

## 2023 Year-end report

**CEO Marcus Teilman: “After a transformative 2023 during which Fragbite Group made a number of very significant investments, we have laid the groundwork for 2024 to be a year to remember”**

### Fourth quarter 2023

- Revenue amounted to SEK 60.4 (73.2) million.
- EBITDA amounted to SEK 5.1 (5.8) million.
- Operational EBIT<sup>1</sup> amounted to SEK 2.5 (4.0) million.
- Net result after tax was SEK 18.5 (-27.6) million.
- Earnings per share after dilution amounted to SEK 0.16 (-0.30).

### Full year 2023

- Revenue amounted to SEK 237.2 (254.1) million.
- EBITDA amounted to SEK 16.2 (11.9) million.
- Adjusted EBITDA (before items affecting comparability) was SEK 16.2 (12.8) million.
- Operational EBIT<sup>1</sup> amounted to SEK 8.0 (5.3) million.
- Net result after tax was SEK -53.1 (-103.1) million.
- Earnings per share after dilution amounted to SEK -0.47 (-1.10).

### Significant events during the quarter

- Playdigious enters into an agreement for distribution of Dead Cells via Netflix’ global platform.
- Fragbite Group acquires Fall Damage Studio AB.
- Fragbite Group carries out a directed issue and enters into loan agreements.
- Fragbite AB signs Tele2 for a two-year sponsorship of the Swedish Cup.
- Playdigious releases Shapez on mobile platforms.
- Playdigious releases Little Nightmares on mobile platforms.
- Playdigious releases Dungeon of the Endless in China.
- Wagmi carries out a private sale of \$KOBAN tokens of EUR 800,000.

### Significant events after the end of the period

- Herdjie Zhou transitions to Senior Advisor for Fragbite Group with a focus on web3 revenue generation. Board member Zara Zamani is appointed as acting CEO of Lucky Kat.
- Playdigious releases Potion Permit on mobile platforms.
- Playdigious announces the upcoming release of Loop Hero on mobile platforms.
- Playdigious enters into an agreement for publishing Linkito under Playdigious Originals.

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<sup>1</sup>Operational EBIT is defined as EBIT excluding non-operational amortisation and impairment of intangible assets.

<b>Fragbite Group</b>	Oct-Dec		Jan-Dec	
	2023	2022	2023	2022
SEK thousands				
Revenue	60,369	73,205	237,198	254,059
Adjusted EBITDA	5,143	5,801	16,193	12,782
EBITDA	5,143	5,801	16,193	11,909
Operational EBIT	2,505	3,998	8,028	5,255
EBIT	-36,656	-22,614	-96,728	-83,221
Net profit after tax	18,501	-27,575	-53,148	-103,112

Result for the full year 2022 was negatively affected by accumulated extraordinary costs of SEK 873 thousand, directly attributable to the establishment of the Group's Gibraltar-based company WAGMI Ltd.

## CEO's comments

In October, we completed the acquisition of Fall Damage, a company we have welcomed into the Fragbite Group family with great pride. The four founders, all former Dice veterans, and their team bring experience and knowledge at an exceptionally high level. The integration into Fragbite Group has exceeded expectations and we have identified many synergies in a short time. The tactical First Person Shooter game ALARA Prime is developing according to plan and we continue to fine-tune the game, through among other things consistent, qualitative gametests. As I have mentioned before, ALARA Prime will be a unique game on the market within this genre. The game is both action-packed and has a high degree of tactical elements, largely due to the uniqueness of having three teams of four players facing each other.

Promising dialogues with several publishers are in progress, and it is my assessment that there is keen interest in the game. For Fall Damage, it is important to find the right partner who also understands the uniqueness of the game and has the ability to market it in the best way. I look forward to reporting back on the outcome of these dialogues.

