JANUARY – JUNE 2026

Interim Report

G5 Entertainment AB

INTERIM REPORT JANUARY – JUNE 2026

April -June 2026

- Revenue for the period was USD 20.1 M (24.0), representing a 16% year-over-year decline compared to the same period in 2025.
- Gross margin increased to 73.1% (70.0%) as a larger share of revenue was coming from G5's direct-to-consumer channels.
- EBIT for the period was USD -0.2 M (0.6). The quarter was negatively impacted by severance payments amounting to USD 0.8 M (0.0) and positively impacted by fx revaluations of USD 0.5 M (-1.0) reported as other income and expense. Adjusting for fx and severance payments the EBIT would be USD 0.1 M (1.6) corresponding to an EBIT margin of 0.4% (6.8%).
- Net result for the period was USD 0.6 M (0.7), positively impacted by the finance net of USD 0.8 M (0.2).
- Earnings per share before and after dilution amounted to USD 0.08 (0.09), an 18% decline year-over-year.
- Cash flow before financing activities was USD 0.7 M (2.2). The company maintained a strong liquidity position with USD 24.4 M in cash and cash equivalents at the end of the quarter.
- G5 Store gross revenue increased 14.8% year-over-year and 4.6% sequentially, reflecting continued progress in direct-to-consumer initiatives.
- Average Monthly Active Users (MAU) declined 9% year-over-year to 3.5 million, while Average Daily Active Users (DAU) decreased 15% year-over-year to 1.0 million. Similarly, Average Monthly Unique Users (MUU) saw a 10% reduction, totaling 2.4 million. Average Monthly Unique Payers (MUP) declined 20% year-over-year to 90.7 thousand. However, this was significantly offset by a robust increase in monetization quality; Average Monthly Gross Revenue per Paying User (MAGRPPU) rose by 15% year-over-year to USD 79.0 (up from USD 68.9). This substantial growth in MAGRPPU highlights the increasing concentration of high-value users and the continued effectiveness of our monetization strategies.

FINANCIAL KEY RATIOS

KUSD	Apr-Jun 2026	Apr-Jun 2025	Change %	Jan-Jun 2026	Jan-Jun 2025	Change %	Jul 25-Jun 26	Jan-Dec 2025	Change %
Revenue	20,098	23,967	-16%	41,812	48,340	-14%	89,306	95,834	-7%
Commission to distributors[1]	-3,324	-4,803	-31%	-7,044	-9,673	-27%	-16,268	-18,897	-14%
Royalty to external developers[2]	-2,074	-2,381	-13%	-4,272	-4,885	-13%	-8,630	-9,243	-7%
Gross profit	**14,700**	**16,783**	**-12%**	**30,496**	**33,782**	**-10%**	**64,408**	**67,694**	**-5%**
Gross margin	73.1%	70.0%		72.9%	69.9%		72.1%	70.6%	
Operating costs excluding costs for user acquisition	-11,017	-11,818	-7%	-21,727	-24,141	-10%	-44,700	-47,113	-5%
EBIT excluding costs for user acquisition	3,683	4,965	-26%	8,769	9,641	-9%	19,708	20,581	-4%
EBIT margin before costs for user acquisition	**18%**	**21%**		**21%**	**20%**		**22%**	**21%**	
Costs for User acquisition[3]	-3,910	-4,373	-11%	-8,121	-8,052	1%	-18,377	-18,309	0%
Costs for User acquisition as percentage of revenue	-19%	-18%		-19%	-17%		-21%	-19%	
EBIT	**-227**	**593**	**-138%**	**648**	**1,589**	**-59%**	**1,331**	**2,272**	**-41%**
EBIT-margin (%)	-1.1%	2.5%		1.5%	3.3%		1.5%	2.4%	
Earnings per share before dilution	**0.08**	**0.09**	**-18%**	**0.18**	**0.24**	**-24%**	**0.33**	**0.39**	**-15%**
Cash Flow before financing activities	656	2,199		4,874	5,310		3,864	4,300	
Cash and cash equivalents	24,419	25,967		24,419	25,967		24,419	23,480	

1 Variable costs paid to distributors. Main stores have the following fees: Apple App Store, Google Play, Amazon Appstore etc. have a fee of 30 percent, Microsoft Store has 12 percent, G5 Store has single digit percent.
2 Royalties to external developers are costs to third party developers when there is a contractual obligation to pay royalty.
3 User acquisition is a marketing cost for acquiring new users. The costs are fully variable and are spent on advertising campaigns that are targeted at acquiring loyal players. The campaigns can be stopped at a very short notice.

Comment from the CEO: Right-sizing the organization amid record gross margin

In the second quarter of 2026 we executed the decisions taken in the first quarter as we worked to bring the organization size in line with the realities of a challenging market, while at the same time continuing to make strategic progress on G5 Store, third-party game distribution, direct payment processing, and new games.

Our gross margin increased to a new record level of 73.1% (70.0%), driven by continued growth of the G5 Store and a growing share of revenue we process directly. The percentage of revenue from our players on mobile devices that we process directly went from 11.0% in the first quarter to 17.2% in the second quarter.

The redundancies we communicated with the Q1 report and the ones identified later were completed during and after the quarter, taking the workforce from approx. 830 at the beginning of the quarter to around 550 as of the beginning of August. These numbers include a second wave of optimizations we have identified as necessary after a further review of the portfolio and the projects being run across the company. Severance in the quarter totaled USD 0.8 M, related to both the initial and the second wave of redundancies, and we expect an additional USD 0.15 M of severance in the third quarter. As communicated with the first quarter, we expected a run-rate decrease of USD 6.2 M. With the additional redundancies already made in Q2 and early Q3, the total run-rate decrease on an annualized basis will be USD 11 M. We continued our efforts to bring the team to the right size given the decline in top-line revenue, in order to protect our margins.

