

Interim Report for the period January-September 2023

CEO Marcus Teilman: “With a third quarter characterised by focused development in all business areas, and several important game releases and activities to look forward to by the end of the year, Fragbite Group is headed towards closing 2023 on a strong note.”

Third quarter 2023

- Revenue amounted to SEK 61.3 (71.9) million.
- EBITDA amounted to SEK 2.7 (5.1) million.
- Adjusted EBITDA (before items affecting comparability) was SEK 2.7 (5.1) million.
- Operational EBIT¹ amounted to SEK 0.7 (3.7) million.
- Net result after tax was SEK -19.7 (-23.0) million.
- Earnings per share after dilution amounted to SEK -0.20 (-0.24).

First nine months 2023

- Revenue amounted to SEK 176.8 (180.9) million.
- EBITDA amounted to SEK 11.0 (6.1) million.
- Adjusted EBITDA (before items affecting comparability) was SEK 11.0 (7.0) million.
- Operational EBIT¹ amounted to SEK 5.5 (1.3) million.
- Net result after tax was SEK -71.6 (-75.5) million.
- Earnings per share after dilution amounted to SEK -0.74 (-0.80).

Significant events during the quarter

- Playdigious signs an agreement to port and publish eight game titles to mobile platforms and increases the game release rate.
- Anders Rössel is appointed as new CFO and Head of M&A.
- In-house marketing of MMA Manager 2 is initiated.
- Playdigious announces game title Shapez, which will be released on mobile platforms on 5 December 2023.
- Fragbite Group makes the final earnout payment related to the acquisition of Playdigious.

Significant events after the end of the period

- Playdigious release success title Dead Cells on Netflix.
- Fragbite Group acquires Fall Damage Studio AB, enters into loan agreements of approximately SEK 20 million and completes a directed issue of units of approximately SEK 22 million.
- Fragbite Group finalises the acquisition of Fall Damage.
- Fragbite AB signs agreements with additional partners and sponsors of the Swedish Cup. Tele2 signs up for a two-year sponsorship.

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

Fragbite Group	Jul-Sep		Jan-Sep		R12m	Full Year
	2023	2022	2023	2022	2022/2023	2022
SEK thousands						
Revenue	61,255	71,940	176,829	180,853	250,034	254,059
Adjusted EBITDA	2,681	5,099	11,050	6,981	16,851	12,782
EBITDA	2,681	5,099	11,050	6,108	16,851	11,909
Operational EBIT	718	3,674	5,523	1,258	9,521	5,255
EBIT	-21,547	-17,079	-60,073	-60,607	-82,687	-83,221
Net result after tax	-19,700	-23,028	-71,649	-75,537	-99,223	-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

For the Fragbite Group team, the third quarter of the year was largely dominated by work on the Fall Damage acquisition, which was announced shortly after the end of the period. I would like to start by thanking everyone involved for a strong effort as we successfully completed an important transformative acquisition under challenging market conditions, while even more clearly charting the way forward for the Group as a whole.

Revenue for the third quarter amounted to SEK 61.3 million, a slight increase from the previous quarter despite the important release of Little Nightmares now confirmed for December and not July as previously planned. Game releases are often the cause of revenue varying between quarters, something which was clearly reflected in the third quarter of the previous year when revenue was SEK 71.9 million, largely due to the release of MMA Manager 2. During 2022, the hypercasual game portfolio also generated more revenue, something which has since gradually decreased, partially due to changes in market conditions and partially due to resources being re-prioritised for the benefit of an increased focus on web3. Instead, we will have a particularly eventful fourth quarter this year, with several extremely interesting game releases and activities before we sum up 2023.