**Playdigious prepared for an intense year**  
Playdigious has started 2024 on a high note with the successful release of Potion Permit and the announcement of two new titles, following a strong finish to 2023 with the much-requested Little Nightmares, released in December. Thanks to the investments made in 2023 to increase Playdigious' capacity, the subsidiary now plans to release 6-8 new mobile games in 2024, which is double the release rate of previous years. Playdigious has successfully built a strong brand in its niche, has and as a result, several of the releases we can look forward to in 2024 and 2025 are well-known game titles. This means a larger production, but even more so higher revenues over time than an average game released by Playdigious historically. This will have a ripple effect and my assessment is that Playdigious is now seriously a challenger for even bigger titles and significant collaborations.

In addition to an increased release rate for new games, we are continuing the work on expanding the distribution of Playdigious' entire portfolio of games step by step. In the fourth quarter, success title Dead Cells was released on Netflix and Dungeon of the Endless was approved for distribution in China. The focus

on more and bigger agreements that enable increased revenues from existing games continues in 2024.

Finally, the investments in Playdigious have also enabled the establishment of the publishing vertical Playdigious Originals, which was launched last summer. With two PC game titles planned for release in 2024, and more contracts in the pipeline, I am very pleased at how quickly and professionally the business is developing.

### **Lucky Kat enters new phase**

The operations of our Dutch subsidiary have been undergoing change, with a shift in focus from hypercasual to web3. A high pace of development was maintained during the fourth quarter, resulting in, among other things, the recent successful soft launch of Cosmocadia on mobile.

2023 was a difficult year for the financial markets, which had a strong slowdown effect on web3. However, towards the end of the year, the market picked up again and in December we were able to carry out a private sale of tokens of EUR 800,000, at the same time bringing in new, well-qualified investors. This gives us a boost for what lies ahead.

After eight years, Herdjie Zhou recently decided to step down as Lucky Kat CEO to transition to the role of Senior Advisor. The fact that another of our founders is choosing to continue working within the group is a great testament to that we have succeeded in building the culture we have strived for within Fragbite Group. Herdjie will focus on the upcoming public launch and sale of our \$KOBAN game token which is an important building block in the web3 portfolio. He is assisted by board member Zara Zamani, who has taken on the role of acting CEO. Zara is highly skilled and is well equipped to support Lucky Kat as it takes the next step forward.

### **MMA Manager 2 developing in the right direction**

During the quarter, we increased marketing efforts for MMA Manager 2, which after the end of the period is showing good results so far. Among other metrics, the average revenue per daily active user (ARPDau) has improved with 30% to date during 2024 compared with Q4 2023. February is looking especially promising at this time, which gives me cause for optimism. In 2024, the focus is on restructuring

and improving the profitability of Funrock & Prey Studios to enable growth in this business vertical.

**Fragbite AB achieves profitability**

As previously announced, Fragbite AB returned to profitability in 2023 and I am extremely proud of what the team has achieved during the year. This is the result of hard, focused work and successfully adapting to new conditions. Keeping primary focus on the Swedish Cup together with the agency business under the Config brand has borne fruit and paved the way for growth. With a commercially successful 2023 Swedish Cup behind us, as well as expanded contracts for Config on a global level, we now enter 2024 well positioned to further increase profitability.

Overall, the Group's net sales for the fourth quarter amounted to SEK 60.4 million, a decline compared with the same period last year, primarily attributable to lower revenues from the Group's hypercasual games. This was entirely according to plan as we chose to divest a large part of the hypercasual portfolio earlier in the year in line with changing conditions in the F2P market. The decline is also attributable to MMA Manager 2 as the marketing of the game in the fourth quarter was scaled up later than in the previous year. EBITDA showed a slight decline compared with the same period the previous year, but profitability for the full year 2023 improved significantly, despite investments in 2023 that are expected to yield effects in 2024 and beyond.

In 2023, we made important investments and reprioritisations to support improved profitability going forward, which makes me optimistic about the future for a growing Fragbite Group.

**2024 – a year to look forward to!**

In 2023 we laid the groundwork for 2024 to be a year to remember. Few can doubt that Playdigious will continue to make major strides forward. Fall Damage is working with determination towards the release of ALARA Prime in the third quarter. The entire Fall Damage team is engaged in the release, which will be transformative and an instant game changer for the whole Group. I remain very positive about this investment. It is very positive to see our web3 business taking further steps in the right direction and that we are finally approaching the launch of \$KOBAN, particularly as the public sale can result in a distinct financial contribution. Fragbite AB has found new revenue models for esports, thereby achieving profitability, which means we can aim for new heights in 2024. The prospects for a truly successful 2024 are excellent. Fragbite Group is a group at the beginning of its journey, and I would remind you that individual quarters may vary, but if we look at development over the full year, I can only see a bright future!



