FRAGBITE GROUP

Interim Report

I JANUARY - 31 MARCH 2025

First Quarter

Revenue	SEK 42.2 million	(52.5)
EBITDA	SEK 0.7 million	(5.1)
Adjusted EBITDA	SEK 0.7 million	(5.1)
Operational EBIT ¹	SEK -2.2 million	(2.4)
EBIT	SEK -17.8 million	(-39.3)
Result after tax	SEK -17.4 million	(-60.4)
Cash flow from operating activities	SEK 2.1 million	(2.6)
Diluted earnings per share ²	SEK -2.37	(-278.46)



During the quarter



Playdigious signs a distribution agreement with Epic Games, with four titles part of the launch offer for the Epic Games Store for mobile games.



Launch of Config Ads – an advertising network that will be the Nordic region's largest in gaming and esports with over a hundred connected channels.



Elisa Nordic Championship agreement marks the first step in establishing Fragbite AB's tournament business in the Nordic region.



First product collection of plushies with integrated digital chips under the Kumo brand sells out in less than 7 hours.

Significant events during the quarter

- The Company finalises the ownership agreement with 4+Ventures AB and Swiss Peak Ventures GmbH according to the previously communicated Letter of Intent.
- Zara Zamani requests to resign from the Fragbite Group Board in order to focus on the web3 business area and instead joins the Group management team.
- Lucky Kat's first product collection of plushies with integrated digital chips under the Kumo brand sells out in less than 7 hours.
- The Company raises loans of SEK 5 million to support Lucky Kat and Wagmi prior to node sales and the \$KOBAN launch. The loans mature on 23 July 2025 and may, at the Company's initiative and with the lenders' approval, be converted into shares on two occasions, out of which one was carried out in March, and one remains.
- Playdigious signs a distribution agreement with Epic Games, which entails among other things that four titles are part of the launch offer for the Epic Games Store for mobile games.
- Fragbite AB enters into a collaboration to arrange the Elisa Nordic Championship 2025,
 marking the first step in establishing Fragbite AB's tournament business in the Nordic region.
- Playdigious is granted a licence to release the mobile title Spiritfarer in China.
- Fragbite AB launches Config Ads, an advertising network that will be the Nordic region's largest in gaming and esports with over a hundred connected channels.
- The Company converts loans of approximately SEK 3.7 million through a set-off issue, of which approximately SEK 2.2 million is attributable to Board members, approved by the EGM held on 25 March.

Significant events after the end of the quarter

- Wagmi and Lucky Kat initiate the public launch of \$KOBAN with the pre-sale in two steps.
 The Company announces prices and supply ranges.
- Playdigious releases Teenage Mutant Ninja Turtles: Shredder's Revenge on Apple App Store and Google Play Store.
- Zara Zamani leaves the Group management team as she transitions from CEO to Advisor for Lucky Kat. Arash Asroush, formerly COO, is appointed CEO of Lucky Kat.
- FunRock & Prey Studios extends a previously signed development agreement based on MMA Manager. The new agreement adds approximately SEK 2.3 million in revenue.
- The company announces that Wagmi will release \$KOBAN for public trade on 14 May at 17.00, which is also the Token Generation Event when all \$KOBAN tokens are minted.



CEO's comments

Revenue amounted to SEK 42.2 million, a decline of SEK 10.3 million from 2024, largely due to delays in Playdigious' release schedule and in the web3 business area. EBITDA amounted to SEK 0.7 million, a decline of SEK 4.4 million, the majority of which corresponded to the SEK 4.3 million capital gain on crypto asset sales in Q1 2024. EBITDA reflects the cost reductions made within the Group.

Playdigious gears up for summer and fall

The global Epic Games Store opened its doors in January, with four of Playdigious' mobile titles as part of the launch offer. Loop Hero was also recently made available via the platform – a title with enduring popularity that was awarded at the annual Pégases Awards in March. During April, Teenage Mutant Ninja Turtles: Shredder's Revenge was released on Apple and Google in addition to being available on Netflix. The title is one of Playdigious' most successful in recent years, and a further expansion of its distribution is a priority. During the period, progress was made in the Chinese market with the granting of a licence to release Spiritfarer.

