

Interim Report, Q2 2021

The foundation for our continuing journey is laid

Second quarter 2021

- Net revenue for the second quarter amounted to SEK 17.2 (2.5) million, an increase of 589%.
- Adjusted EBITDA (before items affecting comparability) was SEK -2.9 (-1.7) million.
- EBITDA for the second quarter amounted to SEK -4.5 (-1.7) million. Items affecting comparability had an effect of SEK 1.6 million on earnings.
- Net result after tax was SEK -17.0 (-6.2) million.
- Earnings per share after dilution amounted to SEK -0.20 (-0.22).

First six months 2021

- Net revenue for the first six months amounted to SEK 19.6 (2.9) million, an increase of 572%.
- Adjusted EBITDA (before items affecting comparability) was SEK -3.6 (-4.5) million.
- EBITDA for the first six months amounted to SEK -7.0 (-4.5) million. Items affecting comparability had an effect of SEK 3.4 million on earnings.
- Net result after tax was SEK -24.4 (-13.5) million.
- Earnings per share after dilution amounted to SEK -0.28 (-0.47).

Important events for the first six months

- Acquisition of Fragbite AB on 28 February.
- Directed share issue of SEK 35.4 million before issue expenses completed in February.
- Two more directed share issues were carried out in April and May, which provided the company with SEK 31.7 million before issue expenses.
- Acquisition of Playdigious SAS on 31 May.
- Bank facility of SEK 15 million arranged through *Nordea Startup & Growth*.
- FunRock AB renamed Fragbite Group AB (publ).
- Directed share issue of SEK 25 million before issue expenses completed in June. This new share issue was registered with the Swedish Companies Registration Office after the end of the reporting period.
- The AGM adopted the re-election of Niclas Bergkvist, Claes Kalborg and Dawid Myslinski as ordinary Board members and the election of David Wallinder and Sten Wranne as new Board members.
- The Meeting authorised the Board of Directors to decide on issues of shares, warrants and/or convertibles.

Important events after the end of the period

- The Board of Directors of Fragbite Group have subscribed for series TO2 2021/2022 warrants.
- The offering prior to listing on Nasdaq First North Growth Market was 788 percent subscribed and raised just over SEK 22 million before issue expenses. Trading in Fragbite Group's shares commenced on 12 July 2021 under the ticker FRAG.
- Exercise of over-allotment option and termination of stabilisation period.

Pro forma accounting for the second quarter and for the first six months

A pro forma report has been prepared to show what the financial development would have been like if the most recent acquisitions Fragbite AB and Playdigious SAS had been acquired on January 1, 2021.

Fragbite Group 2021	Apr-Jun			Jan-jun		
	Pro forma 2021	2021	2020	Pro forma 2021	2021	2020
SEK thousand						
Revenue	32 603	17 202	2 495	54 909	19 563	2 913
Adjusted EBITDA	781	-2 943	-1 731	4 194	-3 587	-4 491
EBITDA*	-777	-4 502	-1 731	813	-6 968	-4 491
EBIT	-13 076	-16 779	-6 209	-16 428	-24 172	-13 208
Profit/loss after tax	-14 383	-17 035	-6 221	-18 743	-24 442	-13 461

*Earnings were affected by extraordinary costs of SEK 1,823 thousand in Q1 and SEK 1, 558 thousand in Q2. The costs are directly attributable to the IPO process.

CEO's comments

An eventful quarter has passed, with much time and effort spent laying the foundations for our continuing journey. We already took an important step during the first quarter, when we acquired Fragbite AB and through this acquisition created a leading position in e-sports in the Nordic region. In May, we completed the acquisition of Playdigious SAS, a French distributor and game publisher, which also laid the foundation for the Group's third business area: Publishing & Indie Games. The acquisitions mark the beginning of an exciting phase in the Company's history, with our stated aim being to master the entire value chain in mobile computer games and e-sports from concept to market.