We experienced certain difficulties in portfolio performance during the quarter. After positive development in the last few quarters, in Q2 Hidden City declined 10.5% year-over-year and 8.0% sequentially; its performance suffered due to new functionality that had negative effects, but we have since taken measures and it is now gradually trending back. Sherlock declined 16.4% year-over-year and 7.6% sequentially; the game did not perform strongly in the period and revenue fell, though we are working on stabilizing it with some success. Jewels declined 29.5% year-over-year and 11.2% sequentially. While experiments we ran on the Jewels family of games produced certain improvements, they are not enough to restore the games' scalability in this difficult market, and we cannot justify investing further in the attempt

With the additional redundancies made in Q2 and early Q3 we expect a total run-rate decrease on an annualized basis of USD 11 M.

to change them. We are therefore putting Jewels into what we call Harvest Mode, to maximize the profit from the long tail of sales, which we hope will be very long.

One of the two new games we entered the quarter with, continued evolving in the Scalability phase. It shows strong short-term metrics but still requires work on long-term metrics as we gather more data on how players behave after longer periods of time spent in the game. We continue to be cautiously optimistic about this game given the strength of its short-term metrics, but we also recognize that it will require more iterations and more time in Soft Launch before it can be proven scalable in the current difficult market environment. The other new game we entered the quarter with was discontinued, after careful consideration of the market reality and the progress we had been making. There are other new games and initiatives being considered.

Distribution of third-party games on G5 Store is going well. We launched 3 new games in the quarter and of the games in negotiations during the second quarter 5 have been signed. As of now, the negotiations are underway on 9 more games. Given the growing interest we have from developers, we foresee a continued stream of games to be signed and released on G5 Store. While third-party games revenue grew almost 100% sequentially in the quarter, G5 Store overall grew 15% year-over-year and 5% sequentially, negatively affected by the setback in revenue development of our main titles.

We have made progress in adding more advertising monetization to our portfolio: ad revenue reached 2.3% of total revenue (1% last year, 1.4% last quarter).

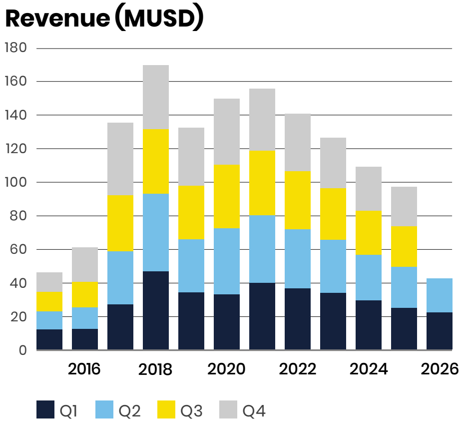
Distribution of third-party games on G5 Store is going well. Third-party games revenue grew almost 100% sequentially in the quarter, G5 Store overall grew 15% year-over-year and 5% sequentially.

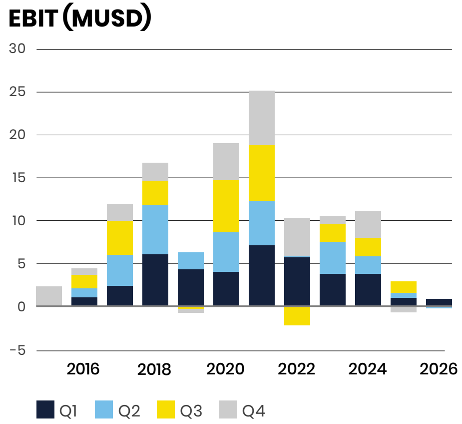
There is potential for better ad monetization and we will continue working on increasing its percentage in our revenues.

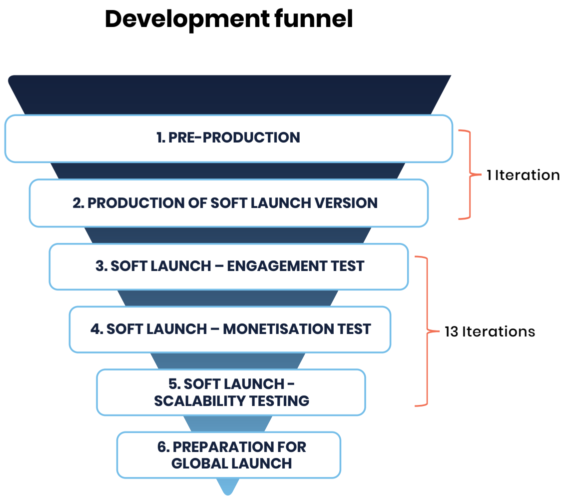
We are excited about the dynamics of G5 Store and the progress we are making in third-party game distribution there. We believe we can achieve higher direct revenue processing and generate more ad revenue, which will continue to increase our Gross Margin, and we remain cautiously optimistic about our remaining new game. However, we recognize that it is likely that in the foreseeable future we will continue to face both top-line and bottom-line pressure.

I would like to thank our team for its resilience and hard work through a difficult quarter, and our players and shareholders for their continued trust as we bring the organization in line with the realities of the market.

August 12, 2026
Vlad Suglobov, CEO, co-founder







April – June

Revenue and gross profit

Revenue for the second quarter amounted to USD 20.1 million (24.0), a decline of 16%.

