M.O.B.A. NETWORK AB

INTERIM REPORT TWO
2026

M.O.B.A. NETWORK

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BUILDING ON A STRONGER FOUNDATION

Q1 set the conditions for change. Q2 is where we began executing against them. While we are not satisfied with the financial outcome of the quarter, we made meaningful progress against the strategic and operational priorities that we believe will drive long-term value creation. We completed our cost reduction programme, continued the recovery in our web business, advanced our product strategy and further developed how M.O.B.A. Network builds and operates through AI.

- ***Extract from Anders Ribbing's CEO Comment***

SUMMARY OF INTERIM REPORT TWO

Reported figures from Q2 2026 comprise only the Group's in-game apps and web platforms, following the divestment of the Video Sales segment in March. Prior-year comparatives include Video Sales; the adjusted figures below exclude it in all periods.

This is the first full quarter reported since the divestment of UFG. Prior-year comparatives still include UFG, and the adjusted figures are therefore the most relevant basis for comparison.

HIGHLIGHTS 1 APRIL 2026 - 30 JUNE 2026

- Revenue amounted to SEK 15,8 million (65), a decrease of 76%.
- *Adjusted revenue amounted to SEK 15,8 million (20,7), a decrease of 24%.
- EBITDA amounted to SEK 6,4 million (11), a decrease of 43%, with a margin of 40% (17%).
- **Adjusted EBITDA amounted to SEK 6,5 million (9,3), a decrease of 31%, with a margin of 41% (45%).
- EBIT amounted to SEK 559 thousand (5,2 million), a decrease of 89%.
- Profit before tax amounted to SEK -1,5 million (-1,4).
- Total cash flow from the period amounted to SEK -98,4 million (-0,8).
- Earnings per share during the quarter amounted to SEK -0,1 (0,0).

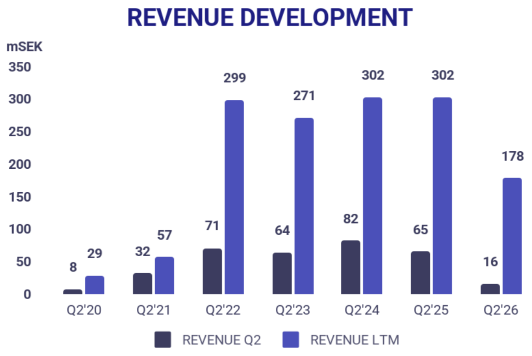
HIGHLIGHTS 1 JANUARY 2026 - 30 JUNE 2026

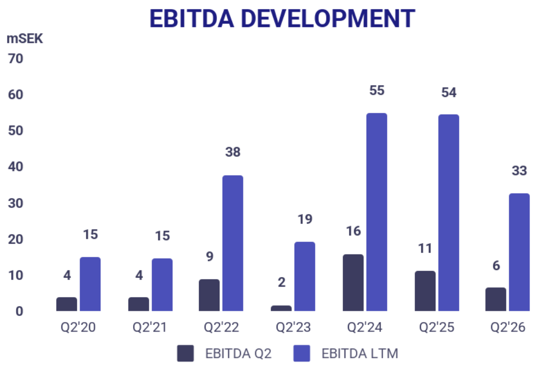
- Revenue amounted to SEK 56,2 million (129,1), a decrease of 56%.
- *Adjusted revenue amounted to SEK 29,1 million (37,3), a decrease of 22%.
- EBITDA amounted to SEK 15,2 million (18,7), a decrease of 19%, with a margin of 27% (14%).
- **Adjusted EBITDA amounted to SEK 11,0 million (15,1), a decrease of 27%, with a margin of 38% (41%).
- EBIT amounted to SEK 3,9 million (6,8), a decrease of 43%.
- Profit before tax amounted to SEK -1,8 million (-10,2), an improvement of 82%.
- Total cash flow from the period amounted to SEK -19,7 million (-13,9).
- Earnings per share during the period amounted to SEK -0,1 (-0,4).

FINANCIAL POSITION AT 30 JUNE 2026

- Net debt amounted to SEK 126,5 million (210,3), a reduction of 40%.
- Equity/assets ratio of 53% (47%).
- Outstanding bond debt of EUR 11 million following the EUR 9 million redemption in April. A further mandatory redemption of EUR 1 million falls due before 30 September 2026, with the remaining bond maturing in February 2028.
- No cash interest payable on the bond until the end of November 2026.

*Adjusted revenue excludes the business segment Video Sales and therefore excludes the now divested Magic Find Inc. and the Youtube creator network, Union for Gamers,
**Adjusted EBITDA excludes the operating result of the Video Sales segment (UFG) in all periods (SEK 0.7 million YTD 2026), excludes the gain on disposal of Magic Find Inc. (SEK 7.3 million) and adds back non-recurring transaction costs related to the divestment (SEK 3.8 million)





SIGNIFICANT EVENTS IN Q2

- On April 14, 2026, M.O.B.A. Network announced that the written procedure under its outstanding bond loan had been successfully concluded, with the requisite majority voting in favour of extending the maturity date and amending certain bond terms. In connection with this, the Company gave conditional notice of an initial partial redemption of EUR 9 million at par, funded from the net proceeds of the Magic Find, Inc. disposal, expected to be carried out on April 28, 2026. Read the full Press releases.

- On May 6, 2026, M.O.B.A. Network published the notice of its Annual General Meeting (AGM) to be held on June 4, 2026, at the company's offices in Stockholm. Shareholders were informed of participation requirements and the proposed agenda, which includes the presentation of the 2025 annual report, resolutions on the adoption of financial statements, discharge from liability, and the election of Board members and auditor. The Board proposes that no dividend be paid for the financial year 2025 and that Grant Thornton Sweden AB be re-elected as auditor, with Carl Niring as auditor in charge. Read the full press release.

- On May 21, 2026, M.O.B.A. Network provided a business update following the completed divestment of Union for Gamers, repositioning the company as a focused, higher-margin gaming product company built around in-game companion apps and selected web platforms. The transaction materially strengthened the balance sheet, with an initial bond amortization of EUR 9 million reducing outstanding debt from EUR 20 million to EUR 11 million (a 45% reduction) and lowering annual interest costs by approximately SEK 12 million, with no cash interest due until the end of November 2026. The company outlined its strategic direction for 2026–2029, centered on deepening engagement and monetization in the League of Legends and Teamfight Tactics ecosystem with subscriptions as a growing revenue layer, developing selected high-performing websites and brands, and selectively expanding into new game ecosystems through a capital-efficient, AI-assisted launch model. App revenue grew 14% year-on-year in Q1 2026, accelerating to 25% in March, led by flagship League of Legends companion app Porofessor with over 16.6 million installs. Read the full press release.

