

2022 Year-end report

CEO Marcus Teilman “Fragbite Group has more than doubled revenue for the full year 2022, driven by both acquired and organic growth. EBITDA increased from SEK 6.1 million to SEK 11.9 million. The goal for 2023 remains: our firm ambition is to grow with profitability in all areas.”

Fourth quarter 2022

- Revenue amounted to SEK 73.2 (60.3) million.
- EBITDA amounted to SEK 5.8 (10.2) million.
- Adjusted EBITDA (before items affecting comparability) was SEK 5.8 (10.2) million.
- Operational EBIT¹ amounted to SEK 4.0 (7.5) million.
- Net result after tax was SEK -27.6 (-14.3) million.
- Earnings per share after dilution amounted to SEK -0.30 (-0.17).

Full year 2022

- Revenue amounted to SEK 254.1 (124.0) million.
- EBITDA amounted to SEK 11.9 (6.1) million.
- Adjusted EBITDA (before items affecting comparability) was SEK 12.8 (9.6) million.
- Operational EBIT¹ amounted to SEK 5.3 (-3.1) million.
- Net result after tax was SEK -103.1 (-50.4) million.
- Earnings per share after dilution amounted to SEK -1.14 (-0.60).

Significant events during the quarter

- Playdigious released *Spiritfarer* exclusively on Netflix.
- The first staging of Fragbite AB’s *The Swedish CS:GO Cup* was a success with the audience and the final, at a sold-out Space Arena, was watched online by 1.6 million unique viewers.
- Playdigious signed an agreement with Apple Arcade, launching an updated exclusive version of *Dead Cells* on the platform.

Significant events after the end of the period

- Playdigious released a mobile version of the well-known game *Teenage Mutant Ninja Turtles: Shredder’s Revenge* exclusively on Netflix.
- Playdigious’ mobile version of *Dead Cells* passed 5 million sold units at the beginning of the year.
- Wagmi and Lucky Kat entered into partnership with Mysten Labs on the web3 game *Cosmocadia* for launch on the Sui blockchain in 2023.
- Lucky Kat has signed a further agreement with partner The Sandbox on developing an experience with a parkour theme for launch in The Sandbox’s metaverse.

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

SEK thousands	Oct-Dec		Jan-Dec	
	2022	2021	2022	2021
Revenue	73,205	60,331	254,059	124,041
Adjusted EBITDA*	5,801	10,245	12,782	9,626
EBITDA	5,801	10,245	11,909	6,058
Operational EBIT**	3,998	7,544	5,255	-3,110
EBIT	-22,614	-10,949	-83,221	-45,563
Net result after tax	-27,575	-14,317	-103,112	-50,397

* Result for 2022 was negatively affected by accumulated extraordinary costs of SEK 873 thousand, of which SEK 0 in Q4, directly attributable to the establishment of the Group's Gibraltar-based company WAGMI Ltd. The corresponding figure for 2021 was SEK 3,568 thousand, of which SEK 0 in Q4, directly attributable to the listing process.

** EBIT excluding non-operational amortisation and impairment of intangible assets.

About Fragbite Group AB (publ)

Fragbite Group is a Swedish publicly listed group with a portfolio of established subsidiaries that develop, adapt and publish games and esports content in 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 explicit strategy of acquiring fast-growing, well-managed and profitable companies with strong management, whose business complements the other companies. We help them grow through expertise, capital, structure and cross-fertilisation with the other companies in the Group. Fragbite Group is headquartered in Stockholm and has over 80 employees in Sweden, France, the Netherlands, Gibraltar and Egypt. Fragbite Group is listed on Nasdaq First North Growth Market.

Our subsidiaries

- As the Nordic region's largest community in esports, **Fragbite** develops and operates tournament concepts and offers a complete portfolio of content, marketing and publishing within the esports ecosystem.
- **Funrock & Prey Studios** is a game developer based in Sweden that designs and develops games and game engines for mobile platforms.
- **Lucky Kat** is a game developer based in the Netherlands that develops hypercasual mobile games as well as web3 games based on blockchain technology.
- **Playdigious** is a game developer and publisher based in France that develops and ports successful game titles from PC to mobile.
- **Wagmi** is the Group's publishing company in web3, based in Gibraltar and registered as a Virtual Assets Service Provider.