Cost of revenue decreased to USD 5.4 million (7.2), resulting in a Gross Profit of USD 14.7 million (16.8). The Gross Margin remained strong at 73.1% (70.0%), primarily driven by a higher share of sales through direct-to-consumer channels like the G5 Store.

Cost of revenue primarily consists of platform distribution commissions, with most distributors charging up to 30% of gross revenue. Exceptions include Microsoft Store, which applies a 12% commission, and G5 Store, where commission fees are in the single-digit percentage range, reflecting third-party payment processing costs. Cost of revenue also includes royalties payable to external developers, which decreased by 13% year-over-year, in line with lower revenue levels from licensed games.

Operational Costs

Research and Development expenses were USD 7.5 million (6.7). R&D was impacted by severance payments of USD 0.6 M (0.0). After the redundancies are completed the company expects quarterly savings of USD 2.2 M.

Sales and Marketing expenses declined to USD 5.3 million (5.7), as the company maintained competitive user acquisition efforts. Excluding costs for user acquisition sales and marketing expenses amounted to USD 1.3 million (1.3), unchanged from previous year. S&M was impacted by severance of USD 0.1 M (0), the company expects a quarterly run-rate decline of USD 0.3 M from the redundancies.

General and Administrative costs remained flat at USD 2.7 million (2.7). G&A was impacted by redundancies of USD 0.1 M, the company expects a quarterly run rate decline of USD 0.3 M from the redundancies. Other operating income and other operating expenses together amounted to USD 0.5 million (-1.0), primarily driven by currency effects on operational assets and liabilities.

EBIT

Earnings before interest and taxes (EBIT) amounted to USD -0.2 million, (0.6).

Amortization increased to USD 2.5 million (2.4). Capitalization of intangible assets amounted to USD 2.5 million (2.3), capitalization increased temporarily in the first and second quarter due to reallocation of staff from non-capitalizable projects to capitalizable projects. Capitalization will decrease with the staff reductions. Capitalization and amortization combined resulted in a net positive impact of USD 0.1 million on EBIT, an improvement from the USD 0.0 million negative impact recorded in the same period last year.

Net profit

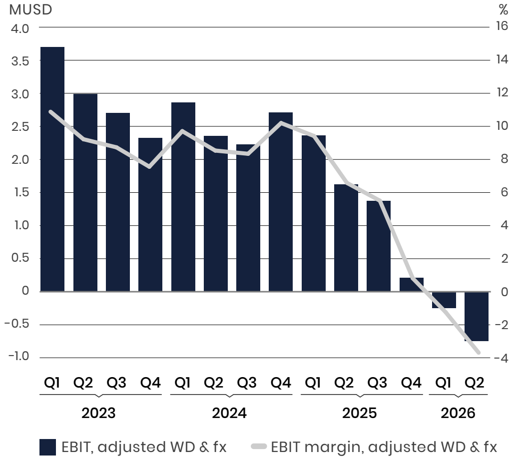
Finance net impacted the result with USD 0.8 million (0.2), primarily impacted by fair value revaluation of long-term investments.

Taxes impacted the period with USD -0.05 million (-0.10).

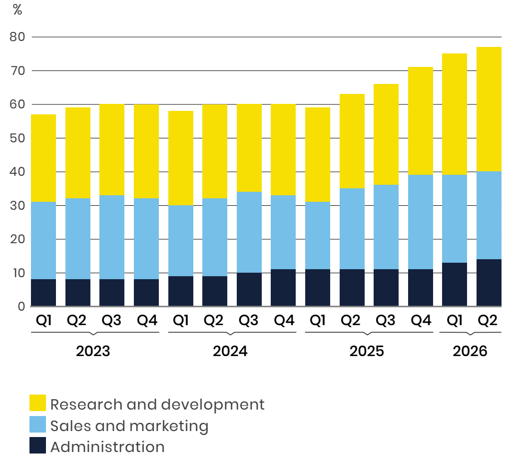
Net Result for the period amounted to USD 0.6 million (0.7).

Earnings per share for the quarter, both before and after dilution, amounted to USD 0.08 (0.09).

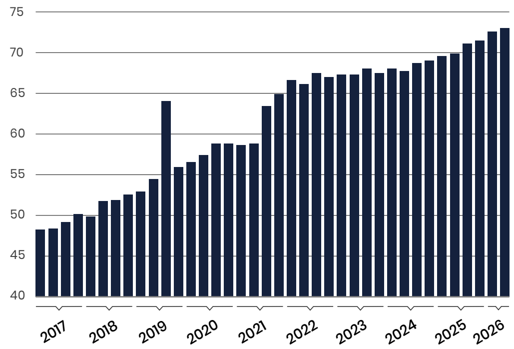
EBIT (MUSD) | EBIT-margin (%)



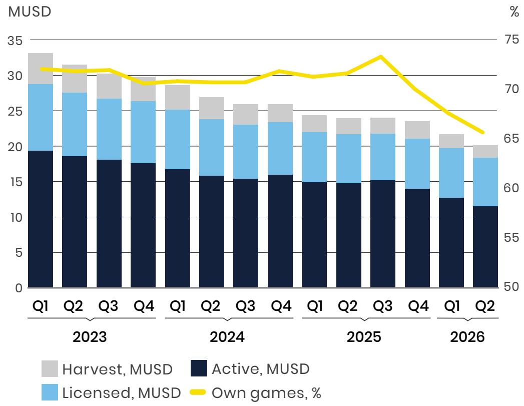
Costs in % of revenue



Gross Margin (%)



Own/licensed revenue (MUSD) share own games (%)



Operational metrics

F2P	Q2'26	Q2'25	Change
Average DAU (mn)	1.0	1.2	-15%
Average MAU (mn)	3.5	3.8	-9%
Average MUU (mn)	2.4	2.7	-10%
Average MUP (thousands)	90.7	113.8	-20%
Average MAGRPPU (USD)	79.0	68.9	15%

For detailed definitions of the operational metrics see the glossary on page 16 of the report.

