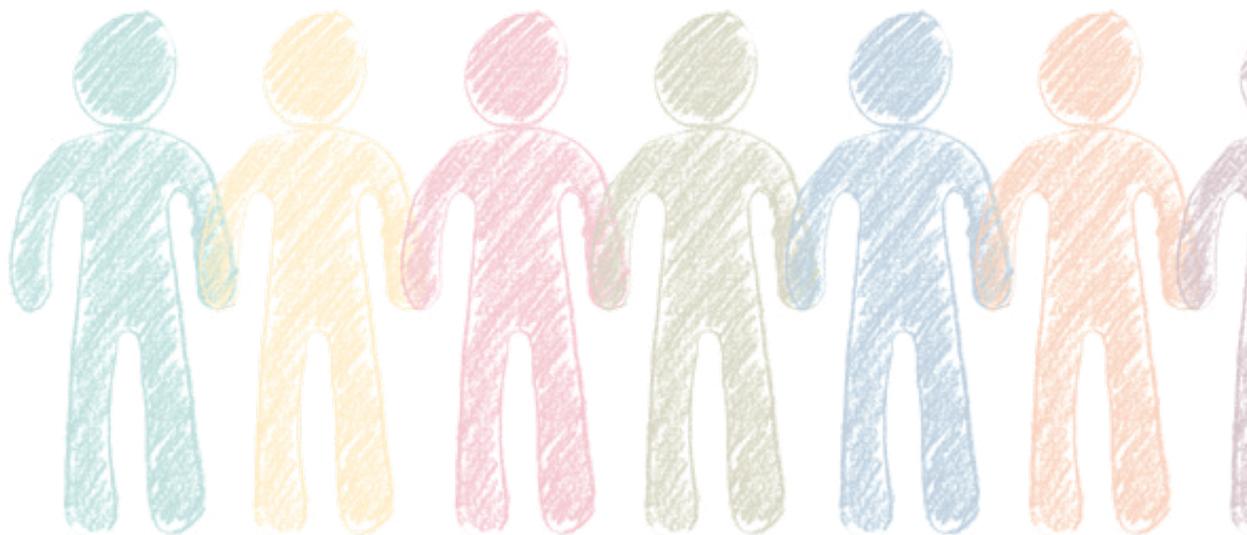


GLOBAL GAMING

INTERIM REPORT JANUARY - JUNE 2019

English translation of the Swedish original



Second Quarter, April - June 2019

- Revenue for the period amounted to SEK 132.2 (227.8) million.
- Operating profit was SEK -11.1 (41.0) million.
- Operating profit before non-recurring write-downs SEK 0.5 (41.0) million.
- Profit after tax for the period was SEK -11.8 (28.9) million, or SEK -0.29 (0.71) per share.
- Cash flow from operations for the period amounted to SEK -16.8 (39.4) million.
- The Swedish Gambling Authority revoked our subsidiary SafeEnt Ltd's Swedish licences for on-line gambling and betting. The decision has been appealed to the Administrative Court, where it's currently being tried.
- The appeal for injunctive relief from the regulator's decision was rejected by the Administrative Court.
- The group's auditor KPMG AB, with Auditor in Charge Jonas Nihlberg, notified the company of early termination of the audit assignment in June.
- CEO and President Joacim Möller had to leave his post on April 29.

Half-year, January - June 2019

- Revenue for the period amounted to SEK 294.3 (426.4) million.
- Operating profit was SEK -54,5 (70.3) million.
- Operating profit before non-recurring write-downs was SEK -42.9 (70.3) million.
- Profit after tax for the period was SEK -53.3 (54.7) million, or SEK -1.30 (1.36) per share.
- Cash flow from operations for the period amounted to SEK -58 (94.3) million.

Events after the end of the period

- The appeal for injunctive relief from the regulator's decision was rejected by the Administrative Court of Appeal. A review permit was not granted by the Supreme Administrative Court.
- Partnership Agreement signed with the Finnplay OY Group, a Finnish developer and provider of technology and platforms for online gaming.
- Nanocasino.com launched in the Swedish market in collaboration with Viral Interactive, a subsidiary of Finnplay and the holder of a Swedish licence.
- Tobias Fagerlund appointed CEO and President.
- At an extraordinary general meeting on 14 August, accounting firm Bdo Mälardalen AB was appointed as the group's new auditor, with Carl-Johan Kjellman as Auditor in Charge.
- Personnel restructuring plans were established and implemented.