- On June 4, 2026, M.O.B.A. Network held its Annual General Meeting in Stockholm. The meeting elected a new Board of four members — David Nylén (Chairman), Robin Stenman, Mikael Gottschlich and Björn Mannerqvist — strengthening the Board for the Company's 2026–2029 strategic phase following the divestment of Union for Gamers. Manfred Gottschlich, Andreas Fredmark and former Chairman Jonas Bertilsson stepped down, and the Company thanks them for their contributions. The AGM re-elected Grant Thornton Sweden AB as auditor (Carl Niring, auditor in charge), resolved that no dividend be paid for 2025, and granted the Board and CEO discharge from liability. Read the full press release.

FINANCIAL OVERVIEW IN BRIEF

The group **Amounts in kSEK**	**Note**	**Q2 2026**	**Q2 2025**	**YTD 2026**	**YTD 2025**	**2025**
Key Figures						
Revenue		15,769	65,052	56,235	129,103	251,220
EBITDA		6,356	11,146	15,181	18,671	37,153
Adjusted EBITDA		6,474	9,325	11,005	15,108	29,600
EBITDA Margin		40%	17%	27%	14%	15%
Adjusted EBITDA Margin		41%	45%	38%	41%	42%
EBIT		559	5,282	3,905	6,799	-28,434
Adjusted EBIT		677	3,461	-271	3,236	6,332
EBIT Margin		4%	8%	7%	5%	-11%
Profit before tax		-1,538	-1,400	-1,851	-10,224	-62,459
Profit for the period		-1,918	-899	-1,264	-9,223	-61,499
Earnings per share (SEK)		-0.1	0.0	-0.1	-0.4	-2.7
Cash flow before changes in working capital		6,699	596	5,704	34	8,341
Financial standing						
Total assets		438,273	645,773	438,273	645,773	576,170
Cash and cash equivalents		8,706	17,655	8,706	17,655	28,333
Equity		233,430	300,761	233,430	300,761	229,717
Equity / assets ratio (%)		53%	47%	53%	47%	40%
Net Debt		126,513	210,302	126,513	210,302	201,207
Average number of employees		2	9	4	9	8
Share						
Equity per share, SEK		10.3	13.3	10.3	13.3	10.1
Number of shares at the end of the period, thousand		22,683	22,683	22,683	22,683	22,683

For definitions of key figures see note 8.

BUILDING ON A STRONGER FOUNDATION

Q1 set the conditions for change. Q2 is where we began executing against them. While we are not satisfied with the financial outcome of the quarter, we made meaningful progress against the strategic and operational priorities that we believe will drive long-term value creation. We completed our cost reduction programme, continued the recovery in our web business, advanced our product strategy and further developed how M.O.B.A. Network builds and operates through AI.

REVENUE DEVELOPMENT

Revenue for the second quarter amounted to SEK 15.8 million (65). As communicated in Q1, our reported figures from Q2 onwards represent only our apps and web platforms following the completion of the UFG divestment in March. Prior year comparisons are therefore materially affected by the absence of Video Sales and should be read in that context. Adjusted revenue for Q2 2025, excluding UFG, was SEK 20.7 million.

Within our continuing operations, ad revenue from our apps is down 2.6% year-to-date in constant currency compared with the same period last year. This reflects a smaller active user base across certain gaming communities where participation has been in gradual decline over an extended period - a structural dynamic we are managing rather than one that has recently accelerated. Sequentially, app revenue grew 12.6% from Q1 to Q2, or approximately 10% in constant currency. Monetisation per engaged user continues to improve, reflecting the sustained product investment we have made.

The broader advertising market continues to face headwinds from global economic uncertainty, affecting ad spend across the industry. We remain focused on the variables within our control: user engagement, monetisation and the continued development of subscription revenue alongside advertising.

Our web business showed a meaningful recovery in Q2. Bot traffic inflation was at its most severe in Q1 2026, and our work to identify and block invalid traffic has had a clear impact. Year-to-date, web revenue is down 26% compared with the same period last year. Q1 was down 29%, while Q2 was down 22.5% in constant currency. The work is ongoing, but the direction has clearly improved.

Adjusted EBITDA for the quarter amounted to SEK 6.5 million (9.3), with an adjusted EBITDA margin of 41% (45%). Despite a 24% reduction in adjusted revenue, the margin declined by only four percentage points as our cost reduction programme came into full effect from May. The business is now right-sized for its current revenue base, with flexibility to reinvest as performance improves.

OUR STRATEGIC DIRECTION

We have sharpened our strategic direction considerably over the past two quarters. Our ambition is to build M.O.B.A. Network into a focused product company - concentrating investment in the products with the greatest long-term potential, building subscription revenue as a growing layer alongside advertising, and validating new opportunities quickly before committing significant resources.

AI is central to this strategy. It has changed the economics of experimentation: products that would previously have required significant development investment can now be built, launched and tested at a fraction of the cost. This allows us to pursue a broader range of opportunities while concentrating our deepest investment where traction is demonstrated. AI is now integrated across the majority of our workflows and tooling, enhancing productivity across the organisation.

Our ambitions extend beyond faster product development. We are actively developing and deploying our in-house AI platform, Maestro, which brings together our codebases, documentation, analytics and operational knowledge to support analysis, planning and execution. Maestro already completes assigned development work end-to-end, with human review before deployment, and is now being rolled out across our most valuable products. As the platform matures, we expect an increasing share of work to move from AI-assisted to AI-driven execution, enabling us to scale innovation and operational capacity far beyond what would be possible through traditional workflows alone.

Alongside Maestro, we continue to develop specialised AI tooling across product development, content creation and operational workflows. Together, these initiatives improve our ability to continuously enhance existing products, develop and validate new ideas, and automate more work across the organisation. We believe this represents a structural change in how M.O.B.A. Network can innovate, execute and scale over time.

APPS: PLAYER PERFORMANCE STRENGTHENS OUR SUBSCRIPTION OFFERING

Porofessor remains the leading companion app for League of Legends and the clear flagship of our app portfolio, serving hundreds of thousands of daily active users.