January – June

Revenue and gross profit

Revenue declined 14 percent compared to the same period in 2025. Revenue amounted to USD 41.8 M (48.3).

The group's cost of revenue was USD 11.3 M (14.6). Gross profit amounted to USD 30.5 M (33.8), a decrease of 10 percent compared to the same period in 2025. Gross margin was 72.9 percent (69.9).

Operating Costs

Operating costs, excluding fx movements, decreased 6 percent compared to the same period in 2025. User acquisition remained stable at USD 8.1 M (8.1). Excluding costs for user acquisition the operating costs amounted to USD 21.7 M (24.1). The operational costs were impacted by capitalization of USD 5.3 M (4.5) depreciation and amortization of USD 5.1 M (5.0) and write-downs of USD 0.0 M (0.0).

Other operating income and expense impacted the period positively with USD 1.7 M (-2.4), primarily attributed to exchange rate differences on operational assets and liabilities related to balance sheet items in the parent company.

EBIT

EBIT was USD 0.6 M (1.6) and the EBIT-margin was 1.5 percent (3.3) for the period.

Net profit

Net profit was affected by financial items with USD 1.0 M (0.4), primarily related to fair value adjustments related to long-term investments. Tax affected the result with USD -0.3 M (-0.2) corresponding to an effective tax rate of 17 percent (9). Net profit amounted to USD 1.4 M (1.8) corresponding to earnings per share before dilution of USD 0.18 (0.24).

Cash flow

During the second quarter of 2026, the group generated cash flow before changes in working capital of USD 3.0 million (3.0). Taxes paid during the period amounted to USD 0.4 million (0.4).

Changes in working capital only marginally impacted the cash flow and amounted to USD 0.0 million, compared to USD 1.7 million in the same period last year. As a result, total Cash flow from operating activities decreased to USD 3.0 million (4.7).

Investing activities resulted in a net outflow of USD 2.3 million (2.5). This primarily reflects capitalized development expenses of USD 2.5 million (2.3), slightly offset by divestments of long-term investments.

Financing activities were impacted by dividend and repurchases, financing activities amounted to USD -2.6 M (-6.7).

Net cash flow for the period was USD -1.9 million (-4.5).

For the interim period of 2026, the Group generated cash flow before changes in working capital of USD 6.0 million (7.0). Taxes paid during the period totaled USD 0.7 million (0.4). Changes in working capital contributed positively to cash flow by USD 3.3 million (3.0). As a result, cash flow from operating activities amounted to USD 9.4 million (10.1).

Investing activities resulted in a net cash outflow of USD 4.6 million (4.8). This primarily reflected capitalized development expenses of USD 5.3 million (4.6), partly offset by proceeds from the divestment of long-term investments.

Financing activities were primarily impacted by dividend payments USD 1.6 M (6.5) and share repurchases of USD 1.4 M (0.2), resulting in a net cash outflow of USD 3.0 million (6.7).

Net cash flow for the period amounted to USD 1.8 million (-1.5). Available cash as of June 30, 2026, stood at USD 24.4 million (26.0 million as of June 30, 2025).

Financial position

The publishing strategy is to have a portfolio of different games in order to maximize the potential and reduce risk. Multiple games are developed at any given point in time, some of these games become very successful and extremely profitable, some of these games do not become big breakthroughs but pay for themselves and are stable earners over a long period of time, while the majority of games that go into production will be cancelled at an early stage as the market potential is not significant enough.

As the majority of games that are produced are cancelled during the soft launch, the company does not capitalize development expenses on games until they reach global launch.

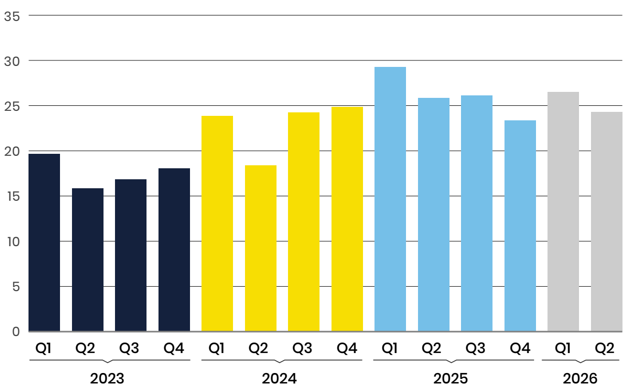
Capitalized development expenses for unsuccessful games will be written down. Development for games only released in soft launch will be expensed as they are incurred. Over time, the company expects write-offs and expenses to be more than compensated for by the revenue and profits produced by successful games in the portfolio.

Capitalized development expenses at the end of the period amounted to USD 19.2 million (18.7). The group maintains a rigorous evaluation process for these assets; impairment needs are assessed quarterly, with a comprehensive review of all input parameters performed annually. For the interim period of 2026, no write-offs were recorded (zero write-offs in the prior year period as well).