Fall Damage – a transformative acquisition

The acquisition of Fall Damage Studio AB was announced on 11 October. Fall Damage is developing a title called ALARA Prime, which is scheduled for release in the third quarter 2024. The game has been under development since 2019 and has since 2020 been regularly tested against key target groups with consistently very good results. In ALARA Prime, three teams of four compete against each other, which is unique and creates a distinctive game dynamic as well as and requires more tactical thinking from the players. The game will take a position in the tactical first-person shooter market, where there are currently few alternatives. It is designed and structured to support multiple revenue streams and is highly suitable for esports tournaments, which also creates significant synergies within the Group. This is a transformative acquisition for Fragbite Group, as we now have access to a studio with the experience and capacity to develop very high-quality games. Our 2025 target for Fall Damage is to achieve revenue of SEK 480-680 million with EBITDA of SEK 55-86 million. I am

very pleased with the transaction structure of the acquisition, which creates incentives for all parties to really ensure a good delivery of ALARA Prime. We are now less than a year away from the release, during which time we will work hard and focus on optimising the release plan. If we hit the mark right, this could be something really big!

Playdigious steps on the gas

We have seen Playdigious perform better than planned on many occasions, and, as a result, decided in September 2022 to make further investments for increased growth. Our investments in Playdigious in 2023 mean that we will at least double the number of games released on mobile in 2024 – reputable titles that have already demonstrated commercial success on other platforms. Although revenues continue to be unevenly distributed across the quarters, our French colleagues are on track to further improve growth and profitability more evenly over the year. We are looking forward to two releases in the fourth quarter: Little Nightmares and Shapez, and the expansion of already released titles to new platforms and markets, including one, yet to be named, scheduled for release in China in late December. Success title Dead Cells was released on Netflix in October and has now also been made available in Spanish, enabling an expansion of the player base in Latin America. And the Playdigious release party has barely just begun. I very much look forward to providing more positive updates on Playdigious in the next report.

Over 1.5 million Panzerdogs players

The web3 business continued to be characterised by focused work, and it is pleasing to note once again that our two games are at the absolute forefront of web3 gaming. During the quarter, we invested additional resources in marketing to attract traditional players to Panzerdogs and seamlessly integrate and introduce them to web3 components. The number of active Panzerdogs players is now significantly higher than the vast majority of web3 games on the global market, an acknowledgement of both the hard work that goes into it and Lucky Kat's position as a pioneer. In addition, we have collected valuable data that we are now using to optimise converting these newly recruited players to make in-game purchases. As mentioned in my previous CEO statement, the goal is to do a public token sale and launch \$KOBAN on the open market. However, with the provision that we closely monitor market

conditions and maintain in close contact with our advisors in order to identify the right timing, which is still the case. We have together with Lucky Kat and Wagmi been monitoring the market for a long time and the team is more than well prepared to roll out the public launch and sale as soon as conditions are optimal. Being at the frontlines can sometimes test one's patience, but there are times when the most favourable way forward is to keep a cool head. In parallel to monitoring the market for the public launch and sale, we have also investigated options for making another private sale of \$KOBAN tokens and I expect to update shareholders on the progress of that venture in the near future.

MMA Manager 2 scaling up

During the third quarter, resources have also been devoted to in-house marketing of MMA Manager 2 in order to attract new players and assess the best marketing channels for the game. We are now facing an important phase, which is to increase marketing in the channels that have shown the best results so far, so that we can scale up and grow user base and revenues more profitably. During the period, there have been updates to the game on two levels – first regular updates with smaller, targeted improvements aimed at lowering the threshold for new players. In addition, we have recently carried out a major update by introducing the “Team vs. Team” feature to increase the in-game purchases and engagement of already loyal players.

Fragbite AB returns to profitability

As previously announced, Fragbite AB has its most active period at the end of the year. The final of the Swedish Cup, now in progress, will be held in the fourth quarter. In addition, the

company's cost structure has been reviewed during the year and revenue streams have been broadened by means of more projects under the umbrella of gaming and esports agency Config. I am pleased to note that Fragbite AB will be able to show profitability for the full year 2023 and that we have also entered into several new client partnerships for 2024, which means that we enter the next financial year in a positive spirit. I am genuinely pleased and proud that the hard work put in by the Fragbite team will be reflected in the figures when we return to sum up the full year 2023.

Strong finish to 2023 awaits

With several promising title launches to look forward to in the fourth quarter of the year and the Swedish Cup to be decided, we are heading for a strong finish to 2023. The fact that we have also made a transformative acquisition will enable the Group to show significant growth in both revenue and profitability in the long term.