During the quarter, we focused on building a structural platform for the entire Group, which also included strengthening our management team and Board. Notable appointments include Marcus Teilman as Deputy CEO and Head of M&A at the end of April and Charlotta Deuschl as Interim CFO. Sten Wranne and David Wallinder were elected to the Board. Sten, as former CFO of Stillfront Group for about 4 years, has very relevant experience for a group of companies like ours. David is the founder of FunRock and has valuable experience in the mobile games industry and acquisition-intensive businesses.

Together we prepared the Company for a listing on Nasdaq First North Growth Market, which took place on 12 July 2021, and raised more than SEK 110 million in the period from January until the listing date. Some of these proceeds have been used for the acquisitions of Fragbite AB and Playdigious, and the remainder also create a solid basis for us to continue pursuing a proactive acquisition agenda. I am convinced that the capital injections and the increased transparency that comes from being listed will facilitate our expansion and attractiveness, both in new and existing markets, and in discussions with potential partners and acquisition targets. We have met many talented entrepreneurs during the quarter, building up a good contact network of potential acquisition candidates for the period ahead. Today, we have also created a position where we have the luxury of being careful and selective in our acquisition processes. Our pipeline of acquisition candidates is constantly growing, but we also turn down a number of companies that do not fit our acquisition criteria.

As a listed company, I am convinced that we can create long-term shareholder value by systematically working with the following principles:

- We will continue to put our customers and followers first and develop concepts, offerings and games that they love.
- A listed share makes it easier for us to execute on our offensive acquisition agenda.
- Our investment decisions, whether they are for games, e-sports offers or acquisitions, will always be driven by our long-term vision and ambition to build shareholder value, rather than the market's short-term expectations.

Net revenue for the second quarter was a record-high SEK 17.2 million, with an adjusted EBITDA of SEK -2.9 million. However, it is important to point out that the acquisition of Playdigious was only consolidated from 31 May and that our e-sports business area showed lower than expected sales as a direct effect of the pandemic.

Proforma figures have been prepared in order to show the expected income statement if both Fragbite AB and Playdigious SAS had been acquired on 1 January 2021. Net revenue for the second quarter would then have been SEK 34.1 million with an adjusted EBITDA of SEK 0.8 million. For the period January-June 2021, net revenue would have been SEK 57.5 million with an adjusted EBITDA of SEK 4.2 million.

Mobile game platforms that scale

I am pleased to say that through our FunRock and Prey Studios, our mobile game studios, our two game engines have shown good scalability with several game releases scheduled. During the quarter, development work continued on the sequel to MMA Manager 2021 with improved game design and mechanics aimed at increasing underlying metrics such as Lifetime Value (LTV) and game retention of players. The game is planned to be launched globally during the fourth quarter, which is why in the third quarter we will reduce our marketing activities and thus we also expect lower game revenues from MMA Manager 2021, to instead focus on the sequel.

After the end of the quarter, in August, MMA Manager 2021 was featured by Apple as "Game of the Day" for the American public. Although this event has not had a significant

financial impact, it is a sign of our ability to create high-quality games.

We also announced an in-depth partnership with Tilting Point that will help us promote a western version of Capital War for launch in the fourth quarter. The title is yet to be decided, but several tests are currently being carried out in collaboration with Tilting Point. We also have additional game titles that will be built on existing game engines in the concept stage for launch in the coming years.

Publishing & Indie Games

I am very pleased to have been able to welcome and become acquainted with Playdigious SAS and its employees during the quarter. Structurally, we have become a stronger Group and we welcome two great, experienced entrepreneurs in Xavier Liard and Romain Tisserand, with specialist expertise and knowledge in Publishing & Indie games. Launched in China in mid-February with the distributor Bilibili, the game *Dead Cells* achieved a total of over 2 million paid downloads in the second quarter since its launch. During the quarter, Playdigious launched the iOS version of Northgard. The game was also released in August on Android.

