Q2

FRAGBITE GROUP

Interim report

1 JANUARY – 30 JUNE 2026

Second quarter

Revenue	SEK 5.2 million	(43.7)
EBITDA[1]	SEK -1.6 million	(-0.4)
Adjusted EBITDA[1]	SEK -1.6 million	(1.4)
EBIT[2]	SEK -3.0 million	(-57.3)
Net profit[2]	SEK -3.7 million	(-46.5)
Cash flow from operating activities	SEK -1.4 million	(-1.2)
Diluted earnings per share[3]	SEK -0.46	(-6.27)
Bitcoin purchases	BTC 0	(n/a)
Total Bitcoin holding at end of period	BTC 31.25	(n/a)
Recurring revenue share[4]	52.2 %	(n/a)
Cash flow from treasury activities	SEK 0.9 million	(n/a)

Second quarter

Revenue	SEK 9.0 million	(86.0)
EBITDA[1]	SEK -4.9 million	(2.1)
Adjusted EBITDA[1]	SEK -4.9 million	(0.2)
EBIT[2]	SEK -9.2 million	(-75.1)
Net profit[2]	SEK -10.1 million	(-64.0)
Cash flow from operating activities	SEK -9.1 million	(-0.9)
Diluted earnings per share[3]	SEK -1.25	(-8.6)
Bitcoin purchases	BTC 0	(n/a)
Total Bitcoin holding at end of period	BTC 31.25	(n/a)
Recurring revenue share[4]	64.4 %	(n/a)
Cash flow from treasury activities	SEK 0.9 million	(n/a)

(1) In 2025, three subsidiaries, which together accounted for the majority of the Group's revenue, were divested. See pages 5 and 14 for Pro forma 2025.
(2) EBIT includes an impairment loss of SEK 1.1 million relating to an uncertain receivable arising from unpaid amortisation on loans issued to the buyers of former subsidiaries Lucky Kat B.V. och WAGMI Ltd.
(3) Per total number of shares at the end of the quarter.
(4) Share of recurring revenue relative to revenue for the period.
(5) For definition of the strategic KPIs see page 14.

Strategic KPIs[5]

MSEK 2.7

RECURRING REVENUE

Revenue from core business operations that generate recurring and scalable cash flows.

MSEK 0.9

TREASURY

Cash flow generated by leveraging Bitcoin
(For details, see page 15)

BTC 31,25

COMPANY HOLDINGS

Total holdings as per the reporting date

19,24 BTC

INDIRECT EXPOSURE

Share of BTC via holdings in $MSTR

During the quarter

- New IP introduced – "Mästarligan"
- Swedish CS League returns
- Smaller investment in AI company

See page 15 for all events during the quarter.

CEO's comments

Fragbite Group is halfway through 2026, a year in which, in many regards, we are relaunching our business and step by step building solid operations following major changes in 2025. The work continues ahead and long-term profitability is still our guiding principle.

Revenue and EBITDA

Revenue for the quarter amounted to SEK 5,2 million. On a pro forma basis, business operations are on a par with the same period in 2025 (SEK 5,5 million). The quarter closed with a negative EBITDA of SEK -1.6 million (SEK -0.5 million pro forma for 2025), which is an improvement on the first quarter of 2026 but, of course, not where we want to be.

MMA Manager 2 is marching forward

As reported in the previous quarter, *MMA Manager 2* has shown good profitability for some time, prompting FunRock to further develop the game ahead of a re-release with updated gameplay features which started during the end of the second quarter. The rerelease has thus far targeted chiefly the US market and during May a series of user acquisition (UA) campaigns kicked off. In the short term, this has led to increased costs, which has had a negative impact on EBITDA, however the results so far are cautiously positive with the aim to increase earnings from the game going forward.

KovaPlay – continued focus on sales

During the period, development was carried out on the project signed in February, and the finished game was shipped in July. With the game due for launch in the client's iGaming environment shortly, profit share follows for as long as the game remains live, which is expected to contribute to the revenue of business area Gaming from the fourth quarter onwards. Profit share has generated steady income since the end of 2025, prompting us to prioritize it in negotiations for new projects.

Unfortunately, KovaPlay has remained adversely affected by delays during this period, which further underlines the importance of prioritising sales with the aim of both expanding and reducing vulnerability to individual projects. Both parent company and subsidiary are placing considerable focus on this. For some time, KovaPlay has been in negotiations with a global iGaming operator which, at the start of the year, were expected to be finalised shortly. At a late stage however, the counterparty – owner of multiple brands for different iGaming platforms – needed to change brands for the project, resulting in negotiations having to largely start over. Overall, delays within KovaPlay have, in various ways, led to the business not yet realising its potential. We are therefore continuing our efforts to reduce vulnerability and broaden the client portfolio. The feedback prospective clients are giving on the games and game engines is very positive and indicates that the offering meets a need in the market.