Marcus Teilman, President & CEO

The acquisition of Fall Damage Studio AB

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

Investors that previously contributed to the financing of the game development in Fall Damage are entitled to a recoup on future cash flow in Fall Damage of up to 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. The recoup is accounted for as a provision in Fall Damage's balance sheet; hence it does not affect the income statement, only the cash flow.

An earnout of maximum SEK 400 million may be paid to the four founders of Fall Damage during the second quarter 2028, based on the results of Fall Damage during the period 2024-2027, after the recoup payment to previous investors has been made. At a minimum, half of the earnout will be paid in cash, with the Company having the option of paying the remaining half of the earnout in newly issued shares in Fragbite Group. In the event that the conditions for the maximum earnout are met, the part of the cash flow after tax during the years 2024-2027 that is retained by Fragbite Group, after earnout and recoup have been paid, is more than SEK 1,000 million.

To finance the acquisition, the board of directors of Fragbite Group (publ) decided on 11 October 2023, based on the authorization granted by the annual general meeting held on 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 amounted to SEK 1.95 per Unit and was determined based on an accelerated book-building procedure. The proceeds will primarily finance the acquisition of Fall Damage as well as 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 amounting to a total of SEK 20 million with Buntel AB and Munkekullen 5 Förvaltning AB on market terms.

2025 estimate for Fall Damage Studio AB

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

About Fall Damage

Since 2019, Fall Damage has been developing ALARA Prime, a tactical First Person Shooter game. The enduringly popular FPS gaming genre includes some of the most historically successful titles on the gaming market globally. Tactical FPS games, in addition to standard mechanics, have an additional depth in the game design which requires more tactical thinking, cooperation and skills. Dominant tactical FPS games such as Counter-Strike and Valorant have two competing teams, whereas what makes ALARA Prime distinctive is that it has a third team, which radically changes the game dynamic and opens up for a multi-dimensional tactical approach. The combination of gameplay with three teams, a deep utility arsenal of weapons and tools, as well as an innovative game design inspired by the world of sports, creates unique game situations that cannot currently be found in any other tactical FPS game on the market. ALARA Prime is planned for release in the third quarter 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.

Våra dotterbolag

- **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 Q1 2024

Title	IP owner	Publisher
Swedish Chess League	Fragbite	Fragbite
Swedish CS:GO Cup	Fragbite	Fragbite
Shapez	External	Playdigious
Little Nightmares	External	Playdigious
Potion Permit	External	Playdigious
Title to be announced – launch China	External	Playdigious
Cosmocadia – full launch PC and mobile	Lucky Kat	Lucky Kat
\$KOBAN launch and sale (timeline to be announced)	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 period January – September 2023

Revenue

The Group's revenue for the third quarter amounted to SEK 61.3 (71.9) million. Revenue for the first nine months amounted to SEK 176.8 (180.9) million.

Earnings

The Group's personnel expenses and other external expenses for the third quarter amounted to SEK 18.2 (14.5) million and for the first nine months SEK 55.5 (43.0) million. The higher expenses compared with the previous year are largely due to an increased workforce in the foreign subsidiaries and the implementation of certain projects in the Parent Company.

EBITDA for the third quarter amounted to SEK 2.7 (5.1) million and for the first nine months SEK 11.0 (6.1) million. Both revenue and EBITDA are, to some extent, affected by a positive change in exchange rates. The first nine months of 2023 do not include any items affecting comparability (non-recurring costs), while the same period in 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 the third quarter amounted to SEK 2.7 (5.1) million and for the first nine months SEK 11.0 (7.0) million.

Operational EBIT, defined as EBIT excluding non-operational amortisation and impairment of intangible assets, for the third quarter amounted to SEK 0.7 (3.7) million and for the first nine months SEK 5.5 (1.3) million.

The Group's depreciation/amortisation and impairment for the third quarter amounted to SEK 24.2 (22.2) million and for the first nine months SEK 71.1 (66.7) million, mainly related to goodwill arising in connection with completed acquisitions. The increase is partly an effect of exchange rate fluctuations. Depreciation related to capitalised work on own account for the third quarter amounted to SEK 1.8 (1.3) million and for the first nine months SEK 5.1 (2.6) million.

The Group's net result after tax for the third quarter amounted to SEK -19.7 (-23.0) million and for the first nine months SEK -71.6 (-75.5) million.