E-sports

In spring, Fragbite successfully completed another season of the successful *Fragleague* concept, which is our own tournament within the *PUBG* and *CS:GO* games. The tournaments have continued to attract more viewers. The winners of *Fragleague* also automatically qualify for a place on the international *PUBG* competition scene in the PCS (*PUBG* Continental Series). In addition to *Fragleague*, the One Blade Cup has also been successfully implemented in both the Nordic and DACH regions.

Covid-19 has affected Fragbite, with several live events having been cancelled. Tournaments have also been transferred, including *The International*, which has been moved from Stockholm to another location and we have also noticed some of our customers spending less on marketing to the e-sports segment. We see this as temporary and expect volumes to increase again in the fourth quarter and rise above pre-pandemic levels over the next year. We intend to continue to invest in more e-sports concepts in the future and create synergies between our business areas, enabling e-sports to reach new levels.

A very good financial platform

Another important piece was added to the jigsaw puzzle during the quarter, in early June, when we were granted a bank facility of SEK 15 million from *Nordea Startup & Growth*. I am convinced that this will create shareholder value over time as through this we have more options for future financing of potential acquisitions in order to create a flexible capital structure.

There was very keen interest in our listing on Nasdaq First North Growth Market and the offering was subscribed for 788%. In connection with this, the Group received just over SEK 22 million before issue expenses. Our financial position is consequently very strong. I find it extremely positive that over 4,501 accounts applied for allotment in the listing, of which 598 were allotted. The public issue was subscribed for by investors in Sweden, Norway and Finland. In other words, we have the financial muscle to make acquisitions or other aggressive growth initiatives when we consider it appropriate.

The outlook for Fragbite Group AB looks better than ever. Thanks to our unique position of combining e-sports and mobile gaming in one group of companies, we have access to the capital needed for our continuing expansion.

I believe that through the acquisitions we have made so far, we have shown that we have the capacity to execute on the high goals we have set ourselves and that Fragbite is an attractive port for entrepreneurial, profitable companies with expansive business plans.

It is inspiring to see so many new shareholders joining Fragbite Group and I would like to take this opportunity to thank both you and existing shareholders for your support and commitment. Our journey has only just begun and it will be exciting to have you all with us in the future. It goes without saying that we will continue to deliver on our promises.



Stefan Tengvall, President and CEO

Our business areas

Fragbite Group has three business areas: E-sports, Mobile Gaming and Publishing & Indie Games.

E-sports

Fragbite Group's subsidiary Fragbite AB currently operates the Group's e-sports business. Fragbite is a leading e-sports company with a platform that reaches approximately 250,000 e-sports enthusiasts in the Nordic region every month. It works with some of the world's largest advertisers and has in-depth knowledge of how to monetise e-sports content. In addition to market exposure, the platform also provides a strong opportunity for continuing growth through add-on acquisitions in the segment to complement the existing organisation and increase the reach to more geographies.

The business area is active in advertising and marketing, league activities, live broadcasting and provides a community for e-sports. The Fragbite brand was founded in 2002 and is currently one of the leading e-sports media companies in the Nordic region. The business produces content for e-sports in order to engage and attract its community. Fragbite AB's business areas consist of the following four areas:

- **Leagues and tournaments**
Fragbite is a leader in the full production of digital e-sports tournaments and leagues. Fragbite has over ten years of experience in the production and distribution of e-sports tournaments. Fragbite AB owns Fragleague, the largest amateur e-sports league in the Nordic region, but also produces tailor-made tournaments with well-known brands such as Philips and Arla.
- **Fragbite Community**
When it was founded in 2002, Fragbite.se was a community mainly for gamers in the PC game Counter Strike. Today, Fragbite is the largest e-sports community in the Nordic region, with around 250,000 visitors per month and around 180,000 followers of its channel on the streaming platform Twitch.tv. Through fragbite.se, e-sports enthusiasts can communicate and read about topics such as editorial news, tournaments and games.