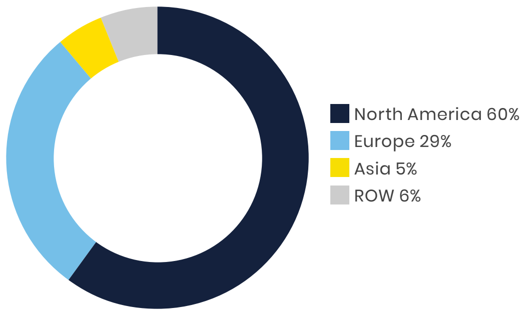
Consolidated equity totaled USD 47.6 million (49.1), equivalent to USD 6.41 per share (6.39). The equity-to-asset ratio stood at 81% (80%). Cash on hand was USD 24.4 million (26.0).

Other long- and short-term debt relates solely to IFRS 16 lease obligations.

Cash Position (MUSD)



Revenue breakdown by geography Second Quarter 2026



Parent company

The parent company revenue has performed in line with the group. The parent company is the counterpart for all application stores where G5 sells its products. The costs consist mainly of payments to one of the subsidiaries in Malta, which holds the rights to the games in the portfolio and is also where the senior management overseeing the games and studios is based. Over time, the transactions should generate a surplus for the parent company, but during shorter periods some imbalances may occur.

As for the group, the financial position of the parent company is solid.

Other disclosures

Outlook

G5 Entertainment does not publish forecasts.

Risk assessment

G5 Entertainment is, like all companies, exposed to various kinds of risks in its operations. Among the most notable are risks related to the dependency on certain strategic partners, delays in the release of new games, currency exchange risks, changes in technology, dependency on key employees, and tax as well as political risks due to the multinational nature of the group's operations. Risk management is an integral part of G5 Entertainment's management.

Related-party transactions

During the period no significant related-party transactions have taken place except the ongoing transactions highlighted in the annual report 2025.

Presentation currency

Effective January 1, 2026, G5 Entertainment has changed its presentation currency for the consolidated financial statements from Swedish Krona (SEK) to US Dollars (USD). As the company's operations and the majority of its revenue are denominated in USD, this transition reduces the impact of currency volatility on reported results and provides a more accurate reflection of the Group's underlying financial performance and development. Prior year comparatives have been restated in USD at the historical exchange rates applicable to those periods to ensure meaningful year-over-year analysis. The parent company financial statements continue to be presented in SEK.

Upcoming report dates

Interim report Jan-Sep 2026	November 4, 2026

Teleconference

On August 12th, 2026 at 08.00 CET, CEO Vlad Suglobov and CFO Stefan Wikstrand will present the interim report in a conference call. For dial-in details please visit: https://corporate.g5.com/investors/calendar

Forward-looking statements

This report may contain statements concerning, among other things, G5 Entertainment's financial position and performance as well as statements on market conditions that may be forward-looking. G5 Entertainment believes that the expectations reflected in such forward-looking statements are based on reasonable assumptions. However, forward-looking statements involve inherent risks and uncertainties and actual results or outcomes may differ materially from those expressed. Forward-looking statements relate only to the date they were made, and, other than as required by applicable law, G5 Entertainment undertakes no obligation to update any of them in light of new information or future events.

Inquiries

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Stefan Wikstrand, CFO	+46 76 0011115

Assurance

The Board of Directors and the CEO declare that the interim report provides a true and fair overview of the Parent Company's and the Group's operations, financial position and results of operations as well as describing the material risks and uncertainties facing the Parent Company and other companies in the Group.

Stockholm Aug 12th, 2026

Petter Nylander
Chairman of the Board

Jeffrey Rose
Board member

Louise Ringström Grandinson
Board member

Joel Fashingbauer
Board member

Vlad Suglobov
CEO, Board member

Note:
G5 Entertainment AB (publ) is required to make the information in this interim report public in compliance with the Swedish Securities Market Act. The information was submitted for publication on August 12th, 2026 at 07.00. This interim report has not been subject to review by the company´s auditors. This report is published in Swedish and English. In the event of any difference between the English version and the Swedish original, the Swedish version shall prevail.

INCOME STATEMENT – GROUP

KUSD	Apr-Jun 2026	Apr-Jun 2025	Jan-Jun 2026	Jan-Jun 2025	Jul-Jun 25/26	2025
Net turnover	20,098	23,967	41,812	48,340	89,306	95,834
Cost of revenue	-5,398	-7,184	-11,316	-14,558	-24,898	-28,140
Gross profit	**14,700**	**16,783**	**30,496**	**33,782**	**64,408**	**67,694**
Research and Development expenses	-7,460	-6,693	-15,210	-13,626	-29,785	-28,201
Sales and Marketing expenses	-5,254	-5,722	-10,820	-10,689	-23,300	-23,169
General and administrative expenses	-2,738	-2,749	-5,471	-5,481	-10,759	-10,768
Other operating income	525	0	1,653	0	1,653	0
Other operating expenses	0	-1,027	0	-2,398	-886	-3,283
Operating result	**-227**	**593**	**648**	**1,589**	**1,331**	**2,272**
Financial income	847	237	1,000	446	1,336	781
Financial expenses	-4	-12	-9	-22	-229	-241
Operating result after financial items	**616**	**817**	**1,639**	**2,013**	**2,438**	**2,812**
Taxes	-47	-104	-276	-177	97	195
Net result for the period	**569**	**713**	**1,363**	**1,835**	**2,536**	**3,008**
Attributed to:						
Parent company's shareholders	569	713	1,363	1,835	2,536	3,008
Earnings per share						
Weighted average number of shares (thousands)	7,510	7,735	7,576	7,735	7,639	7,749
Weighted average number of shares after dilution, (thousands)	7,510	7,735	7,576	7,735	7,639	7,749
Earnings per share (USD) before dilution	0.08	0.09	0.18	0.24	0.33	0.39
Earnings per share (USD) after dilution	0.08	0.09	0.18	0.24	0.33	0.39

