



## **Interim report for the period 1 April 2022 – 30 June 2022**

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Wicket Gaming AB ("Wicket Gaming" or the "Company") publishes interim report for the period 1 April 2022 – 30 June 2022.

### **Summary of the period**

#### **Second quarter 01/04/2022 – 30/06/2022**

- Net sales: SEK 0 thousand (1).
- Earnings before interest, taxes, depreciation and amortization (EBITDA): SEK -3,174 thousand (-2,074).
- Net loss after financial items: SEK -3,408 thousand (-2,128).
- Earnings per share: SEK -0.52 (-0.78) before dilution and SEK -0.47 (-0.78) after dilution.
- Investments during the period amounted to SEK -2,750 thousand (-662).
- Cash flow for the period amounted to SEK 10,310 thousand.

#### **Six months 01/01/2022 – 30/06/2022**

- Net sales: SEK 0 thousand (853).
- Earnings before interest, taxes, depreciation and amortization (EBITDA): SEK -6,646 thousand (-3,376).
- Net loss after financial items: SEK -6,883 thousand (-3,434).
- Earnings per share: SEK -1.05 (-1.26) before dilution and SEK -0.95 (-1.26) after dilution.
- Investments during the period amounted to SEK -5,491 thousand (-1,095).
- Cash flow for the period amounted to SEK 16,829 thousand.

## CEO STATEMENT

On 22 July we celebrated our first anniversary as a listed company. The listing signalled the start of an intensive period in line with the ambition of developing Wicket Gaming based on the goals and the vision we have adopted for the business. We have, among other things, launched the Cricket Manager Pro game on both Play Store and App Store. The acquisition of the Wegesrand Group is nearing completion. Wegesrand will thus become a subsidiary within the Wicket Gaming Group, with around 30 full-time employees.

### *"Wegesrand becomes part of Wicket Gaming"*

At the time of writing, we are in the midst of an intensive organisational process involving the integration of the Wegesrand Group under our new holding company in Germany, Wicket Media GmbH. Wegesrand will thus become a subsidiary within the Wicket Gaming Group, with particular focus on Education, or "serious games". Our vision of developing Wicket Gaming into a group consisting of four verticals (Games, Media, Education and iGaming) is now becoming a reality.

But our ambitions do not end there! Monitoring the market in search of additional acquisition candidates is a process that will be further intensified once the acquisition of Wegesrand has been finalised. We are particularly interested in identifying acquisition candidates that suit our verticals and offer synergies and growth potential.

### *"Cricket Manager has reached 500,000 downloads"*

Cricket Manager Pro has reached a new milestone of 500,000 downloads. The development team is placing particular focus on optimisations, and the entire development process is data-driven. We have also involved the former cricket star Jonty Rhodes in the daily development work. We are endeavouring to develop a cricket manager game that possesses all relevant cricket attributes, and it is therefore natural to involve both cricket fans and actual cricket stars in the development of the game.

Cricket Manager Pro is now available for download on both Play Store and App Store. An iOS version of Cricket Manager Pro and a large user base are two crucial factors in terms of our ability to seriously commence the monetization phase. Functionalities such as Play-to-Earn and NFTs are aspects with which the development team is working on an ongoing basis, while discussions are also ongoing with a number of established companies within this segment. For us it is extremely important to ensure that we choose the right business partner when we take the step into the Cricket metaverse.

The financial results for the second quarter are in line with our expectations. That said, the level of our investments in product development will decrease significantly in the future when we own Wegesrand.

### *"Wegesrand is our first acquisition, but by no means do we intend it to be the last"*

Acquisitions represent an important step in our endeavour to establish Wicket Gaming's four verticals. At the time of writing, we are in dialogue with three potential acquisition candidates, all of which have been on our radar for a long time. Wegesrand is our first acquisition, but by no means do we intend it to be the last.

*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 25/08/2022 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).*