



BEYOND  
FRAMES



Beyond Frames Entertainment AB (publ)

# INTERIM REPORT

Third quarter Q3, 2023

## Third quarter, July 1 – September 30, 2023

- Sales amounted to 35,980 (7,790) kSEK, an increase of 362% compared to Q3 2022.
- Operating profit before depreciation and amortization and shares in associated companies' earnings (EBITDA) amounted to 2,196 (-2,939) kSEK
- Profit after financial items amounted to -1,839 (-6,014) kSEK
- EBITDA per share amounted to 0.13 (-0.17) SEK
- Profit per share after financial items amounted to SEK -0.11 (-0.35) SEK
- Cash and cash equivalents at the end of the quarter amounted to 34,555\* (57,373) kSEK. This compares to 24,205 kSEK at the end of the previous quarter.
- Equity attributable to the parent company's shareholders in the Group amounted to 85,352 kSEK at the end of the quarter, corresponding to 4.97 SEK per share, compared with 97,273 kSEK, corresponding to 5.67 SEK per share at the end of the corresponding quarter last year.



## The Period, Jan 1 – September 30, 2023

- Sales amounted to 96,546 (20,578) kSEK, an increase of 369% compared to the corresponding period of 2022.
- Operating profit before depreciation and amortization and shares in associated companies' earnings (EBITDA) amounted to 6,307 (-8,327) kSEK
- Profit after financial items amounted to -3,997 (-14,856) kSEK
- EBITDA per share amounted to 0.37 (-0.49) SEK
- Profit per share after financial items amounted to SEK -0.23 (-0.87) SEK

Comparative figures refer to the corresponding period of the previous year unless otherwise stated.

\* Cash at the end of the Quarter included the repayment of a 15M cash placement plus interest



## CEO Comments

# Significant growth and investment in the future

**With a 362% increase in revenue year over year, positive EBITDA, and the strong launch of Outta Hand in the last few days of the quarter, we ended what is typically a tough quarter for VR on another high note.**



Q3 is usually a quiet sales period for VR due to standard seasonality in video games, but strong sales from Combat Waffle's Ghosts of Tabor, paid milestones from project funding, and a great response to Capricia Production's Outta Hand kept our positive momentum going from previous quarters.

This gave us a strong cash position to reinvest in our future revenue pipelines. A part of those efforts was seen after the quarter with us winning the license to develop a new VR title for an internationally-loved, multi-billion dollar franchise.

### Publishing

Outta Hand launched on September 28th to rave reviews by critics followed by strong sales, landing the title in the number 7 spot of the top sales lists on the Meta Quest store. This has been the second strongest launch for us behind the massive success of Ghosts of Tabor. Plans to continue supporting Outta Hand with updates and further opportunities for commercialization were already underway prior to launch.

Much of our focus is continuing to build out our pipeline for 2024. As mentioned last quarter, Ghosts of Tabor is planned to leave Meta App Labs and Steam Early Access and release on the main storefronts of digital platforms during Q1.

On a separate note; at the end of the quarter, we ended our relationship with Sylphe Labs due to missed milestones. No material investments were made.

### Studios

Cortopia is hard at work on three titles at the moment. While we're overjoyed with all three productions, I wanted to emphasize that two of those titles are attached to large IPs with built-in audiences. One of those two is connected to a major IP that has amassed billions of dollars in revenue

for its films, TV series, toys, and other downstream products and partnerships. It's not our intention to overhype its potential financial impact on our business, but we did want to emphasize the kind of ambition we're targeting with the growth of Cortopia.

### Market

The major market highlight was the reveal of the Meta Quest 3 at the end of September and its subsequent release on October 10th. Given that the headset launched at the beginning of Q4, we won't know the impact until after this holiday season, but we have plenty of reasons to be optimistic given the early positive response from professional critics and consumers.

In more Meta Quest news, it was announced that Meta and Tencent struck a deal to bring a low-cost version of the Quest headset to China. We continue to believe China is a strong growth market for XR, and given our existing presence in China and our strong relationship with Meta, this is great news for us.