CEO's comments

I am pleased to summarise the full year 2022 by reporting that we more than doubled our revenue from SEK 124.0 million to SEK 254.1 million, driven by a combination of acquired and organic growth.

EBITDA increased from SEK 6.1 million to SEK 11.9 million. It is worth noting that the token sales of more than USD 3 million in the third quarter of the year are recognized over 3 years and have thus contributed SEK 5.5 million in 2022.

The fourth and final quarter of the year proved to be the year's strongest, with revenue increasing sequentially to SEK 73.2 million compared with the third quarter, despite the fact that we spent significantly less on marketing MMA Manager 2, which affected the revenue for the quarter. At the same time, EBITDA improved compared with the previous quarter.

Net sales increased by 21.3% compared with the same quarter in the previous year, partly driven by positive exchange rate development. However, EBITDA showed a decline compared with Q4 in the previous year, largely due to Q4 2021 being affected by an NFT sale of 5,555 avatars for Panzerdogs, which brought in approximately SEK 9.9 million in 2021, recognised in Q4 of that year.

In conclusion, the past year has been challenging given the significant macro factors that have negatively affected world markets and the stock markets, Fragbite Group has nevertheless still shown that we can grow with profitability.

Playdigious continues to deliver

I shall never tire of the privilege of repeating this: Playdigious continues to deliver on its ambitious goals. The game *Spiritfarer* was released on the Netflix platform during the fourth quarter and it was also announced that *Teenage Mutant Ninja Turtles: Shredder's Revenge* would be released exclusively on the same platform. The *TMNT* release took place in January 2023. In addition, *Dead Cells*, a game that can take pride in 5 million sold units since the launch of the mobile version, was released on Apple Arcade. The combination of a growing portfolio of games and more distribution platforms increases the diversification of Playdigious' revenues while also proving the high quality the French team is capable of delivering. The keen interest in cooperation from IP owners is also very

encouraging and discussions on releasing more games are currently well underway with several IP owners. We will therefore scale up the team in France during the year in order to increase capacity for major title releases in 2023, but also in 2024 and beyond. I look forward to providing more information as soon as we have the contracts in place.

Investment year for Fragbite

For Fragbite AB, 2022 was an investment year in which we incurred significant costs in building new tournament concepts, primarily related to the Swedish Cup, which contributed to the subsidiary not achieving profitability. It goes without saying that we should achieve profitability in all operating subsidiaries, but the investments we chose to make in 2022 are clearly justified considering what was achieved, particularly in view of the success of the Swedish Cup with its 1.6 million unique livestream viewers and a sold out SPACE arena. A solid foundation has been laid for 2023, as we not only plan to increase revenues now that we have proved and pressure-tested the concept, but we have also optimised our organisation and costs.

The web3 market looks to be recovering

In web3, there has been talk of a real "crypto-winter", particularly after the FTX crash, which did not, however, have a direct impact on us as a company. The market has generally been challenging, resulting in investors becoming more cautious, which had some bearing on our decision to postpone our planned NFT and token sales during the period. In view of the general decline in crypto currency prices over the year, we have chosen to write down the value of our holding of Solana. However, our plan stands firm, and development of the two web3 games *Panzerdogs* and *Cosmocadia* has continued at a good pace during the period. We are closely monitoring market developments to assess the timing of upcoming NFT and token sales and we are also engaged in dialogue with market makers for the upcoming public token sale.

As previously announced, we decided that the game *Cosmocadia* would be released on the new Sui blockchain. Sui is operated by Mysten Labs, which we know well, particularly since the token sale last summer when they decided to invest. Mysten Labs have clearly stated that they want to ensure a successful launch of the blockchain, and they also have a strong financial position enabling extensive marketing activities for Sui, which I believe will also

benefit us. The cooperation is very promising and I look forward to following its development closely.