*Marcus Teilman, President & CEO*

## Acquisition of Fall Damage Studio AB

On 17 October 2023, Fragbite Group completed the acquisition of Fall Damage Studio AB (“Fall Damage”) and gained access to all shares in Fall Damage, an acquisition that was announced on 11 October 2023. The initial purchase consideration was SEK 20 million, of which SEK 10 million is to be paid in cash in April 2024, the remainder being paid with 4,291,845 newly issued shares in Fragbite Group.

Investors who have historically contributed to the financing of Fall Damage’s game development are entitled to a recoup of Fall Damage’s future cash flows as follows: 50 percent of cash flow after tax up to approximately USD 17.3 million, and 30 percent of cash flow after tax between approximately USD 17.3 million and USD 22.3 million. As the recoup is reported as a provision in Fall Damage’s balance sheet, it does not affect the income statement but only the cash flow.

An earnout of up to SEK 400 million may be paid to the four founders of Fall Damage during Q2 2028, based on the performance of Fall Damage during the period 2024-2027, after the recoup payment to previous investors. At least half of the earnout will be paid in cash and the Company has the option to pay the remainder in newly issued Fragbite Group shares. In the event that the maximum earnout is paid, Fragbite Group’s share of the cash flow after tax during the years 2024-2027, after payment of the recoup and earnout, will be higher than SEK 1,000 million.

To finance the acquisition, the Board of Fragbite Group (publ) decided on 11 October 2023, based on the authorisation granted by the AGM 12 May 2023, on a directed issue of 11,282,043 Units, corresponding to 11,282,043 shares and 11,282,043 warrants, initially providing the Company with approximately SEK 22.0 million before issue costs (the “Directed Issue”). The subscription price was SEK 1.95 per Unit and was determined based on an accelerated book-building procedure. The issue proceeds will primarily finance the acquisition of Fall Damage, the continued operation of Fall Damage and the development of its tactical FPS game ALARA Prime. In connection with the Directed Issue, Fragbite Group has also entered into loan agreements totalling SEK 20 million with Buntel AB and Munkekullen 5 Förvaltning AB on market terms.

### 2025 estimate for Fall Damage Studio AB

An estimate of the financial outcome for Fall Damage for the financial year 2025 has been generated. The target is for 2025 net sales to amount to SEK 480-680 million, with EBITDA of SEK 55-86 million.

### About Fall Damage

Since 2019, Fall Damage has been developing ALARA Prime, a tactical First Person Shooter (FPS) game. The enduringly popular FPS gaming genre includes some of the most historically successful titles in the global gaming market. Tactical FPS games have, in addition to standard mechanics, an additional depth of game design that requires more tactical thinking, cooperation and skills. While dominant tactical FPS games such as Counter-Strike and Valorant have two competing teams, what makes ALARA Prime distinctive is that it has a third team, which radically changes the game dynamics and opens up a multi-dimensional tactical approach. Three-team gameplay, a deep arsenal of weapons and tools, and an innovative game design inspired by the world of sports all come together to create unique gameplay situations not currently found in any other tactical FPS game on the market. ALARA Prime is scheduled for release in the third quarter of 2024.

## About Fragbite Group AB (publ)

Fragbite Group is a publicly traded, Swedish corporate group 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 both traditional platforms – PC, mobile and console – and modern web3 platforms based on the latest blockchain technology. Fragbite Group has an outspoken strategy of acquiring fast-growing, well-managed and profitable companies with strong management, whose business complements the existing companies. We help companies grow through cutting-edge expertise, capital and cross-fertilisation with other operations in the Group. Fragbite Group is headquartered in Stockholm and has a total of over 130 employees in Sweden, France, the Netherlands, Gibraltar and Egypt. Fragbite Group is listed on Nasdaq First North Growth Market.