KEY FIGURES, SEK M	Apr-Jun 2019	Apr-Jun 2018	Δ	Jan-Jun 2019	Jan-Jun 2018	Δ	Full year 2018
Revenue	132.2	227.8	-42%	294.3	426.4	-31%	915.9
Gross profit	69.2	136.1	-49%	146.6	247.3	-41%	553.2
Gross margin	52%	60%	-	50%	58%	-	60%
Operating profit	-11.1	41.0	-124%	-54.5	70.3	-176%	148.6
Operating margin	-8%	18%	-	-19%	17%	-	16%
Profit after tax	-11.8	28.9	-136%	-53.3	54.7	-195%	125.1
Earnings per share, SEK	-0.29	0.71	-137%	-1.30	1.36	-193%	3.09
Cash flow from operations	-9.6	39.4	-124%	-50.8	94.3	-154%	161.8



CEO's message

It is no understatement to say that the last three months have been the most turbulent and difficult in the history of Global Gaming. We published our previous report with the belief that the changes we had made with regard to the CEO post, the general changes in the organization, and the comprehensive and swiftly implemented set of other corrective measures would pave the way for our return to positive figures and growth. When we got to the month of June, we positively thought we could realistically expect to be back into black figures already in the second quarter, thus achieving the intended turnaround.

Everything changed on the morning of June 17th, when the Swedish Gambling Authority announced that they had withdrawn - with immediate effect - the gaming license that lay at the foundation of the Group's Swedish operations. The Swedish Gambling Authority justified its decision citing serious deficiencies in the business in matters of responsible gaming and Anti Money Laundering measures. Those who have followed the extensive media coverage of the decision know that we do not share the Swedish Gambling Authority's opinion and have therefore appealed it.

Like many of our industry colleagues, we too have had shortcomings in the very early days since obtaining the licence. An unclear regulatory framework, lack of detailed instructions from the regulator, as well as their reluctance to dialogue concerning perceived shortcomings and their resolution, has unnecessarily led to different interpretations of the new legislation by players in the market. However, we

are of the absolute opinion that those issues were rectified and operations were conducted fully in line with the requirements of the new gambling legislation for operators in Sweden, hence also that the regulator's decision lacks legal support and is disproportionate.

We have unsuccessfully sought to be allowed to resume operations in Sweden while the courts try the revocation case, which is currently with the Administrative Court. I don't expect it to be finally decided upon in the foreseeable future but am rather preparing for a lengthy process - a process that we will naturally follow through to the end, and in which we are convinced that we will ultimately be successful. No doubt there will be many occasions for me to return to this Summer's events, and to my reading of the fairness of the regulator's exercise of authority. It would be naïve of me not to recognise the regulator and the legislator's need to set a precedent and to prove themselves effective. What is regrettable is that they should do this in a way we consider wrong and unlawful. I am convinced we will be able to demonstrate that this is the case in the court process that is currently underway.

Whether one believes the decision to be correct or not, one cannot fail to see that it has enormous consequences for a group of companies like ours. The fact that our Maltese subsidiary is unable to conduct its Swedish operations causes great damages on so many levels. In one fell swoop, most of the group's revenue was wiped out and, as a not unexpected direct consequence, reactions from suppliers and partners were not late in coming. As an example, the company

auditor, KPMG, terminated their contract without any further explanation or notice. These events forced us to act quickly. And act we did.

In addition to securing, updating and informing external relations and gaming authorities in other jurisdictions where we operate, we have adopted a number of very extensive and important measures, and implemented changes in the group's operations. These include:

- Significantly amplified the previously announced organisational changes: This last month was marked by significant personnel cuts. During the second quarter, the group employed or otherwise engaged the services of about 190 people, including some 40 consultants and about 150 employees. In the fourth quarter, once we have passed the applicable notice periods and other relevant agreements have expired, the total will be 90 -100 people. We are reducing the number of people in the group by about 50%, which is expected to significantly affect costs accordingly. The technology organisation in Sweden will be completely shut down during the remainder of the year, and the organisation in Malta has already shrunk considerably.
- Agreement signed with Finnplay: Through our agreement with the Finnplay group, we gained access to their full range of products. We will be moving operations based on our own licences to their platform, which will allow us to benefit from one of the market's best and most developed gaming platforms with a great deal of ambition and a plan for development. This enables us to act more quickly and in multiple markets so we can focus on what we historically have been best at: reaching customers and generating traffic. The collaboration gives us a flexibility we are going to need not only to have control over fixed costs but also to improve margins. Without going into detail about the commercial implications, I would like to stress that, in addition to the technical and operational effects of this collaboration, it also makes good financial sense. Our choice to work with Finnplay over alternative partners who had shown an interest in us stems from the fact that, overall, we deemed them to be by far the best alternative for a successful, long-term cooperation.
- Launch of Nanocasino.com in collaboration with Viral Interactive: Finnplay's subsidiary, Viral Interactive, is the licence holder and is thus fully responsible for operating NanoCasino.com. One of Global Gaming's subsidiaries acts as the marketing partner, and its role is to provide resources and expertise in matters of marketing, custo-

mer experience and brand management. This secures many of the marketing commitments the group had made at the beginning of the year and gives us a unique opportunity to continue to follow the Swedish market closely without conducting any operations ourselves. Along with a long list of legal experts, we are of the opinion that Viral Interactive's operations rest on a very solid and secure legal basis, and that the conditions for the licence to conduct online casino operations granted to them by the regulator are met.