The most significant product development of the quarter was the launch of Player Performance Tracking. The feature is now available to all users and provides players with measurable insights into their improvement over time. We believe it meaningfully strengthens our subscription offering and has the potential to become an important driver of recurring subscription revenue. During Q3, we will continue refining the feature while launching targeted marketing initiatives to increase user awareness and adoption.

We also developed a new marketing automation platform, which will be deployed in early Q3. For the first time, it gives us a personalised channel to engage Porofessor's more than 600,000 registered users at scale, supporting both user education and subscription conversion.

Finally, we continued expanding our Teamfight Tactics (TFT) offering. TFT reaches a large audience that only partially overlaps with the traditional League of Legends player base, significantly expanding our addressable market and creating new opportunities for future user growth

WEB: ACTIVE MANAGEMENT DELIVERING RESULTS

The recovery in ad pricing across our web portfolio is the result of active work: identifying and blocking invalid traffic, improving ad configurations and continuously optimising with our partners. These are not one-time fixes, but the Q2 results demonstrate that the effort is producing measurable returns.

AI is also changing what our existing web products can become. We can now undertake meaningful product work at a cost and pace that makes continued improvement viable across a much broader part of the portfolio, including sites that would not have justified that investment under a traditional development model. Several such projects are underway, and the most advanced are already contributing positively to traffic and revenue performance.

We also launched several new websites during the quarter as early-stage fast bets in gaming ecosystems where we are not yet present. None are generating meaningful traffic today, and we will highlight them individually when traction is demonstrated. The ability to launch and validate these products quickly and efficiently is itself an important new capability.

AI: BUILDING OUR FUTURE OPERATING MODEL

Our AI journey has progressed through distinct phases. The first was organisational adoption. Today every team member actively uses AI as a standard part of how we build, create content and operate the business.

The second phase focused on experimentation. AI reduced the time and cost required to build and validate new ideas, enabling multiple fast bets and meaningful improvements to existing products.

The third phase is now underway. Through Maestro and the internal tooling around it, our ambition is to redesign how work itself is performed at M.O.B.A. Network. Today that means product development and maintenance, where Maestro analyses our codebases, documentation, logs, ideas, tickets and analytics, and already performs autonomous work with a human verifying the end results. Over time we aim to expand that model to content, marketing and other parts of the operation. This remains an ambitious long-term initiative. We do not expect progress to be linear, but we believe it has the potential to improve decision-making, execution, product quality and operational efficiency across the business.

FINANCIAL POSITION

Our balance sheet remains substantially stronger than a year ago. Following the EUR 9 million bond amortisation completed in April, our outstanding bond debt stands at EUR 11 million. The remaining mandatory partial redemption of EUR 1 million is due before 30 September 2026.

The interest cost savings from the April amortisation exceed the annual EBITDA contribution that UFG generated in 2025. Combined with the interest payment holiday running through November 2026, the financial flexibility available to us today is meaningfully greater than at any point in the past two years.

SUMMARY

M.O.B.A. Network is a business in transition, and we are transparent about that. We are not satisfied with the financial outcome of Q2, and the headline numbers remain below our targets. At the same time, the drivers of underperformance are being addressed directly and progress is becoming visible: web is recovering, app monetisation per user is improving, costs are aligned with our revenue base, and Player Performance has strengthened our subscription offering.

What gives me confidence is the way the business is changing. AI is enabling us to improve products that previously could not justify significant investment, develop and validate new opportunities faster, and increasingly automate work across the organisation. Maestro is the most ambitious expression of that change and, while still at an early stage, we believe it can materially improve how M.O.B.A. Network operates over time.

We have more work to do, but we are building on a stronger foundation. I look forward to reporting further progress.

Anders Ribbing

CEO, July 30th, 2026

M.O.B.A. NETWORK AT A GLANCE

GLOBAL LEADING COMMUNITY NETWORK

M.O.B.A. Network owns and operates a diversified portfolio of gaming community platforms and in-game apps, with a vision to become the go-to destination for gamers worldwide.

Engaging millions of users across the world's most popular games, the company monetizes its platforms primarily through advertising, with an increasing focus on subscription-based revenue.

Headquartered in Stockholm, Sweden, M.O.B.A. Network is publicly listed on Nasdaq First North Growth Market under the ticker 'MOBA'.

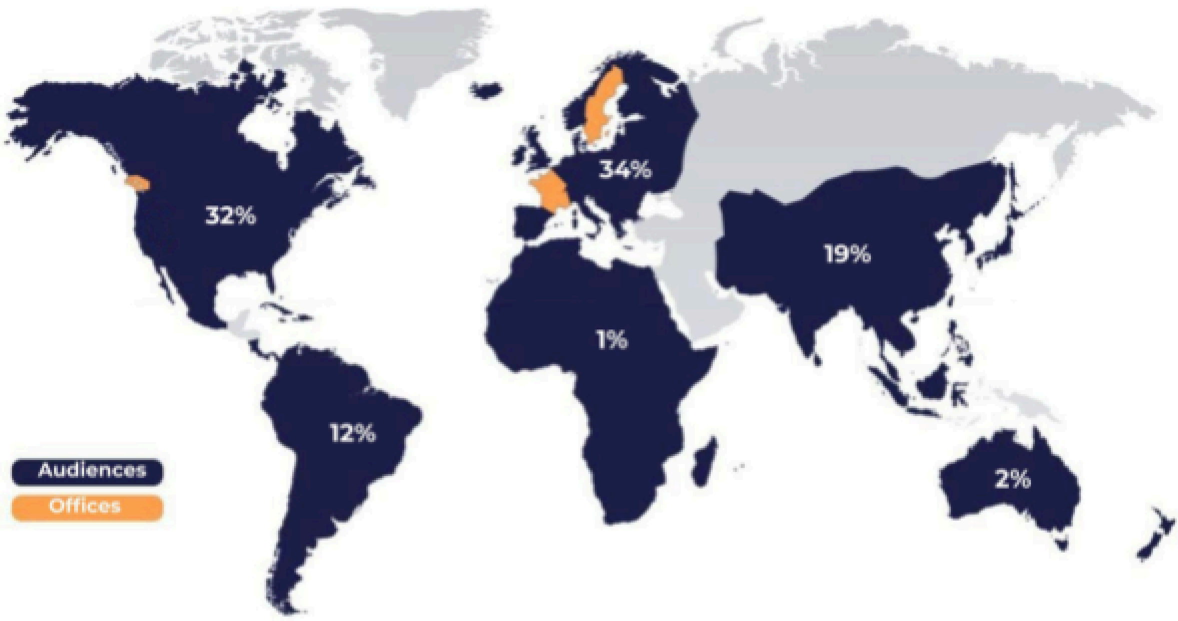
Our engaging web brands consist of community sites such as Overframe and Mobafire, data & stats based sites such as League of Graphs, forums like ResetEra, and the original content site MMORPG. Our in-game-apps consist of the world-leading app for League of Legends, Porofessor, and Overframe.

