



INTERIM REPORT
JULY – SEPTEMBER 2021

SUMMARY

Third quarter 01/07/2021 – 30/09/2021

- Net sales amounted to TSEK 0 (0).
- Earnings before interest, taxes, depreciation and amortisation (EBITDA) amounted to TSEK -2,137 (-398).
- Net loss after financial items amounted to TSEK -2,279 (-398).
- Earnings per share amounted to SEK -0.40 (-0.01) before dilution and SEK -0.39 (-0.01) after dilution.
- Investments during the period amounted to TSEK 3,092 (120).
- Cash flow for the period amounted to TSEK 14,290, including the new share issue in connection with IPO.

Nine months 01/01/2021 – 30/09/2021

- Net sales amounted to TSEK 1 (32).
- Earnings before interest, taxes, depreciation and amortisation (EBITDA) amounted to TSEK -5,521 (-2,365).
- Net loss after financial items amounted to TSEK -5,712 (-2,366).
- Earnings per share amounted to SEK -0.99 (-0.07) before dilution and SEK -0.97 (-0.07) after dilution.
- Investments during the period amounted to TSEK 4,187 (1,507).
- Cash flow for the period amounted to TSEK 13,835, including the new share issue in connection with IPO.

Significant events during the third quarter:

Cricket Manager

The development of the game title Cricket Manager continued during the third quarter and is proceeding according to plan in all material respects.

Collaboration agreements with game and design studios and marketing agencies

During the quarter, Wicket Gaming signed several collaboration agreements with the aim of supporting the development and upcoming launch of Cricket Manager. Furthermore, collaboration agreements were signed with the award-winning animation studio Woodblock, the influencer-oriented marketing agency Wehype and the marketing agency The Game Marketer. All these agreements represent important business partners in Wicket Gaming's overall marketing strategy and will contribute to the upcoming launch of Cricket Manager.

Significant events after the end of the third quarter:

Acquisition of iGaming platform

In October, Wicket Gaming acquired the iGaming platform DFS King within Daily Fantasy Sports. The acquisition is part of the company's ambition to expand its iGaming operations and achieve a stronger position in Daily Fantasy Sports. Through the acquisition, Wicket Gaming acquires digital rights, technology and domain rights for the platform.

Acquisition of the German Wegesrand Group

In October, Wicket Gaming signed a letter of intent with the German Wegesrand Group regarding the acquisition of all shares in Wegesrand with subsidiaries for a total purchase price of approximately EUR 4 million. The majority of the purchase price will be paid in the form of newly issued shares in Wicket Gaming, with an associated lock-up undertaking. The letter of intent gives Wicket Gaming an exclusive right to carry out a due diligence process, with the aim of signing a final purchase agreement around the turn of the year 2021/2022.

CEO STATEMENT

We have now been listed for more than three months, and it has certainly been an intensive period characterised by accelerated product development, new goals and visions and an LOI regarding our intention to acquire the German gaming and media group Wegesrand around the turn of the year 2021/2022.

"Wicket Gaming is preparing for the launch phase of Cricket Manager"

The company's performance during the third quarter is completely in line with expectations, and investments in product development are expected to continue at the same level during the next quarter. The business has primarily been focused on achieving the completion of our first game title, Cricket Manager. This work has accelerated during the third quarter, and the entire organisation has realigned in preparation for our imminent launch in Q4. We have entered into agreements with The Game Marketer, Wehype and Woodblock for the implementation of significant marketing initiatives in connection with the launch of Cricket Manager.

We particularly look forward to providing the Indian mobile games market with a cricket manager game with high-quality content. The game's technical platform is in place, and the platform is ready to be scaled up with more game titles in the manager genre. Plans are already in place for a second manager game.

"Our vision is to develop Wicket Gaming into a larger group..."

Our ambitions are not limited to game development, even though this is a prioritised business area. Our vision is to develop Wicket Gaming into a larger group consisting of four verticals: Games, Media, iGaming and Education. We have adopted a strategic approach to searching for and identifying potential acquisition candidates that are well suited to these verticals and can add value through synergies and growth potential.

After a promising collaboration with Wegesrand for six months, we have reached the conclusion that the company would be an interesting acquisition object with the capacity to provide us with a number of important synergies in both the short and long term. Wegesrand is active in three segments: gaming, media and digital education. Wegesrand has also developed its own game titles which will be ready for launch during 2022. An acquisition of Wegesrand enables us to more easily identify potential exciting acquisition candidates in the European market. We are also looking at potential acquisition candidates on the Indian subcontinent.

We have also acquired a daily fantasy sport platform that will constitute an important foundation for our iGaming vertical. The DFS platform provides a unique opportunity for cross-marketing and creates conditions for new revenue streams, in particular with regard to the Indian market.

