

PRESS RELEASE

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FunRock & Prey Studios expands MMA Manager-based game development agreement

Fragbite Group AB's (publ) ("Fragbite Group") subsidiary FunRock & Prey Studios has signed an extended agreement with a European counterpart for the continued development of a white-label game based on the MMA Manager engine. The new scope adds approximately 2.3 MSEK in revenue, bringing the total contract value to approximately 4.1 MSEK.

Alongside the development of proprietary game IPs, FunRock & Prey Studios have in the past year built a new business vertical in which the subsidiary has secured long-term co-development partnerships in work-for-hire, adapting its game engines and design expertise to external brands. Today's extended contract builds on the original scope signed in 2024, whereby the studio develops a white-label game based on the *MMA Manager* game engine. The extension includes expanded content development, system features, and UI work tailored to the partner's brand.

The project runs in parallel with a second collaboration with the same counterpart, based on the game engine for mobile title *Capital War*. That agreement, announced in November 2024 for an initial revenue of 3.3 MSEK, remains ongoing and the counterpart has expressed interest in further extensions to both projects.

"When we signed the second deal in late 2024, it was a milestone for us — not just because we revitalized an inactive IP, but because it aligned with our strategy to build sustainable revenue streams from partnerships that leverage our core assets. What makes this new extension especially exciting is that it shows how much value can still be unlocked within existing projects. We haven't signed a third title yet — conversations are in motion — and we've already significantly expanded the first. It's a clear sign that we're not only delivering strong games, but also building long-term relationships." says Magdy Shehata, CEO, FunRock & Prey Studios.

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About us

Fragbite Group (publ) is a Swedish corporate group with a portfolio of established subsidiaries that develop, adapt and publish games and esports content within GAMING, ESPORTS and WEB3. Our products are developed for both traditional platforms – PC, mobile and console – and modern platforms built on blockchain technology. The Group is headquartered in Stockholm and listed on Nasdaq First North Growth Market.

Attachments

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