Work on MMA Manager 2 continues

As previously mentioned, we focused on optimising MMA Manager 2 during the quarter in order to improve our internal KPIs such as “ARPU” (Average Revenue Per User) and “LTV” (Life Time Value). During the quarter, we therefore decided to spend less on marketing, which had effect on revenue, as anticipated. Marketing for mobile units has generally become more difficult and expensive in recent years, which is why we have chosen to focus on improving internal KPIs before scaling up the marketing of the game again. Efforts so far show an improvement in our internal KPI:s and this work is expected to continue for a period of time before we expect to gradually scale up marketing efforts. We are now also placing extra emphasis on fine-tuning the underlying game engine in order to obtain good leverage when we take the next step and add more sports manager titles.

Outlook for 2023

Looking ahead to 2023, I look forward to presenting more strong titles published by

Playdigious. I also expect our web3 business to take further strides and show strength through both NFT sales and more token sales. The management teams of both FunRock & Prey Studios and Fragbite AB are resolute and well prepared in their plans to achieve profitability and a positive cash flow during 2023. Finally, may I say that the goal for 2023 remains: our firm ambition is to continue to grow with profitability in all areas. I feel confident that the potential, drive and passionate ambition within the Group will contribute to a positive and interesting, to say the least, 2023.



Marcus Teilman, President & CEO

Financial development during 2022

Revenue

The Group's revenue for Q4 amounted to SEK 73.2 (60.3) million. Revenue for the full year was SEK 254.1 (124.0) million. Revenue was significantly higher than in the previous year, which is a consequence of the Group's acquisition of Fragbite AB, Playdigious SAS and Lucky Kat B.V. in 2021. Fragbite was acquired on 18 February 2021 and therefore contributed to consolidated revenue for Q1 2021, while the other acquisitions were consolidated with effect from 1 June 2021 (Playdigious) and 1 October 2021 (Lucky Kat).

Earnings

The Group's personnel expenses and other external expenses for Q4 amounted to SEK 17.8 (14.5) million and for the full year SEK 60.8 (36.7) million. Costs have increased compared with the previous year, driven by acquisitions and recruitments in the Parent Company. Other external expenses for the full year 2022 were negatively affected by non-recurring costs of SEK 0.9 million attributable to the establishment of the Group's Gibraltar-based company WAGMI Ltd. The corresponding figure for 2021 was SEK 3.6 million, attributable to the listing process.

EBITDA for Q4 amounted to SEK 5.8 (10.2) million and for the full year SEK 11.9 (6.1) million. Taking into account the above-mentioned items affecting comparability, adjusted EBITDA for the full year amounted to SEK 12.8 (9.6) million.

Operational EBIT, defined as EBIT excluding non-operational amortisation and impairment of intangible assets, amounted to SEK 4.0 (7,5) million for Q4 and SEK 5.3 (-3,1) million for the full year.

The Group's amortisation and impairment during Q4 amounted to SEK 28.4 (21.2) million and for the full year SEK 95.1 (51.6) million, mainly related to goodwill in connection with completed acquisitions but also related to an impairment of SEK 5.4 million on the Group's crypto holdings. Amortisation related to capitalised work on own account amounted to SEK 1.5 (2.6) million for Q4 and SEK 4.0 (9.0) million for the full year. In 2021, Q4 was also affected by impairment of an intangible asset of SEK 7.3 million, in the form of capitalised work on own account.

The Group's net result after tax for Q4 amounted to SEK -27.6 (-14.3) million and SEK -103.1 (-50.4) million for the full year.

Cash flow, investments and financial position

Cash flow from operating activities for Q4 amounted to SEK 18.6 (-2.7) million and for the full year SEK 43.1 (3.9) million.

Cash flow from investing activities for Q4 amounted to SEK 3.6 (-7.2) million. Cash flow from investing activities for the full year amounted to SEK -141.2 (-148.2) million, the majority of which was attributable to the acquisition of Lucky Kat, with the shares not being taken over until the beginning of Q1 as mentioned above, and additional consideration payments during Q3 related to Playdigious and Lucky Kat. The previous year's figures include the acquisitions of Fragbite AB (first quarter) and Playdigious (second quarter).

Cash flow from financing activities for Q4 amounted to SEK -6.6 (28.0) million. Cash flow from financing activities for the full year was SEK 47.7 (226.8) million, a result of new share issues in connection with the acquisitions of Playdigious and Lucky Kat and amortisations of the Company's bank borrowings.