### Our subsidiaries

- **Fall Damage** is a Swedish game studio focusing on developing high quality games for PC.
- **Fragbite** is one of the Nordic region’s largest esports communities. Based in Sweden, the company develops and operates tournament concepts and offers marketing services through esports and gaming agency Config.
- **Funrock & Prey Studios** is a game developer based in Sweden that designs and develops game engines and games for mobile platforms.
- **Lucky Kat** is a game developer based in the Netherlands that develops web3 games based on blockchain technology as well as hypercasual mobile games.
- **Playdigious** is a game developer and publisher based in France that develops and ports successful game titles from PC to mobile. Under the Playdigious Originals brand, independent games for PC and console are published.
- **Wagmi** is the Group’s publishing company in Web3, based in Gibraltar and registered as a Virtual Asset Service Provider by the Gibraltar Financial Services Commission.

## Activities

### Planned activities up to and including second quarter of 2024

Title	IP owner	Publisher
Loop Hero	External	Playdigious
Linkito	External	Playdigious Originals
Title not yet announced	External	Playdigious
Cosmocadia – full release PC and mobile	Lucky Kat	Lucky Kat
\$KOBAN – public launch and sale*	Wagmi	Wagmi

\* Wagmi and Lucky Kat intend to conduct a public launch and sale of portfolio token \$KOBAN on the open market. As it is of key importance that the launch and sale take place under the most favourable market conditions possible, the Company will communicate the timeline for those activities only shortly before their initiation. Ongoing assessments of the market situation for web3 are made in close cooperation with the Company's advisors.

## Financial performance for the full year 2023

### Revenue

The Group's revenue for Q4 amounted to SEK 60.4 (73.2) million. Revenue for the full year was SEK 237.2 (254.1) million.

### Earnings

The Group's personnel expenses and other external expenses for Q4 amounted to SEK 33.0 (17.8) million and for the full year SEK 88.4 (60.8) million. The higher expenses compared with the previous year are largely due to the acquisition in October, an increased workforce in the foreign subsidiaries and the implementation of certain projects in the Parent Company.

EBITDA for Q4 amounted to SEK 5.1 (5.8) million and for the full year SEK 16.2 (11.9) million. Both revenue and EBITDA are, to some extent, affected by a positive change in exchange rates. The full year 2023 does not include any non-recurring costs, while the previous year was affected by non-recurring costs of SEK 0.9 million attributable to the establishment of the Group's Gibraltar-based company WAGMI Ltd. Adjusted EBITDA (before items affecting comparability) for Q4 amounted to SEK 5.1 (5.8) million and for the full year SEK 16.2 (12.8) million.

Operational EBIT, defined as EBIT excluding non-operational amortisation and impairment of intangible assets, amounted to SEK 2.5 (4.0) million for Q4 and SEK 8.0 (5.3) million for the full year.

The Group's depreciation/amortisation and impairment for Q4 amounted to SEK 41.8 (28.4) million and for the full year SEK 112.9 (95.1) million, mainly related to goodwill arising from completed acquisitions. The increase in depreciation/amortisation was mainly due to the acquisition of Fall Damage during the quarter. Depreciation related to capitalised work on own account for Q4 amounted to SEK 2.2 (1.5) million and for the full year SEK 7.3 (4.0) million.

Net financial items are positive as a result of currency fluctuations related to financial items and provisions in the balance sheet, as well as the adjustment of the additional consideration related to Lucky Kat.

The Group's net result after tax amounted to SEK 18.5 (-27.6) million for Q4 and SEK -53.1 (-103.1) million for the full year.

### Cash flow, investments and financial position

Cash flow from operating activities before changes in working capital for Q4 amounted to SEK 1.3 (2.8) million and for the full year SEK 1.8 (0.8) million.

Cash flow from changes in working capital for Q4 amounted to SEK -5.3 (15.8) million and for the full year SEK -3.2 (42.3) million.

Cash flow from investing activities for Q4 amounted to SEK -29.7 (3.6) million and for the full year SEK -55.1 (-141.2) million, which was which mainly related to purchase consideration and capitalised work on own account.