As previously communicated, Q3 2024 was weak due to an important game release being postponed at the IP owner's request. Part of the contract's fixed compensation was brought forward to compensate for the delay, which had a positive impact on Q4 2024. As the game has still not been released, we see a negative impact again during Q1. The game is being released in summer and will finally be announced in late May.

The quarter was also affected by a delay to *Don't Starve Together*. With several releases and announcements in 2025, initially planned for 2024, it will be an intense summer and fall for the porting business. Before then, we also look forward to the release of Playdigious Originals' two PC games *Fretless* and *Crown Gambit*, for which the team has put a lot of effort into marketing. In March, a new *Fretless* trailer was released during the Future Games Show at the Game Developers Conference.

Wind in the sails for FunRock Prey

FunRock & Prey Studios' new revenue model, a form of hybrid work-for-hire, has produced results. The year 2024 closed with a positive EBITDA and the subsidiary has been cash flow positive since November. We recently announced the extension of one of two agreements and that talks on a third game are in motion. Meanwhile, MMA Manager 2 is also showing good numbers since the end of 2024. The subsidiary has finally caught a tailwind, and we are working together to build on this.

Web3 - Challenges and opportunities

In January, the first product collection of Kumo plushies with integrated digital chips sold out in less

than 7 hours. Kumo has been well received by players and the Sui blockchain community, which indicates opportunities to utilise the brand in different ways.

In November, we announced the development of \$KOBAN into a protocol token and that work our own gaming protocol had started. This work continued during the period and a closed testnet has been established. In parallel, the studio has continued its game development, including preparations on *Panzerdogs* to allow implementation of new features when \$KOBAN is released on public exchanges.

Despite much product development, the business area suffered major delays in 2024 and with them an increasingly strained cash position. The public \$KOBAN launch was due to start earlier, and revenue budgeted by the subsidiaries for 2024 and beyond did not materialise, which has had a negative impact on the Group's cash flow. We have put much focus on supporting the business area during the past quarter and driving project and revenue realisation in various ways. Getting the business on track financially is our top priority at the time of writing.

The first two steps in the \$KOBAN launch were completed in April, and preliminary figures show significantly lower revenue than forecast, which is disappointing. However, we don't yet have all the data, and the Company will report the outcome when the launch is finalised. The last step, when \$KOBAN is released on public exchanges, starts today and we will come back with collated details on the full launch. It is important to note that while revenue from the launch is one thing, the importance of \$KOBAN as a functional token in an ecosystem of games intended to endure for many years to come, is another.

Esports - New vertical and Nordic ambitions

A new business vertical called Config Ads was launched in QI – an ad network that will be the Nordic region's largest in gaming and esports with over a hundred connected channels and websites. The team has also partnered to organise the Elisa Nordic Championship 2025, marking the first step in establishing Fragbite's Nordic tournament business. Esports is normally strongest in the second half of the year, notably with the Swedish Cup, and makes up for the less active months early in the year. The first quarter is weaker compared with 2024, largely due to fewer assignments for Config. After a profitable 2023 and 2024, the Company expects the business area to maintain the same stable level for the full year 2025.

Focus on profitable business

We closed 2024 with profitability for Gaming and Esports but now have a tough situation in the Web3 business. Our focus for this year is to review the entire organisation, improve the structure, sell assets where favourable and redirect where needed so that we can reduce debt and close 2025 with profitability across the Group.

Stefan Tengvall, President & CEO



We are Fragbite Group

Fragbite Group AB (publ) ("Fragbite Group" or "The Company") is a publicly traded, Swedish company with a portfolio of established subsidiaries that develop, adapt and publish games and esports content within GAMING, ESPORTS and WEB3. Our products are developed for traditional platforms – PC, console and mobile – as well as modern platforms built on blockchain technology. Together we create entertainment for the global gaming market by meeting the needs of a new generation of gamers – *play, watch, own*.