STATEMENT OF COMPREHENSIVE INCOME – GROUP

KUSD	Apr-Jun 2026	Apr-Jun 2025	Jan-Jun 2026	Jan-Jun 2025	Jul-Jun 25/26	2025
Net result for the period	**569**	**713**	**1,363**	**1,835**	**2,536**	**3,008**
Other Comprehensive income						
Items that should not be reclassified to the income statement						
Fair value changes in value of equity instruments that are measured at fair value through other comprehensive income	**522**	**-187**	**1,508**	-235	**848**	-896
Items that later can be reversed in profit						
Foreign currency translation differences	-560	-3,243	-2,178	1,527	814	4,519
Total other comprehensive income for the period	**-38**	**-3,430**	**-670**	**1,292**	**1,662**	**3,623**
TOTAL COMPREHENSIVE INCOME FOR THE PERIOD	**532**	**-2,717**	**694**	**3,127**	**4,198**	**6,631**
Attributed to:						
Parent company's shareholders	532	-2,717	694	3,127	4,198	6,631

BALANCE SHEET – GROUP

KUSD	Jun 30 2026	Jun 30 2025	Dec 31 2025
Fixed assets			
Intangible fixed assets			
Capitalized development expenses (Note 2)	19,210	18,707	18,853
Intangible assets	268	275	284
	19,478	**18,982**	**19,137**
Tangible fixed assets			
Equipment	565	734	746
	565	**734**	**746**
Long term Investments	1,457	4,316	2,822
Deferred tax receivable	15	15	15
Total non-current assets	**21,516**	**24,048**	**22,719**
Current assets			
Accounts receivable	1,213	1,922	1,728
Tax receivable	902	148	700
Other receivables (Note 3,4)	103	135	250
Prepaid expenses and accrued income	8,049	8,876	9,263
Short-term investments	2,734	0	926
Cash and cash equivalents	24,419	25,967	23,480
Total current assets	**37,420**	**37,048**	**36,346**
Total assets	**58,935**	**61,095**	**59,066**

KUSD	Jun 30 2026	Jun 30 2025	Dec 31 2025
Equity			
Total shareholders' equity	**47,617**	**49,077**	**49,625**
Long-term liabilities			
Deferred tax liabilities	835	165	951
Long-term liabilities			
Total long-term liabilities	**835**	**165**	**951**
Current liabilities (Note 5)			
Short-term liabilities	71	162	139
Accounts payable	4,094	5,096	3,639
Other liabilities	860	706	532
Tax liabilities	173	611	0
Accrued expenses	5,286	5,278	4,179
Total current liabilities	**10,483**	**11,853**	**8,490**
Total equity and liabilities	**58,935**	**61,095**	**59,066**

CHANGES IN SHAREHOLDERS' EQUITY – GROUP

KUSD	Share capital	Other capital contribution	Other reserves	Profit/loss brought forward	Shareholders' equity
Shareholders' equity 2025-01-01	**84**	**-23,271**	**7,492**	**65,951**	**50,256**
Net result for the year				3,008	3,008
Revaluation long-term investments			-896		-896
Other comprehensive income			4,519		4,519
Total comprehensive income	**0**	**0**	**3,623**	**3,008**	**6,631**
Dividend				-6,510	-6,510
Repurchase of shares		-1,381			-1,381
IFRS2 - Employee share schemes			629		629
Total transactions with the owners recognized directly in equity	**0**	**-1,381**	**629**	**-6,510**	**-7,262**
Shareholders' equity as of 2025-12-31	**84**	**-24,652**	**11,744**	**62,449**	**49,625**
Shareholders' equity 2026-01-01	**84**	**-24,652**	**11,744**	**62,449**	**49,625**
Net result for the period				1,363	1,363
Revaluation long-term investments			1,508		1,508
Other comprehensive income			-2,178		-2,178
Total comprehensive income	**0**	**0**	**-670**	**1,363**	**694**
Dividend				-1,563	-1,563
Repurchase of shares		-1,421			-1,421
IFRS2 - Employee share schemes			283		283
Total transactions with the owners recognized directly in equity	**0**	**-1,421**	**283**	**-1,563**	**-2,701**
Shareholders' equity as of 2026-06-30	**84**	**-26,073**	**11,357**	**62,249**	**47,617**

CASH FLOW STATEMENT – GROUP

KUSD	Apr-Jun 2026	Apr-Jun 2025	Jan-Jun 2026	Jan-Jun 2025	Jul-Jun 25/26	2025
Cash flow from operating activities						
Profit after financial items	616	817	1,639	2,013	2,438	2,812
Adjusting items not included in cash flow	2,799	2,589	5,088	5,377	11,424	11,713
	3,415	**3,407**	**6,727**	**7,390**	**13,862**	**14,525**
Taxes paid	-419	-403	-669	-379	-608	-318
Cash flow before changes in working capital	**2,996**	**3,003**	**6,058**	**7,011**	**13,254**	**14,208**
Cash flow from changes in working capital						
Change in operating receivables	471	592	1,618	2,470	1,666	2,519
Change in operating liabilities	-486	1,065	1,760	614	-1,263	-2,408
Cash flow from operating activities	**2,981**	**4,660**	**9,435**	**10,096**	**13,657**	**14,319**
Investing activities						
Investment in fixed assets	9	0	-30	-29	-216	-214
Capitalized development expenses	-2,546	-2,329	-5,277	-4,523	-10,199	-9,444
Long term investments	212	-132	746	-235	621	-360
Cash flow from investing activities	**-2,325**	**-2,461**	**-4,561**	**-4,787**	**-9,793**	**-10,019**