This acquisition is an important step in our endeavour to establish Wicket Gaming's four verticals. Our ambition is to reach sales of SEK 100 million in 2022, and to achieve this we need to adopt an ambitious acquisition strategy and ensure the successful launch of our own planned game titles.

*Eric De Basso, CEO
Wicket Gaming AB*





The Share

Wicket Gaming AB was listed on Spotlight Stock Market on 22 July 2021. Spotlight Stock Market is a securities company under the supervision of the Swedish Financial Supervisory Authority and operates a trading platform (MTF). The company's ticker is WIG, and the ISIN code is SE0015811377.

List of shareholders

A list of shareholders can be obtained via the company's website www.wicketgaming.com.

Number of shares at the end of the period

Number of shares outstanding as of 31/12/2019: 33,327,313 shares

Number of shares outstanding as of 30/09/2020: 33,327,313 shares

Number of shares outstanding as of 31/12/2020: 49,526,755 shares

Number of shares outstanding as of 30/09/2021: 5,752,676 shares*

**Adjusted for new issue of 5,000,005 shares, reverse stock split 1:20, and IPO of 3,026,338 shares.*

Accounting principles

This interim report has been prepared in accordance with the Swedish Annual Accounts Act and the Swedish Accounting Standards Board's general guidelines BFNAR 2012:1 Annual Report and Consolidated Financial Statements (K3). This report has been prepared in accordance with the same accounting principles applied in the preparation of the annual report for the financial year ended 31/12/2020.

No consolidated financial statements have been prepared, as the subsidiary company in Thailand is in the process of being wound up and is of no material consequence.

Review by auditor

This report has not been subject to review by the company's auditor.

Financial calendar

Interim Report October – December (Q4)	25/02/2022
Annual Report	20/04/2022
Interim Report January – March (Q1)	25/05/2022

Information

This information is information that Wicket Gaming AB is obligated to publish pursuant to the EU's market abuse regulation. The information was provided under the auspices of the above contact person (CEO), for publication on 25/11/2021 at 08:00.

INCOME STATEMENT

SEK	01/07/2021 - 30/09/2021	01/07/2020 - 30/09/2020	01/01/2021 - 30/09/2021	01/01/2020 - 30/09/2020	01/01/2020 - 31/12/2020
Net sales	0	0	857	31,529	33,588
Own work capitalised	3,061,471	120,000	4,156,766	467,697	707,697
Other income	0	1,464	1,951	2,472	7,294
Operating income	3,061,471	121,464	4,159,574	501,698	748,579
Services purchased	-65,155	-226,689	-170,180	-696,885	-1,158,376
Other external expenses	-4,111,251	-207,350	-7,352,774	-1,528,397	-2,544,081
Personnel expenses	-1,004,053	-85,648	-2,132,015	-641,817	-838,947
Depreciation	-1,786	0	-1,786	0	0
Other operating expenses	-17,872	0	-25,240	0	-842,051
Operating expenses	-5,200,117	-519,687	-9,681,995	-2,867,099	-5,383,455
Net operating loss	-2,138,646	-398,223	-5,522,421	-2,365,401	-4,634,876
Result from participations in group companies	0	0	0	0	-174,882
Interest income	0	0	0	0	0
Interest expenses	-66	0	-50,074	-422	-8,061
Net loss after financial items	-2,138,712	-398,223	-5,572,495	-2,365,823	-4,817,819
Net loss before tax	-2,138,712	-398,223	-5,572,495	-2,365,823	-4,817,819
Tax on issue expenses	-139,867	0	-139,867	0	0
Net loss for the period	-2,278,579	-398,223	-5,712,362	-2,365,823	-4,817,819

BALANCE SHEET

SEK	2021-09-30	2020-09-30	2020-12-31
ASSETS			
Fixed assets			
<i>Intangible fixed assets</i>			
Capitalised expenditure for development and similar work	13,904,850	467,697	9,748,082
<i>Tangible fixed assets</i>			
Computers	30,353	0	0
<i>Financial fixed assets</i>			
Participations in group companies	0	174,882	0
Receivables from group companies	0	9,882,436	0
Total fixed assets	13,935,203	10,525,015	9,748,082
Current assets			
<i>Current receivables</i>			
Other receivables	409,968	104,443	105,667
Prepaid expenses and accrued income	110,552	1,219	962
<i>Cash and cash equivalents</i>	14,658,057	1,489,834	822,581
Total current assets	15,178,577	1,595,496	929,210
TOTAL ASSETS	29,113,780	12,120,511	10,677,292

