.5	-2,051.3
Tax expense for the period	0.0	0.0	0.0
NET PROFIT	-19.8	29.5	-2,051.3

Parent Company Balance Sheet

<i>SEKm</i>	31 MAR 2026	31 MAR 2025	31 DEC 2025
ASSETS			
Non-current assets			
Intangible non-current assets	0.0	0.0	0.0
Tangible non-current assets	0.1	0.1	0.1
Financial non-currents assets	1,792.7	3,577.2	1,687.4
Total non-current assets	1,792.8	3,577.3	1,687.5
Current assets			
Current receivables	52.2	50.6	39.7
Cash and cash equivalents	146.2	346.3	158.5
Total current assets	198.4	396.9	198.2
TOTAL ASSETS	1,991.2	3,974.2	1,885.7
EQUITY AND LIABILITIES			
Equity	1,464.0	3,564.6	1,483.8
Non-current liabilities	502.9	350.0	382.3
Current liabilities	24.3	59.6	19.6
TOTAL EQUITY AND LIABILITIES	1,991.2	3,974.2	1,885.7

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 Sveavägen 17, 5th floor, 111 57 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. For full accounting principles see annual report 2025.

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

	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Intra-group items and eliminations	Total group
JAN-MAR 2026								
Revenue from external customers	189.6	61.3	20.9	0.0	45.3	28.2	-	345.3
Net Revenue	189.6	61.3	20.9	0.0	45.3	28.2	-	345.3
Adjusted operating profit before depreciation and amortization (Adj EBITDA)	30.4	30.0	8.2	0.0	-2.1	-4.4	-11.1	51.0
Adjustments*								13.7
Depreciation and amortization								-35.5
Financial net								-8.5
Profit before tax								20.7
Tax expense								0.1
NET PROFIT								20.8
JAN-MAR 2025								
Revenue from external customers	189.7	66.0	18.6	0.1	144.9	36.1	0.0	455.3
Net Revenue	189.7	66.0	18.6	0.1	144.9	36.1	0.0	455.3
Adjusted operating profit before depreciation and amortization (Adj EBITDA)	30.0	32.9	3.2	-6.1	21.7	1.5	-9.5	73.7
Adjustments*								11.6
Depreciation and amortization								-72.2
Financial net								-3.1
Profit before tax								-13.2
Tax expense								-5.4
NET PROFIT								-18.5
JAN-DEC 2025								
Revenue from external customers	754.8	236.9	106.1	2.0	403.3	123.2	-	1,626.3
Net Revenue	754.8	236.9	106.1	2.0	403.3	123.2	-	1,626.3
Adjusted operating profit before depreciation and amortization (Adj EBITDA)	100.8	107.5	36.4	-7.7	41.9	0.3	-25.2	254.0
Adjustments*								13.8
Depreciation and amortization								-2,354.2
Financial net								-23.3
Profit before tax								-2,109.8
Tax expense								174.6
NET PROFIT								-1,935.1

Note 3 - Revenue from Customer Contracts

JAN-MAR 2026	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Total group
<i>Geographical region</i>							
Sweden	1.3	0.1	0.0	0.0	1.0	0.0	2.5
Other Europe	27.4	10.7	4.3	0.0	16.4	0.7	59.5
Canada	8.2	2.3	0.6	0.0	1.1	0.0	12.2
USA	143.8	41.1	13.7	0.0	14.5	27.5	240.6
Other markets	9.0	7.0	2.3	0.0	12.3	0.0	30.6
Revenue from customer contracts	189.6	61.3	20.9	0.0	45.3	28.2	345.3

JAN-MAR 2025	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Total group
<i>Geographical region</i>							
Sweden	1.2	0.2	0.1	0.0	7.0	0.0	8.4
Other Europe	28.5	11.0	3.8	0.0	80.1	3.1	126.6
Canada	7.9	2.4	1.2	0.0	1.0	0.0	12.5
USA	143.2	45.1	12.2	0.1	36.9	26.3	263.7
Other markets	8.8	7.2	1.3	0.0	20.0	6.7	44.1
Revenue from customer contracts	189.7	66.0	18.6	0.1	144.9	36.1	455.3