First release based on the new game engine

As part of FunRock's in-house development, work on the previously mentioned new game engine is proceeding as planned. The game engine is of the roguelite genre, and FunRock's objective is for the engine to be utilised for several different games over the coming years. First up in the pipeline is a free-to-play mobile game, with a planned release in late 2026.

Successful premiere for Mästarcupen

Revenue for the period has increased approximately 50 percent compared to 2025; however, the business area is still coming in below budget, which has a negative impact on EBITDA for business operations. The full year still looks solid, given sales ahead of the end of the year and the signing of several key contracts during the second quarter, notably for Svenska Cupen.

Focusing on diversifying the business has been emphasised previously, and an important step in that direction was taken with *Mästarcupen* – a new IP featuring competition in EA FC26 (formerly FIFA). The first tournament concept not held in Counter-Strike opens up new target groups both in terms of players and sponsors. Mästarcupen was carried out successfully and with profitably during the end of the second quarter, with plans for a second edition on the drawing table.

Focus on cash flow under Bitcoin Treasury

Options trading under Bitcoin Treasury commenced on 1 April and generated a cash flow of approximately SEK 0.9 million during the quarter. Proceeds from options trading are recognised under 'Net financial items', which is why they do not impact the quarter's EBITDA but have a positive effect on cash flow. See page 15 for further information on how this is recorded and reported. The Company does not yet have sufficient data to assess future proceeds; these cash flows are expected to fluctuate, but the start is very promising.

To sum up, Fragbite Group is staying on course. In line with communicated strategy, we continue to evaluate potential profitable holdings and investments whilst further developing our core business operations. The company's objective that the business remaining after the divestments in 2025 should be profitable and support the parent company by the end of 2026 remains unchanged.

Michael Lundgren, President and CEO

We are Fragbite Group

A Swedish corporate group listed on Nasdaq First North Growth Market

Fragbite Group's oldest subsidiary was founded in 2002, the Group was formed in 2021 when the share was also listed on under the ticker $FRAG. Fragbite Group has three business areas – **Gaming**, **Esports** and **Bitcoin Treasury** – where the core business operations under Gaming and Esports consist of developing games, game engines, game products and esports content for PC and mobile devices. Under Bitcoin Treasury, capital is invested in Bitcoin for the purpose of strengthening the capital structure over the long term.

Fragbite Group's combination of secure, established and growing business operations in Gaming and Esports with an ambitious capital strategy that leverages Bitcoin, gives the Company a unique position among SMEs in the Nordics.

Business Idea

Fragbite Group creates shareholder value by combining well-established business operations in Gaming and Esports with an ambitious, long-term Bitcoin Treasury strategy.

Our operations

BUSINESS AREA GAMING

Subsidiary FunRock develops game engines and games for mobile platforms under their own IPs, focusing on mobile titles with a free-to-play revenue model. Under the brand KovaPlay, FunRock operates a business unit for B2B Game Development, under which custom games on PC and mobile which support retention, are developed for client companies in the iGaming industry. The revenue model has two parts, consisting of fixed remuneration as well as revenue or profit share.

BUSINESS AREA ESPORTS

Subsidiary Fragbite AB is one of the Nordic region's largest communities in esports with a business that is based on proprietary IP:s and long experience in marketing through esports and gaming content. Fragbite develops and operates tournament concepts and competitions, operates an ad network and offers media services in gaming and esports under the Config brand. The business area's largest annual event and IP is the Swedish Cup in Counter-Strike.

BUSINESS AREA BITCOIN TREASURY

Under Bitcoin Treasury, surplus from the core business and capital from favourable financial solutions is invested in Bitcoin. On the basis of both direct and indirect exposure to Bitcoin, the Company intends to strengthen its capital structure and create shareholder value over the long term. The business area conducts options trading, which generates recurring proceeds by leveraging Bitcoin.

Financial performance – Group

SEK thousands	Apr-Jun 2026	Apr-Jun 2025	Jan-Jun 2026	Jan-Jun 2025	Full Year 2025	Full Year 2024
Revenue	5 176	43 723	8 956	85 953	143 853	213 230
Adjusted EBITDA	-1 638	-449	0	235	-44	13 275
EBITDA	-1 638	1 441	-4 889	2 124	1 882	7 793
EBIT	-3 032	-57 323	-9 172	-75 085	-91 363	-141 761
Net profit after tax	-3 726	-46 543	-10 074	-63 972	6 801	-128 984

***Note:** In 2025, three subsidiaries were divested which previously together accounted for the main part of the business operations. This therefore has a significant impact on all comparisons between 2026 and previous financial years. See page 14 for pro forma. Commentary on the development of the business on page 5 is based on pro forma numbers.*

THE GROUP'S REVENUE

Net revenue for the quarter amounted to SEK 5.2 million (43.7), which represents a decrease of SEK 38.5 million compared with the same period in 2025. The decrease compared with 2025 is primarily due to the divestment of subsidiaries; for information on these, see Note 2 on page 15. Pro forma 2025 for the comparable units amounted to SEK 5.5 million. Recurring revenue totalled SEK 2.7 million during the period and SEK 5.8 million during the first half of the year, corresponding to 52.2 percent and 64.4 percent of revenue respectively.