FOCUS ON DIVERSIFICATION AND GROWTH

We offer a diverse range of feature sets, engaging content, data, stats, tools and services that help gamers improve. Our products all share one common foundation: they are centered around AAA games that have captivated and will continue to captivate millions of gamers for years to come.

Our growth strategy is focused on organic expansion with full utilization of AI tools. We aim to grow by constantly developing our key products, launching new products, including apps and websites, while also expanding our subscription business.

GLOBAL PRESENCE



27 Web-Based Communities	**2** In-Game Apps	**21** Employees and Consultants	**38** Freelance Writers and Moderators

BUSINESS OPERATION

ORGANIZATION AND SUBSIDIARIES

The group develops and operates a portfolio of in-game apps and gaming websites, held through the subsidiaries CriticalClick, M.O.B.A Sweden and Wargraphs and by the parent company. Its principal products are Porofessor, the world-leading companion app for League of Legends, the in-game apps Overframe, and web brands including League of Graphs, Mobafire, ResetEra and MMORPG. Across the portfolio, our websites generate more than 90 million page views every month, and our in-game apps have approximately 900,000 monthly active users.

All subsidiaries operate within the group's single business area, Advertising Sales.

Our in-game app Porofessor attracts 300,000 - 350,000 daily active users. The Porofessor app has surpassed 17.4 million app installs. The app is used worldwide and has a particularly large user base in North America and Europe.

The group's products cater for gamers of all experience levels, from casual players to professionals. Traffic and user data indicate that the group's products are among the world's largest online meeting places for gamers.

M.O.B.A. NETWORK'S ECOSYSTEM

M.O.B.A. leverages significant synergies across its business areas, including enhanced joint advertising opportunities and increased direct sales via partners. The ecosystem also benefits from network synergies such as traffic sharing and audience engagement.

Within the gaming and esports industry, M.O.B.A. drives growth by expanding distribution channels for its content and data, utilizing cross-promotion within its network.

At the core of our products is the strong commitment and engagement of M.O.B.A.'s fans, who continue to support and interact with the company's platforms and product offerings.

THE REVENUE MODEL

M.O.B.A.'s revenue is generated from digital advertising across its websites and in-game apps. Following the divestment of the Video Sales segment in Q1 2026, the Group operates within a single business area, Advertising Sales.

BUSINESS AREAS

M.O.B.A. ADVERTISING SALES

Revenue is generated through partnerships with ad brokers, direct sales, and collaborations across our websites and in-game apps.

REVENUE AND EARNINGS IN THE QUARTER

Revenue for the second quarter of 2026 amounted to SEK 15,8 million (65), representing a 76% decrease year-over-year. A large part of this is due to the Magic Find inc. / UFG divestment in early March. Advertising sales decreased by 24% during the period. The decline reflects continued pressure in the global digital advertising market, subdued user activity across several key gaming titles, and unfavorable currency effects.

M.O.B.A.'s total advertising sales decreased by 24% compared to Q2 2025. Within this, advertising revenue from our in-game apps declined 18% year-on-year, reflecting an exceptionally strong June 2025, a weaker US dollar, and a gradual decline in the active user base across certain gaming communities. Daily active users across our apps averaged approximately 322,000 during the second quarter, around 19% below the same quarter last year. Year-to-date, however, app advertising revenue is down only 2,6% in constant currency against a user base some 20% smaller, reflecting a material improvement in revenue generated per active user. App revenue also grew 12,6% sequentially from Q1 to Q2 2026 - around 10% excluding currency effects. While the broader advertising market remains challenging, the combination of improving monetisation and a positive sequential trend supports our continued strategic focus on the in-game apps.

Operating income decreased by 74% to SEK 17,5 million (67,5), while operating expenses excluding direct costs and depreciation decreased by 32% to SEK -7,1 million (-10,5). The reduction demonstrates the effectiveness of cost-saving measures introduced in 2025 that have continued through H1 2026, including organizational optimization and tighter operational focus.

EBITDA amounted to SEK 6,4 million (11), a reported margin of 40% (17%). Excluding the divested Video Sales segment, adjusted EBITDA was SEK 6,5 million (9,3), a margin of 41% (45%) - a decline of only 4 percentage points despite a 24% reduction in adjusted revenue, reflecting the cost-reduction programme that took full effect from May.

Financial items totaled SEK -2 million (-7). The profit before tax amounted to SEK -1,5 million (-1,4) and total comprehensive income, including currency translation effects, amounted to SEK 2,3 million (-4,7). Earnings per share amounted to SEK -0,1 (0,0).

FINANCIAL STANDING

The Group’s financial position continues to reflect the weaker market environment regarding ad sales.

Total assets amounted to SEK 438 million (646), a decline primarily driven by the divestment of Magic Find inc. and write-downs at the end of 2025. Non-current assets totaled SEK 417 (595) million.

Current assets amounted to SEK 21 million (50), of which cash and cash equivalents amounted to 8,7 (17,7) million.

Equity amounted to SEK 233 million (300), corresponding to an equity-to-assets ratio of 53% (47%).

The Group's balance sheet has been materially strengthened by the Magic Find inc. divestment. The interest cost savings from the EUR 9 million amortisation during Q2, together with the coming EUR 1 million amortisation, exceed the earnings previously generated by UFG. The interest-free period following the initial EUR 9 million amortisation will also give M.O.B.A. the opportunity to reduce the revolving credit facility, further strengthening the balance sheet.

CASH FLOWS DURING THE PERIOD

Cash flow from operating activities before changes in working capital amounted to SEK 6,7 million (0,6).