JAN-DEC 2025	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Total group
<i>Geographical region</i>							
Sweden	4.9	0.6	0.5	0.0	12.8	0.0	18.7
Other Europe	118.7	39.7	21.8	0.0	201.3	12.6	394.1
Canada	32.2	8.4	7.8	0.0	6.0	0.0	54.6
USA	560.8	165.0	65.6	2.0	122.2	102.8	1,018.4
Other markets	38.2	23.1	10.3	0.0	61.1	7.8	140.5
Revenue from customer contracts	754.8	236.9	106.1	2.0	403.3	123.2	1,626.3

Note 4 - Financial Net

<i>SEKm</i>	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
Net interest	-4.8	2.0	-1.5
Discount interest on earnout	-1.1	-4.6	-17.7
Interest leasing	-0.6	-0.5	-1.6
Liquidation of subsidiary	0.0	0.0	-0.1
Financing fees	-1.3	-1.9	-3.4
FX effects	-0.7	2.0	1.0
Financial net	-8.5	-3.1	-23.3

Note 5 - Capitalized development costs and gaming rights

<i>SEKm</i>	JAN-MAR 2026		JAN-MAR 2025	
	Capitalized development costs	Gaming rights	Capitalized development costs	Gaming rights
Opening balance	138.4	387.0	182.2	349.4
Capitalized development cost/this year's gross investment	30.5	40.2	37.1	37.0
Sold/scrapped product development	0.0	0.0	0.0	0.0
Reclass from other intangible assets	0.0	0.0	0.0	0.0
Amortization of product development	-10.8	-11.5	-17.0	-9.8
Write-down of capitalized development costs	0.0	0.0	0.0	0.0
FX	5.2	12.7	-17.6	-29.3
Closing balance	163.4	428.3	184.8	347.4

<i>SEKm</i>	JAN-DEC 2025	
	Capitalized development costs	Gaming rights
Opening balance	182.2	349.4
Capitalized development cost/this year's gross investment	130.7	153.6
Sold/scrapped product development	-	-13.7
Reclassified from other intangible assets	-	-
Amortization of product development	-79.8	-45.8
Write-down of capitalized development costs	-68.4	-
FX	-26.2	-56.6
Closing balance	138.4	387.0

Note 6 - Financial Instruments

Valuation of financial assets and liabilities per Mar 31 2026

Financial assets	Financial assets valued at fair value through profit or loss	Financial assets valued at amortized cost
Accounts receivable	-	72.8
Cash and cash equivalents	-	292.7
Total	-	365.6

Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost
Contingent consideration	12.6	-
Liabilities to credit institutions	-	347.6
Accounts payable	-	32.7
Deferred revenue	-	94.8
Other financial liabilities	-	128.6
Total	12.6	603.6

Valuation of financial assets and liabilities per Mar 31 2025

Financial assets	Financial assets valued at fair value through profit or loss	Financial assets valued at amortized cost
Accounts receivable	-	136.7
Cash and cash equivalents	-	579.3
Total	-	716.0

Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost
Contingent consideration	182.8	-
Liabilities to credit institutions	-	354.9
Accounts payable	-	26.8
Deferred revenue	-	101.4
Other financial liabilities	-	164.0
Total	182.8	647.0

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).

No items are valued at level 1 or 2.

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 13.5 percent.

Contingent consideration	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
At beginning of period	128.2	195.9	195.9
Acquisition during the period	0.0	0.0	0.0
Payments	-100.5	0.0	-21.2
Discount effect	1.1	4.1	17.7
Change in value reported in the result	-15.9	0.0	-38.6
FX effect	-0.4	-17.2	-25.7
At end of period	12.6	182.8	128.2

The end-of-period contingent consideration of SEK 12.6 million is referring to Singularity 6. The payment refers to the settlement of the remaining tax-related contingent considerations associated with the acquisition of Daybreak. The contingent consideration for Daybreak was fully settled in February 2026.