EBITDA

Operating profit before depreciation and amortisation (EBITDA) for the quarter amounted to SEK -1.6 (-0.4) million; adjusted EBITDA for the quarter also amounted to SEK -1.6 (-0.4) million.

EBIT

Operating profit (EBIT) for the quarter amounted to SEK -3.0 million (-57.3). During the quarter, the Company was impacted by significant goodwill write-downs as a result of divestments, rendering comparisons difficult. Following the write-down made during the first quarter 2026, there is no longer any goodwill remaining in the Company.

As a result of defaulted repayments on the loan issued to the buyers of former subsidiaries Lucky Kat B.V and WAGMI Ltd., the Company has recognised part of the loan and the accrued interest as an uncertain receivable, which has led to a write-down of SEK 1.1 million, negatively impacting EBIT for the second quarter. The Company has engaged legal counsel to pursue the matter against the buyers, 4+Ventures AB and Swiss Peak Ventures GmbH

NET FINANCIAL ITEMS

Net financial items for the quarter amounted to SEK -0.7 (11.6) million, out of which SEK 0.9 is attributable to proceeds from options trading. See Note 2 on page 15 for information on how options trading is recorded. Net financial items also includes costs relating to interest on share loans and an arrangement fee for the financing solution with Alumni under Bitcoin Treasury. The fee is amortised over the four-year term of the agreement at a monthly cost of SEK 41.7 thousand.

PROFIT/LOSS FOR THE PERIOD

Profit after tax amounted to SEK -3.7 (-45.7) million for the quarter. Basic earnings per share for the quarter amounted to SEK -0.46 (-6.27). Earnings per share after dilution for the quarter amounted to SEK -0.46 (-6.27). Earnings per share are calculated based on the number of shares at the end of the quarter.

LIQUIDITY AND CASH FLOW

Cash flow from operating activities for the quarter amounted to SEK -1.4 (-1.2) million

Cash flow from investing activities for the quarter amounted to SEK -0.1 (-6.5) million.

Cash flow from financing activities for the quarter amounted to 0 (4.7). The company has not taken out any new loans, made any repayments or carried out any share issues.

Cash flow for the quarter amounted to SEK -1.6 (-3.1) million. At the end of the period, the Group's cash and cash equivalents amounted to SEK 13.8 (4.9) million.

FINANCIAL POSITION

Equity totalled SEK 56.8 (63.6) million and the equity ratio was 67.5 (64.5) percent as of 30 June 2026. Total assets at the end of the period amounted to SEK 84.1 (98.7) million

Development per business area

SEK thousands	Apr–Jun 2026	Apr–Jun 2025 Proforma	Jan–Jun 2026	Jan–Jun 2025 Proforma
Revenue				
Gaming & Esports	5 176	4 732	8 956	8 530
Bitcoin Treasury	0	0	0	0
Parent company	0	768	0	2 444
Total	**5 176**	**5 500**	**8 956**	**10 973**
EBITDA				
Gaming & Esports	-734	737	-2 568	1 013
Bitcoin Treasury (1)	0	0	0	0
Parent company	-904	-1 241	-2 321	-1 429
Total	**-1 638**	**-504**	**-4 889**	**-416**
CASH FLOW FROM OPTIONS TRADING				
Bitcoin Treasury	**938**	**0**	**938**	**0**

(1) Options trading under Bitcoin Treasury is not included in EBITDA but is recognised under Net financial items. When the Company issues call options it receives a payment – a so-called premium – which directly contributes to the Company's cash flow. The Company therefore considers it relevant, alongside net financial items, to highlight the cash flow generated, as this demonstrates the actual cash flows that the trading has contributed to the Group during the period. See Note 2 on page 15 for further information on how surpluses from options trading are recorded.

REPORT STRUCTURE

Fragbite Group has three business areas – **Gaming**, **Esports** and **Bitcoin Treasury**. To enable easier tracking of the Company's performance, since the first quarter 2026 our reports include a breakdown of, on the one hand, core business operations (Gaming and Esports) and, on the other hand, Bitcoin Treasury. Bitcoin Treasury has not previously been reported separately as a business area; instead, its costs have been included in the parent company. However, as the business now generates recurring proceeds, the report structure merits an update. As previously, the parent company is separated to enhance transparency.

OPERATIONS – BUSINESS AREA GAMING

The Gaming business area is on a par with revenue for the same period last year. Revenues primarily come from profit share from games previously launched under KovaPlay, advertising and in-app purchases for *MMA Manager 2* and development and customisation fees for the client project signed at the end of February. That project has been shipped and the game is expected to go live on the client's iGaming platform shortly, after which profit share starts. Further delays in the client project relating to the development of a game based on the *Capital War* game engine, in combination with slow new business sales, has contributed to KovaPlay not meeting budget for the quarter which has had a negative effect on EBITDA. The rerelease of *MMA Manager 2* featuring new functionality took place during the spring, increased UA was started in May and contributes to EBITDA being lower than earlier quarters. The business area also includes some revenue from publishing; see note 4 on page 15.