- **Fragbite Creative Studios ("FCS"):**
FCS is Fragbite AB's own studio which helps international brands make their mark on the e-sports audience. Using strategy and experience, FCS carries out targeted concept marketing, mainly to introduce brands to e-sports but also for continuous marketing to target groups that are often classified as difficult to reach with traditional marketing.
- **Frag-AD**
The Nordic region's largest complete advertising vertical for advertising and marketing in e-sports aimed at gamers. Frag-AD handles everything from web servers and hosting to programmatic advertising, which is the automated buying of online advertising. Frag-AD also provides the Nordic rights for the "Anzu" in-game advertising platform, an innovative solution for advertising through integrated ads during actual games.

Mobile Gaming

The business area develops and publishes proprietary mobile games through its subsidiaries FunRock and Prey Studios. The games are primarily distributed through Google Play and the Apple App Store. The games are mainly developed by the Company's own developers at the offices in Stockholm and Egypt, but also with the help of external consultants. The games are adapted for smart phones and tablets and apply the most common mobile games business model (free-to-play), which means that players download and play the games free of charge, but can pay for additional content in order to progress more easily in the game. Through the subsidiaries, the Group owns two gaming platforms.

The following releases are scheduled for Q4 2021:

- Sequel to MMA Manager 2021 with the game title *MMA Manager: Ultimate Fight*.
- A western version of the strategy game *Capital War*. The game title is yet to be decided.

Further games and sequels are planned for the first half of 2022.

Publishing & Indie Games

The business area publishes and adapts existing indie games built for computers,

primarily for smart phones, tablets and consoles through the subsidiary Playdigious SAS. Among the games developed by Playdigious are eg. *Dead Cells*, which was launched in China in mid-February with the distributor Bilibili. Since the game launch, the game achieved a total of over 2 million paid downloads in the second quarter since its launch and continues to show good appeal, holding steady in the top 30 charts in China. Another game launched is the iOS version of Northgard. The game has gained recognition, featuring on the Apple App Store (Game of the Day) and on the Google Play Store (Pre-registration section).

The business area aims to reduce development risk in the group by enabling Fragbite Group to avoid the high development expenses associated with developing its own game from scratch, and to reduce title risk by having a larger number of titles in its portfolio, thereby reducing dependence on one or a few game titles.

Through Playdigious, Fragbite Group gains a large portfolio of pay games and an established network of indie developers who own established game titles that are already successful and proven. The games are distributed through the leading distribution platforms in the West and in Asia.

Group January – June 2021

Revenue

The Group's revenue for the second quarter amounted to SEK 17.2 (2.5) million. Revenue for the first six months was SEK 19.6 (2.9) million. Revenue for the period is significantly higher than in the previous year due to Group's acquisition of the Fragbite AB and Playdigious SAS.

Earnings

The Group's total other external and personnel expenses for the second quarter amounted to SEK -9.7 (-2.9) million and SEK -14.6 (-5.5) million for the first six months. Costs for the period are higher than in the previous year due to the acquisition of additional subsidiaries with an increased cost volume. Approximately SEK 1.6 million for the second quarter, and SEK 3.4 million for the first six months has been transferred to extraordinary costs from other external expenses related to the IPO.

EBITDA for the second quarter amounted to SEK -4.5 (-1.7) million and for the first six months SEK -6.9 (-4.5) million. The decline from the same period in the previous year is mainly due to an increased cost volume prior to listing. The Group's profit/loss after tax for the second quarter amounted to SEK -17.0 (-6.2) million and for the first six months SEK -24.2 (-13.5) million. The increased depreciation/amortisation is related to goodwill amortisation for the acquired companies.

The Group's depreciation/amortisation for the second quarter amounted to SEK -12.3 (-4.5) million and for the first six months SEK -17.2 (-8.7) million. The figure for the second quarter also includes goodwill amortisation of SEK -1.6 million related to the first quarter resulting from an updated assessment. Amortisation related to work performed by the Company and capitalised amounts to SEK -2.1 (0) million for the second quarter and SEK -4.2 million for the first six months. The costs are allocated by quarter as follows.