The Group is headquartered in Stockholm and has employees in Sweden, France, the Netherlands and Gibraltar. Fragbite Group has been listed on Nasdaq First North Growth Market since 2021.

OUR SUBSIDIARIES

- **Fragbite** is based in Sweden and is one of the Nordic region's largest communities in esports. The company develops and operates tournament concepts, and offers marketing services through the Config esports and gaming agency.
- Funrock & Prey Studios is a game studio based in Sweden that develops game engines and
 games for mobile platforms under their own IPs and within the framework of hybrid work-forhire contracts.
- Lucky Kat is a game studio based in the Netherlands that develops web3 games based on blockchain technology as well as hypercasual mobile games.
- Playdigious is a game developer based in France that develops successful game titles from PC
 to mobile, and subsequently publishes them. Under the Playdigious Originals brand, indie
 games for PC and console are published.
- Wagmi is the Group's issuer of financial assets within web3. The subsidiary is based in Gibraltar and registered as a Virtual Asset Service Provider by the Gibraltar Financial Services Commission.

OUR BUSINESS AREAS

Gaming

The Gaming business area includes FunRock & Prey Studios and Playdigious, and Lucky Kat's business in the hypercasual genre. The company develops games, with a focus on free-to-play mobile games. We also port already released games from PC and console to mobile platforms and then publish them. Finally, the company publishes games in the indie game genre for PC and console.

Esports

The Esports business area comprises Fragbite AB. The business is based on expertise in marketing through esports and gaming content, and is conducted under the Fragbite and Config brands.

Web3

The Web3 business area comprises Wagmi, as well as Lucky Kat's business in this area. The company develops ecosystems, communities and digital assets within the framework of games built on blockchain technology.



Financial performance January - March 2025

Fragbite Group	Jan-	Mar	R12m	Full Year
SEK thousands	2025 2024		2024/2025	2024
Revenue	42,231	52,520	202,940	213,230
Adjusted EBITDA	683	5,125	8,833	13,275
EBITDA	683	5,125	3,351	7,793
Operational EBIT	-2,248	2,378	-8,110	-3,484
EBIT	-17,762	-39,260	-120,262	-141,761
Net profit after tax	-17,428	-60,441	-85,972	-128,984

Earnings for 2024 were negatively affected by accumulated extraordinary costs of SEK 5,482 thousand, of which SEK 5,482 thousand were in Q2. SEK 1,741 thousand was related to restructuring costs and SEK 3,742 thousand to the bankruptcy of the Swedish subsidiary Fall Damage Studio AB.

THE GROUP'S REVENUE

Revenue for the quarter amounted to SEK 42.2 (52.5) million, a decline of SEK 10.3 million. The decline is mainly attributable to the Gaming business area and is an expected decline in anticipation of upcoming releases in the coming quarters.

OPERATING PROFIT

Operating profit before depreciation and amortisation (EBITDA) for the quarter amounted to SEK 0.7 (5.1) million, a decline of SEK 4.4 million. The loss of revenue for Gaming also affects operating profit negatively, while the cost-saving programme implemented last year continues to have a positive impact compared with the previous year. Earnings for Q1 of the previous year included a capital gain of SEK 4.3 million on crypto asset sales.

Operating profit (EBIT) for the quarter was SEK -17.8 (-39.3) million. The previous year's EBIT included goodwill amortisation of SEK 20.9 million for the subsidiary Fall Damage, which was declared bankrupt in 2024. Operational EBIT for the quarter was SEK -2.2 (2.4) million. Operational EBIT is exclusive of goodwill impairment and amortisation of SEK 15.5 (41.6) million for the quarter.

A pro forma income statement and statement of financial position can be found on pages 14 and 15, showing the Company for the same period in 2024 without Fall Damage.

NET FINANCIAL ITEMS

Net financial items for the quarter were SEK 1.1 (-20.3) million. Net financial items for the quarter were positively affected by approximately SEK 2.6 million as a result of currency fluctuations linked to financial items.