Cash flow, investments and financial position

Cash flow from operating activities before changes in working capital for the third quarter amounted to SEK 0.7 (2.8) million and for the first nine months SEK 0.5 (-1.9) million.

Cash flow from changes in working capital for the third quarter amounted to SEK 16.2 (13.6) million and for the first nine months SEK 2.1 (26.5) million.

Cash flow from investing activities for the third quarter amounted to SEK -16.0 (-62.1) million and for the first nine months SEK -25.4 (-144.8) million, which was largely attributable to the additional consideration related to the acquisition of Playdigious SAS. The additional consideration was paid partly in cash and partly in shares in the company. The previous year's investments consist of additional consideration payments related to the acquisitions of Playdigious SAS and Lucky Kat B.V. Both of these earn-outs were also settled partly in cash and partly in shares in the company. The previous year's investing activities reported in the first nine months are largely related to the acquisition of Lucky Kat B.V.

Cash flow from financing activities for the third quarter amounted to SEK 6.5 (8.9) million and for the first nine months SEK 5.0 (54.4) million. The new issue refers to the portion of the additional consideration that was settled in the form of shares in the company. The Company has used SEK 8.7 million of the existing overdraft facility in the third quarter.

Cash and cash equivalents amounted to SEK 24.4 (24.5) million at the end of the period.

Revenue and earnings by business area

	Jul-Sep 2023					Jul-Sep 2022				
SEK thousands	Gaming	Esport	Web3	Parent	TOTAL	Gaming	Esport	Web3	Parent	TOTAL
Revenue	56,011	1,841	3,403	0	61,255	67,087	910	3,944	0	71,940
Adjusted EBITDA	6,309	-209	435	-3,853	2,681	10,271	-1,308	295	-4,159	5,099

	Jan-Sep 2023					Jan-Sep 2022				
SEK thousands	Gaming	Esport	Web3	Parent	TOTAL	Gaming	Esport	Web3	Parent	TOTAL
Revenue	156,334	4,665	15,830	0	176,829	167,171	6,447	7,236	0	180,853
Adjusted EBITDA	22,475	-2,410	4,608	-13,624	11,050	21,611	-2,522	-1,144	-10,965	6,981

In addition to 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 the third quarter amounted to SEK 1.0 (1.1) million and for the first nine months SEK 4.3 (5.3) million. Net result after tax for the third quarter amounted to SEK 5.5 (-6.0) million the third quarter and for the first nine months SEK 11.8 (-16.2) 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 in the first nine months.

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 30 September 2023 is 92,951,276. Each share carries one vote at the AGM.

Consolidated statement of comprehensive income

SEK thousands	Jul-Sep		Jan-Sep		Full Year
	2023	2022	2023	2022	2022
Revenue	61,255	71,940	176,829	180,853	254,059
Capitalised work on own account	3,272	2,810	9,725	7,695	11,037
Other operating income	263	-98	386	2	4
Total revenue	64,791	74,652	186,941	188,551	265,100
Cost of goods and services sold	-43,928	-55,026	-120,414	-139,488	-192,391
Gross profit	20,862	19,626	66,526	49,063	72,709
<i>Gross margin %</i>	<i>32.2%</i>	<i>26.3%</i>	<i>35.6%</i>	<i>26.0%</i>	<i>27.4%</i>
Personnel expenses	-11,770	-9,543	-34,964	-28,396	-37,845
Other external expenses	-6,412	-4,984	-20,513	-14,559	-22,956
EBITDA	2,681	5,099	11,050	6,108	11,909
Amortisation and impairment of intangible assets	-1,818	-1,314	-5,115	-4,524	-11,666
Depreciation of tangible assets	-145	-110	-412	-326	-437
Amortisation goodwill	-22,265	-20,753	-65,596	-61,864	-83,027
EBIT	-21,547	-17,079	-60,073	-60,607	-83,221
Net financial items	3,006	-2,949	-7,696	-9,217	-13,109
Earnings before tax (EBT)	-18,542	-20,028	-67,769	-69,824	-96,330
Tax	-1,159	-3,000	-3,880	-5,713	-6,782
Net result	-19,700	-23,028	-71,649	-75,537	-103,112
Other comprehensive income	0	0	0	0	0
Translation differences attributable to foreign operations	0	0	0	0	0
Total comprehensive income	-19,700	-23,028	-71,649	-75,537	-103,112
Comprehensive income for the period attributable to the parent company's shareholders	-19,700	-23,028	-71,649	-75,537	-103,112
Earnings per share (SEK)	-0.21	-0.25	-0.77	-0.83	-1.14
Earnings per share after dilution (SEK)	-0.20	-0.24	-0.74	-0.80	-1.10
Average number of shares outstanding	90,697,688	89,431,600	90,681,269	88,381,913	88,959,373
Average number of shares outstanding diluted	94,842,284	93,224,601	93,990,595	90,989,271	91,414,747
Number of shares before dilution	92,951,276	90,672,923	92,951,276	90,672,923	90,672,923
Number of shares diluted	97,058,191	94,461,505	97,058,191	94,461,505	93,341,505