Cash and cash equivalents amounted to SEK 41.0 (87.5) million at the end of the period.

Work performed by the Company and capitalised	Oct-Dec		Jan-Dec	
	2022	2021	2022	2021
SEK thousands				
Recognition of capitalised expenditure	3,342	2,327	11,037	6,757
Amortisation of capitalised expenditure	-1,459	-2,581	-4,031	-9,017
Write down balanced expenses	0	-7,341	0	-7,341
Earnings effect/net effect	1,883	-7,595	7,007	-9,601

Sale of in-game tokens

As announced in a press release on 3 August 2022, a number of selected strategic investors have signed agreements to purchase tokens via a "Strategic Round" for an amount corresponding to just over USD 3.0 million.

In addition to the Strategic Round, an internal round was conducted, whereby Fragbite Group and certain Lucky Kat employees entered into agreements to purchase in-game tokens for just over USD 80 thousand.

The Company aims to sell more in-game tokens under the existing agreements during 2023. However, it should be clarified that this is largely dependent on market developments for this type of asset and the Company is closely monitoring developments to assess if and when the timing is favourable for further sales of tokens.

In our analysis of how to account for the sale of these tokens, we have worked on the basis that the Company is committed to developing and providing this game for as long as it is 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 game, so straight-line accrual over the estimated economic lifetime of the game is also a reasonable reflection of how we recognize our revenue.

Our analysis is based on a separate analysis of the game's 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 released, as well as how token holders will use the tokens, and so as the game develops 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.

Upcoming activities

Planned activities up to and including third quarter of 2023

Title	IP owner	Publisher
Swedish Chess League	Fragbite AB	Fragbite AB
Parkour experience for The Sandbox	Lucky Kat	Lucky Kat
Panzerdogs mobile version	WAGMI Ltd	Lucky Kat
Additional token sales	WAGMI Ltd	Lucky Kat
Dead Cells DLC: Everyone is here & Boss Rush	External	Playdigious
Dead Cells DLC: Castlevania	External	Playdigious
Little Nightmares	External	Playdigious
Title not yet communicated	External	Playdigious
Cosmocadia NFT sale	WAGMI Ltd	Lucky Kat

Parent Company

The Parent Company's revenue for Q4 amounted to SEK 2.0 (1.8) million and for the full year SEK 7.3 (2.4) million. Net result after tax for Q4 was SEK -5.5 (-19.1) million and for the full year SEK -21.7 (-24.2) million.

Accounting policies

This year-end report has been prepared in accordance with K3, Interim Financial Reporting, and the Annual Accounts Act.

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 2022 is 90,672,923. Each share carries one vote at the AGM.

Proposal regarding dividend to shareholders

The Board of Directors will propose to the Annual General Meeting that no dividend be paid for the financial year 2022.

Consolidated statement of comprehensive income

SEK thousands	Oct-Dec		Jan-Dec	
	2022	2021	2022	2021
Revenue	73 205	60 331	254 059	124 041
Capitalised work on own account	3 342	2 327	11 037	6 757
Other operating income	2	-1	4	9
Total revenue	76 549	62 657	265 100	130 807
Cost of goods and services sold	-52 903	-37 882	-192 391	-88 013
Gross profit	23 646	24 774	72 709	42 793
<i>Gross margin %</i>	<i>30,9%</i>	<i>39,5%</i>	<i>27,4%</i>	<i>32,7%</i>
Personnel expenses	-9 449	-6 605	-37 845	-16 488
Other external expenses	-8 396	-7 924	-22 956	-20 247
EBITDA	5 801	10 245	11 909	6 058
Amortisation and impairment of intangible assets	-7 142	-9 922	-11 666	-16 358
Depreciation of tangible assets	-111	-121	-437	-152
Amortisation goodwill	-21 163	-11 152	-83 027	-35 112
EBIT	-22 614	-10 949	-83 221	-45 563
Net financial items	-3 891	-789	-13 109	-626
Earnings before tax (EBT)	-26 506	-11 738	-96 330	-46 189
Tax	-1 069	-2 578	-6 782	-4 207
Net result	-27 575	-14 317	-103 112	-50 397
Other comprehensive income	0	0	0	0
Total comprehensive income	-27 575	-14 317	-103 112	-50 397
Comprehensive income for the period attributable to the parent company's shareholders	-27 575	-14 317	-103 112	-50 397
Earnings per share (SEK)	-0,30	-0,17	-1,14	-0,60
Earnings per share after dilution (SEK)	-0,30	-0,17	-1,10	-0,59
Average number of shares outstanding	90 672 923	83 671 719	88 959 373	63 110 894
Average number of shares outstanding diluted	93 318 171	85 571 719	91 391 094	66 917 959
Number of shares before dilution	90 672 923	83 969 199	90 672 923	83 969 199
Number of shares diluted	93 318 171	85 869 199	93 318 171	85 869 199