- Internally, we are hard at work defining the strategy for the future of Global Gaming. New markets and brands will play an important part in our future. Although we will do everything in our power to be active in Sweden, including with our brand NinjaCasino, we need to have a much broader approach, which we need to adopt in the foreseeable future.

The events of this Spring and Summer affect our business in every way, and we are now facing a challenge we have never faced before. Global Gaming has grown at an incredible pace over the past year, yet from where we stand today, we can only acknowledge that we too have made mistakes during the time we grew from a total newcomer to one of Sweden's most recognisable brands. In the short term, it has been about damage control, cost control, and finding solutions to continue moving forward and creating the conditions for a return to profitability.

Considering the uncertainty of our situation, I think that we have acted both quickly and resolutely. With these substantial organisational changes implemented here and now, and with the swift choice of a new technology approach, we have managed to quickly create the conditions that will enable us not only to face but to also operate in our new reality.

Despite the draconian measures and drastic organisational changes we are facing, we cannot fail to notice that, internally, our fighting spirit and will to prevail are very much alive, which in itself creates conditions we should not underestimate. The future will undoubtedly place great demands on us as an organisation, as well as on me as its CEO. We must live with the consequences of past mistakes but we can also learn and grow stronger because of them. What I can promise is that we will do our utmost to get back to profitability and growth – and I believe we'll be successful.

Tobias Fagerlund, CEO

About Global Gaming

The group's operations are focused on the development and provision of online gaming, particularly casinos. Through subsidiaries, the group holds, among other things, a licence for commercial online gambling in Estonia and Malta, and aims to deliver innovative and secure gaming services to customers in the markets where it operates.

During the period, the group chose to abandon the strategy of using exclusively its proprietary platform to offer online gaming and elected instead to use Finnplay's platform to continue delivering top-quality and secure gaming experiences to its customers. Finnplay's platform is licenced and approved in multiple countries and handles payments, customer information, transactions and games with the highest degree of security.

The transfer of operations to Finnplay's platform was commenced in Q3 and will be completed by year end. The collaboration with Finnplay has also resulted in the group being commissioned with supporting Finnplay with the marketing of NanoCasino, operated by Finnplay's subsidiary Viral Interactive Ltd who holds an SGA licence.

In addition to brands on its own platform, Global Gaming operates and markets a number of brands on an Aspire Global platform.

Global Gaming has been listed on Nasdaq First North as GLOBAL since 19 October 2017.

The Board of Directors has its registered office in Stockholm.

For more information on the group, please visit globalgaming.com.

Group revenue and profit

REVENUE

Revenue for the second quarter was SEK 132.2 (227.8) million and for the half year SEK 294.3 (426.4) million, down 42 and 31 % respectively. Ninja Casino accounted for 93 % of the group's revenue for Q2 and throughout the period. 80 % of customers accessed Ninja Casino via a mobile phone during the period.

The 19 % decrease in revenue compared to Q1 2019 is largely due to the revocation of the Swedish licence. The

suspension of all Swedish revenue from 17 June has had a significant impact on group revenue and we estimate, based on revenue for previous months in the quarter, potential revenue losses equivalent to SEK 20 million. This additional revenue would have entailed a decrease of 6 % compared to Q1 and 33 % compared to Q2 2018, which is in line with many other operators in Sweden.

During the quarter, revenue from the Swedish market amounted to SEK 81.0 million or 61.3 %, SEK 44.5 million or 33.6 % for the Finnish market and SEK 6.7 million or 5.1 % for the Estonian market. For the first half of the year, the split was SEK 192.6 million or 65.4 % in the Swedish market, SEK 88.6 million or 30.1 % in the Finnish market and SEK 13.2 million or 4.5 % in the Estonian market.

GROSS MARGIN

The group's gross margin decreased to 52 (60) % for the period and 50 (58) % for the half-year compared to Q2 2018. Compared to the previous quarter, the gross margin increased by 2 % due to the group not having to pay tax on gambling operations in Sweden. During the quarter, Global Gaming paid gaming tax impacting the gross profit to the tune of SEK 18.0 (21.5) million as compared to the previous quarter.