Cash flow from financing activities for Q4 amounted to SEK 35.2 (-6.6) million and for the full year SEK 40.3 (47.7) million. New issues and new loans were raised in connection with the acquisition made during the quarter.

Cash and cash equivalents amounted to SEK 25.1 (41.0) million at the end of the period.

The Board of Directors proposes that no dividend be paid for the financial year 2023.

## Revenue and earnings by business area

SEK thousands	Oct-Dec 2023					Oct-Dec 2022				
	Gaming	Esport	Web3	Parent	TOTAL	Gaming	Esport	Web3	Parent	TOTAL
Revenue	48,314	8,303	3,752	0	60,369	62,576	4,668	5,962	0	73,205
Adjusted EBITDA	3,841	3,104	2,359	-4,162	5,143	8,464	-701	1,384	-3,346	5,801

  

SEK thousands	Jan-Dec 2023					Jan-Dec 2022				
	Gaming	Esport	Web3	Parent	TOTAL	Gaming	Esport	Web3	Parent	TOTAL
Revenue	204,647	12,968	19,583	0	237,198	229,747	11,114	13,197	0	254,059
Adjusted EBITDA	26,317	695	6,967	-17,785	16,193	30,076	-3,223	240	-14,311	12,782

In addition to Fall Damage, Playdigious and FunRock & Prey Studios, the Gaming business area also includes Lucky Kat's business in the hypercasual genre. Esports refers to Fragbite AB. Web3 comprises Wagmi, and Lucky Kat's business in this area. The table does not take into account management fees charged to subsidiaries to cover certain Group-wide costs.

### Recognition of revenue from in-game tokens

In our analysis of how to account for the sale of tokens, we have worked on the basis that the Company is committed to developing and providing our web3 games for as long as they are in demand along with the holder's right to use these tokens for future in-game purchases. It is therefore our assessment that the cash proceeds from the sale of tokens should be recognised as deferred income. Revenue is recognised from inception of the agreement and thereafter as the holders exercise their rights to use the tokens for in-game purchases. Based on our best current estimate, it is reasonable to assume that the holders of these tokens will spend them evenly distributed over the expected lifetime of the games, so straight-line accrual over the estimated economic lifetime of the games is also a reasonable reflection of how we receive our revenue.

Our analysis is based on a separate analysis of the games' estimated economic life as well as discussions with our auditors and other external financial experts, and it is our assessment that a period of about 3 years would be considered a reliable estimate.

However, there is significant uncertainty in assessing the economic life of a game before it is launched, as well as how token holders will use the tokens, and so as the games develop and our understanding of player behaviour increases, we will monitor developments and, if necessary, review the decision on what method and period we will use to recognise this revenue in the future. We will also provide ongoing communication on this in our financial reporting.

### Parent Company

The Parent Company's revenue for Q4 amounted to SEK 1.6 (2.0) million and for the full year SEK 5.9 (7.3) million. Net result after tax for Q4 amounted to SEK -17.4 (-5.5) million and for the full year SEK -5.5 (-21.7) million. Dividends of SEK 22.9 million from the French subsidiary Playdigious and SEK 5.9 million from the Dutch subsidiary Lucky Kat were adopted during the year.

### Accounting policies

This report has been prepared in accordance with K3, Interim Financial Reporting, and the Annual Accounts Act. The Board has decided to make the transition to IFRS reporting and preparations will start during autumn 2023.

### Fragbite Group's share

Fragbite Group AB (publ) was listed on Nasdaq First North Growth Market on 12 July 2021 under the ticker (short name) FRAG. The total number of ordinary shares outstanding on 31 December 2023 is 108,525,164. Each share carries one vote at the AGM.