PROFIT/LOSS FOR THE PERIOD

Profit/loss after tax for the quarter was SEK -17.4 (-60.4) million. Basic earnings per share for the quarter amounted to SEK -2.37 (-278.46). Diluted earnings per share for the quarter amounted to SEK -2.37 (-278.46). Earnings per share are calculated on the number of shares at the end of the quarter.

LIQUIDITY AND CASH FLOW

Cash flow from operating activities for the quarter was SEK 2.1 (2.6) million.

Cash flow from investing activities for the quarter amounted to SEK -8.3 (-14.6) million, which mainly relates to capitalisation of work performed for own account and final earnout paid in respect of previous acquisitions.

Cash flow from financing activities for the quarter was SEK 5.9 (1.9) million. The outcome of the set-off issue during the quarter brought the Company SEK 3.7 million in equity and reduced other financial liabilities by the same amount. During the quarter, a new loan of SEK 5.0 million was taken out and loan repayments of SEK 0.7 (7.1) were made to credit institutions.

Cash flow for the quarter amounted to SEK -0.4 (-10.1) million. SEK 1.0 (0.9) million of the Group's SEK 10 million overdraft facility was unutilised as of 31 March 2025.



At the end of the period, the Group's cash and cash equivalents totalled SEK 8.3 (15.6) million.

FINANCIAL POSITION

The equity ratio was 38.7 (10.0) percent and equity amounted to SEK 63.6 (93.5) million on 31 March 2025. Total assets amounted to SEK 164.5 (939.0) million.

PARENT COMPANY

The Parent Company's operating profit for the quarter was SEK 0.1 (-1.6) million including internal revenue, an improvement of SEK 1.7 million from the previous year, largely due to the cost-saving programme implemented in 2024.

Financial development per business area

	Jan-Mar 2025						Jan-Mar 2024			
SEK thousands	Gaming	Esport	Web3	Parent	TOTAL	Gaming	Esport	Web3	Parent	TOTAL
Revenue	37,188	289	4,753	0	42,230	45,953	1,880	4,687	0	52,520
Adjusted EBITDA	2,826	-995	660	-1,808	683	3,028	-281	5,389	-3,011	5,125

GAMING

The business area continued to experience a decline in revenue during QI, mainly due to the delay of one of Playdigious' games. Playdigious continues to report a breadth of revenue from large parts of its existing portfolio and upcoming releases.

ESPORTS

The first quarter is traditionally the weakest as the majority of the business area's activities occur in the latter part of the year. The quarter shows a larger deficit than the previous year, which is primarily attributable to fewer projects under Config. The new business vertical Config Ads, launched in March, has yet to go live which is why it did not generate revenue in the first quarter.

WEB3

No substantial revenue-generating activities were completed during the quarter, and the business area's earnings and cash position were negatively affected by significant delays. Accrued income from previous token sales is reflected in the revenue and adjusted EBITDA for both the quarter and the same period in the previous year. Web3's earnings for Q1 of the previous year included a capital gain of SEK 4.3 million on crypto asset sales.

PARENT COMPANY

Adjusted EBITDA for the quarter remains significantly improved from the previous year, primarily driven by the cost reductions and efficiency measures implemented in the second half of 2024.

Planned releases and activities

Title	IP owner	Publisher
Fretless – release on PC (22 May)	External	Playdigious Originals
Crown Gambit – release on PC (18 June)	External	Playdigious Originals
Don't Starve Together – release on mobile	External	Playdigious
Spiritfarer – release in China (Q2 2025)	External	Playdigious
Streets of Rage 4 – release on Google Play Pass (July)	External	Playdigious
Six signed, not yet presented titles for release on mobile (2025-2026)	External	Playdigious
Elisa Nordic Championships 2025 – Swedish qualifying game (Q2)	External	Fragbite AB
Kumo – online store launch and second product collection	Lucky Kat	Lucky Kat
Node sales	Wagmi	Wagmi & Lucky Kat
New release of IP as web3 game, title not yet announced (2025)	Lucky Kat	Wagmi & Lucky Kat
Release of Panzerdogs and Cosmocadia on SuiPlay console (Q3 2025)	Lucky Kat	Lucky Kat



Sale of shares in Lucky Kat and Wagmi

On 13 December 2024, Fragbite Group signed a Letter of Intent, followed by an agreement on 21 January 2025, for the sale of minority shares in the Web3 business area. Counterparties are Swedish venture builder company 4+Ventures AB and Swiss company Swiss Peak Ventures GmbH. For information on the agreement's purpose, structure, valuation and impact on the Group, see the 2024 year-end report, published on 20 February.