During the quarter, Ninja Casino has made use of performance-based marketing, i.e. affiliates. These costs are reported under operating costs in gambling activities and affect the gross margin. In Q2, Ninja Casino has mainly made use of CPA (Cost Per Acquisition, payment per customer delivered) where a fixed price is paid when a player makes a deposit. CPA does not entail further commitments to affiliate partners, which is otherwise common practice in the industry. This makes costs top-heavy in relation to expected revenues. Global Gaming has, since August, also started making use of revenue sharing services for Ninja Casino through affiliates, albeit on a limited scale. During the quarter, Global Gaming paid SEK 5.1 million for performance-based marketing for Ninja Casino, SEK 24.2 million for the period. Of this total, SEK 2.6 million for Q2 and SEK 5.3 million for the half year pertain to revenue sharing. The cost of performance-based marketing during the quarter represented 6 % of the total revenue, 12 % for the period.

MARKETING COSTS

Marketing costs for Q2 amounted to SEK 34.1 (68.6) million while for the whole Jan-June period they amount-

ted to SEK 116.9 (132.1) million. Compared with the first quarter, marketing costs decreased by SEK 48.7 million and the reduction is part of the programme of corrective measures launched in Q1 but whose effects were felt in Q2. Marketing commitments during the second half of the year amount to SEK 50 million, and are expected to be utilized in cooperation with Finnplay and Viral Interactive.

Marketing campaigns have been conducted via TV, radio, digital media as well as offline media.

Marketing costs represent roughly 40 % of revenue for the period and 26 % for the quarter. This ratio can vary significantly over time depending on the investments made in conjunction with specific campaigns and/or new market launches.

OTHER EXTERNAL COSTS

Other external expenses amounted to SEK 10.9 (9.5) million during the quarter and SEK 22.6 (17.3) million during the period. Compared to Q1, other external costs decreased by SEK 0.8 million from SEK 11.7 million, mainly due to increased cost awareness in the group.

PERSONNEL COSTS

Personnel costs for the quarter amounted to SEK 26.9 (17.7) million, and for the period to SEK 53.1 (30.2) million. Compared to the first quarter, personnel costs increased by SEK 0.6 m from SEK 26.3 m. This increase is mainly attributable to a SEK 2.9 million item for personnel reserve for employees dismissed during Q2. Not including this item, personnel costs for the group are down by SEK 2.3 million.

In July, a restructuring plan was devised that will make a large number of employees and consultants redundant in the second half of the year. The Restructuring does not imply severance pay for any employees, who will instead be placed on gardening leave during their notice period. The programme will run for the remainder of the year. In total, this restructuring will mean that staff and consultancy costs will decrease by over SEK 12.5 million a quarter, or more than 40 %. Once all employees have completed their notice period, around 50 full-time employees and 30 consultants will be affected by this restructuring. The average number of employees during the period was 141 (78) and the total headcount at period end was 150 (99).

CAPITALISATION AND WRITE-DOWN OF DEVELOPMENT COSTS

Capitalised development costs for Q2 amounted to SEK -3.0 (0.2) million, SEK 0.0 (0.2) million for the half-year. In connection with the half-year closing of the books, it was decided to write down the capitalised development costs pertaining to, among other things, the Swedish licence. This entailed a total write-down of SEK 11.6 million, which has affected the profit for Q2 and concerns capitalisation of development costs reported in previous quarters as well as capitalisations carried out during the first two months of Q2. The affected items in the income statement are capitalised development costs and write-down of capitalised development costs.

TAX

Tax for the quarter was SEK -0.1 (-12.1) million, and SEK 1.3 (-15.6) million for the period.

PROFIT

Operating profit (EBIT) for the quarter was SEK -11.1 (41.0) million and for the period SEK -54.5 (70.3) million. The operating margin for the for the quarter was -8.4 (18.0) %, for the period it was -18.5 (17.0) %.

Profit before tax amounted to SEK -11.2 (41.0) million for the quarter and SEK -54.6 (70.3) million for the period, while profit after tax in Q2 was SEK -11.8 (28.9) million and for the period it amounted to SEK -53.3 (54.7) million, corresponding to SEK -0.29 (0.71) per share for the quarter and SEK -1.30 (1.36) per share for the period.

Cash flow, investments and financial situation

CASH AND CASH EQUIVALENTS

Cash and cash equivalents at the end of the half-year amounted to SEK 200.2 (260.4) million. Current gamer liabilities and jackpot liabilities amounted to SEK 11.1 (7.4) million, while current receivables from payment providers amounted to SEK 11.1 (30.1) million. The decrease in short-term receivables from payment providers is due to the fact that all gaming accounts in Sweden with an outstanding balance were paid out three to four days after the licence was revoked in June.