**Consolidated statement of comprehensive income**

SEK thousands	Okt-Dec		Jan-Dec	
	2023	2022	2023	2022
Revenue	60,369	73,205	237,198	254,059
Capitalised work on own account	18,314	3,342	28,040	11,037
Other operating income	315	2	701	4
<b>Total revenue</b>	<b>78,998</b>	<b>76,549</b>	<b>265,939</b>	<b>265,100</b>
Cost of goods and services sold	-40,883	-52,903	-161,298	-192,391
<b>Gross profit</b>	<b>38,115</b>	<b>23,646</b>	<b>104,642</b>	<b>72,709</b>
<i>Gross margin %</i>	<i>48.2%</i>	<i>30.9%</i>	<i>39.3%</i>	<i>27.4%</i>
Personnel expenses	-21,694	-9,449	-56,657	-37,845
Other external expenses	-11,278	-8,396	-31,791	-22,956
<b>EBITDA</b>	<b>5,143</b>	<b>5,801</b>	<b>16,193</b>	<b>11,909</b>
Amortisation and impairment of intangible assets	-2,216	-7,142	-7,331	-11,666
Depreciation of tangible assets	-422	-111	-833	-437
Amortisation goodwill	-39,161	-21,163	-104,757	-83,027
<b>EBIT</b>	<b>-36,656</b>	<b>-22,614</b>	<b>-96,728</b>	<b>-83,221</b>
Net financial items	56,230	-3,891	48,533	-13,109
<b>Earnings before tax (EBT)</b>	<b>19,574</b>	<b>-26,506</b>	<b>-48,195</b>	<b>-96,330</b>
Tax	-1,073	-1,069	-4,953	-6,782
<b>Net profit</b>	<b>18,501</b>	<b>-27,575</b>	<b>-53,148</b>	<b>-103,112</b>
Other comprehensive income	0	0	0	0
Total comprehensive income	18,501	-27,575	-53,148	-103,112
<b>Comprehensive income for the period attributable to the parent company's shareholders</b>	<b>18,501</b>	<b>-27,575</b>	<b>-53,148</b>	<b>-103,112</b>
Earnings per share (SEK)	0.17	-0.30	-0.49	-1.14
Earnings per share after dilution (SEK)	0.16	-0.30	-0.47	-1.10
Average number of shares outstanding	106,383,166	90,672,923	94,639,007	88,959,373
Average number of shares outstanding diluted	110,490,081	93,358,896	98,149,187	91,414,747
Number of shares before dilution	108,525,164	90,672,923	108,525,164	90,672,923
Number of shares diluted	112,632,079	93,341,505	112,632,079	93,341,505

**Consolidated statement of financial position**

<i>SEK thousands</i>	Dec 31, 2023	Dec 31, 2022
<b>ASSETS</b>		
<b>Fixed assets</b>		
Intangible assets	920,481	311,521
Tangible assets	2,118	1,133
Financial assets	522	313
<b>Total fixed assets</b>	<b>923,122</b>	<b>312,967</b>
<b>Current assets</b>		
Accounts receivable	2,441	5,490
Current tax receivables	2,986	1,481
Other receivables	14,334	2,335
Prepaid expenses and accrued income	16,584	19,735
<b>Total current assets</b>	<b>36,345</b>	<b>29,041</b>
<b>Cash and cash equivalents</b>	<b>25,055</b>	<b>40,993</b>
<b>Total assets</b>	<b>984,521</b>	<b>383,001</b>
<b>EQUITY AND LIABILITIES</b>		
<b>Equity</b>	<b>146,067</b>	<b>161,510</b>
<b>Provisions*</b>	<b>678,325</b>	<b>88,525</b>
<b>Long-term liabilities</b>		
Liabilities to credit institutions	14,752	30,317
<b>Total long-term liabilities</b>	<b>14,752</b>	<b>30,317</b>
<b>Short-term liabilities</b>		
Liabilities to credit institutions	25,644	26,534
Accounts payable	10,795	4,470
Current tax liabilities	2,975	2,961
Other current liabilities	41,003	2,381
Accrued expenses and deferred income	64,959	66,304
<b>Total short-term liabilities</b>	<b>145,377</b>	<b>102,649</b>
<b>Total equity and liabilities</b>	<b>984,521</b>	<b>383,001</b>

\* All additional purchase consideration amounts are accounted for as provisions to their maximum amount.