KUSD	Apr-Jun 2026	Apr-Jun 2025	Jan-Jun 2026	Jan-Jun 2025	Jul-Jun 25/26	2025
Financing activities						
Lease financing	-42	-18	-67	-34	-113	-80
Dividend	-1,563	-6,510	-1,563	-6,510	-1,563	-6,510
Repurchase shares	-982	-217	-1,421	-217	-2,585	-1,381
Cash flow from financing activities	**-2,587**	**-6,745**	**-3,051**	**-6,761**	**-4,261**	**-7,971**
Cash flow	**-1,931**	**-4,545**	**1,822**	**-1,451**	**-397**	**-3,671**
Cash at the beginning of the period	**26,644**	**29,410**	**23,480**	**24,981**	**25,967**	**24,981**
Cash flow	-1,931	-4,545	1,822	-1,451	-397	-3,671
Exchange rate differences	-295	1,103	-884	2,437	-1,152	2,170
Cash at the end of the period	**24,419**	**25,967**	**24,419**	**25,967**	**24,419**	**23,480**

Note 1

Accounting principles

G5 Entertainment's consolidated accounts have been prepared in accordance with International Financial Reporting Standards (IFRS). This report was prepared for the group in accordance with the IAS 34 Interim Financial Reporting and the Annual Accounts Act.

The accounting and calculation principles used in the report for the group are identical to those used in the Annual Report 2025.

The interim report is on pages 1–16, and pages 1–8 are thus an integrated part of this financial report.

Note 2

Capitalized development expenses

KUSD	Apr-Jun 2026	Apr-Jun 2025	Jan-Jun 2026	Jan-Jun 2025	Jul-Jun 25/26	2025
At the beginning of the period	**19,156**	**18,744**	**18,853**	**19,074**	**18,707**	**19,074**
Investments	2,546	2,330	5,277	4,525	10,198	9,445
Write-offs	0	0	0	0	0	0
Amortization	-2,492	-2,367	-4,920	-4,892	-9,695	-9,666
Net change during the period	**54**	**-37**	**357**	**-367**	**503**	**-221**
Currency exchange differences	0	0	0	0	0	0
At the end of the period	**19,210**	**18,707**	**19,210**	**18,707**	**19,210**	**18,853**

Note 3

Other receivables

Other receivables mainly consist of input VAT and other tax receivables.

Note 4

Pledged assets and contingent liabilities

G5 Entertainment has no pledged assets. G5 Entertainment does not have any contingent liabilities.

Note 5

Fair value

G5 group has long and short term financial instruments that are accounted for at fair value. The carrying amount for financial instruments correspond to fair value.

INCOME STATEMENT – PARENT COMPANY

KSEK	Apr-Jun 2026	Apr-Jun 2025	Jan-Jun 2026	Jan-Jun 2025	Jul-Jun 25/26	2025
Net turnover	187,872	231,632	386,266	491,904	835,932	941,570
Cost of revenue	-146,159	-182,032	-302,769	-397,121	-646,258	-740,610
Gross profit	**41,714**	**49,600**	**83,497**	**94,783**	**189,674**	**200,960**
Research and development expenses	-567	-155	-954	-351	-1,797	-1,193
Sales and Marketing expenses	-37,852	-44,015	-76,483	-84,751	-175,270	-183,538
General and administrative expenses	-5,073	-5,858	-9,673	-13,515	-19,730	-23,572
Other operating income	5,405	0	14,158	0	14,158	0
Other operating expenses	0	-6,679	0	-13,452	-9,109	-22,561
Operating result	**3,626**	**-7,108**	**10,545**	**-17,285**	**-2,073**	**-29,903**
Financial income	10,803	157,565	20,818	161,993	168,320	309,495
Financial expenses	0	0	0	-46	-1,985	-2,031
Operating result after financial items	**14,429**	**150,457**	**31,363**	**144,662**	**164,261**	**277,560**
Taxes	-988	0	-2,642	1,033	2,114	5,789
Net result for the period	**13,440**	**150,457**	**28,720**	**145,694**	**166,376**	**283,349**

STATEMENT OF COMPREHENSIVE INCOME – PARENT COMPANY

KSEK	Apr-Jun 2026	Apr-Jun 2025	Jan-Jun 2026	Jan-Jun 2025	Jul-Jun 25/26	2025
Net result for the period	**13,440**	**150,457**	**28,720**	**145,694**	**166,376**	**283,349**
Items that later can be reversed in profit						
Revaluation long-term investments	4,611	-577	13,025	1,197	7,691	-4,137
Other comprehensive income	**4,611**	**-577**	**13,025**	**1,197**	**7,691**	**-4,137**
Total comprehensive income for the period	**18,051**	**149,880**	**41,746**	**146,891**	**174,067**	**279,212**