CASH FLOW

Cash flow from operations for the quarter amounted to SEK -9.8 (39.4) million, and SEK -50.8 (94.3) million for

the period.

FINANCING

Global Gaming's cash flow from operations has decreased in Q2 as a consequence of the result, although it does not rely on interest-bearing external financing.

Equity

As of the balance-sheet date, group equity amounted to SEK 262.2 (311.2) million, corresponding to SEK 6.41 (7.61) per share.

At the balance sheet date, there is an active incentive program 2017/2020, including 550 000 warrants with a strike price of SEK 25 per option.

Swedish licence

On June 17, the Global Gaming Group was notified of a decision from the Swedish Gaming Authority (SGA) to revoke its subsidiary SafeEnt Ltd' Swedish licenses for commercial online gambling and betting. The decision was appealed to the Administrative Court in Linköping, as the first court in which the case will be reviewed.

The same day the regulator's decision was received, SafeEnt Ltd filed an appeal for injunctive relief before the Administrative Court so as to be able to continue operating the business in Sweden while the case is reviewed. SafeEnt's appeal for injunctive relief was rejected, along with a subsequent appeal.

The revocation of the licences entails considerable financial damages for the group, and it has resulted in, among other things, the staff restructuring described earlier in this report.

Annual General Meeting 2019

At Global Gaming 555 AB's AGM on 16 May 2019 it was decided, among other things, to re-elect Peter Eidsjö, Tobias Fagerlund and Adriana Hamberg as board members. Mika Leppänen and Pasi Nousiainen were elected as new board members. Peter Eidsjö was re-elected Chairman of the Board. KPMG AB was re-appointed as the company auditor for the period until the end of the 2020 AGM. The AGM also decided that dividends would not be paid out in respect of profit for the financial year 2018. The AGM further authorized the Board to resolve on a non-cash or offset emission of shares and/or convertibles involving an emission or conversion of a maximum of 10.0 % of the capital and votes at the time of the decision. For full information on the AGM's decision, please visit the company website.

imum of 10.0 % of the capital and votes at the time of the decision. For full information on the AGM's decision, please visit the company website.

Other significant events during the quarter

The Swedish Gambling Authority revoked Global Gaming subsidiary SafeEnt Ltd's Swedish licences for online gambling and betting. The decision has been appealed to the Administrative Court.

The appeal for injunctive relief from the regulator's decision was rejected by the Administrative Court.

The group's auditor KPMG AB, with Auditor in Charge Jonas Nihlberg, notified the company of early termination of the audit assignment in June.

CEO and President Joacim Möller had to leave his post on April 29.

No other significant events have occurred during the quarter.

Significant Events after the end of the period

The appeal for injunctive relief from the regulator's decision was rejected by the Administrative Court of Appeal and a review permit was not granted by the Supreme Administrative Court.

Partnership Agreement signed with Finnplay OY Group, a Finnish developer and provider of technology and platforms for online gaming.

Nanocasino.com launched in the Swedish market with Viral Interactive, holder of a Swedish licence.

Tobias Fagerlund appointed CEO and President.

At an extraordinary general meeting on 14 August, accounting firm Bdo Mälardalen AB was appointed as the group's new auditor, with Carl-Johan Kjellman as Auditor in Charge.

Personnel restructuring plans were established and implemented.

No other significant events have occurred after the end of the period.

Parent company

Global Gaming 555 AB's business operations consist of management, consultancy services within IT and production. Revenue for the half year in the Parent Company

was to SEK 12.6 (55.9) million and profit after tax amounted to SEK -7.7 (31.1) million. Cash and cash equivalents at the end of the period totalled SEK 152.0 (178.3) million.

Shares and shareholders

The shares that were listed on First North on 19 October are still being actively traded. The average turnover from the date of listing to June 30th has been SEK 7.2 million per day.

The number of shares has remained unchanged during the quarter and the total number of outstanding shares and votes in Global Gaming 555 AB at balance sheet date was 40 877 500.

As of 30 June 2019, the three largest shareholders were Mika Leppänen with family (through a nominee) with 16.92 %, CBLDN-Pojhola Bank Plc Client AC with 7.92 % and Ahti Tiainen (through a nominee) with 7.38 %. In total, the company had 4 719 shareholders as of June 30, 2019.

Certification by the Board

The Board of directors and the CEO of Global Gaming 555 AB declare that the interim report provides a fair overview of the group's and the parent company's operations, financial situation and results and describes the significant risks and uncertainties faced by the parent company and the other companies in the group.

Stockholm, 15 August 2019

Tobias Fagerlund
CEO and Group CEO, Board Member

Peter Eidensjö
Chairman of the Board

Adriana Hamberg
Board Member

Mika Leppänen
Board Member

Pasi Nousiainen
Board Member

This interim report has not been subject to review by the Company's auditors.

