



Interim report for the period 1 July 2021 – 30 September 2021

published at 8 a.m. on 25 November 2021

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

Summary of the period

Third quarter 01/07/2021 – 30/09/2021

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

Nine months 01/01/2021 – 30/09/2021

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

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 the fourth quarter. 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*

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 25/11/2021.

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.