OPERATIONS – BUSINESS AREA ESPORTS

The quarter and the first six months show a significant improvement in revenue compared to the same periods in 2025, representing increases of approximately 50 percent and 60 percent respectively. EBITDA, on the other hand, has declined slightly compared with 2025. At the same time, the year has started more strongly compared to 2025 in terms of sales, in particular, sales ahead of Svenska Cupen have progressed very well to date. Svenska CS-Ligan returned for the second year running and was carried out with profitability during the period. The inaugural edition of Mästarcupen in EA FC26 (formerly FIFA), a new IP under Config, was also carried out with profitability. As earlier, the lower number of projects under Config is the main factor driving the negative result, combined with seasonal variations, as the majority of the business area's revenue-generating activities take place in the fall. Efforts to return the business area to profitability for the full year 2026 are ongoing.

PARENT COMPANY

The parent company's revenue amounted to SEK 0 (0.8) million. Revenue consists of management fees charged to the subsidiaries to cover certain group-wide costs and work carried out on behalf of the subsidiaries. These fees are recognised in the respective legal entities but are eliminated in the consolidated financial statements. The work performed by the parent company during the first quarter of 2025 for subsidiaries that have now been divested, and for which management fees were therefore charged that are no longer eliminated at group level, is included in the 2025 pro forma figures for the parent company. EBITDA for the period, compared with the same period in 2025, demonstrates a reduction in the cost base.

BUSINESS AREA BITCOIN TREASURY

Options trading off the basis of holdings in Strategy Inc. ("MSTR") was established in the beginning of the year and April was the first whole month with active trading. During the second quarter approximately SEK 0.9 Million was generated from options trading. See note 2 on page 15 for information on how options trading is recorded. Proceeds from options trading is primarily intended to contribute to the accumulation of BTC and to support the core business operations. Given that options trading has been ongoing for a short period, the Company does not yet have sufficient data to provide a forecast of expected revenue per quarter and year, it is expected to fluctuate.

The MSTR investment was made in line with the objective of generating returns by leveraging Bitcoin. Through its holding in MSTR, the Company also has indirect exposure to Bitcoin; per the reporting date, the Company's holding stands at 19.24 BTC, calculated on the basis of the total number of shares in MSTR on a fully diluted basis.

Costs in the first quarter comprise of interest on share loans and the deferred arrangement fee for the Alumni agreement. However, these costs do not impact EBITDA as they are recognised under net financial items.

No Bitcoin purchases have been made during the period. The carrying amount of the Company's total holdings at the end of the quarter was SEK 33.9 million. See note 1 on page 15 for information on how the Company records its Bitcoin holdings.

Holdings Bitcoin	June 30, 2026	June 30, 2025	Dec 31, 2025
Total amount BTC	31,25	n/a	31,25
Average purchase price, thousands SEK	1 085	n/a	1 085
Total purchase consideration, thousands SEK	33 891	n/a	33 891
Value of total holdings in BTC, thousands SEK	33 891	n/a	33 891

As no purchases have been made since the end of the quarter, the carrying amount of the Company's total holdings as per the reporting date is also SEK 33.9 million.

Condensed consolidated income statement

	apr-jun		Jan-Jun		Full Year
SEK thousands	2026	2025	2026	2025	2025
Revenue	5 176	43 723	8 956	85 953	143 853
Capitalised work on own account	147	3 941	302	9 297	11 436
Other operating income	0	-8	0	108	941
Total revenue	**5 323**	**47 655**	**9 259**	**95 359**	**156 230**
Cost of goods and services sold	-2 035	-28 713	-2 517	-54 571	-94 879
Gross profit	**3 287**	**18 943**	**6 742**	**40 789**	**61 351**
Gross margin %	*61,8%*	*39,7%*	*72,8%*	*42,8%*	*39,3%*
Personnel expenses	-3 044	-11 265	-6 281	-22 773	-35 181
Other external expenses	-1 881	-6 237	-5 350	-15 891	-24 288
EBITDA	**-1 638**	**1 441**	**-4 889**	**2 124**	**1 882**
Amortisation and impairment of intangible assets	-1 394	-2 589	-2 802	-5 431	-10 574
Depreciation of tangible assets	0	-84	0	-174	-254
Amortisation goodwill	0	-56 091	-1 481	-71 605	-82 417
EBIT	**-3 032**	**-57 323**	**-9 172**	**-75 085**	**-91 363**
Net financial income from options trading	929	0	929	0	0
Net financial items	-1 623	11 645	-1 830	12 708	100 277
Totalt financial items	-694	11 645	-901	12 708	100 277
Earnings before tax (EBT)	**-3 726**	**-45 678**	**-10 074**	**-62 377**	**8 914**
Tax	0	-865	0	-1 595	-2 113
Net profit	**-3 726**	**-46 543**	**-10 074**	**-63 972**	**6 801**
Other comprehensive income	0	0		0	0
Total comprehensive income	-3 726	-46 543	-10 074	-63 972	6 801
Comprehensive income for the period attributable to:					
Parent company's shareholders	-3 726	-45 993	-10 074	-63 149	7 624
Non-controlling interests	0	-550	0	-823	-823
Earnings per share (SEK)	-0,46	-6,27	-1,25	-8,60	0,94
Earnings per share after dilution (SEK)	-0,46	-6,27	-1,25	-8,60	0,94
Average number of shares outstanding	8 077 044	7 340 223	8 077 044	7 078 584	7 338 202
Average number of shares outstanding diluted	8 077 044	7 340 223	8 077 044	7 078 584	7 338 202
Number of shares before dilution	8 077 044	7 340 223	8 077 044	7 340 223	8 077 044
Number of shares diluted	8 077 044	7 340 223	8 077 044	7 340 223	8 077 044