SEK	2021-09-30	2020-09-30	2020-12-31
EQUITY AND LIABILITIES			
Equity			
<i>Restricted equity</i>			
Share capital	5,752,676	1,666,366	2,226,338
New issue under registration	0	3,286,558	250,000
Reserve for development expenditure	13,904,850	467,697	9,748,082
<i>Non-restricted equity</i>			
Share premium reserve	40,409,254	17,810,949	21,420,781
Retained earnings	-28,359,698	-10,104,728	-19,385,113
Net loss for the period	-5,712,362	-2,365,823	-4,817,819
Total equity	25,994,720	10,761,019	9,442,269
<i>Provisions</i>			
Other provisions	641,345	0	641,345
<i>Current liabilities</i>			
Accounts payable	2,084,815	840,659	350,246
Other current liabilities	158,889	29,573	206,284
Accrued expenses and deferred income	234,011	489,260	37,148
Total liabilities	3,119,060	1,359,492	1,235,023
TOTAL EQUITY AND LIABILITIES	29,113,780	12,120,511	10,677,292

CASH FLOW STATEMENT

SEK	01/07/2021 - 30/09/2021	01/07/2020 - 30/09/2020	01/01/2021 - 30/09/2021	01/01/2020 - 30/09/2020	01/01/2020 - 31/12/2020
Operating activities					
Net loss after financial items	-2,278,579	-398,223	-5,712,362	-2,365,823	-4,817,819
Adjustments for non-cash items	0	0	0	0	1,658,848
Cash flow from operating activities before changes in working capital	-2,278,579	-398,223	-5,712,362	-2,365,823	-3,158,971
<i>Cash flow from changes in working capital</i>					
Increase (-) / Decrease (+) in operating receivables	-25,552	15,961	-413,891	25,172	24,205
Increase (+) / Decrease (-) in operating liabilities	-977,934	-216,352	1,884,039	1,001,699	235,885
Cash flow from operating activities	-3,282,065	-598,614	-4,242,214	-1,338,952	-2,898,881
Investing activities					
Investments in intangible fixed assets	-3,061,471	-120,000	-4,156,769	-467,697	-707,697
Investments in tangible fixed assets	-30,352	0	-30,352	0	0
Loans to group companies	0	0	0	-1,039,715	0
Cash flow from investing activities	-3,091,823	-120,000	-4,187,121	-1,507,412	-707,697
Financing activities					
New share issue	21,064,823	2,248,801	22,684,368	3,286,558	3,379,519
Issue expenses	-520,475	-110,120	-539,100	-110,120	-110,120
Warrants	119,543	0	119,543	0	0
Cash flow from financing activities	20,663,891	2,138,681	22,264,811	3,176,438	3,269,399
Cash flow for the period	14,290,003	1,420,067	13,835,476	330,074	-337,179
Cash and cash equivalents at beginning of period	368,054	69,767	822,581	1,159,760	1,159,760
Cash and cash equivalents at end of period	14,658,057	1,489,834	14,658,057	1,489,834	822,581

STATEMENT OF CHANGES IN EQUITY

SEK	Share capital, new issue under reg.	Reserve for development expenditure	Share premium reserve	Retained earnings	Net loss for the period
Opening balance 01/01/2021	2,476,338	9,748,082	21,420,781	-19,385,113	-4,817,819
New share issue	3,276,338		19,408,030		
Issue expenses			-539,100		
Warrants			119,543		
Capitalisation of development expenditure		4,156,768		-4,156,766	
Transfer of loss for previous year				-4,817,819	4,817,819
Net loss for the period					-5,712,362
Closing balance 30/09/2021	5,752,676	13,904,850	40,409,254	-28,359,698	-5,712,362

Comments on the company's financial development

Figures in parentheses relate to the corresponding period in the previous year.

Net sales

Net sales amounted to TSEK 1 (32) for the period 1 January – 30 September, and TSEK 0 (0) for the period 1 July – 30 September. The low level of net sales is attributable to the company's continued focus on product development.

Operating expenses

Operating expenses for the period 1 January – 30 September amounted to TSEK -9,682 (-2,867), the majority of which (TSEK -5,200 (-520)) occurred in the third quarter. The increase during the third quarter is primarily attributable to accelerated investments in the development of the Cricket Manager game as well as marketing costs.

Net operating loss

The net operating loss (EBIT) for the period 1 January – 30 September was TSEK -5,522 (-2,365), with earnings before interest, taxes, depreciation and amortisation (EBITDA) of TSEK -5,521 (-2,365). For the third quarter, EBIT was TSEK -2,139 (-398), with EBITDA of TSEK -2,137 (-398). This result is in line with the company's expectations, and the increased loss is attributable to higher operating expenses, largely due to the company having accelerated its development expenditure on Cricket Manager.