BALANCE SHEET – PARENT COMPANY

KSEK	Jun 30 2026	Jun 30 2025	Dec 31 2025
Fixed assets			
Intangible fixed assets	**2,613**	**2,613**	**2,613**
Financial fixed assets			
Shares in group companies	118	118	118
Financial assets	14,182	41,050	25,988
Total fixed assets	**16,913**	**43,781**	**28,719**
Current assets			
Account receivables	11,765	18,283	15,919
Receivables from group companies	110,554	72,013	104,072
Tax receivables	6,990	4,094	7,508
Other receivables	204	468	1,411
Prepaid expenses and accrued income	66,242	75,803	73,053
Short term investment	26,619	0	8,530
Cash and cash equivalents	152,731	142,171	140,502
Total current assets	**375,103**	**312,833**	**350,995**
Total assets	**392,016**	**356,613**	**379,714**

KSEK	Jun 30 2026	Jun 30 2025	Dec 31 2025
Restricted equity			
Share capital	928	928	928
Non-restricted equity			
Share premium reserve	41,934	52,431	55,163
Profit/Loss carried forward	286,344	21,106	1,877
Net result for the period	28,720	145,694	283,349
Total equity	**357,927**	**220,160**	**341,318**
Current liabilities			
Accounts payable	26,614	29,982	31,779
Tax liability	0	0	0
Liability to group companies	0	98,120	0
Other liability	5,140	4,661	3,104
Accrued expenses	2,334	3,692	3,513
Total current liabilities	**34,089**	**136,454**	**38,396**
Total equity and liabilities	**392,016**	**356,613**	**379,714**

Glossary

Financial statement

Cost of revenue consists of direct expenses incurred in order to generate revenue from the company's games. This primarily includes commission to distributors and royalties to external developers.

Research and Development expenses primarily consist of salaries, bonuses and benefits for the company's developers. In addition, research and development expenses include outside services, as well as allocated facilities and other overhead costs. Costs associated with maintaining the company's computer software and associated infrastructure are expensed as incurred. Development costs that are directly attributable to the design and testing of the company's identifiable and unique games are recognized as intangible assets, and amortized within research and development expense over a 24-month period.

Sales and Marketing expenses primarily consist of user acquisition expenses and related software. Sales and marketing also includes salaries, bonuses, and benefits for the company's sales and marketing staff, as well as consulting fees. In addition, sales and marketing expenses include general marketing, branding, advertising and public relations costs.

General and Administrative expenses primarily consist of salaries, bonuses, and benefits for the company's executive, finance, legal, information technology, human resources and other administrative employees, as well as support staff. It also includes outside consulting, legal and accounting services, insurance as well as facilities and other overhead costs not allocated to other areas across the business. In addition, general and administrative expenses include all of the company's depreciation expenses.

Use of key ratios not defined in IFRS

The G5 Group's accounts are prepared in accordance with IFRS. See page 13 for more information on accounting principles. Only a few key ratios are defined in IFRS. As of the second quarter 2017, G5 is applying the Alternative Performance Measures issued by ESMA (European Securities and Markets Authority). Briefly, an alternative key ratio is a financial measurement of historical or future earnings development, financial position or cash flow, not defined or specified in IFRS. To assist Group Management and other stakeholders in their analysis of the Group's performance, G5 is reporting certain key ratios not defined by IFRS. Group Management believes that this information will facilitate an analysis of the Group's performance. This data supplements the IFRS information and does not replace the key ratios defined in IFRS. G5's definitions of measurements not defined in IFRS may differ from definitions used by other companies. All of G5's definitions are included below.

EBIT excluding costs for user acquisition consists of reported EBIT adjusted for costs for user acquisition.

Operational terms

Monthly Active Users (MAU) is the number of individuals who played a G5 game in a calendar month. An individual who plays two different games in the same month is counted as two MAUs. Numbers presented in the report are the average of the three months in any given quarter.

Daily Active Users (DAU) is the number of individuals who played a G5 game in a day. An individual who plays two different games in the day is counted as two DAUs. Numbers presented in the report are the average of the three months in any given quarter.

Monthly Unique Payers (MUP) is the number of individuals who made a payment in a G5 game at least once during a calendar month. An individual who pays in two G5 games is counted as one MUP. Numbers presented in the report are the average of the three months in any given quarter.

Monthly Unique Users (MUU) is the number of individuals who played a G5 game at least once during a calendar month. An individual who plays two different games during the month is counted as one MUU. Numbers presented in the report are the average of the three months in any given quarter.

Monthly Average Gross Revenue Per Paying User (MAGRPPU) is the average gross revenue received from a Monthly Unique Payer during a calendar month. MAGRPPU is calculated by dividing the gross revenue during the calendar month by the number of Monthly Unique Payers in the same calendar month. The numbers presented in the report are the average of the three months in any given quarter.

Portfolio definitions

Active Games are the games G5 owns and is actively supporting through its development and marketing capacity.

Licensed Games are games that G5 license from 3rd party developers and thereby act as a publisher. Licensed games are not split into active and harvest games.

Harvest Games are games that G5 owns but are not profitable to run as active games. The games are technically supported by a central team.

About G5 Entertainment

G5 Entertainment AB (publ) (G5) develops and publishes high quality free-to-play games for G5 Store, Apple App Store, Google Play, Microsoft Store, Amazon Appstore etc. The games are easy to learn and targeted at the widest audience of experienced and novice players. G5's portfolio includes a number of popular games like Jewels of Rome®, Sherlock Hidden Match-3 cases, Hidden City, Mahjong Journey®, Homicide Squad®, The Secret Society® Wordplay: Search Word Puzzle™ and Jewels of the Wild West™. G5 Entertainment AB (publ) is listed on Nasdaq Stockholm since 2014.

G5 Entertainment AB (publ)

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