Foreign exchange 2021 referring to operational revenue and costs are reclassified and are now accounted for within EBITDA.

Consolidated statement of financial position

<i>SEK thousands</i>	Dec 31, 2022	Dec 31, 2021
ASSETS		
Fixed assets		
Intangible assets	311 521	182 535
Tangible assets	1 133	221
Financial assets	313	1 806
Total fixed assets	312 967	184 562
Current assets		
Accounts receivable	5 490	17 175
Current tax receivables	1 481	0
Other receivables	2 335	3 701
Prepaid expenses and accrued income	19 735	11 361
Total current assets	29 041	32 237
Cash and cash equivalents	40 993	87 460
Total assets	383 001	304 258
EQUITY AND LIABILITIES		
Equity	161 510	203 254
Provisions*	88 525	20 262
Long-term liabilities		
Liabilities to credit institutions	30 317	31 487
Total long-term liabilities	30 317	31 487
Short-term liabilities		
Liabilities to credit institutions	26 534	15 000
Accounts payable	4 470	25 834
Current tax liabilities	2 961	338
Other current liabilities	2 381	3 392
Accrued expenses and deferred income	66 304	4 692
Total short-term liabilities	102 649	49 255
Total equity and liabilities	383 001	304 258

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

Consolidated cash flow statement

SEK thousands	Okt-Dec		Jan-Dec	
	2022	2021	2022	2021
Operating income	-22 614	-10 949	-83 221	-45 563
Non-cash items				
Depreciation, amortisation and impairment	28 416	21 195	95 130	51 622
Other	-946	-257	0	0
Financial items	-616	-789	-2 677	-626
Tax paid	-1 471	-2 603	-8 411	-3 908
Cash flow from operating activities before changes in working capital	2 769	6 596	821	1 524
Change in accounts receivable	12 734	5 956	11 408	5 742
Change in other receivables	2 854	-10 779	1 265	-11 410
Change in accounts payable	1 759	-432	-21 898	3 050
Change in other liabilities	-1 549	-4 039	51 501	5 024
Cash flow from changes in working capital	15 798	-9 294	42 276	2 406
Cash flow from operating activities	18 567	-2 698	43 096	3 930
Investment in subsidiaries	0	-2 540	-128 351	-139 084
Ongoing investment in financial assets	0	-1 806	0	-1 806
Capitalised work on own account	-3 342	-2 327	-11 037	-6 757
Acquisition of intangible and tangible fixed assets	-3 155	-573	-24 882	-598
Divestment of intangible and tangible fixed assets	10 108	0	23 190	0
Deposit paid	0	0	-155	0
Cash flow from investing activities	3 611	-7 247	-141 236	-148 245
New share issue	-9	0	38 621	185 162
New borrowings	0	30 000	30 059	45 000
Repayment of liabilities to credit institutions	-6 628	-1 972	-20 949	-3 360
Cash flow from financing activities	-6 637	28 027	47 731	226 802
Cash flow	15 540	18 083	-50 408	82 487
Cash and cash equivalents at beginning of period	24 475	69 307	87 460	4 861
Cash flow for the period	15 540	18 083	-50 408	82 487
Exchange difference in cash and cash equivalents	978	70	3 941	112
Cash and cash equivalents at end of period	40 993	87 460	40 993	87 460

In cash flow 2021 a reclassification of new share issue in connection with acquisitions in 2021 has been done, which affects reported amounts in Investment in subsidiaries and New share issue.