Condensed consolidated statement of financial position

SEK thousands	Jun 31, 2026	Jun 31, 2025	Dec 31, 2025
ASSETS			
Fixed assets			
Capitalized expenditure on development and similar work	9 537	63 384	12 037
Licenses	0	0	0
Cryptocurrency holdings	33 891	0	33 890
Goodwill	0	0	1 481
Tangible assets	0	514	0
Financial assets	19 286	3 355	5 455
Total fixed assets	**62 713**	**67 254**	**52 863**
Current assets			
Accounts receivable	3 839	7 599	2 342
Current tax receivables	184	1 291	122
Other receivables	76	7 581	70
Prepaid expenses and accrued income	3 576	9 956	1 353
Total current assets	**7 674**	**26 427**	**3 887**
Cash and cash equivalents	**13 761**	**4 981**	**38 128**
Total assets	**84 149**	**98 662**	**94 878**
EQUITY AND LIABILITIES			
Equity			
Equity attributable to shareholders	56 764	-1 174	66 838
Non-controlling interests	0	0	0
Total Equity	**56 764**	**63 642**	**66 838**
Provisions			
Additional purchase price	0	0	0
Deferred tax liabilities	0	2 383	0
Total Provisions	**0**	**1 857**	**0**
Long-term liabilities			
Liabilities to credit institutions	0	5 724	0
Other long-term liabilities	6 000	0	6 000
Total long-term liabilities	**6 000**	**5 724**	**6 000**
Short-term liabilities			
Liabilities to credit institutions	0	2 603	0
Overdraft facilities	0	1 594	0
Other financial liabilities	9	38 570	0
Accounts payable	1 216	3 643	942
Current tax liabilities	0	0	0
Other current liabilities	14 381	17 274	15 076
Accrued expenses and deferred income	5 780	28 046	6 023
Total short-term liabilities	**21 385**	**91 729**	**22 041**
Total equity and liabilities	**84 149**	**98 662**	**94 878**

Condensed consolidated statement of changes in equity

SEK thousands	Share capital	Premium Fund	Retained earnings	Result for the period	Equity attributable to shareholders of the Parent Company	Equity attributable to Non-controlling interests	Total Equity
OPENING BALANCE 01/01/2025	**3 392**	**447 290**	**-240 806**	**-128 984**	**80 892**	**0**	**80 892**
Changes in equity during the period 01/01/2025 - 31/12/2025							
Net result for the reporting period				7 624	7 624	-823	6 801
New share issue paid	647	9 910			10 557	-	10 557
New share issue costs		-310			-310	-	-310
Translation difference			-5 067		-5 067	-	-5 067
Transactions with minority interest			-26 859		-26 859	823	-26 036
Disposition according to decision by the AGM			-128 984	128 984	0	-	0
CLOSING BALANCE 31/12/2025	**4 039**	**456 891**	**-401 715**	**7 624**	**66 838**	**0**	**66 838**
OPENING BALANCE 01/01/2026	**4 039**	**456 891**	**-401 715**	**7 624**	**66 838**	**0**	**66 838**
Changes in equity during the period 01/01/2026 - 31/3/2026							
Net result for the reporting period				-10 074	-10 074	0	-10 074
New share issue paid					0	-	0
New share issue costs					0	-	0
Translation difference					0	-	0
Transactions with minority interest					0	0	0
Disposition according to decision by the AGM			7 624	-7 624	0	-	0
CLOSING BALANCE 31/6/2026	**4 039**	**456 891**	**-394 091**	**-10 074**	**56 764**	**0**	**56 764**