Consolidated statement of financial position

<i>SEK thousands</i>	Sep 30, 2023	Sep 30, 2022	Dec 31, 2022
ASSETS			
Fixed assets			
Intangible assets	262,295	338,623	311,521
Tangible assets	1,064	1,104	1,133
Financial assets	522	310	313
Total fixed assets	263,882	340,037	312,967
Current assets			
Accounts receivable	7,289	18,509	5,490
Current tax receivables	2,683	1,617	1,481
Other receivables	2,257	12,780	2,335
Prepaid expenses and accrued income	23,116	11,847	19,735
Total current assets	35,346	44,753	29,041
Cash and cash equivalents	24,432	24,475	40,993
Total assets	323,660	409,265	383,001
EQUITY AND LIABILITIES			
Equity	103,999	184,089	161,510
Provisions*	80,446	86,945	88,525
Long-term liabilities			
Liabilities to credit institutions	21,057	36,637	30,317
Total long-term liabilities	21,057	36,637	30,317
Short-term liabilities			
Liabilities to credit institutions	27,355	26,358	26,534
Overdraft limit	8,670	0	0
Accounts payable	3,647	2,415	4,470
Current tax liabilities	415	3,311	2,961
Other current liabilities	15,098	2,763	2,381
Accrued expenses and deferred income	62,972	66,747	66,304
Total short-term liabilities	118,157	101,594	102,649
Total equity and liabilities	323,660	409,265	383,001

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

Consolidated cash flow statement

SEK thousands	Jul-Sep		Jan-Sep		Full Year
	2023	2022	2023	2022	2022
Operating income	-21,547	-17,079	-60,073	-60,607	-83,221
Non-cash items					
Depreciation, amortisation and impairment	24,228	22,178	71,122	66,714	95,130
Other	0	416	0	946	0
Financial items	-903	-804	-2,869	-2,061	-2,677
Tax paid	-1,093	-1,865	-7,678	-6,940	-8,411
Cash flow from operating activities before changes in working capital	685	2,845	503	-1,948	821
Change in accounts receivable	7,604	-1,971	-1,659	-1,326	11,408
Change in other receivables	21	-12,729	-2,666	-1,589	1,265
Change in accounts payable	-400	-779	-883	-23,657	-21,898
Change in other liabilities	8,943	29,104	7,356	53,050	51,501
Cash flow from changes in working capital	16,167	13,625	2,148	26,477	42,276
Cash flow from operating activities	16,852	16,470	2,652	24,529	43,096
Investment in subsidiaries	-10,809	-51,763	-10,809	-128,351	-128,351
Capitalised work on own account	-3,273	-2,810	-9,726	-7,695	-11,037
Acquisition of intangible and tangible fixed assets	-1,932	-7,560	-4,673	-8,645	-24,882
Disposal of intangible and tangible fixed assets	0	0	0	0	23,190
Deposit paid	-3	0	-204	-154	-155
Cash flow from investing activities	-16,016	-62,134	-25,412	-144,846	-141,236
New share issue	4,982	15,492	5,720	38,631	38,621
New borrowings	0	0	11,340	30,059	30,059
Change in Overdraft limit	8,670	0	8,670	0	0
Repayment of liabilities to credit institutions	-7,149	-6,589	-20,685	-14,322	-20,949
Cash flow from financing activities	6,502	8,903	5,044	54,368	47,731
Cash flow	7,338	-36,760	-17,716	-65,948	-50,408
Cash and cash equivalents at beginning of period	17,233	60,581	40,993	87,460	87,460
Cash flow for the period	7,338	-36,760	-17,716	-65,948	-50,408
Exchange difference in cash and cash equivalents	-138	655	1,156	2,963	3,941
Cash and cash equivalents at end of period	24,432	24,475	24,432	24,475	40,993