Upcoming reports

Interim report January-September 2019:

21 November 2019

Year-end report 2019:

28 February 2020

Interim report January-March 2020:

05 May 2020

AGM:

08 May 2020

Group's summarised profit and loss accounts

SEK M	Apr-June 2019	Apr-June 2018	Jan-June 2019	Jan-June 2018	Full year 2018
Revenue	132.2	227.8	294.3	426.4	915.9
Operating expenses in gaming activities	-63.0	-91.7	-147.7	-179.1	-362.7
Gross Profit	69.2	136.1	146.6	247.3	553.2
Marketing expenses	-34.1	-68.6	-116.9	-132.1	-294.5
Other external expenses	-10.9	-9.5	-22.6	-17.3	-43.1
Personnel expenses	-26.9	-17.7	-53.1	-30.2	-77.3
Capitalised development expenses	4.2	0.2	7.2	0.2	4.5
Depreciation	-1.8	-0.2	-3.7	-0.3	-1.3
Write-down of capitalised dev. expenses	-11.6	-	-11.6	-	-
Other operating income/expenses	0.8	0.7	-0.4	2.7	7.1
Operating expenses	-80.3	-95.1	-201.1	-177.0	-404.6
Operating profit	-11.1	41.0	-54.5	70.3	148.6
Financial Income and expenses	-0.1	0.0	-0.1	0.0	0.0
Pre-tax profit / loss	-11.2	41.0	-54.6	70.3	148.6
Tax	-0.7	-12.1	1.3	-15.6	-23.5
Net profit for the period (attributable to parent company shareholders)	-11.8	28.9	-53.3	54.7	125.1
Earnings per share					
Basic (SEK)	-0.29	0.71	-1.30	1.36	3.09
Diluted (SEK)	-0.29	0.70	-1.30	1.32	3.07
Gross Margin (%)	52.3	59.7	49.8	58.0	60.4
Operating Margin (%)	-8.4	18.0	-18.5	16.5	16.2

Summarised consolidated report on overall result

SEK M	Apr-June 2019	Apr-June 2018	Jan-June 2019	Jan-June 2018	Full year 2018
Profit/loss for the period	-11.8	28.9	-53.3	54.7	125.1
Other total profit/loss					
Items reported directly in equity					
Exchange rate differences on conversion, foreign operations	2.1	3.4	4.3	10.4	4.2
Other total profit/loss for the period (after tax)	2.1	3.4	4.3	10.4	4.2
Overall total profit/loss for the period (attributable to parent company shareholders)	-9.7	32.3	-49	65.1	129.3

Group's summarised balance sheet

SEK M	2019-06-30	2018-06-30	2018-12-31
Assets			
Intangible fixed assets	86.8	86.1	88.5
Tangible fixed assets	11.4	3.0	3.6
Deferred tax assets	5.3	3.5	2.7
Total fixed assets	103.5	92.6	94.8
Short-term receivables	63.6	27.3	101.5
Cash	200.2	202.3	260.4
Total current assets	263.8	229.6	361.9
Total assets	367.2	322.2	456.7
Equity and Liabilities			
Equity	262.2	244.7	311.2
Long-term leasing liabilities	3.3	-	-
Deferred tax liabilities	1.0	1.0	0.9
Total long-term liabilities	4.3	1.0	0.9
Other short term liabilities	100.8	76.5	144.6
Total short term liabilities	100.8	76.5	144.6
Total Equity and Liabilities	367.2	322.2	456.7

Group's summarised cash flow statements

SEK M	Apr-June 2019	Apr-June 2018	Jan-June 2019	Jan-June 2018	Full year 2018
Operating activities					
Profit before tax	-11.2	41.0	-54.6	70.3	148.6
Adjustments not included in net cash	13.6	-0.1	16.2	2.1	4.7
Tax	-0.2	-13.3	-0.8	-13.0	-10.2
Net cash from operating activities before changes in working capital	2.3	27.6	-39.2	59.4	143.1
Changes in working capital	-11.9	11.8	-11.6	34.9	18.7
Net cash from operating activities	-9.6	39.4	-50.8	94.3	161.8
Investment activities					
Investments	-4.3	-1.2	-7.4	-1.6	-7.3
Net cash from investment activities	-4.3	-1.2	-7.4	-1.6	-7.3
Financing activities					
New share issue	-	-	-	7.2	7.2
Amortization of loan liabilities	-1.4	-	-3.0	-	-
Dividends paid out	-	-57.2	-	-57.2	-57.2
Net cash from financing activities	-1.4	-57.2	-3.0	-50.0	-50.0
Change in cash and cash equivalent	-15.4	-19.0	-61.2	42.7	104.5
Cash and cash equivalent at the beginning of the period	215.0	219.4	260.4	154.0	154.0
Exchange rate differences, cash	0.6	1.9	1.0	5.6	1.9
Cash and cash equivalent at the end of the period	200.2	202.3	200.2	202.3	260.4