Condensed consolidated cash flow statement

	Apr-Jun		Jan-Jun		Full Year
SEK thousands	2026	2025	2026	2025	2025
Operating income	**-3 032**	**-57 323**	**-9 172**	**-75 085**	**-91 363**
Non-cash items					
Depreciation, amortisation and impairment	1 394	58 764	4 283	77 209	93 245
Other	0	0		0	0
Financial items	-97	-1 665	-2 252	-2 467	-4 884
Options trading	938	0	938	0	
Tax paid	-45	-1 082	-62	1 676	1 005
Cash flow from operating activities before changes in working capital	**-842**	**-1 306**	**-6 265**	**1 333**	**-1 996**
Change in accounts receivable	-1 497	-1 569	-1 497	-2 552	-177
Change in other receivables	-743	1 086	-454	5 783	-6 525
Change in accounts payable	-244	3 689	-245	1 996	6 207
Change in other liabilities	1 916	-3 085	-603	-5 671	1 178
Cash flow from changes in working capital	**-568**	**120**	**-2 799**	**-444**	**682**
Cash flow from operating activities	**-1 410**	**-1 186**	**-9 064**	**889**	**-1 314**
Investment in subsidiaries	0	0	0	-3 023	-3 023
Investment in minority holding	0	0	-15 001		-2 747
Divestment of subsidiaries	0	2 234	0	2 234	99 376
Capitalised work on own account	-147	-3 941	-302	-9 297	-11 436
Acquisition of intangible and tangible fixed assets	0	-1 794	0	-3 012	-39 730
Disposal of intangible and tangible fixed assets	0	0	0	1 253	4 041
Change in long-term receivables	0	-3 048	0	-3 048	-2 793
Deposit paid	0	0	0	-2	-2
Deposit repaid	0	0	0	0	0
Cash flow from investing activities	**-147**	**-6 549**	**-15 303**	**-14 896**	**43 687**
New share issue	0	-155	0	3 546	10 248
New borrowings	0	25 000	0	30 000	41 000
Change in overdraft limit	0	-7 369	0	-7 204	-8 798
Change in other financial liabilities	0	-1 983	0	-4 333	-42 453
Repayment of liabilities to credit institutions	0	-10 838	0	-11 496	-12 376
Cash flow from financing activities	**0**	**4 655**	**0**	**10 514**	**-12 379**
Cash flow	**-1 557**	**-3 079**	**-24 367**	**-3 493**	**29 993**
Cash and cash equivalents at beginning of period	15 318	8 267	38 128	9 407	9 407
Cash flow for the period	-1 557	-3 079	-24 367	-3 493	29 993
Exchange difference in cash and cash equivalents	0	-206	0	-934	-1 273
Cash and cash equivalents at end of period	13 761	4 981	13 761	4 981	38 128

Condensed Parent Company income statement

	Apr-Jun		Jan-Jun		Full Year
SEK thousands	2026	2025	2026	2025	2025
Revenue	301	1 067	559	2 937	4 409
Other revenue	0	31	0	31	0
Total revenue	**301**	**1 098**	**559**	**2 968**	**4 409**
Personnel expenses	-509	-1 161	-1 292	-2 345	-4 414
Other external expenses	-576	-851	-1 349	-1 475	-3 755
EBITDA	**-784**	**-914**	**-2 081**	**-851**	**-3 760**
Profit from participations in Group companies	0	0	0	0	33 813
Impairments of financial fixed assets	-1 366	-44 625	-1 366	-44 625	-52 844
Net financial income from options trading	929	0	929	0	
Net financial items	-165	-2 293	-251	-1 814	-4 230
Totalt financial items	**764**	**-2 293**	**678**	**-1 814**	**-4 230**
Earnings before tax (EBT)	**-1 387**	**-47 832**	**-2 770**	**-47 290**	**-27 022**
Tax		0		0	0
Net profit	**-1 387**	**-47 832**	**-2 770**	**-47 290**	**-27 022**

Condensed Parent Company statement of financial position

SEK thousands	Mar 31, 2026	Mar 31, 2026	Dec 31, 2026
ASSETS			
Fixed assets			
Cryptocurrency holdings	33 891	0	33 890
Shares in Group companies	58 163	359 629	54 428
Receivables from Group companie	9 452	17 900	8 750
Minority holding	17 748	0	2 747
Financial assets	1 297	255	2 495
Total fixed assets	**120 549**	**377 784**	**102 310**
Current assets			
Receivables from Group companie	239	1 732	337
Current tax receivables	76	117	57
Other receivables	8	10 012	0
Prepaid expenses and accrued inc	2 023	710	647
Total current assets	**2 346**	**12 570**	**1 041**
Cash and cash equivalents	**9 073**	**526**	**32 061**
Total assets	**131 968**	**390 880**	**135 412**
EQUITY AND LIABILITIES			
Equity	**112 740**	**240 483**	**115 510**
Provisions	**0**	**13 692**	**0**
Long-term liabilities			
Liabilities to Group companies	0	74 306	0
Other long-term liabilities	6 000	0	6 000
Total long-term liabilities	**6 000**	**74 306**	**6 000**
Short-term liabilities			
Liabilities to credit institutions	0	15 508	0
Other finansial liabilities	9	39 503	0
Accounts payable	58	357	166
Liabilities to Group companies	0	2 205	0
Current tax liabilities	0	0	0
Other liabilities	10 810	1 668	10 999
Accrued expenses and deferred in	2 351	3 157	2 737
Total short-term liabilities	**13 227**	**62 399**	**13 901**
Total equity and liabilities	**131 968**	**390 880**	**135 412**