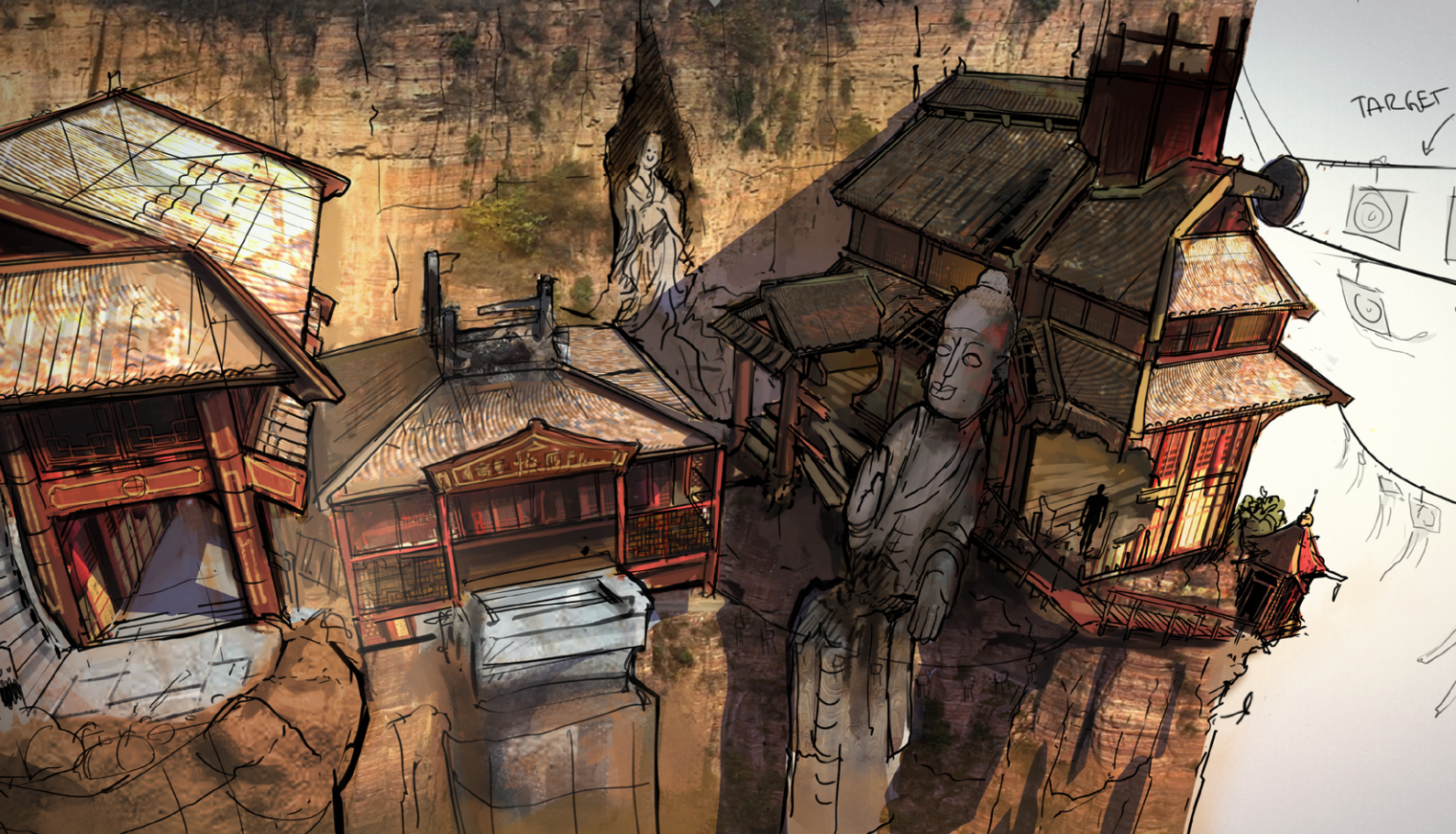
Last, but not least, Apple has reiterated their plans to release their first XR headset in early 2024.

### The Future

We mentioned our ambition to expand to PC and console games as the next step on our path to becoming one of the greatest providers of immersive entertainment in the world. During Q3, we continued exploratory conversations with potential partners to support this expansion. While we're not prepared to share more on our tactics, our current concept is to find a mix of traditional and emerging ways forward that follows our ethos of spreading risk while putting out games players will love.

Thanks to our players, staff, partners, and investors for your continued support.

Ace St. Germain,  
CEO Beyond Frames Entertainment AB (publ)



### **Significant events during the quarter**

#### **Outta Hand jumped onto the Meta Quest Store September 28, 2023**

Capricia Productions and Beyond Frames Entertainment announced that Capricia's arm-swinging and floor-bashing VR platforming title Outta Hand would be released on Meta Quest store September 28, 2023.