Other

OPERATIONAL MEASURES

During the period, in parallel with continuing to maintain tight cost control following the cost reduction programme implemented in 2024, the Company has reviewed opportunities for streamlining and restructuring within the Group. This includes reviewing the possibility of selling assets where favourable and continuing to find different solutions to reduce debt during 2025.

DIVIDEND FROM FALL DAMAGE BANKRUPTCY ESTATE

Fragbite Group is the largest creditor in Fall Damage's bankruptcy estate. The Company has recognised SEK 10 million as a receivable based on information from the receiver. Prior to the final decision by the district court, the receiver paid the Company SEK 5 million in advance during Q1.



Condensed consolidated income statement

	Jan-N	<i>M</i> ar	Full Year
SEK thousands	2025	2024	2024
Revenue	42,231	52,520	213,230
Capitalised work on own account	5,357	23,551	51,857
Other operating income	117	4,539	5,174
Total revenue	47,704	80,610	270,261
Cost of goods and services sold	-25,858	-38,801	-146,731
Gross profit	21,846	41,808	123,530
Gross margin %	45.8%	51.9%	45.7%
Personnel expenses	-11,508	-22,480	-66,080
Other external expenses	-9,654	-14,202	-49,657
EBITDA	683	5,125	7,793
Amortisation and impairment of intangible assets	-2,842	-2,314	-10,265
Depreciation of tangible assets	-89	-433	-1,012
Amortisation goodwill	-15,514	-41,639	-138,277
EBIT	-17,762	-39,260	-141,761
Net financial items	1,063	-20,282	15,827
Earnings before tax (EBT)	-16,698	-59,542	-125,934
Tax	-730	-898	-3,050
Net profit	-17,428	-60,441	-128,984
Other comprehensive income	0	0	0
Total comprehensive income	-17,428	-60,441	-128,984
Comprehensive income for the period attributable to:			
Parent company's shareholders	-17,156	-60,441	-128,984
Non-controlling interests	-273	0	0
Earnings per share (SEK)	-2.34	-278.46	-19.02
Earnings per share after dilution (SEK)	-2.34	-278.46	-19.02
Average number of shares outstanding	6,814,038	217,050	3,029,565
Average number of shares outstanding diluted	6,814,038	217,050	3,029,565
Number of shares before dilution	7,340,223	217,050	6,783,086
Number of shares diluted	7,340,223	217,050	6,783,086

^{*} A 1:500 reverse share split was completed in December and has been taken into account in the calculations for all periods in this report.

Condensed consolidated statement of financial position

SEK thousands	Mar 31, 2025	Mar 31, 2024	Dec 31, 2024
ASSETS			
Fixed assets			
Intangible assets	127,306	897,800	146,490
Tangible assets	691	1,727	763
Financial assets	378	426	399
Total fixed assets	128,375	899,953	147,652
Current assets			
Accounts receivable	5,883	3,199	5,200
Current tax receivables	1,510	1,658	4,805
Other receivables	5,994	1,452	12,017
Prepaid expenses and accrued income	14,510	17,108	13,979
Total current assets	27,897	23,417	36,002
Cash and cash equivalents	8,267	15,604	9,407
Total assets	164,539	938,974	193,061
EQUITY AND LIABILITIES			
Equity			
Equity attributable to shareholders	58,955	93,461	80,892
Non-controlling interests	4,687	0	0
Total Equity	63,642	93,461	80,892
Provisions			
Additional purchase price	0	693,842	0
Deferred tax liabilities	1,857	0	1,574
Total Provisions	1,857	693,842	1,574
Long-term liabilities			
Liabilities to credit institutions	6,159	11,946	7,212
Total long-term liabilities	6,159	11,946	7,212
Short-term liabilities			
Liabilities to credit institutions	12,691	22,237	13,168
Overdraft facilities	8,963	9,077	8,798
Other financial liabilities	15,430	20,000	12,474
Accounts payable	4,105	7,267	6,009
Current tax liabilities	0	22	43
Other current liabilities	17,369	21,270	21,895
Accrued expenses and deferred income	34,324	59,852	40,996
Total short-term liabilities	92,881	139,725	103,383
Total equity and liabilities	164,539	938,974	193,061