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 01/01/2022	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
OPENING BALANCE 01/01/2023	1,511	355,674	-92,563	-103,112	161,510
Changes in equity during the period 01/01/2023 - 30/09/2023					
Net result for the reporting period				-71,649	-71,649
New share issue paid	38	5,681			5,719
New share issue costs		0			0
Translation difference			8,418		8,418
Disposition according to decision by the AGM			-103,112	103,112	0
CLOSING BALANCE 30/09/2023	1,549	361,355	-187,257	-71,649	103,999

Parent Company income statement

<i>SEK thousands</i>	Jul-Sep		Jan-Sep		Full Year
	2023	2022	2023	2022	2022
Revenue	1,030	1,118	4,282	5,317	7,270
Total revenue	1,030	1,118	4,282	5,317	7,270
Personnel expenses	-2,268	-2,491	-7,191	-7,175	-8,671
Other external expenses	-1,585	-1,668	-6,433	-4,663	-6,514
EBITDA	-2,823	-3,042	-9,342	-6,521	-7,915
Profit from participations in Group companies	5,870	0	28,795	0	0
Impairments of financial fixed assets	0	0	0	0	-654
Net financial items	2,438	-2,909	-7,612	-9,648	-13,110
Earnings before tax (EBT)	5,484	-5,951	11,840	-16,169	-21,678
Tax	0	0	0	0	0
Net result	5,484	-5,951	11,840	-16,169	-21,678

Parent Company balance sheet

<i>SEK thousands</i>	Sep 30, 2023	Sep 30, 2022	Dec 31, 2022
ASSETS			
Fixed assets			
Shares in Group companies	439,060	428,720	430,616
Receivables from Group companies	17,850	15,624	18,374
Financial assets	409	408	409
Total fixed assets	457,319	444,752	449,399
Current assets			
Receivables from Group companies	1,958	1,152	1,832
Current tax receivables	49	49	27
Other receivables	11	234	221
Prepaid expenses and accrued income	292	177	299
Total current assets	2,309	1,612	2,379
Cash and cash equivalents	6,458	3,203	1,497
Total assets	466,086	449,567	453,274
EQUITY AND LIABILITIES			
Equity	275,551	263,509	257,991
Provisions*	80,446	86,945	88,525
Long-term liabilities			
Liabilities to credit institutions	10,453	34,083	28,013
Liabilities to Group companies	64,730	36,056	49,612
Total long-term liabilities	75,183	70,139	77,625
Short-term liabilities			
Liabilities to credit institutions	24,354	25,190	25,342
Accounts payable	748	317	924
Liabilities to Group companies	1,307	0	223
Current tax liabilities	0	0	0
Other liabilities	7,355	306	307
Accrued expenses and deferred income	1,142	3,160	2,338
Total short-term liabilities	34,906	28,973	29,134
Total equity and liabilities	466,086	449,566	453,274

* 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 interim report provides a true and fair overview of the operations, financial position and performance of the Group and Parent Company.

Stockholm, 23 November 2023

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-streamed presentation will be held on 23 November 2023 at 10.00 CET. President and CEO Marcus Teilman and CFO Anders Rössel will present the report in English. There will then be an opportunity to ask questions. To view the presentation, go to <https://ir.financialhearings.com/fragbite-group-q3-2023>

Contact

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Certified Adviser:

Redeye AB

Upcoming reports

Year-end report 2023: 22 February 2024
Annual report 2023: 15 April 2024
Interim report first quarter 2024: 16 May 2024
Interim report second quarter 2024: 15 August 2024
Interim report third quarter 2024: 14 November 2024
Year-end report 2024: 20 February 2025