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 7 - Related Party Transactions

<i>SEKm</i>		JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
Related party	Related party transaction - recognized revenue			
Cold Iron LLC ¹⁾	Toadman's WFH contract regarding Game developing for the client Cold Iron	0.0	0.1	0.0
Related party	Outstanding liabilities			
Jason Epstein	Contingent consideration related to tax saving benefits ²⁾	0.0	106.6	83.6
Ji Ham	Contingent consideration related to tax saving benefits ²⁾	0.0	14.3	11.2
Total		0.0	120.9	94.9
Related party	Outstanding receivables			
Cold Iron LLC ¹⁾	Receivables from Toadman's WFH contract regarding Game developing for the client Cold Iron	0.0	8.3	0.0
Cold Iron LLC ¹⁾	Daybreak invests in gaming rights, and publish upcoming game from Cold Iron	361.3	17.7	315.8
Total		361.3	26.0	315.8

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

2) The remaining tax-related contingent considerations associated with the acquisition of Daybreak were fully settled in February 2026.

For further details on related party transactions, please see the Annual report 2025.

Note 8 - Significant Events After the Balance Date

April 8, 2026, EG7 announced that the Company has entered into a letter of intent regarding a potential acquisition of Cold Iron Studios LLC. Cold Iron is the studio behind Aliens: Fireteam Elite (AFE), the hit cooperative third-person survival shooter set in the iconic world of Aliens film franchise. Since release in August 2021, AFE has delivered solid performance, generating approximately USD 80 million in Gross Revenues with approximately 8.3 million players life-to-date, comprised of 3.6 million unit sales and 4.7 million Game Pass players. EG7 is the publisher for Cold Iron's next game, Aliens: Fireteam Elite 2, which is planned for release late Q3. The Transaction will bring EG7 even closer to the upcoming release by taking the development in-house, and it does also represent an important step toward simplifying EG7's ownership structure and fully aligning the Company's and its shareholders' economic interests in Cold Iron. The Transaction, if completed, will be considered as a related-party transaction and will therefore be subject to shareholder's approval at the Annual General Meeting on 12 May 2026.

April 13, 2026, EG7 announced that the Group has completed cost-saving measures within its business units, Petrol and Piranha Games. A proposal for reduced Board remuneration has also been submitted for the Annual General Meeting. The total annual cost reduction is expected to amount to SEK 32 million.

April 22, 2026, EG7 announced that Palia has reached 10 million players and is launching a new expansion - The Royal Highlands.

May 5, 2026, EG7 announced that Far Far West, published by Fireshine and developed by Evil Raptor, has sold over 500,000 units within the first days after launch on April 28.

May 6, EG7 announced that the title of Project Avo is Aliens: Fireteam Elite 2.

DEFINITIONS

ALTERNATIVE PERFORMANCE MEASURES

Guidelines regarding alternative performance measures for companies with securities listed on a regulated market within the EU have been issued by ESMA (The European Securities and Markets Authority). The interim report refers to a number of undefined measures in accordance with IFRS that are used to help both investors and management to analyze the company's operations. Because not all companies calculate financial measures in the same way, these are not always comparable with measures used by other companies. These financial measures should therefore not be regarded as compensation for measures defined in accordance with IFRS. Below we describe the various measures not defined in accordance with IFRS that have been used as a complement to the financial information reported in accordance with IFRS and how these measures are used. For reconciliation of alternative key ratios, see Adjustment bridge page 27.

The reason why we use the alternative KPIs listed under Definitions is because they visualize operational performance in such a way that a reasonable investor potentially would consider some or all of them in a decision to trade shares in Enad Global 7 AB.

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.

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. Referring to Adjustment bridge for a detailed view of non-recurring items.

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

EBITA: Operating profit before depreciation of intangible assets.

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

Adjusted EBIT: EBIT adjusted for items considered to be non-recurring and one-time in nature for comparability between periods. Referring to Adjustment bridge for a detailed view of non-recurring items.