Summarised changes in group's equity

SEK M	Apr-June 2019	Apr-June 2018	Jan- June 2019	Jan- June 2018	Full year 2018
Balance brought forward	271.9	269.6	311.2	229.6	229.6
Overall total profit / loss for the period	-9.7	32.3	-49.0	65.1	131.6
Net changes excluding transactions with the company owners	-9.7	32.3	-49.0	65.1	131.6
New share issue	-	-	-	7.2	7.2
Dividends paid out	-	-57.2	-	-57.2	-57.2
Equity at the end of the period (attributable to the parent company's shareholders)	262.2	244.7	262.2	244.7	311.2

Parent company's summarised profit and loss accounts

SEK M	Jan-June 2019	Jan-June 2018	Full year 2018
Revenue	12.6	55.9	83.9
Operating expenses	-20.3	-16.0	-39.0
Operating profit/loss	-7.7	39.9	44.9
Financial items	0.0	0.0	38.6
Profit / loss before tax	-7.7	39.9	83.5
Tax	-	-8.8	-9.9
Profit / loss for the period and comprehensive income	-7.7	31.1	73.6

Parent company's summarised balance sheet

SEK M	2019-06-30	2018-06-30	2018-12-31
Assets			
Tangible fixed assets	0.8	1.2	1.0
Financial fixed assets	7.7	52.7	7.7
Total fixed assets	8.5	53.9	8.7
Short-term receivables	277.5	88.0	252.0
Cash	152.0	80.5	178.3
Total current assets	429.4	168.5	430.3
Total assets	438.0	222.4	439.0
Equity and liabilities			
Restricted equity	40.9	40.9	40.9
Unrestricted equity	134.0	99.2	141.7
Total shareholder equity	174.9	140.1	182.6
Other short term liabilities	263.1	82.3	256.4
Total short term liabilities	263.1	82.3	256.4
Total Equity and Liabilities	438.0	222.4	439.0

Quarterly data

GROUP PROFIT AND LOSS ACCOUNTS, SEK M	2019-Q2	2019-Q1	2018-Q4	2018-Q3	2018-Q2	2018-Q1
Revenue	132.2	162.1	236.4	253.1	227.8	198.6
Operating costs in gaming activities	-63.0	-84.7	-93.8	-89.8	-91.7	-87.4
Gross profit/loss	69.2	77.4	142.6	163.3	136.1	111.2
Marketing costs	-34.1	-82.8	-93.8	-68.6	-68.6	-63.5
Other external costs	-10.9	-11.7	-14.0	-11.8	-9.5	-7.8
Personnel costs	-26.9	-26.3	-25.9	-21.2	-17.7	-12.5
Capitalised development costs	4.2	3.0	3.2	1.1	0.2	0.0
Depreciation	-1.8	-1.8	-0.7	-0.3	-0.2	-0.1
Write-down of capitalized development costs	-11.6	-	-	-	-	-
Other operating income/expenses	0.8	-1.2	6.6	-2.2	0.7	2.0
Operating expenses	-80.3	-120.8	-124.6	-103.0	-95.1	-81.9
Operating profit/loss	-11.1	-43.3	18.0	60.3	41.0	29.3
Financial income and expenses	-0.1	-0.1	0.0	0.0	0.0	0.0
Profit/loss before tax	-11.2	-43.4	18.0	60.3	41.0	29.3
Tax	-0.7	1.9	-1.9	-6.0	-12.1	-3.5
Profit/loss for the period	-11.8	-41.5	16.1	54.3	28.9	25.8

GROUP SUMMARISED BAL. SHEET, SEK M	2019-06-30	2019-03-31	2018-12-31	2018-09-30	2018-06-30	2018-03-31
Fixed assets	103.5	111.0	94.8	92.4	92.6	93.0
Current assets	263.8	307.3	361.9	287.2	229.6	251.5
Total assets	367.2	418.4	456.7	379.6	322.2	344.5
Equity	262.2	271.9	311.2	296.6	244.7	269.6
Provisions and long-term liabilities	4.3	4.4	0.9	0.9	1.0	0.9
Short-term liabilities	100.8	142.2	144.6	82.1	76.5	74.0
Total equity and liabilities	367.2	418.4	456.7	379.6	322.2	344.5