Work performed by the Company and capitalised	Apr-Jun		Jan-Jun	
	2021	2020	2021	2020
KSEK				
Recognition of capitalised expenditure	1 489	0	2 531	0
Depreciation of capitalised expenditure	-2 148	0	-4 224	0
Earnings effect/net effect	-659	0	-1 693	0

Financial development during the period January - June 2021 Proforma

As Fragbite Group has a stated strategy to grow both organically and through acquisitions, a pro forma report has been prepared to show what the financial development would have looked like if the most recent acquisitions Fragbite AB and Playdigious SAS had been acquired on January 1, 2021. Fragbite AB was acquired on February 18, 2021 and Playdigious was acquired on May 31, 2021.

Proforma consolidated income statement		
	Apr-Jun	Jan-Jun
<i>SEK thousand</i>	2021	2021
Revenue	34 104	57 455
<i>Net income</i>	<i>32 603</i>	<i>54 909</i>
<i>Capitalized work for own account</i>	<i>1 489</i>	<i>2 531</i>
<i>Other provisions</i>	<i>12</i>	<i>15</i>
Cost of goods and services sold	-23 687	-37 093
Gross profit	10 417	20 362
Other expenses	-7 173	-12 397
Personnel expenses	-4 021	-7 152
EBITDA*	-777	813
Adjusted EBITDA	781	4 194
Depreciation/amortisation		
Property, plant and equipment	-18	-53
Intangible assets	-2 169	-4 225
Goodwill	-10 112	-12 962
Total depreciation/amortisation	-12 300	-17 241
Operating profit/loss before net financial items (EBIT)	-13 076	-16 428
Net financial items	-24	247
Profit/loss before tax (EBT)	-13 100	-16 181
Tax	-1 283	-2 561
Profit/loss for the period	-14 383	-18 743
Other comprehensive income	0	0
Total net profit/loss	-14 383	-18 743
Comprehensive income attributable to Parent Company shareholders	-14 383	-18 743
*Earnings were negatively affected by SEK 1.6 million in Q2 and SEK 3.4 million in the period Jan-Jun.		

For the second quarter, net revenue amounted to SEK 32.6 million, EBITDA of SEK -0.8 million. Adjusted EBITDA excluding items affecting comparability amounted to SEK 0.8 million. Net revenue for the first half of the year amounted to SEK 54.9 million with an EBITDA of SEK 0.8 million and with an adjusted EBITDA of SEK 4.2 million excluding items affecting comparability. Cost of goods and services sold is e.g. costs for marketing games (so-called user acquisition), costs for third-party platforms, game publishers, owners of IP rights or other direct production costs.

Cash flow, investments and financial position

Cash flow from operating activities before changes in working capital amounted to SEK 7.8 million (2.7) and to SEK 10.6 million (3.9) for the first half of the year. Cash flow from changes in working capital amounted to SEK 24.8 million (1.2) for the second quarter and to SEK 28.5 million (8.1) for the first half of the year. Cash flow from investing activities amounted to SEK -50.8 million (0.2) for the second quarter and to SEK -82.0 million (-6.1) for the first half of the year and is mainly attributable to

acquisitions. Cash flow from financing activities amounted to SEK 32.4 million (-4.5) for the second quarter and to SEK 77.4 million (-5.7) for the first half of the year.

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. A total of 70,360,303 ordinary shares are outstanding as at 30 June 2021. Each share carries one vote at the AGM.

Parent Company

The Parent Company's revenue for the second quarter amounted to SEK 0.0 (0.0) million and profit/loss after tax was SEK -5.0 (-0.3) million. The Parent Company does not currently have any operations and its risks are mainly related to the operations of its subsidiaries.

Accounting policies

This interim report for the Group has been prepared in accordance with K3, Interim Financial Reporting, and the Annual Accounts Act. The report for the Parent Company has been prepared in accordance with the Annual Accounts Act and K3.