Net loss for the period

The net loss for the period 1 January – 30 September was TSEK -5,712 (-2,366), while the net loss for the third quarter was TSEK -2,279 (-398).

Investments

Investments during the period 1 January – 30 September amounted to TSEK 4,187. A significant proportion of TSEK 4,157 relates to the development of Cricket Manager, of which TSEK 3,061 was invested during the third quarter.

Intangible fixed assets

The company's intangible fixed assets consist of capitalised expenditure in the form of own work capitalised for development work performed by the company's own employees and external development costs. The acquisition cost for an internally generated fixed asset includes all directly attributable expenditures, which for the reported period are entirely attributable to salaries and invoiced costs. Intangible fixed assets are amortised on a straight-line basis over the estimated useful life of the asset, which is reassessed on each balance sheet date. Ongoing projects are not amortised but are instead subject to impairment testing annually.

Provisions

The subsidiary company in Thailand is in the process of being wound up and is of no material consequence. The company has made provision for all costs that are expected to arise in connection with the winding-up process.

Equity

In July, the company carried out an IPO and a new share issue for a total of 3,026,338 shares. Costs related to the company's new share issue have been recognised directly against equity. Changes in equity are reported in a separate Statement of Changes in Equity in this report.

Cash flow

Cash flow after investments increased as planned. The company accelerated its investments during the third quarter and is currently in an intensive phase of product development prior to the imminent launch of the Cricket Manager game. The company will continue to invest in product development and marketing in the coming months.

KEY PERFORMANCE INDICATORS

SEK	01/07/2021 - 30/09/2021	01/07/2020 - 30/09/2020	01/01/2021 - 30/09/2021	01/01/2020 - 30/09/2020	01/01/2020 - 31/12/2020
Net sales	0	0	857	31,529	33,588
EBITDA	-2,136,860	-398,223	-5,520,635	-2,365,401	-4,634,876
EBIT	-2,138,646	-398,223	-5,522,421	-2,365,401	-4,634,876
Net loss for the period	-2,278,579	-398,223	-5,712,362	-2,365,823	-4,817,819
Operating margin %	neg	neg	neg	neg	neg
Profit margin %	neg	neg	neg	neg	neg
Equity ratio at end of period %	89.3	88.8	89.3	88.8	88.4
Return on equity %	neg	neg	neg	neg	neg
Equity per share					
before dilution (SEK)	4.5 *	0.3	4.5 *	0.3	0.2
after dilution (SEK)	4.4	0.3	4.4	0.3	0.2
Earnings per share					
before dilution (SEK)	-0.40	-0.01	-0.99	-0.07	-0.10
after dilution (SEK)	-0.39	-0.01	-0.97	-0.07	-0.10
Number of shares at end of period					
before dilution	5,752,676 *	33,327,313	5,752,676 *	33,327,313	49,526,755
after dilution	5,892,676	33,327,313	5,892,676	33,327,313	49,526,755
Outstanding warrants **	140,000	0	140,000	0	0

*Adjusted for new issue of 5,000,005 shares, reverse stock split 1:20, and IPO of 3,026,338 shares.

**Number of shares for which outstanding warrants can be exercised.

DEFINITIONS OF KEY PERFORMANCE INDICATORS

Net sales

Revenues from sales that are part of the company's normal operations.

EBITDA

Earnings before interest, taxes, depreciation and amortisation of fixed assets.

EBIT

Net operating profit before interest and taxes.

Net loss for the period

The company's total net loss after tax.

Operating margin

Net operating profit before financial items and taxes as a percentage of net sales.

Profit margin

Net profit after tax as a percentage of net sales.

Equity ratio

Equity as a percentage of total assets.

Return on equity

Net profit after tax as a percentage of equity.

Exceptional revenues and expenses

Exceptional revenues and expenses are revenues and expenses which, on account of their size or origin, deviate significantly from the normal course of business in the company. They are often one-off items.



***Wicket Gaming AB** is a Swedish game development company that was founded in 2015. The company's business idea is based on developing and distributing free-to-play (F2P) games in the sports genre based on proprietary brands. Since its establishment, the company has worked on the development of its first title, Cricket Manager, a cricket manager game for mobile devices in which players create and own their own cricket club and compete against other players across the globe. Wicket Gaming's vision is to become a world-leading developer of F2P manager games for mobile devices in the sports genre.*

POSTAL ADDRESS: Fyrislundsgatan 68, 754 50 Uppsala, Sweden

STREET ADDRESS: Drottninggatan 97, 113 60 Stockholm, Sweden

IR: ir@wicketgaming.com