



## Interim report for the period 1 January 2022 - 31 March 2022

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Wicket Gaming AB ("Wicket Gaming" or the "Company") publishes interim report for the period 1 July 2022 – 31 March 2022.

### Summary of the period

First quarter 01/01/2022 – 31/03/2022

- Net sales amounted to TSEK 0 (853).
- Earnings before interest, taxes, depreciation and amortisation (EBITDA) amounted to TSEK -3,472 (-1,306).
- Net loss after financial items amounted to TSEK -3,474 (-1,306).
- Earnings per share amounted to SEK -0.55 (-0.48) before dilution and SEK -0.54 (-0.48) after dilution.
- Investments during the period amounted to TSEK -2,741 (-433).\*
- Cash flow for the period amounted to TSEK 6,519.

*\*Henceforth in this report, investments during the period will be stated with the same sign as shown in the Cash Flow Statement.*

### CEO STATEMENT

On Tuesday, 31 May 2022 we release Cricket Manager Pro live in our earlier test markets South Africa, Sri Lanka and Australia. This means that we feel that our game now includes all the essential elements requested by our test users during the test period. The dialogue with our test users is still ongoing, a process in which we invite our testers to actively take part in the further development of Cricket Manager Pro moving forward.

Going live with our first proprietary game is a major milestone for Wicket Gaming. We can now focus on generating revenues. At the same time, we are looking at potential ways of integrating our Cricket

Manager Pro game with our Daily Fantasy Sport platform in order to generate additional revenues. Through cross-marketing between Cricket Manager Pro and the Daily Fantasy Sport platform, we see major opportunities to create a new revenue channel in the future.

## *"The month of June will represent an important milestone for Wicket Gaming"*

The month of June will represent yet another important milestone for Wicket Gaming, as it is then that we launch our manager game in India (among other countries). This means that we will be going live in the world's largest cricket market. Naturally the game will be available in all major cricketing countries, for example the United Kingdom. The game will also become available in the Swedish market in June.

When we go live on 31 May 2022, all our marketing channels will be activated. Our cricket ambassadors and our performance marketing channels are ready. Our collaboration with the cricket stars AB de Villiers, Hardik Pandya and Jasprit Bumrah means that we reach their combined 100 million followers on social media. The Game Marketer and Wehype are leaders in the marketing segment, and our collaboration with these two agencies will be activated in the upcoming marketing campaigns. We are constantly working to contract the services of more ambassadors for our product.

In the coming months, most of the work conducted within Wicket Gaming will concern the acquisition of users and the development of a large, engaged user base.

## *"Play-to-earn and NFTs are the next logical step"*

We have not just shifted focus from development to revenue generation and marketing; our development team is also actively exploring how we can quickly and efficiently implement functionalities such as play-to-earn and NFTs. Both these functionalities represent the next logical step and will contribute additional revenue streams for Cricket Manager Pro. Our ambition is to be a natural part of the Cricket Metaverse that is being built up by market-leading actors.

We look forward to providing all cricket fans in India and across the globe with a cricket manager game with high-quality content!

*Eric De Basso, CEO  
Wicket Gaming AB*

### **For further information, please contact:**

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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 25/05/2022 at 08:00.

### **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](http://www.wicketgaming.com).