GROUP SUMM. CASH FLOW STATEMENTS, SEK M	2019-Q2	2019-Q1	2018-Q4	2018-Q3	2018-Q2	2018-Q1
Net cash from operating activities	-9.6	-41.1	7.7	59.8	39.4	54.9
Net cash from investing activities	-4.3	-3.2	-4.0	-1.7	-1.2	-0.4
Net cash from financing operations	-1.4	-1.6	0.0	0.0	-57.2	7.2
Total net cash	-15.4	-45.8	3.7	58.1	-19.0	61.7

Ninja Casino

	2019-Q2	2019-Q1	2018-Q4	2018-Q3	2018-Q2	2018-Q1
Net Gaming Revenue (NGR), SEK m	123.5	151.3	210.2	229.8	206.4	163.7
Development from previous quarter	-18%	-28%	-9%	11%	26%	25%

The above table is only applicable to the Ninja Casino brand. Net gaming revenue (NGR) concerns bet - win - bonus paid out - contribution to global and local jackpot + local jackpot paid out.

NOTE 1 - ACCOUNTING POLICIES

This summarised interim report for the group was prepared in accordance with IAS 34 Interim reports and the applicable rules in the Annual Reporting Law. The interim report for the parent company was prepared in accordance with chapter 9 of the Annual Reporting Law, Interim reports. For both the group and the parent company, the same accounting policies and calculation methods were adopted as applied for the 2018 Annual Report, pp. 26-34, except for the new standard IFRS 16 - Leases - applicable from 01 January 2019. More about the application of IFRS 16 below.

IFRS 16 Leases replaces IAS 17 Leases as of 01 January 2019. IFRS 16 affects the Group in respect of lease agreements that shall be reported in the balance sheet as a liability for future rent payments and an asset for usufructuary rights to the premises. According to the previous accounting principles, these agreements were considered as operating leases (see note 5 in the annual report for 2018). Global Gaming reported new assets and liabilities for operational leasing agreements for office space. The costs associated with these leases will change as the group will report depreciation for usufructuary rights to assets and interests as costs for leasing debt. Previously, the Group reported operating leasing costs on a linear basis over the lease period and reported assets (prepaid leasing fees) and liabilities (accrued leasing fees) only to the extent that there was a difference between actual leasing fees and reported cost.

At the beginning of 2019, the Group had usufructuary rights and liabilities for SEK 10,7 million. The lease contracts runs for a period of 12 to 54 months, although mostly on a 12-15 months term. The calculation is based on future minimum lease payments and an average loan interest rate of 3-3.22%. Compared with the previous accounting principles, this development means that other external expenses are reduced by SEK 1.5 million and depreciation of tangible fixed assets increases by SEK 1.5

million, and costs of interest increase by SEK 0.1 million. At balance sheet date, usufructuary rights amount to SEK 8 million, with liabilities amounting to SEK 8 million. In the cash flow statement, the change means that in Q2 the Group has an amortization of leasing loan debt of SEK -1.4 million.

Information in line with IAS 34.16A is contained in the financial reports and relevant notes, as well as in other parts of the interim report. The reported value is deemed to be a fair approximation of the actual value for the group's total financial instruments, comprised essentially of short-term receivables and short-term liabilities.

NOTE 2 - KEY RISKS AND SOURCES OF UNCERTAINTY

This report contains statements based on assumptions regarding future circumstances, from which the actual outcome might differ significantly. The actual outcome may be affected by factors such as competitors' development, the effects of the current financial and market situation, national and international laws and regulations, tax regulations, the effectiveness of copyright laws on computer systems, technological development, exchange and interest rate fluctuations, as well as political risks.

For a description of considerable risks and sources of uncertainty, please refer to p. 15 of the annual report for 2018. Global Gaming's Board and Management have undertaken an evaluation of how these risks and sources of uncertainty have developed since the release of the 2018 annual report and certify that there have been no changes in the group and the parent company's exposure to such risks and sources of uncertainty in relation to what is stated on p. 15 of the 2018 annual report.

NOTE 3 - BREAKDOWN OF REVENUE

SEK m	Apr-Jun 2019	Apr-Jun 2018	Jan-Jun 2019	Jan-Jun 2018
Net revenue				
Own gaming operations	123.5	217.7	274.8	402.5
Own brands on non-proprietary platform B2B	8.7 - -	8.8 1.3	19.5 -	18.6 5.3
	132.2	227.8	294.3	426.4

OTHER INFORMATION

Global Gaming intends to publish financial information as follows:

Interim report January-September 2019:

21 November 2019

Year-end report 2019:

28 February 2020

Interim report January-March 2020:

05 May 2020

AGM:

08 May 2020

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This information is such that Global Gaming 555 AB is required to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication under the responsibility of the above contacts, on August 15 2019 at 08:00 CET.



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