Condensed consolidated statement of changes in equity

SEK thousands	Share capital	Premium Fund	Retained earnings	Result for the period	Equity attributable to E- shareholders of the Parent Company	quity attributable to Non-controlling interests	Total Equity
OPENING BALANCE 01/01/2024	1,809	392,062	-194,655	-53,148	146,067	0	146,067
Changes in equity during the period 01/01/2024 - 31/12/2024							
Net result for the reporting period				-128,984	-128,984		-128,984
New share issue paid	54,716	13,102			67,818		67,818
New share issue costs	,	-11,007			-11,007		-11,007
Decrease share capital	-53,133	53,133			0		0
Translation difference			6,997		6,997		6,997
Disposition according to decision by							
the AGM			-53,148	53,148	0		0
CLOSING BALANCE 31/12/2024	3,392	447,290	-240,806	-128,984	80,892	0	80,892
OPENING BALANCE 01/01/2025	3,392	447,290	-240,806	-128,984	80,892	0	80,892
Changes in equity during the period 01/01/2025 - 31/03/2025							
Net result for the reporting period				-17,156	-17,156	-273	-17,428
New share issue paid	279	3,453			3,731		3,731
New share issue costs		-30			-30		-30
Translation difference			-7,049		-7,049		-7,049
Transactions with minority interest			-1,432		-1,432	4,960	3,527
Disposition according to decision by the AGM			-128,984	128,984	0		0
CLOSING BALANCE 31/03/2025	3,670	450,713	-378,272	-17,156	58,955	4,687	63,642

Condensed consolidated cash flow statement

	Jan-	Mar	Full Year
SEK thousands	2025	2024	2024
Operating income	-17,762	-39,260	-141,761
Non-cash items			
Depreciation, amortisation and impairment	18,445	44,386	149,554
Other	0	0	3,742
Financial items	-802	-1,665	-7,967
Tax paid	2,757	-2,457	-6,785
Cash flow from operating	·	·	· ·
activities before changes in	2,639	1,003	-3,218
working capital			
Change in accounts receivable	-983	-666	-2,695
Change in other receivables	4,697	13,078	14,302
Change in accounts payable	-1,692	-3,608	-304
Change in other liabilities	-2,585	-7,245	-16,656
Cash flow from changes in working capital	-564	1,559	-5,353
Cash flow from operating			
activities	2,075	2,562	-8,571
Investment in subsidiaries	-3,023	0	-324
Capitalised work on own account	-5,357	-23,551	-51,877
Acquisition of intangible and tangible fixed assets	-1,219	-7,593	-10,354
Disposal of intangible and tangible	1,253	16,419	18,377
fixed assets	2	0	00
Deposit paid Deposit repaid	-2 0	0 114	-88 227
Cash flow from investing	U	114	221
activities	-8,347	-14,611	-44,038
New share issue	3,701	0	56,811
New borrowings	5,000	0	25,000
Change in overdraft limit	165	9,077	8,798
Change in other financial liabilities	-2,350	0	-32,994
Repayment of liabilities to credit	-658	-7,141	-20,773
institutions			
Cash flow from financing activities	5,859	1,936	36,842
Cash flow	-414	-10,113	-15,768
Cash and cash equivalents at	0.407	05.055	05.055
beginning of period	9,407	25,055	25,055
Cash flow for the period	-414	-10,113	-15,768
Exchange difference in cash and cash equivalents	-727	662	121
Cash and cash equivalents at end of period	8,267	15,604	9,407