Financing activities amounted to SEK -100,1 million (0,0), reflecting the EUR 9 million bond redemption in April, partly offset by reduced use of the overdraft facilities. Overall, the Group's cash position decreased during the quarter, ending at SEK 8,7 million (17,7).

STAFF AND ORGANIZATION

The number of employees at the end of the period was 2 (9). Including external resources such as dedicated contract suppliers and consultants, M.O.B.A. engaged approximately 21 (28) employees and consultants.

RISK AND UNCERTAINTY FACTORS

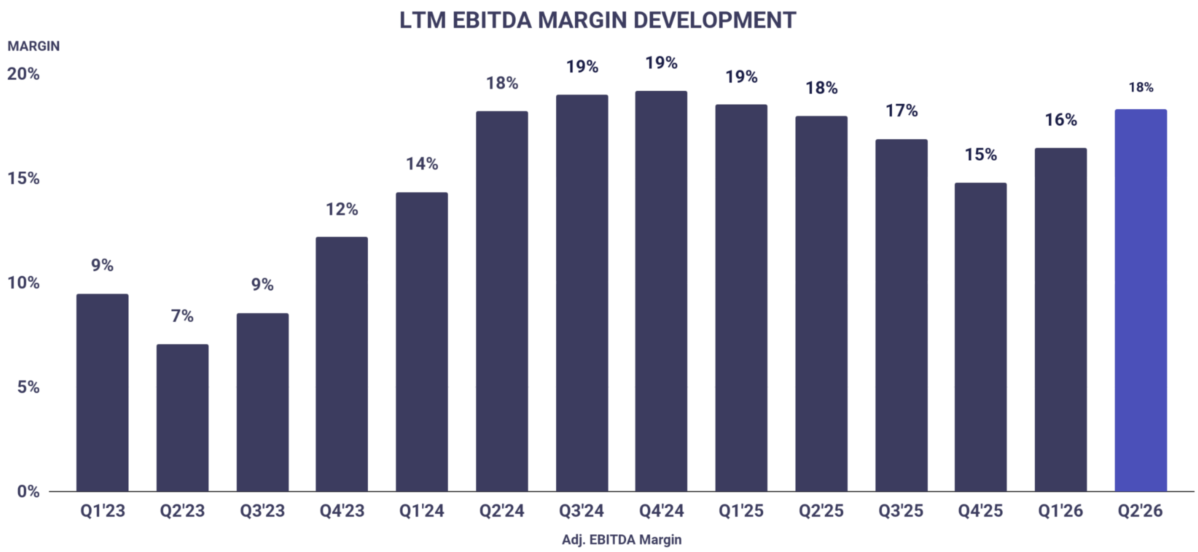
M.O.B.A. is exposed to certain risks in its operations that can affect its results or financial position. These can be categorized into industry and operational risks as well as financial risks.

During 2024, we benefited from an improved macroeconomic environment, which supported a stronger advertising market and positively impacted our financial performance. In contrast, 2025 was marked by significant headwinds, driven by seasonal softness in advertising revenues, heightened global economic uncertainty, and lower user engagement across our key platforms. The current market environment continues to present elevated risks and uncertainty during 2026.

Since the publication of the 2025 year-end report, the Group has made substantial progress in strengthening its financial position and reducing uncertainty. An agreement has been reached with bondholders to amend and extend the maturity of the bonds to February 2028. In addition, the Group has redeemed EUR 9 million of its outstanding bonds and will redeem another 1 MEUR before September 30th.

As a result of these measures, the uncertainty previously related to the Group's capital structure, financing arrangements, and liquidity position has been significantly reduced.

Otherwise, the management's general view on the risks that the business may be affected by has not changed compared to the description provided in the 2025 Annual Report. For a detailed description of the risk landscape, refer to M.O.B.A.'s 2025 Annual Report, pages 8–11, and the document "Bond prospectus - M.O.B.A. Network - 2023-06-30," which can be found at: www.wearemoba.com



OTHER INFORMATION

ACCOUNTING PRINCIPLES

The group's interim report is prepared in accordance with IAS 34 and ÅRL. The parent company's interim report is prepared in accordance with ÅRL and RFR 2. See "notes to the financial report" for more detailed descriptions of applied accounting principles.

CONTACT INFORMATION

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Financial calendar

Interim Report Q2 2026	**2026-07-30**
Interim Report Q3 2026	**2026-10-30**
Year-end (Q4) report 2026	**2027-02-17**
Interim Report Q1 2027	**2027-04-30**

The Board's declaration

The Board of Directors and the CEO hereby confirm that this interim report for April - June 2026 provides an accurate and fair view of the Parent Company's and the Group's operations, financial position, and results and that it describes the significant risks and uncertainties in the Parent Company and the Group's participating companies.

Stockholm, July 30th, 2026

David Nylén
CHAIRMAN OF THE BOARD

Robin Stenman
BOARD MEMBER

Mikael Gottschlich
BOARD MEMBER

Björn Mannerqvist
BOARD MEMBER

Anders Ribbing
CEO

PUBLICATION

This information is such information as M.O.B.A. Network AB is obliged to publish in accordance with the EU Market Abuse Regulation (MAR). The report was submitted, through the care of the above contact person, for publication on July 30th, 2026, at 08:30 CET.

AUDIT REVIEW

The Company's auditor has not reviewed the interim report.

FINANCIAL REPORTS

CONSOLIDATED INCOME STATEMENT

Amounts in kSEK	Note	Q2 2026	Q2 2025	YTD 2026	YTD 2025	2025
Revenue	**4**	15,769	65,052	56,235	129,103	251,220
Capitalized work for own account		1,671	2,345	3,173	4,990	9,265
Other operating income		132	119	316	433	797
Gain on disposal of subsidiary		-118	–	7,342		–
Sum of operating income		**17,454**	**67,515**	**67,066**	**134,525**	**261,282**
Operating expenses						
Direct costs		-4,018	-45,891	-32,561	-94,108	-182,772
Other external costs		-5,938	-6,755	-16,043	-14,618	-27,972
Personnel costs		-976	-3,128	-2,896	-6,366	-11,988
Depreciation & impairment tangible assets		-5,797	-5,864	-11,276	-11,872	-65,587
Other operational expenses		-165	-595	-385	-763	-1,398
Sum of operating expenses		**-16,895**	**-62,233**	**-63,161**	**-127,726**	**-289,716**
Operating profit		**559**	**5,282**	**3,905**	**6,799**	**-28,434**
Interest and similar income		2	1,700	1,021	3,518	6,913
Interest and similar expenses		-2,099	-8,382	-6,777	-20,541	-40,938
Sum of financial items		**-2,097**	**-6,682**	**-5,756**	**-17,023**	**-34,024**
Profit before tax		**-1,538**	**-1,400**	**-1,851**	**-10,224**	**-62,459**
Tax		-380	502	588	1,002	960
Profit for the period		**-1,918**	**-899**	**-1,264**	**-9,223**	**-61,499**
Earnings per share before and after dilution (SEK)		-0.1	0.0	-0.1	-0.4	-2.7