Consolidated statement of changes in equity

<i>SEK thousands</i>	Share capital	Premium Fund	Retained earnings	Result for the period	Equity attributable to shareholders of the Parent Company
OPENING BALANCE 01/01/2021	544	132,858	-43,173	-22,569	67,660
Changes in equity during the period 01/01/2021 - 31/12/2021					
Net result for the reporting period				-50,397	-50,397
New share issue paid	855	189,203			190,058
New share issue costs		-4,896			-4,896
Translation difference			829		829
Disposition according to decision by the AGM			-22,569	22,569	0
CLOSING BALANCE 31/12/2021	1,399	317,165	-64,913	-50,397	203,254
OPENING BALANCE 01/01/2022	1,399	317,165	-64,913	-50,397	203,254
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
CLOSING BALANCE 31/12/2022	1,511	355,674	-92,563	-103,112	161,510

Income statement - Parent Company

<i>SEK thousands</i>	Oct-Dec		Jan-Dec	
	2022	2021	2022	2021
Revenue	1,952	1,807	7,270	2,359
Total revenue	1,952	1,807	7,270	2,359
Personnel expenses	-1,496	-790	-8,671	-1,278
Other external expenses	-1,850	-3,598	-6,514	-8,630
EBITDA	-1,394	-2,581	-7,915	-7,549
Profit from participations in Group companies	0	6,815	0	6,815
Impairments of financial fixed assets	-654	-22,500	-654	-22,500
Net financial items	-3,462	-804	-13,110	-997
Earnings before tax (EBT)	-5,510	-19,069	-21,678	-24,230
Tax	0	0	0	0
Net result	-5,510	-19,069	-21,678	-24,230

Balance sheet - Parent Company

<i>SEK thousands</i>	Dec 31, 2022	Dec 31, 2021
ASSETS		
Fixed assets		
Shares in Group companies	430 616	235 496
Receivables from Group companies	18 374	1 150
Financial assets	409	1 661
Total fixed assets	449 399	238 307
Current assets		
Receivables from Group companies	1 832	5 715
Current tax receivables	27	20
Other receivables	221	0
Prepaid expenses and accrued income	299	170
Total current assets	2 379	5 905
Cash and cash equivalents	1 497	66 885
Total assets	453 274	311 097
EQUITY AND LIABILITIES		
Equity	257 991	241 047
Provisions*	88 525	20 262
Long-term liabilities		
Liabilities to credit institutions	28 013	27 500
Liabilities to Group companies	49 612	1 614
Total long-term liabilities	77 625	29 114
Short-term liabilities		
Liabilities to credit institutions	25 342	15 000
Accounts payable	924	1 838
Liabilities to Group companies	223	1 800
Other liabilities	307	160
Accrued expenses and deferred income	2 338	1 876
Total short-term liabilities	29 134	20 674
Total equity and liabilities	453 274	311 097

* 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, 23 February 2023

This year-end report has not been reviewed by the Company's auditor.

Stefan Tengvall
Chairman of the Board

Niclas Bergkvist

Claes Kalborg

Dawid Myslinski

David Wallinder

Sten Wranne

Zara Zamani

Marcus Teilman
President & CEO

Presentation for investors, analysts and media

A live-streamed presentation will be held on 23 February 2023 at 10.00 Swedish time. President & CEO Marcus Teilman and CFO Lars Johansson will present the report in English. To follow the presentation, go to <https://ir.financialhearings.com/fragbite-group-q4-2022>

Contact

For questions, please contact:

Erika Mattsson, Chief Communications Officer
em@fragbitegroup.com
Telephone: +46 8-520 277 82

Address

Fragbite Group AB (publ)
Mäster Samuelsgatan 45
SE-111 57 Stockholm

Corp ID: 556990-2777

Certified Adviser

Redeye AB

Upcoming reports

2022 Annual Report: published week 17 2023
Q1 2023: 12 May 2023
Q2 2023: 17 August 2023
Q3 2023: 15 November 2023
Year-end report 2023: 22 February 2024

The AGM will be held in Stockholm on 12 May 2023.