Consolidated statement of comprehensive income				
	Apr-Jun		Jan-Jun	
<i>SEK thousands</i>	2021	2020	2021	2020
Revenue	18 703	2 495	22 110	2 913
<i>Net income</i>	<i>17 202</i>	<i>2 495</i>	<i>19 563</i>	<i>2 913</i>
<i>Work performed by the Company and capitalised</i>	<i>1 489</i>	<i>0</i>	<i>2 531</i>	<i>0</i>
<i>Other provisions</i>	<i>12</i>	<i>0</i>	<i>15</i>	<i>0</i>
Cost of goods and services sold	-13 500	-1 314	-14 511	-1 859
Gross profit	5 150	1 181	7 599	1 054
Other expenses	-5 696	-1 201	-8 924	-2 621
Personnel expenses	-3 955	-1 712	-5 643	-2 924
EBITDA	-4 502	-1 731	-6 968	-4 491
Depreciation/amortisation				
Intangible assets	-2 148	-1 983	-4 224	-3 732
Property, plant and equipment	-18	0	-18	-3
Goodwill amortisation	-10 111	-2 495	-12 962	-4 983
Total depreciation/amortisation	-12 277	-4 478	-17 204	-8 717
EBIT	-16 779	-6 209	-24 172	-13 208
Net financial items	29	-12	29	-253
EBT	-16 750	-6 221	-24 144	-13 461
Tax	-284	0	-298	0
Profit/loss for the period	-17 034	-6 221	-24 442	-13 461
Other comprehensive income	0	0	0	0
Total net profit/loss	-17 034	-6 221	-24 442	-13 461
Comprehensive income attributable to Parent Company shareholders	-17 034	-6 221	-24 442	-13 461
Earnings per share (SEK)	-0,24	-0,22	-0,35	-0,47
Earnings per share after dilution (SEK)	-0,20	-0,22	-0,28	-0,47
Average shares outstanding	56 479 212	19 160 429	44 625 019	14 531 583
Number of shares before dilution	70 360 303	28 767 733	70 360 303	28 767 733
Number of diluted shares	87 011 050	28 767 733	87 011 050	28 767 733

Consolidated balance sheet			
	30 Jun	30 Jun	31 Dec
<i>SEK thousands</i>	2021	2020	2020
ASSETS			
<u>Non-current assets</u>			
Intangible assets	211 538	57 088	64 733
Property, plant and equipment	166	13	9
Financial assets	123	0	0
Total non-current assets	211 827	57 101	64 742
<u>Current assets</u>			
Trade receivables	21 836	234	473
Other receivables	931	716	2 127
Prepaid expenses and accrued income	2 404	65	54
Cash and cash equivalents	39 365	1 623	4 861
Total current assets	64 535	2 639	7 515
Total assets	276 362	59 740	72 257

	30 Jun	30 Jun	31 Dec
	2021	2020	2020
EQUITY AND LIABILITIES			
Equity	-183 652	-50 540	-67 660
Provisions	-20 263	0	0
<u>Non-current liabilities</u>			
Borrowing	-19 104	0	0
Total non-current liabilities	-19 104	0	0
<u>Current liabilities</u>			
Accounts payable	-23 450	-627	-473
Current tax liabilities	-366	21	-39
Other current liabilities	-20 689	-6 876	-2 825
Accrued costs and accrued income	-8 838	-1 718	-1 259
Total current liabilities	-53 343	-9 200	-4 597
Total equity and liabilities	-276 362	-59 740	-72 257