Pro forma – Condensed income statement

Fragbite Group	Condensed income statement			Condensed income statement		
	Apr-Jun 2025			Jan-Jun 2025		
SEK thousands	Fragbite Group	Sold entities	Proforma Fragbite Group	Fragbite Group	Sold entities	Proforma Fragbite Group
Revenue	43 723	-38 223	5 500	42 231	-31 257	10 973
Capitalised work on own account	3 941	-3 759	181	5 357	-4 778	579
Other operating income	-8	39	31	117	-66	51
Total revenue	**47 655**	**-41 943**	**5 712**	**47 704**	**-36 101**	**11 603**
Cost of goods and services sold	-28 713	28 116	-597	-25 858	24 870	-988
Gross profit	**18 943**	**-13 827**	**5 116**	**21 846**	**-11 230**	**10 616**
Gross margin %	*39,7%*		*89,6%*	*45,8%*		*91,5%*
Personnel expenses	-11 265	7 764	-3 501	-11 508	4 546	-6 962
Other external expenses	-6 237	4 118	-2 119	-9 654	5 585	-4 070
EBITDA	**1 441**	**-1 945**	**-504**	**683**	**-1 099**	**-416**
Amortisation and impairment of intangible assets	-2 589	656	-1 933	-2 842	-1 188	-4 030
Depreciation of tangible assets	-84	84	0	-89	89	0
Amortisation goodwill	-56 091	53 252	-2 839	-15 514	9 007	-6 507
EBIT	**-57 323**	**52 047**	**-5 276**	**-17 762**	**6 808**	**-10 953**
Net financial items	11 645	-39 020	-27 375	1 063	-27 156	-26 093
Earnings before tax (EBT)	**-45 678**	**13 027**	**-32 651**	**-16 698**	**-20 348**	**-37 046**
Tax	-865	865	0	-730	730	0
Net profit	**-46 543**	**13 892**	**-32 651**	**-17 428**	**-19 617**	**-37 046**

Note: *The parent company's pro forma revenue for the second quarter of 2025 includes an item of SEK 0.8 million relating to management fees charged to the subsidiaries to cover certain group-wide costs and work carried out on behalf of the subsidiaries. These fees are recognised in the respective legal entities but are eliminated in the consolidated financial statements. The work performed by the parent company during the first and second quarters of 2025 for subsidiaries that have now been divested, and for which management fees were therefore charged that are no longer eliminated at group level, is included in the 2025 pro forma figures for the parent company.*

Strategic KPI:s

In the interim report for the first quarter new strategic KPIs were implemented. They are intended to reflect the Company's long-term strategy and provide shareholders with a better basis for comparing performance quarter by quarter.

Revenue mix

Fragbite Group has three types of revenues:

1) Recurring, 2) Project and **3) Treasury**

RECURRING REVENUE

Revenue from operating activities that generate recurring, reliable and scalable cash flows over time. Includes both contracted revenue, such as long-term game maintenance fees or profit and revenue sharing under KovaPlay, and revenue that is of a recurring nature, such as advertising and in-app purchases from FunRock's mobile games, or revenue from well-established IPs such as Svenska Cupen. The Company's objective is to increase recurring revenue over time, both in absolute terms and relative to project revenue, in order to increase the predictability of the business and improve operating profit and margins by leveraging scalability.

PROJECT REVENUE

Revenue from operating activities that is not certain to recur, such as fixed development fees under KovaPlay, services under Config, or concepts under Fragbite AB that are not yet well established.

During the period recurring revenues amounted to SEK 2,7 million which corresponds to a share of revenue of 52.2 percent.

TREASURY CASH FLOW

Recurring cash flow generated by leveraging Bitcoin. Currently generated through options trading involving holdings in Strategy Inc. ("MSTR"), the Company is also exploring other opportunities.

Exposure to Bitcoin

COMPANY HOLDINGS

The Company's own Bitcoin holdings on the balance sheet as per the reporting date. The aim is to gradually increase these holdings.

INDIRECT EXPOSURE

The Company's share of MSTR's total Bitcoin holdings via its shareholding. Based on MSTR's holdings as per the reporting date and calculated on the total number of MSTR shares on a fully diluted basis. The objective is to also increase indirect exposure to Bitcoin in different ways over time.

MSEK 2.7

RECURRING REVENUE

Revenue from core business operations that generate recurring and scalable cash flows.