Condensed Parent Company income statement

	Jan-	Jan-Mar		
SEK thousands	2025	2024	2024	
Revenue	1,870	1,674	6,027	
Total revenue	1,870	1,674	6,027	
Personnel expenses	-1,184	-2,097	-8,091	
Other external expenses	-624	-1,207	-4,549	
EBITDA	63	-1,630	-6,613	
Profit from participations in Group companies	0	11,253	11,253	
Impairments of financial fixed assets	0	0	-210,051	
Net financial items	479	-6,219	-8,278	
Earnings before tax (EBT)	542	3,404	-213,689	
Tax	0	0	0	
Net profit	542	3,404	-213,689	

Condensed Parent Company statement of financial position

SEK thousands	Mar 31, 2025	Mar 31, 2024	Dec 31, 2024
ASSETS			
Fixed assets			
Shares in Group companies	202,417	815,929	205,246
Receivables from Group companies	13,500	52,200	13,450
Financial assets	255	255	255
Total fixed assets	216,172	868,384	218,951
Current assets			
Receivables from Group companies	5,703	2,536	2,273
Current tax receivables	207	64	0
Other receivables	5,029	7	10,036
Prepaid expenses and accrued income	369	478	294
Total current assets	11,307	3,085	12,603
Cash and cash equivalents	286	495	1,036
Total assets	227,766	871,964	232,589
EQUITY AND LIABILITIES			
Equity	136,528	292,566	132,285
Provisions	0	456,100	0
Long-term liabilities			
Liabilities to credit institutions	0	2,657	0
Liabilities to Group companies	58,974	76,932	65,151
Total long-term liabilities	58,974	79,589	65,151
Short-term liabilities			
Liabilities to credit institutions	10,106	19,378	10,450
Other finansial liabilities	7,447	20,000	5,435
Accounts payable	209	247	510
Liabilities to Group companies	1,025	1,797	2,203
Current tax liabilities	0	0	43
Other liabilities	11,308	685	14,806
Accrued expenses and deferred income	2,170	1,602	1,707
Total short-term liabilities	32,264	43,709	35,154
Total equity and liabilities	227,766	871,964	232,589

Proforma income statement

		Conde	nsed consolid	lated income st	tatement excl	uding Fall Dam	age Studio Al	В	
	Jan-Mar 2025		Jan-Ma	r 2024			Full Yea	ar 2024	
SEK thousands	Fragbite Group	Fragbite Group	Fall Damage Studio AB	Group adjustments	Proforma Fragbite Group	Fragbite Group	Fall Damage Studio AB	Group adjustments	Proforma Fragbite Group
Revenue	42,231	52,520	-12	0	52,508	213,230	-12	0	213,218
Capitalised work on own account	5,357	23,551	-15,583	0	7,968	51,857	-25,134	0	26,723
Other operating income	117	4,539	-1	0	4,538	5,174	-1	0	5,173
Total revenue	47,704	80,610	-15,596	0	65,014	270,261	-25,147	0	245,114
Cost of goods and services sold	-25,858	-38,801	12	0	-38,789	-146,731	12	0	-146,719
Gross profit	21,846	41,808	-15,584	0	26,225	123,530	-25,135	0	98,395
Gross margin %	45.8%	51.9%	99.9%		40.3%	45.7%	100.0%		40.1%
Personnel expenses	-11,508	-22,480	10,515	0	-11,965	-66,080	17,590	0	-48,491
Other external expenses	-9,654	-14,202	5,643	-262	-8,822	-49,657	14,647	-6,695	-41,705
EBITDA	683	5,125	574	-262	5,438	7,793	7,101	-6,695	8,199
Amortisation and impairment of intangible assets	-2,842	-2,314	75	0	-2,239	-10,265	504	0	-9,761
Depreciation of tangible assets	-89	-433	325	0	-108	-1,012	75	0	-937
Amortisation goodwill	-15,514	-41,639	0	20,885	-20,753	-138,277	0	32,501	-105,776
EBIT	-17,762	-39,260	974	20,623	-17,663	-141,761	7,680	25,805	-108,276
Net financial items	1,063	-20,282	14,248	-302	-6,336	15,827	15,153	-573	30,407
Earnings before tax (EBT)	-16,698	-59,542	15,221	20,321	-23,999	-125,934	22,833	25,232	-77,868
Tax	-730	-898	0	0	-898	-3,050	0	0	-3,050
Net profit	-17,428	-60,441	15,221	20,321	-24,898	-128,984	22,833	25,232	-80,919