CONSOLIDATED COMPREHENSIVE INCOME STATEMENT

Amounts in kSEK	Note	Q2 2026	Q2 2025	YTD 2026	YTD 2025	2025
Profit for the period		**-1,918**	**-899**	**-1,264**	**-9,223**	**-61,499**
Additional comprehensive income						
Items that may be reclassified to the income statement:						
Exchange rate differences when converting foreign operations		4,244	-3,761	-6,066	-16,813	-35,150
Other comprehensive income for the period, after tax		**4,244**	**-3,761**	**-6,066**	**-16,813**	**-35,150**
Total comprehensive income for the period		**2,326**	**-4,660**	**-7,330**	**-26,036**	**-96,649**
Total comprehensive income for the period attributable to:						
M.O.B.A. Network's shareholders		2,326	-4,660	-7,330	-26,036	-96,649
Non-controlling interests		–	–	–	–	–
Number of outstanding shares, at end of period		22,682,820	22,682,820	22,682,820	22,682,820	22,682,820
Average number of shares		22,682,820	22,682,820	22,682,820	22,682,820	22,682,820

CONSOLIDATED BALANCE SHEET

Amounts in kSEK	Note	Q2 2026	Q2 2025	2025
ASSETS				
Non-current assets				
Research and Development		15,509	20,958	21,061
Trademarks		227,707	275,671	268,742
Goodwill		94,955	203,172	142,728
Technical platform		78,977	95,473	84,582
Total non-current assets	**6**	**417,148**	**595,274**	**517,113**
Current assets				
Account receivables		8,796	13,894	10,761
Current tax receivables		–	1,397	1,356
Other receivables		2,427	16,555	17,856
Prepaid expenses and accrued income		1,196	1,000	751
Cash and cash equivalents		8,706	17,655	28,333
Total current assets		**21,125**	**50,500**	**59,057**
TOTAL ASSETS		**438,273**	**645,773**	**576,170**

Amounts in kSEK	Note	Q2 2026	Q2 2025	2025
EQUITY AND LIABILITIES				
Share Capital		2,268	2,268	2,268
Other contributed capital		203,616	203,616	203,616
Translation reserve		-4,357	41,294	22,526
Balanced earnings including profit for the year		33,167	62,806	62,806
Profit for the period		-1,264	-9,223	-61,499
Total equity		**233,430**	**300,761**	**229,717**
LIABILITIES				
Long term liabilities				
Deferred tax liabilities		67,224	83,711	79,268
Bond loans		110,935	219,584	–
Total long term liabilities		**178,159**	**303,296**	**79,268**
Short term liabilities				
Bank overdraft		13,190	8,373	14,701
Accounts payables		1,169	15,018	16,263
Current tax liabilities		14	1,020	194
Bond loans		11,094	-	214,839
Other liabilities		89	728	2,657
Accrued expenses and prepaid income		1,127	16,578	18,532
Total short term liabilities		**26,683**	**41,716**	**267,185**
TOTAL EQUITY AND LIABILITIES		**438,273**	**645,773**	**576,170**

CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

Amounts in kSEK	Share Capital	Other contributed capital	Translation reserve	Balanced earnings	Sum
Opening balance at 01/01/2025	**2,268**	**203,616**	**57,675**	**62,805**	**326,365**
Profit for the year	-	-	-	-61,499	**-61,499**
Other comprehensive income for the period	-	-	-35,150	-	**-35,150**
Total Comprehensive income	**-**	**-**	**-35,150**	**-61,499**	**-96,649**
Closing balance at 12/31/2025	**2,268**	**203,616**	**22,525**	**1,306**	**229,716**
Opening balance at 01/01/2026	**2,268**	**203,616**	**22,525**	**1,306**	**229,716**
Profit for the period	-	-	-	-1,264	**-1,264**
Shareholder contribution				5,929	**5,929**
Disposal of subsidiaries	-	-	-9,940	15,055	**5,115**
Reclassification of translation reserve			-10,876	10,876	**0**
Other comprehensive income for the period	-	-	-6,066	0	**-6,066**
Total changes during the period	**-**	**-**	**-26,883**	**30,596**	**3,714**
Closing balance at 06/30/2026	**2,268**	**203,616**	**-4,358**	**31,902**	**233,430**

CONSOLIDATED CASH FLOW STATEMENT

Amounts in kSEK	Note	Q2 2026	Q2 2025	YTD 2026	YTD 2025	2025
Cash flow from operating activities						
Operating profit (EBIT)		559	5,282	3,905	6,799	-28,434
Adjustment for non-cash items, etc.		6,435	3,057	9,407	5,286	60,824
Interest received		2	1,741	1,021	4,171	7,566
Interest paid		-297	-9,484	-8,628	-16,222	-31,615
Cash flow from operating activities before changes in working capital		**6,699**	**596**	**5,704**	**34**	**8,341**
Changes in working capital						
Increase/decrease of accounts receivables		-3,265	-3,296	-32	2,061	5,194
Increase/decrease of other receivables		3,037	3,846	-500	5,115	4,103
Increase/decrease other liabilities		-1,806	1,182	-3,072	309	-3,494
Increase/decrease accounts payables		-1,219	-829	-126	-6,922	-5,677
Cash flow from changes in working capital		**-3,253**	**904**	**-3,729**	**562**	**125**
Cash flow from operating activities		**3,446**	**1,500**	**1,975**	**596**	**8,467**
Cash flow from investing activities						
Disposal of a subsidiary, net of cash disposed of		–	–	81,367	–	–
Capitalized work for own account		-1,671	-2,345	-3,173	-4,990	-9,265
Cash flow from investing activities		**-1,671**	**-2,345**	**78,195**	**-4,990**	**-9,265**
Cash flow from financing activities						
Use of overdraft facilities		-2,641	929	-2,374	-7,707	-1,379
Amortization of loans		-97,484	–	-97,484	–	–
Reversal of capitalized financing costs		–	-912	–	-1,825	–
Cash flow from financing activities		**-100,126**	**17**	**-99,859**	**-9,532**	**-1,379**
Cash flow for the period		**-98,351**	**-828**	**-19,689**	**-13,925**	**-2,177**
Cash and cash equivalents at beginning period		107,201	19,731	28,333	34,911	34,911
Translation differences in cash and cash equivalents		-145	-1,248	61	-3,331	-4,401
Cash and cash equivalents at end of period		**8,706**	**17,655**	**8,706**	**17,655**	**28,333**