#### **Extraction VR shooter Ghosts of Tabor surpassed 3 MUSD in gross revenues on Meta Quest App Lab**

Combat Waffle Studios and Beyond Frames announced that the exhilarating extraction VR shooter Ghosts of Tabor surpassed 3 MUSD in gross revenues on Meta's App Lab in under five months since its release, in addition to previously noting that more than 100 000 unique players had played the game across all available platforms.

#### **Beyond Frames maintained its 38% shareholding in minority-owned Odd Raven Studios AB in a strategically directed share issue**

Beyond Frames Entertainment AB maintained its pro rata shares of 38% shareholding in a directed share issue in minority-owned Odd Raven Studios AB, aimed at gaining a new strategic shareholder. The pro rata shares of 38% in the share issue corresponded to approximately 2 MSEK.

### **Significant events after the end of the quarter**

#### **Beyond Frames secures license agreement for one of the world's highest-grossing media franchises**

Beyond Frames Entertainment announced that they secured a license agreement with a yet-to-be-named, global media and entertainment conglomerate to develop a VR action title for one of the biggest entertainment franchises in the world.

#### **Beyond Frames and YetUnknown Games to collaborate on mixed reality and hand-tracking game "Toy Monsters"**

Beyond Frames entered into a publishing partnership with single developer YetUnknown Games to develop and distribute the Meta Quest App Lab title "Toy Monsters". Beyond Frames will work with the developer and advise on product strategy while on App Lab, with the intention of achieving a Meta Quest Store launch in the future.

#### **Outta Hand Landed on Meta Quest Top Sales List**

Beyond Frames' new publishing title, Outta Hand, debuted as a top-10 seller on the Meta Quest store.



# About Beyond Frames Entertainment

Beyond Frames Entertainment is a video game company headquartered in Stockholm. We aim to bring together skilled game developers with a common vision: crafting engaging, high-quality gaming experiences for PC, console, Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) technologies.

Our strategy involves developing games through owned and operated studios and partnering with external studios to foster their growth through world-class publishing services.

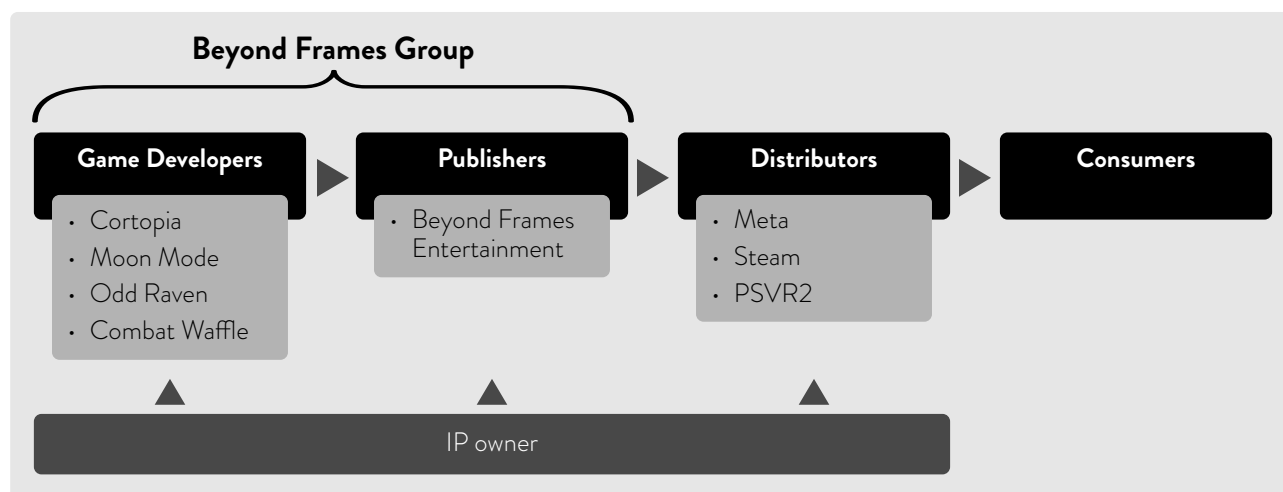
## Game Studios:

Beyond Frames currently owns, fully or in part, three XR studios: Cortopia, Moon Mode, and Odd Raven.

## Publishing Services:

Through our publishing services, we can assist developers with financing across various project phases. We also offer creative and production-related support and traditional publishing services, including sales, marketing, platform, and launch support. Our primary goal is to contribute to the evolution and expansion of content creation for XR platforms.

