



Wicket Gaming AB: Interim report for the period 1 April 2021 – 30 June 2021

published at 8 a.m. on 25 August 2021

Wicket Gaming AB (“Wicket Gaming” or the “Company”) publishes interim report for the period 1 April 2021 – 30 June 2021.

Summary of the period April – June

- Net sales: SEK 0 thousand (19).
- Earnings before interest, taxes, depreciation and amortisation (EBITDA): SEK -2,078 thousand (-1,104).
- Net loss after financial items: SEK -2,128 thousand (-1,105).
- Earnings per share: SEK -0.78 (-0.03) before dilution and SEK -0.74 (-0.03) after dilution.

Adjusted figures excluding exceptional one-off costs (related to the listing on Spotlight Stock Market):

- Earnings before interest, taxes, depreciation and amortisation (EBITDA): SEK -1,073 thousand.
- Net loss after financial items: SEK -1,123 thousand.
- Earnings per share: SEK -0.41 (-0.03) before dilution and SEK -0.39 (-0.03) after dilution.

CEO STATEMENT

I would like to once again welcome all new shareholders to Wicket Gaming, and I look forward with great optimism to an intensive and exciting autumn, a period during which the launch of our first title, Cricket Manager, will be in focus.

"...achieving 10 million downloads by the end of 2022."

India is the largest cricket market in the world and is currently growing with around 60 million new mobile users per year. The market potential is enormous, and we see good opportunities to become a leading player in the manager game genre in India. We are now increasing our goal for Cricket Manager to that of achieving 10 million downloads by the end of 2022.

We have now accelerated the production of Cricket Manager through our latest collaboration with Linked Dimensions and Unger & Fiedler. Furthermore, thanks to the in-depth collaboration with these business partners, we see an opportunity to strengthen our pipeline / game portfolio and have initiated discussions regarding game number two.

"...offensive, acquisition-driven strategy..."

The Board of Directors has adopted an offensive, acquisition-driven strategy with the aim of establishing a strong market position in relevant target markets such as India. In this context we aim to thoroughly explore the lie of the land in the gaming and media segment and to identify acquisition candidates that can add value through synergies and growth potential.

Our decision to now broaden our ambition level with an acquisition-driven strategy entails a number of new opportunities. Through the knowledge and experience possessed by Wicket Gaming, we are convinced that we can realise our vision of becoming a strong operator, in particular in the fast-growing Indian mobile games market.

Let's go!

Eric De Basso, CEO
Wicket Gaming AB

For further information, please contact:

Eric De Basso, CEO, Wicket Gaming AB
Email: eric@wicketgaming.com
Phone: +46 70 780 52 00

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, for publication at 8 a.m. on 25/08/2021.

About Wicket Gaming

Wicket Gaming 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 games in the sports genre based on proprietary brands. Since the start of operations, 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. The aim is to create one of the world's most popular cricket manager games for mobile devices and to use a technical platform to expand the game portfolio to include other sport manager games.

For more information, please see Wicket Gaming's website: www.wicketgaming.com.