Proforma statement of financial position

Condensed consolidated balance sheet excluding Fall Damage Studio									
Fragbite Group	Mar 31, 2025		Mar 31,	2024		Dec 31, 2024			
SEK thousands	Fragbite Group	Fragbite Group	Fall Damage Studio AB	Group adjustments	Proforma Fragbite Group	Fragbite Group			
ASSETS									
Fixed assets									
Intangible assets	127,306	897,800	-297,593	-379,526	220,681	146,490			
Tangible assets	691	1,727	-736	0	991	763			
Financial assets	378	426	0	34,000	34,426	399			
Total fixed assets	128,375	899,953	-298,330	-345,526	256,097	147,652			
Current assets									
Accounts receivable	5,883	3,199	0	0	3,199	5,200			
Current tax receivables	1,510	1,658	-529	0	1,129	4,805			
Other receivables	5,994	1,452	-623	582	1,411	12,017			
Prepaid expenses and accrued income	14,510	17,108	-1,470	0	15,638	13,979			
Total current assets	27,897	23,417	-2,623	582	21,376	36,002			
Cash and cash equivalents	8,267	15,604	-1,432	0	14,172	9,407			
Total assets	164,539	938,974	-302,384	-344,944	291,646	193,061			
EQUITY AND LIABILITIES									
Equity									
Equity attributable to shareholders	58,955	93,461	-7,612	20,474	106,323	80,892			
Non-controlling interests	4,687	0	0	0	0	0			
Total Equity	63,642	93,461	-7,612	20,474	106,323	80,892			
Provisions									
Additional purchase price	0	693,842	-237,742	-400,000	56,100	0			
Deferred tax liabilities	1,857	0	0	0	0	1,574			
Total Provisions	1,857	693,842	-237,742	-400,000	56,100	1,574			
Long-term liabilities									
Liabilities to credit institutions	6,159	11,946	0	0	11,946	7,212			
Total long-term liabilities	6,159	11,946	-34,000	34,000	11,946	7,212			
Short-term liabilities									
Liabilities to credit institutions	12,691	22,237	0	0	22,237	13,168			
Overdraft facilities	8,963	9,077	0		9,077	8,798			
Other financial liabilities	15,430	20,000	0		20,000	12,474			
Accounts payable	4,105	7,267	-3,237	107	4,137	6,009			
Current tax liabilities	0	22	0		22	43			
Other current liabilities	17,369	21,270	-13,013	0	8,257	21,895			
Accrued expenses and deferred income	34,324	59,852	-6,780		53,547	40,996			
Total short-term liabilities	92,881	139,725	-23,031	582	117,276	103,383			
Total equity and liabilities	164,539	938,974	-302,384	-344,944	291,646	193,061			

Declaration by the Board of Directors

The Board of Directors and the CEO of Fragbite Group AB (publ) hereby certify that this interim report provides a true and fair overview of the operations, financial position and performance of the Group and Parent Company.

Stockholm, 14 May 2025

Sten Wranne Stefan Tengvall

Chairman CEO and Board Member

Niclas Bergkvist Mikael Pettersson Board Member Board Member

This interim report has not been reviewed by the Company's auditors.

Contact

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Corp ID: 556990-2777

Financial calendar

Interim report, Q2 2025: 26 August 2025 Interim report, Q3 2025: 13 November 2025 Year-end report 2025: 19 February 2026

The Annual General Meeting will be held in Stockholm on 3 June 2025.

