

Year-end report and interim report for the period 1 October 2021 – 31 December 2021

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Wicket Gaming AB ("Wicket Gaming" or the "Company") publishes year-end report and interim report for the period 1 October 2021 – 31 December 2021.

Summary of the period

Fourth quarter 01/10/2021 - 31/12/2021

- Net sales: SEK 0 thousand (2).
- Earnings before interest, taxes, depreciation and amortisation (EBITDA): SEK -2,646 thousand (-2,269).
- Net loss after financial items: SEK -2,648 thousand (-2,452).
- Earnings per share: SEK -0.42 (-0.06) before dilution and SEK -0.41 (-0.06) after dilution.
- Investments during the period amounted to SEK 3,945 thousand (240).
- Cash flow for the period amounted to SEK -7,125 thousand.

Twelve months 01/01/2021 - 31/12/2021

- Net sales: SEK 1 thousand (34).
- Earnings before interest, taxes, depreciation and amortisation (EBITDA): SEK -8,166 thousand (-4,635).
- Net loss after financial items: SEK -8,221 thousand (-4,818).
- Earnings per share: SEK -1.33 (-0.11) before dilution and SEK -1.31 (-0.11) after dilution.
- Investments during the year amounted to SEK 8,134 thousand (708).
- Cash flow for the year amounted to SEK 6,710 thousand.

CEO STATEMENT

We have now been listed for more than six months, and our ambitions are becoming increasingly clear. We have carried out a test launch of Cricket Manager Pro in the South African market and have received very positive feedback from users. We have assimilated this feedback and have implemented relevant amendments to the game based on user comments. There is no doubt that cricket is a sport full of emotions.

We have established an association with three global cricket stars – AB de Villiers, Hardik Pandya and Jasprit Bumrah – and we see scope for more such collaborations. Combined, these huge stars of the sport have more than 100 million followers on social media! The fact that AB de Villiers has chosen to go a step further and become a shareholder in Wicket Gaming is extremely gratifying. To the wider cricket world, AB de Villiers is perhaps the best cricketer to have played the sport in the past 100 years, and now we have the honour of associating this superstar with our own game, which is a huge marketing triumph for Wicket Gaming.

"The fact that AB de Villiers has chosen to go a step further and become part of the Wicket Gaming family is extremely gratifying"

The work involving Cricket Manager Pro is continuing, and we are now in the final phase of implementing adaptations based on user feedback and ensuring that AB de Villiers' presence in the app is optimally implemented. In the near future we will be able to present the date for our global launch plan, which will show the order in which we intend to release Cricket Manager Pro around the world. The marketing plan is currently being refined and also needs to be updated to reflect the specific marketing activities that AB de Villiers is to be part of. Naturally, AB de Villiers will play a prominent role in the marketing of the game through his 45 million followers on social media.

We retain our ambition of achieving 10 million downloads, and with AB de Villiers' decision to become a figurehead for the game and a future shareholder in our Company, this ambition feels more than reasonable. We look forward to soon launching Cricket Manager Pro in the cricket market, particularly in the gigantic Indian cricket market. Our aim is to be able to present our second manager title during the second quarter of 2022.

"2022 will be our growth year"

The development of our Daily Fantasy Sport platform is continuing, and the platform is ready for launch during the second quarter of 2022. In this context we will focus on cross-marketing opportunities with Cricket Manager Pro, with the aim of creating additional revenue streams.

We have also reached the final phase of the process involving our acquisition of the Wegesrand Group, and if everything falls into place then Wicket Gaming will acquire turnover of approximately SEK 25 million, 23 employees, three game titles which are ready for launch during 2022, and an experienced management team. Wegesrand's current CEO has previously held the role of chairman of the German Games Industry Association. This contact network will be extremely important as we intend to scale up our ambitions of identifying exciting acquisition candidates in the European market during 2022.

The Company's financial performance in the fourth quarter is in line with our expectations. That said, the level of our investments in product development will decrease moving forward, entirely according to plan as the product is now in the final phase of its development.

We retain our ambition of reaching sales of SEK 100 million in 2022, and we shall achieve this through our ambitious acquisition strategy and the launch of Cricket Manager Pro.

Eric De Basso, CEO Wicket Gaming AB

For further information, please contact:

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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: <u>www.wicketgaming.com.</u>