PARENT COMPANY INCOME STATEMENT

Amounts in kSEK	Note	YTD 2026	YTD 2025	2025
Operating income				
Revenue		12,006	8,910	18,203
Other operating income		179	173	513
Sum of operating income		**12,186**	**9,083**	**18,715**
Direct expenses		-758	-753	-1,405
Other external expenses		-13,862	-6,072	-13,873
Personnel costs		-2,018	-3,305	-6,238
Depreciation & impairment tangible assets		-4,958	-5,050	-10,100
Other operational expenses		-139	-404	-718
Sum of operating expenses		**-21,735**	**-15,585**	**-32,333**
Operating profit		**-9,549**	**-6,502**	**-13,618**
Financial posts				
Impairment of shares in group companies		–		-42,949
Profit from shares in group companies		6,325	–	6,901
Interest income and similar income items		43,121	52,148	84,528
Interest expenses and similar income items		-35,530	-52,122	-84,996
Net financial items		**13,916**	**26**	**-36,516**
Profit before tax		**4,367**	**-6,475**	**-50,134**
Other taxes		–	–	–
Profit for the period		**4,367**	**-6,475**	**-50,134**

PARENT COMPANY BALANCE SHEET

Amounts in kSEK	Note	YTD 2026	2025
ASSETS			
Fixed assets			
Intangible assets			
Trademark		3,291	8,249
Sum of Intangible assets		**3,291**	**8,249**
Shares in subsidiaries		146,889	136,273
Long-term receivables from group companies		161,410	265,798
Sum of Financial assets		**308,300**	**402,072**
Total Fixed assets		**311,591**	**410,321**
Current assets			
Receivables			
Account receivables		1,509	1,159
Receivables group companies		18,433	14,438
Other receivables		865	1,760
Prepaid expenses and accrued income		1,196	328
Sum of Current assets		**22,003**	**17,685**
Cash and cash equivalents		2,400	5,877
Total current assets		**24,403**	**23,561**
TOTAL ASSETS		**335,994**	**433,882**

Amounts in kSEK	Note	YTD 2026	2025
EQUITY AND LIABILITIES			
Equity			
Non-distributable equity			
Share Capital		2,268	2,268
Non-restricted equity			
Share premium		203,616	203,616
Profit brought forward		-12,100	38,034
Profit/loss for the period		4,367	-50,134
Total non-restricted equity		**195,883**	**191,516**
Total equity		**198,151**	**193,784**
Long term liabilities			
Bond		110,935	–
Total long term liabilities		**110,935**	**–**
Short term liabilities			
Bank overdraft		13,190	14,701
Accounts payables		863	986
Bond loans		11,094	214,839
Other liabilities		631	5,209
Accrued expenses and prepaid income		1,130	4,364
Total short term liabilities		**26,909**	**240,099**
TOTAL EQUITY AND LIABILITIES		**335,994**	**433,882**

NOTES TO THE FINANCIAL REPORT

1. GENERAL INFORMATION

The group's main activity is to develop online meeting places, so-called "communities", and data based websites for users of popular network-based computer games. The revenue is generated by digital advertising on these websites. Furthermore, the group also owns in-game-apps that help users with statistics and data connected to the game being played. The revenue is generated in a similar way as on the websites, mainly via digital advertising.

The parent company is a limited company that is registered in Sweden and has its seat in Stockholm. The postal address is Birger Jarlsgatan 2, 114 34 Stockholm.

All amounts are reported in thousands of kronor (kSEK) unless otherwise stated.

The financial reports have been prepared under the assumption that the group conducts its business according to the going concern principle.

2. SUMMARY OF IMPORTANT ACCOUNTING PRINCIPLES

The interim report for the group is prepared in accordance with IAS 34 and ÅRL. The interim report for the parent company is prepared in accordance with ÅRL and RFR 2.

Applied accounting and valuation principles in this interim report are consistent with those described in the annual and group accounts for 2025.

3. IMPORTANT ESTIMATES AND ASSESSMENTS WHEN APPLYING THE GROUP'S ACCOUNTING PRINCIPLES

Estimates and assessments are evaluated on an ongoing basis and based on historical experience and other factors, including expectations of future events, considered reasonable under prevailing conditions.

The Group makes estimates and assumptions about the future. The estimates for accounting purposes that result from these will, by definition, seldom correspond to the actual result. The estimates and assumptions that entail a significant risk of significant adjustments in the reported values of assets and liabilities during the next financial year are stated in the main outline below.

IMPAIRMENT OF NON-FINANCIAL ASSETS

Intangible assets with an indefinite useful life are not amortized but are tested annually, or more frequently if events or changes in conditions indicate a possible decrease in value, either individually or at the cash-generating unit level. Over time, M.O.B.A. develops the "communities" that are connected to the Group's platform for online gaming, which attracts new players and visitors to our platforms. The trademarks attributable to these "communities" are considered to have an indefinite useful life. The company makes ongoing tests of whether the useful life of these intangible assets is still assessed as indefinite. The assessment is based on an analysis of relevant factors for the asset and whether there is no predictable limit to the period during which the asset is expected to generate net payments to the company.

Intangible assets with a finite useful life are amortized on a straight-line basis over their estimated useful lives and are tested for impairment whenever events or changes in circumstances indicate that the carrying amount may not be recoverable. Websites acquired by the Group during the period are amortized over five years.

At each reporting date, the Group assesses whether there is any indication of impairment. This assessment is performed on each identified cash-generating unit. If there is any indication or when an annual impairment test on an asset is required, a calculation is made of the asset's recoverable amount. To calculate the recoverable amount, certain estimates must be made.