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

Adjusted Net profit: Profit after tax for the period adjusted for items considered to be non-recurring and one-time in nature for comparability between periods. Referring to Adjustment bridge for a detailed view of non-recurring items.

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

Equity ratio: Equity as a percentage of total assets.

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

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 current period is recalculated with the average exchange rate for the comparison period.

More predictable revenue base: Our more predictable revenue includes all live service titles, and back catalogue titles, titles are transferred to the back catalogue following the first new year after release.

Net Revenue Physical: Net Revenue from all of Fireshine's Physical releases.

Net Revenue Digital: Net Revenue from all of Fireshine's Digital releases.

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.

OTHER DEFINITIONS

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

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

Net profit: Profit after tax for the period.

Gross Revenue: Sales or customer bookings during a given period

Net Revenue: Revenue from sales after applying applicable accounting revenue recognition rules, less discounts and after elimination of any related party transactions.

Number of shares: Total number of shares outstanding.

MAU: Monthly Average Users

ALTERNATIVE PERFORMANCE MEASURES

Adjustment bridge

SEKm	QUARTER		FULL YEAR
	JAN-MAR 2026	JAN-MAR 2025	JAN-DEC 2025
EBITDA	64.7	62.1	267.7
Revaluation of deferred purchase consideration	-15.9	-	-38.6
Restructuring costs*	0.8	11.6	11.0
M&A costs	-	-	-
IP sale	-	-	-
Non-recurring margin adjustment	1.4	-	13.8
Adjusted EBITDA	51.0	73.7	254.0
EBIT	29.2	-10.1	-2,086.4
Revaluation of deferred purchase consideration	-15.9	-	-38.6
Restructuring costs*	0.8	11.6	11.0
M&A costs	-	-	-
IP sale	-	-	-
Non-recurring margin adjustment	1.4	-	13.8
Write-down games	-	0.2	226.0
Write-down other	-	-	1,825.9
Adjusted EBIT	15.5	1.7	-48.3
Net profit	20.8	-18.5	-1,935.1
Revaluation of deferred purchase consideration	-15.9	-	-38.6
Restructuring costs*	0.8	11.6	11.0
M&A costs	-	-	-
IP sale	-	-	-
Non-recurring margin adjustment	1.4	-	13.8
Write-down games	-	0.2	226.0
Write-down other	-	-	1,825.9
Tax effect adjustments	2.8	-2.4	-419.9
Adjusted net profit	10.0	-9.1	-316.8
Earnings per share before and after dilution	0.24	-0.21	-21.84
Adjusted earnings per share	0.11	-0.10	-3.58

Organic growth bridge

SEKm	QUARTER		
	JAN-MAR 2026	JAN-MAR 2025	% Δ
Net Revenue	345.3	455.3	-24.2%
Organic Revenue	345.3	455.3	-24.2%
FX effect	50.4		
Organic Revenue FX adjusted	395.7	455.3	-13.1%

Financing

SEKm	31 MAR		31 DEC
	2026	2025	2025
Total debt	-347.6	-354.9	-347.4
Cash and cash equivalents	292.7	579.3	390.3
Net debt/Net cash	-54.9	224.4	42.8

The net debt by the end of the quarter amounted to SEK -54.9 million consisting of a cash balance of SEK 292.7 million and a financial debt of SEK 347.6 million. SEK 350 million is the Group senior unsecured floating rate bonds. The bonds are within a bond framework of a maximum of SEK 1,000,000,000. The bonds have a tenor of three (3) years and carry a floating rate coupon of 3m STIBOR plus 625 basis points per annum, reset quarterly. In addition to this there is an unutilized revolving credit facility of SEK 100 million.