**Consolidated cash flow statement**

SEK thousands	Oct-Dec		Jan-Dec	
	2023	2022	2023	2022
<b>Operating income</b>	<b>-36,656</b>	<b>-22,614</b>	<b>-96,728</b>	<b>-83,221</b>
Non-cash items				
Depreciation, amortisation and impairment	41,799	28,416	112,921	95,130
Other	0	-946	0	0
Financial items	-2,209	-616	-5,078	-2,677
Tax paid	-1,676	-1,471	-9,353	-8,411
<b>Cash flow from operating activities before changes in working capital</b>	<b>1,258</b>	<b>2,769</b>	<b>1,762</b>	<b>821</b>
Change in accounts receivable	4,789	12,734	3,131	11,408
Change in other receivables	-5,088	2,854	-7,754	1,265
Change in accounts payable	3,823	1,759	2,940	-21,898
Change in other liabilities	-8,849	-1,549	-1,494	51,501
<b>Cash flow from changes in working capital</b>	<b>-5,325</b>	<b>15,798</b>	<b>-3,177</b>	<b>42,276</b>
<b>Cash flow from operating activities</b>	<b>-4,067</b>	<b>18,567</b>	<b>-1,415</b>	<b>43,096</b>
Investment in subsidiaries	-10,650	0	-21,459	-128,351
Capitalised work on own account	-18,368	-3,342	-28,095	-11,037
Acquisition of intangible and tangible fixed assets	-1,138	-3,155	-5,812	-24,882
Disposal of intangible and tangible fixed assets	457	10,108	457	23,190
Deposit paid	-18	0	-222	-155
<b>Cash flow from investing activities</b>	<b>-29,718</b>	<b>3,611</b>	<b>-55,130</b>	<b>-141,236</b>
New share issue	30,965	-9	36,685	38,621
New borrowings	20,000	0	31,340	30,059
Change in Overdraft limit	-8,670	0	0	0
Repayment of liabilities to credit institutions	-7,073	-6,628	-27,758	-20,949
<b>Cash flow from financing activities</b>	<b>35,223</b>	<b>-6,637</b>	<b>40,267</b>	<b>47,731</b>
<b>Cash flow</b>	<b>1,438</b>	<b>15,540</b>	<b>-16,279</b>	<b>-50,408</b>
Cash and cash equivalents at beginning of period	24,431	24,475	40,993	87,460
Cash flow for the period	1,438	15,540	-16,279	-50,408
Exchange difference in cash and cash equivalents	-814	978	341	3,941
Cash and cash equivalents at end of period	25,055	40,993	25,055	40,993

**Consolidated statement of changes in equity**

<b>Fragbite Group</b>	<b>Consolidated statement of changes in equity</b>				
<i>SEK thousands</i>	Share capital	Premium Fund	Retained earnings	Result for the period	Equity attributable to shareholders of the Parent Company
<b>OPENING BALANCE 01/01/2022</b>	<b>1,399</b>	<b>317,165</b>	<b>-64,913</b>	<b>-50,397</b>	<b>203,254</b>
Changes in equity during the period 01/01/2022 - 31/12/2022					
Net result for the reporting period				-103,112	-103,112
New share issue paid	112	38,768			38,880
New share issue costs		-258			-258
Translation difference			22,747		22,747
Disposition according to decision by the AGM			-50,397	50,397	0
<b>CLOSING BALANCE 31/12/2022</b>	<b>1,511</b>	<b>355,674</b>	<b>-92,563</b>	<b>-103,112</b>	<b>161,510</b>
<b>OPENING BALANCE 01/01/2023</b>	<b>1,511</b>	<b>355,674</b>	<b>-92,563</b>	<b>-103,112</b>	<b>161,510</b>
Changes in equity during the period 01/01/2023 - 31/12/2023					
Net result for the reporting period				-53,148	-53,148
New share issue paid	298	37,422			37,720
New share issue costs		-1,035			-1,035
Translation difference			1,020		1,020
Disposition according to decision by the AGM			-103,112	103,112	0
<b>CLOSING BALANCE 31/12/2023</b>	<b>1,809</b>	<b>392,062</b>	<b>-194,655</b>	<b>-53,148</b>	<b>146,067</b>