4. SEGMENT REPORTING

The CEO constitutes the Group's highest executive decision-making body. The Group's operating segments are identified based on the internal reporting made to the company's highest executive decision-makers. The Group has identified two operating segments based on revenue streams; Ad Sales and Video Sales. The video sales segment was divested in March of 2026. In addition, the Group has common costs that cannot be directly attributed to a specific segment, this is recognised as Group Sales and Costs. The distribution between the segments takes place according to the table below.

The Group does not follow up on assets and liabilities at segment level.

YTD 2026

	Ad Sales		Video Sales		Group Sales & Costs		The group	
Amounts in kSEK	**YTD 2026**	**YTD 2025**	**YTD 2026**	**YTD 2025**	**YTD 2026**	**YTD 2025**	**YTD 2026**	**YTD 2025**
Revenue	29,131	37,285	27,104	91,818	–	–	56,235	129,103
Capitalized work	3,173	4,990	–	–	–	–	3,173	4,990
Other income	316	433	–	–	–	–	316	433
Direct Expenses	-7,335	-8,336	-25,226	-85,772	–	–	-32,561	-94,108
Operating expenses	-8,295	-12,642	-1,195	-2,483	-9,834	-6,621	-19,324	-21,746
Gain on disposal of subsidiary	–	–	–	–	7,342	–	7,342	–
EBITDA	**16,991**	**21,729**	**683**	**3,563**	**-2,492**	**-6,621**	**15,181**	**18,671**
Depreciation & impairment	-11,276	-11,872	–	–	–		-11,276	-11,872
EBIT	**5,714**	**9,857**	**683**	**3,563**	**-2,492**	**-6,621**	**3,905**	**6,799**

Q2 - 2026

	Ad Sales		Video Sales		Group Sales & Costs		The group	
Amounts in kSEK	**Q2 2026**	**Q2 2025**	**Q2 2026**	**Q2 2025**	**Q2 2026**	**Q2 2025**	**Q2 2026**	**Q2 2025**
Revenue	15,769	20,664	–	44,387	–	–	15,769	65,052
Capitalized work	1,671	2,345	–	–	–	–	1,671	2,345
Other income	132	119	–	–	–	–	132	119
Direct Expenses	-4,018	-4,520	–	-41,371	–	–	-4,018	-45,891
Operating expenses	-4,416	-6,248	–	-1,195	-2,663	-3,035	-7,080	-10,478
Gain on disposal of subsidiary	–	–	–	–	-118	–	-118	–
EBITDA	**9,138**	**12,360**	**–**	**1,821**	**-2,782**	**-3,035**	**6,356**	**11,146**
Depreciation & impairment	-5,797	-5,864	–	–	–	–	-5,797	-5,864
EBIT	**3,340**	**6,496**	**–**	**1,821**	**-2,782**	**-3,035**	**559**	**5,282**

5. RELATED PARTY TRANSACTION

Usual Group management functions and Group-wide services are provided via the Parent Company to other companies within the Group. Board fees are paid monthly to the group's board chairman and board members. No other transactions that significantly affected the Company's earnings and financial position were conducted with related parties during the period.

6. NON-CURRENT ASSETS - THE GROUP

YTD 2026 Amounts in kSEK	Capitalized work	Trademark	Goodwill	Technical platform	Sum
The group					
Incoming acquisition value	43,114	278,787	294,597	131,920	748,418
Investments	3,173	5,929	–	–	9,101
Translation differences	970	5,553	7,600	3,430	17,553
Divestments	-11,791	-52,221	-50,109	-235	-114,355
Closing acquisition value	**35,466**	**238,048**	**252,088**	**135,115**	**660,717**
Incoming depreciation	-22,053	-10,045	-151,869	-47,338	-231,305
Translation differences	-572	–	-5,264	-592	-6,427
Depreciation & Impairment	-2,771	-296	–	-8,209	-11,276
Divestments	5,439	–	–	–	5,439
Closing depreciation	**-19,956**	**-10,341**	**-157,133**	**-56,138**	**-243,569**
Closing carrying amount	**15,509**	**227,707**	**94,955**	**78,976**	**417,148**

2025 Amounts in kSEK	Capitalized work	Trademark	Goodwill	Technical platform	Sum
The group					
Incoming acquisition value	38,995	304,659	327,735	141,044	812,433
Investments	9,265	–	–	–	9,265
Translation differences	-5,145	-25,872	-33,138	-9,124	-73,279
Closing acquisition value	**43,114**	**278,787**	**294,597**	**131,920**	**748,418**
Incoming depreciation	-17,335	-10,045	-120,204	-33,981	-181,565
Translation differences	2,576	–	10,082	3,188	15,847
Depreciation & Impairment	-7,295	–	-41,747	-16,545	-65,587
Closing depreciation	**-22,053**	**-10,045**	**-151,869**	**-47,338**	**-231,305**
Closing carrying amount	**21,061**	**268,742**	**142,728**	**84,582**	**517,113**

7. CORRECTION OF THE FIRST QUARTER 2026

The gain on the disposal of Magic Find, Inc. was recognised in the first quarter interim report at the Parent Company amount, SEK 6.4 million, instead of the Group amount, SEK 7.5 million. The first quarter has been restated accordingly: profit for the period changed from SEK −0.4 million to SEK 0.7 million and total equity at 31 March 2026 from SEK 231.9 million to SEK 231.1 million. In the statement of cash flows, the disposal is now presented net of the cash and cash equivalents disposed of, with a corresponding reclassification within working capital; cash and cash equivalents were unaffected. The figures for the six months ended 30 June 2026 in this report are presented on the corrected basis.

8. DEFINITIONS OF KEY FIGURES

EBITDA	Operating profit before depreciation and amortization
Adj. EBITDA	Operating profit before depreciation and amortization, excluding the Video Sales segment and gains/losses on disposal of subsidiaries and related transaction costs
EBITDA Margin	Operating profit before depreciation and amortization divided by revenue
Adj. EBITDA Margin	Adjusted EBITDA divided by adjusted revenue
Adj. Revenue	Revenue excluding the Video Sales segment
EBIT	Operating profit
Adj. EBIT	Operating profit excluding the Video Sales segment; for 2026 gains/losses on disposal of subsidiaries and related transaction costs; for 2025, impairment charges
EBIT Margin	Operating profit divided by revenue
Net Debt	Interest-bearing liabilities less cash and cash equivalents
YTD	Year-To-Date
LTM	Last twelve months

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