Segment performance data

SEKm	2026 Q1	2025 Q4	2025 Q3	2025 Q2	2025 Q1	2024 Q4	2024 Q3	2024 Q2	2025 Full year
NET REVENUE									
Daybreak	189.6	195.0	180.3	189.9	189.7	198.5	212.3	167.1	754.8
Big Blue Bubble	61.3	55.1	55.1	60.7	66.0	81.0	83.9	75.4	236.9
Piranha	20.9	34.3	30.3	22.9	18.6	70.0	15.7	22.7	106.1
Toadman	0.0	0.0	0.2	1.7	0.1	7.0	8.8	11.6	2.0
Petrol	28.2	26.9	30.4	29.8	36.1	32.7	35.3	37.9	123.2
Fireshine Games	45.3	125.6	59.0	73.8	144.9	123.7	109.7	38.0	403.3
GROUP TOTAL	345.3	436.9	355.3	378.8	455.3	512.9	465.7	352.7	1,626.3
NET REVENUE GROWTH YoY (%)									
Daybreak	0%	-2%	-15%	14%	1%	9%	17%	-12%	-2%
Big Blue Bubble	-7%	-32%	-34%	-20%	-4%	-5%	-32%	-48%	-23%
Piranha	13%	-51%	93%	1%	-12%	132%	-43%	-7%	-18%
Toadman	-99%	-99%	-98%	-85%	-99%	-62%	-38%	7%	-95%
Petrol	-22%	-18%	-14%	-21%	-11%	-35%	-31%	6%	-16%
Fireshine Games	-69%	2%	-46%	94%	214%	16%	-8%	-51%	27%
GROUP TOTAL	-24%	-15%	-24%	7%	19%	8%	-10%	-27%	-5%
NET REVENUE ORGANIC YoY (%)									
Daybreak	0%	-2%	-15%	-8%	-6%	-1%	2%	-12%	-8%
Big Blue Bubble	-7%	-32%	-34%	-20%	-4%	-5%	-32%	-48%	-23%
Piranha	13%	-51%	93%	1%	-12%	132%	-43%	-7%	-18%
Toadman	-99%	-99%	-98%	-85%	-99%	-62%	-38%	7%	-95%
Petrol	-22%	-18%	-14%	-21%	-11%	-35%	-31%	6%	-16%
Fireshine Games	-69%	2%	-46%	94%	214%	16%	-8%	-51%	27%
GROUP TOTAL	-24%	-15%	-24%	-3%	16%	-15%	-15%	-27%	-8%
ORGANIC FX ADJUSTED GROWTH YoY (%)									
Daybreak	17%	11%	-7%	1%	-9%	-1%	6%	-13%	-1%
Big Blue Bubble	4%	-22%	-27%	-10%	-1%	-4%	-29%	-48%	-16%
Piranha	26%	-45%	112%	12%	-9%	136%	-39%	-7%	-10%
Toadman	-99%	-99%	-98%	-85%	-99%	-62%	-38%	7%	-95%
Petrol	-9%	-5%	-5%	-13%	-13%	-35%	-28%	5%	-9%
Fireshine Games	-66%	10%	-42%	108%	207%	12%	-9%	-52%	33%
GROUP TOTAL	-13%	-4%	-16%	7%	14%	4%	-13%	-28%	-1%
ADJ EBITDA									
Daybreak	30.4	33.4	35.0	2.4	30.0	26.6	52.1	12.3	100.8
Big Blue Bubble	30.0	24.6	25.2	24.8	32.9	49.3	42.0	37.3	107.5
Piranha	8.2	10.6	10.0	12.5	3.2	31.9	2.7	7.9	36.4
Toadman & AMG	0.0	0.1	-2.0	0.5	-6.1	-1.9	-2.3	-8.5	-7.5
Petrol	-4.4	-3.7	1.6	1.0	1.5	-5.4	0.3	-0.5	0.3
Fireshine Games	-2.1	16.1	1.0	3.0	21.7	34.9	15.9	-1.8	41.9
Holding	-11.1	-1.5	-7.6	-6.8	-9.5	-6.6	-9.2	-13.2	-25.4
GROUP TOTAL	51.0	79.6	63.2	37.5	73.7	128.7	101.5	33.4	517.6
ADJ EBITDA MARGIN (%)									
Daybreak	16%	17%	19%	1%	16%	13%	25%	7%	13%
Big Blue Bubble	49%	45%	46%	41%	50%	61%	50%	49%	45%
Piranha	39%	31%	33%	55%	17%	46%	17%	35%	34%
Toadman & AMG	-	-	-	29%	-	-28%	-26%	-73%	-375%
Petrol	-16%	-14%	5%	3%	4%	-17%	1%	-1%	0%