STATEMENT OF CHANGES IN EQUITY FOR THE GROUP IN SUMMARY							
SEK Thousands	Share Capital	Unregistered share capital	Development Expenditure Fund	Premium Fund	Balanced result	Loss for the period	Equity attributable to shareholders of the Parent Company
OPENING BALANCE							
2020-01-01	172	0	0	58 677	-29 719	-13 454	15 675
Changes in equity during the period							
2020-01-01--2020-06-30							
Results for the reporting period						-13 461	-13 461
New share issue paid	298	10		63 811			64 119
Change in group structure					-15 792		-15 792
Diposition according to decision of the Annual General Meeting					-13 454	13 454	0
CLOSING BALANCE 2020-06-30	470	10	0	122 488	-58 965	-13 461	50 541
SEK Thousands	Share Capital	Unregistered share capital	Development Expenditure Fund	Premium Fund	Balanced result	Loss for the period	Equity attributable to shareholders of the Parent Company
OPENING BALANCE							
2021-01-01	544	0	0	132 858	-43 173	-22 569	67 660
Changes in equity during the period							
2021-01-01--2021-06-30							
Results for the reporting period						-24 442	-24 442
New share issue paid	223	23		149 244			149 490
New share issue cost				-2 268			-2 268
Change in group structure					-7 011		-7 011
Other items					222		222
Diposition according to decision of the Annual General Meeting					-22 569	22 569	0
Intangible assets - net increase			2 965	-2 965			0
CLOSING BALANCE 2021-06-30	767	23	2 965	276 869	-72 531	-24 442	183 652

Consolidated cash flow statement	Apr-Jun		Jan-Jun	
	2021	2020	2021	2020
Operating profit/loss	-4 502	-1 731	-6 968	-4 491
Non-cash items	12 294	4 450	17 552	8 377
Cash flow from operating activities before changes in working capital	7 793	2 719	10 584	3 887
Change in accounts receivable	-21 257	-234	-21 363	-234
Change in other receivables	-1 953	1 252	-1 153	606
Change in accounts payable	21 161	-220	22 977	-74
Change in other liabilities	26 830	351	28 083	7 823
Cash flow from changes in working capital	24 781	1 150	28 545	8 121
Cash flow from operating activities	32 573	3 868	39 129	12 008
Investment in subsidiaries	-48 985	0	-78 985	0
Sale of property, plant and equipment	-159	-6	-159	10
Acquisitions of intangible and tangible fixed assets	-1 498	-201	-2 776	-6 112
New lending	-123	0	-123	0
Cash flow from investment activities	-50 765	-207	-82 043	-6 102
New share issue	17 403	-4 454	62 418	-998
New borrowings	15 000	0	15 000	-4 751
Cash flow from financing activities	32 403	-4 454	77 418	-5 749
Cash flow for the period	14 211	-792	34 504	157
Cash and cash equivalents at the beginning of the period	25 153	2 416	4 861	1 466
Cash and cash equivalents at the end of the period	39 365	1 623	39 365	1 623

Parent Company income statement				
	Apr-Jun		Jan-Jun	
<i>SEK thousands</i>	2021	2020	2021	2020
Revenue	0	0	0	0
Other external expenses	-3132	-47	-4968	-97
Personnel expenses	-50	0	-50	0
Operating profit/loss before net financial items (EBIT)	-3181	-47	-5018	-97
Net financial items	-40	0	0	-225
Extraordinary costs	0	0	0	0
Profit/loss before tax (EBT)	-3222	-47	-5018	-322
Tax	0	0	0	0
Profit/loss for the period	-3222	-47	-5018	-322

Parent Company balance sheet			
	30 Jun	30-jun	31 Dec
<i>SEK thousands</i>	2021	2020	2020
ASSETS			
Shares in Group companies	233 236	120 602	75 495
Receivables from Group companies	3 171	3 740	3 303
Other current receivables	0	0	1 500
Cash and cash equivalents	17 222	8	3 372
Total current assets	20 393	124 351	8 174
Total assets	253 629	124 351	83 669
EQUITY AND LIABILITIES			
Equity	-215 868	-122 304	-80 116
Total non-current liabilities	-15 000	0	0
Liabilities to Group companies	0	0	-750
Total current liabilities	-22 761	-2 046	-2 803
Total equity and liabilities	-253 629	-124 351	-83 669

Declaration by the Board of Directors

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

Stockholm, 31 August 2021

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

Niclas Bergkvist
Chairman of the Board

Claes Kalborg

Dawid Myslinski

David Wallinder

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Contact

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Upcoming reports

Interim report Q3 2021 30 November 2021

Year-end report 2021 25 February 2022