**Parent Company income statement**

<b>Fragbite Group AB (publ)</b>	Oct-Dec		Jan-Dec	
	<i>SEK thousands</i>			
	2023	2022	2023	2022
Revenue	1,572	1,952	5,853	7,270
<b>Total revenue</b>	<b>1,572</b>	<b>1,952</b>	<b>5,853</b>	<b>7,270</b>
Personnel expenses	-2,321	-1,496	-9,511	-8,671
Other external expenses	-1,841	-1,850	-8,274	-6,514
<b>EBITDA</b>	<b>-2,590</b>	<b>-1,394</b>	<b>-11,932</b>	<b>-7,915</b>
Profit from participations in Group companies	0	0	28,795	0
Impairments of financial fixed assets	-19,492	-654	-19,492	-654
Net financial items	4,729	-3,462	-2,883	-13,110
<b>Earnings before tax (EBT)</b>	<b>-17,354</b>	<b>-5,510</b>	<b>-5,513</b>	<b>-21,678</b>
Tax	0	0	0	0
<b>Net profit</b>	<b>-17,354</b>	<b>-5,510</b>	<b>-5,513</b>	<b>-21,678</b>

**Parent Company balance sheet**

<i>SEK thousands</i>	Dec 31, 2023	Dec 31, 2022
<b>ASSETS</b>		
<b>Fixed assets</b>		
Shares in Group companies	814,026	430,616
Receivables from Group companies	31,900	18,374
Financial assets	255	409
<b>Total fixed assets</b>	<b>846,181</b>	<b>449,399</b>
<b>Current assets</b>		
Receivables from Group companies	2,970	1,832
Current tax receivables	0	27
Other receivables	0	221
Prepaid expenses and accrued income	295	299
<b>Total current assets</b>	<b>3,265</b>	<b>2,379</b>
<b>Cash and cash equivalents</b>	<b>1,331</b>	<b>1,497</b>
<b>Total assets</b>	<b>850,777</b>	<b>453,274</b>
<b>EQUITY AND LIABILITIES</b>		
<b>Equity</b>	<b>289,162</b>	<b>257,991</b>
<b>Provisions*</b>	<b>454,384</b>	<b>88,525</b>
<b>Long-term liabilities</b>		
Liabilities to credit institutions	5,159	28,013
Liabilities to Group companies	54,695	49,612
<b>Total long-term liabilities</b>	<b>59,855</b>	<b>77,625</b>
<b>Short-term liabilities</b>		
Liabilities to credit institutions	22,819	25,342
Accounts payable	691	924
Liabilities to Group companies	1,649	223
Current tax liabilities	135	0
Other liabilities	20,255	307
Accrued expenses and deferred income	1,827	2,338
<b>Total short-term liabilities</b>	<b>47,376</b>	<b>29,134</b>
<b>Total equity and liabilities</b>	<b>850,777</b>	<b>453,274</b>

\* All additional purchase consideration amounts are accounted for as provisions.

## Declaration by the Board of Directors

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

Stockholm, 22 February 2024

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

Stefan Tengvall  
*Chairman of the Board*

Maria Andersson Grimaldi

Claes Kalborg

Sten Wranne

Zara Zamani

Marcus Teilman  
*President & CEO*

## Presentation for investors, analysts and media

A live webcast will be held on 22 February 2024 at 10.00 CET. President and CEO Marcus Teilman and CFO Anders Rössel will present the report in English. Afterwards, viewers are given the opportunity to ask questions. To view the presentation, go to <https://ir.financialhearings.com/fragbite-group-q4-report-2023>

## Contact

For questions, please contact:

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Corp ID: 556990-2777

## Certified Adviser:

Redeye AB

## Upcoming reports

2023 Annual Report: 18 April 2024  
Interim Report Q1 2024: 16 May 2024  
Interim Report Q2 2024: 15 August 2024  
Interim Report Q3 2024: 14 November 2024  
2024 Year-end Report: 20 February 2025

The AGM will be held in Stockholm on 21 May 2024.