Fireshine Games	-5%	13%	2%	4%	15%	28%	15%	-5%	10%
GROUP TOTAL	15%	18%	18%	10%	16%	25%	22%	9%	32%
ADJ EBIT									
Daybreak	14.3	-7.5	-6.1	-36.7	-11.9	-15.2	9.8	-23.3	-62.3
Big Blue Bubble	28.6	22.9	23.1	22.7	30.7	46.9	39.9	35.2	99.4
Piranha	4.7	-2.6	-8.4	-4.0	-11.8	18.3	1.2	6.4	-26.7
Toadman & AMG	0.0	0.3	-1.7	0.5	-5.9	-2.5	-3.9	-9.9	-6.8
Petrol	-6.0	-5.5	-0.1	-0.6	-0.3	-7.3	-1.6	-2.5	-6.4
Fireshine Games	-14.6	-5.1	-12.9	-11.5	10.8	24.2	8.2	-8.4	-18.7
Holding	-11.4	-1.9	-8.0	-7.0	-9.8	-7.0	-9.6	-13.6	-26.7
GROUP TOTAL	15.5	0.6	-14.0	-36.7	1.7	57.4	44.1	-16.1	-48.3
ADJ EBIT MARGIN (%)									
Daybreak	8%	-4%	-3%	-19%	-6%	-8%	5%	-14%	-8%
Big Blue Bubble	47%	41%	42%	37%	47%	58%	48%	47%	42%
Piranha	23%	-8%	-28%	-17%	-63%	26%	8%	28%	-25%
Toadman & AMG	-	-	-	28%	-	-36%	-44%	-85%	-342%
Petrol	-21%	-20%	0%	-2%	-1%	-22%	-5%	-7%	-5%
Fireshine Games	-32%	-4%	-22%	-16%	7%	20%	7%	-22%	-5%
GROUP TOTAL	4%	0%	-4%	-10%	0%	11%	9%	-5%	-3%
Employees on the last day of the period									
Daybreak	306	313	312	307	305	307	300	263	313
Big Blue Bubble	75	74	75	77	75	75	75	79	74
Piranha	54	55	58	56	57	94	106	111	55
Toadman	0	0	0	9	14	48	64	111	0
Petrol	59	58	62	61	63	67	67	69	58
Fireshine Games	39	39	38	39	38	38	38	39	39
Holding	7	7	4	5	7	7	9	9	7
GROUP TOTAL	539	547	549	553	559	636	657	680	547

FOR MORE INFORMATION, PLEASE**CONTACT:**

Fredrik Rüdén. Group 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 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 Firespine Games hold expertise in both physical and digital publishing. EG7 is headquartered in Stockholm with approximately 550 employees in 12 offices worldwide.

Nasdaq Stockholm, Ticker Symbol: EG7

AUDITING

This report has not been subject to review by the company's auditor.

FINANCIAL CALENDAR

The next financial report will be published:

Interim report Q2 2026: August 19, 2026

Interim report Q3 2026: November 10, 2026

Interim report Q4 2026: February 16, 2027

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 publication through the agency of the contact persons set out below at 7:00am CET on May 7, 2026.

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 May 7, 2026

Ji Ham	Alexander Albedj	Jason Epstein	Jimmy Eriksson	Ben Braun	Gunnar Lind	Marie-Louise Gefwert	Markus Andersson
<i>Chief Executive Officer/Member of the Board</i>	<i>Chairman of the Board</i>	<i>Deputy 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>	<i>Member of the Board</i>