MSEK 0.9

TREASURY

Cash flow generated by leveraging Bitcoin

(For details, see page 15)

BTC 31,25

COMPANY HOLDINGS

Total holdings as per the reporting date

19,24 BTC

INDIRECT EXPOSURE

Share of BTC via holdings in $MSTR

Notes

1. RECORDING AND VALUATION OF BITCOIN

As other cryptocurrency holdings, Bitcoin is recognised as an intangible asset. The Company's holdings of Bitcoin and other cryptocurrencies are accounted for as intangible assets and measured at cost, less any impairment. The asset is not subject to amortisation nor measured at fair value at the end of the reporting period but may be subject to impairment if a change in the value of the relevant currency is considered permanent. The Company carries out impairment testing of its Bitcoin holdings in connection with each quarterly and annual closing of the accounts. In the case of divestment, valuation is based on the First-in, First-out principle

The Company has assessed that the decline in the price of Bitcoin since the holding was acquired cannot be considered permanent and has therefore not impaired the book value in the impairment test carried out in connection with the closing of the accounts for the second quarter 2026.

2. RECORDING OF PROCEEDS FROM OPTIONS TRADING

Since May 2026, the Bitcoin Treasury business area has carried out options trading using the Company's holding in Strategy Inc. ("MSTR"). Through its investment in MSTR, the Company capitalises on the volatility of the share to sell call options. Call options are issued through so-called 'covered calls', a well-established options strategy whereby the Company sells call options on MSTR shares and receives a payment, known as a premium, in return. When the premium is received, it represents a direct contribution to the Company's cash flow. The Company's main strategy is based on taking advantage of trading opportunities when market conditions are favourable to the Company, and on rolling the options forward as far as possible – that is, pricing them in a risk-averse manner so that they only trigger the sale of the underlying share in exceptional circumstances. In the event that it is advantageous to dispose of the underlying shares, the Company will promptly make a new investment to restore its shareholding in MSTR.

As options are issued on an ongoing basis, on the last day of a quarter there will almost certainly always be a cash flow from options trading, the majority of which has been realised, whilst a smaller portion relates to options that are still outstanding. For those options still outstanding in the market on the last day of the period, the premium has been paid to the Company, but the options have not yet expired and may therefore potentially be called away, i.e. the share price movement triggers the option's strike price and the Company is required to sell the shares. For this reason, the accounting under 'Net financial items' is structured such that the proceeds generated by trading during the period, under the item *Net financial items from options trading* (which corresponds to the cash flow generated) also includes a positive or negative profit or loss item resulting from how the options still outstanding on the last day of the period are valued in the balance sheet, where they are recognised as a liability until they expire. In cases where an option is called away, this may therefore, in certain instances, have a negative impact on cash flow in the following period. However, as the Company pursues a risk-averse strategy, it is unlikely that this will occur other than in rare circumstances.

3. DIVESTMENTS DURING 2025

On 8 October, the Company signed an agreement to divest subsidiary Playdigious, information about the transaction can be found in the interim report for the third quarter 2025.

On 31 May 2025, the Company signed two agreements to sell its shares in subsidiaries Lucky Kat B.V. ("Lucky Kat") and WAGMI Ltd. ("Wagmi"), information about the transactions can be found in the interim report for the second quarter 2025. Under the agreement, the responsibility for registering the transfer of the shares in the Netherlands and Gibraltar, respectively, for the target companies lay with the buyers, 4+ventures AB and Swiss Peak Ventures GmbH. Given that representatives of the buyers have not yet completed the registration process relating to Wagmi, and have defaulted on payment to advisors in Gibraltar, the Company has engaged legal counsel to pursue completion in accordance with the agreement against the owners of 4+ventures AB and Swiss Peak Ventures GmbH.

4. REVENUES FROM PUBLISHING

Upon the divestment of the previously wholly-owned subsidiary Playdigious on 8 November 2025, it was stipulated that 90 percent of the net revenue from four PC games under publishing agreements would henceforth accrue to the Company. These games include *Fretless: The Wrath of Riffson, Linkito* and *Crown Gambit*. Revenue from the publishing of these games is included in the Gaming business area. The agreement also included *The Almost Gone*, but the publishing rights to the game reverted to the IP owner in the spring of 2026 in accordance with the publishing agreement.

Siginficant events during the quarter

- Fragbite AB is bringing back the Swedish CS League, after its successful introduction in 2025. Unibet joins as title sponsor.
- Config launches a new IP – Mästarcupen, an esports competition played in the football game EA FC26 (formerly FIFA). The title sponsor will be the global brand ALE. Media partner will be Expressen/Bonnier.
- The Swedish Cup, Sweden's largest national esports tournament, returns in fall 2026 for the fifth year running. POWER, the leading Nordic electronics retailer, is this year's title sponsor.
- The Company makes a smaller strategic investment of 250 000 SEK for a 24.5 percent share in a Swedish growth company in AI.

The company has not reported any significant events since the end of the quarter.

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 26 August 2026

Niclas Bergkvist Chairman	Michael Lundgren CEO and Board Member
Stefan Tengvall Board Member	Mikael A. Pettersson Board Member

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

Contact

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Financial calendar

Interim report for the third quarter 2026: 11 November 2026
Year-End Report 2026: 18 February 2027