## Beyond Frames' Position in the Value Chain



## Intellectual Property Owner:

As an Intellectual Property (IP) owner, Beyond Frames holds the rights to trademarks in various games. Operating as both a developer and a publisher, Beyond Frames possesses and licenses intellectual property rights for its in-house developed games, as well as several titles featured under its publishing services.

## Game Developer:

Game developers can both develop proprietary games internally and work on behalf of someone else, in what is commonly referred to as "work for hire". Beyond Frames has ownership in three studios specializing in XR and is involved in multiple co-funded projects in collaboration with external partner studios.

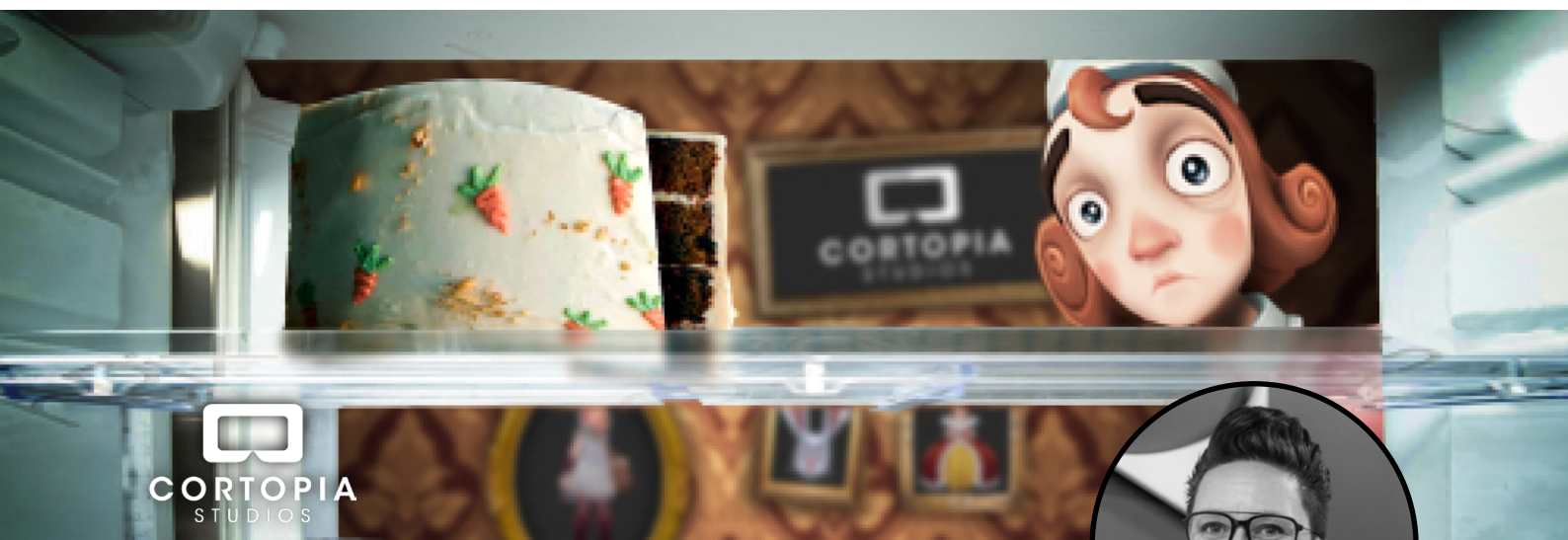
## Publisher:

Publishers can undertake various responsibilities, including financing, production-related support, sales, marketing, and distribution. In its role as a publisher, Beyond Frames evaluates which titles to bring to market and has a solid publishing portfolio featuring appealing XR titles.

## Distributor:

Distributors own the channels and platforms through which games are sold and played. Beyond Frames has established relationships with several major distributors of XR games, such as Meta Quest, Steam, and PlayStation's PSVR2.

# Our game studios



## Cortopia Studios

Beyond Frames ownership share: 100 %

Head of Studio: Annika Stråth Roslund

Annika Stråth Roslund has worked at Beyond Frames since February 2021 and took over as Head of Studio from Ricky Helgesson in the autumn of 2021. Annika has extensive experience leading and developing teams and has previously worked with HR and Finance in leading roles since 1998.

### Studio

The studio was founded in 2016 as a spin-off from the company Univrses. In the same year, Cortopia released its first VR title *Wands* – an award-winning first-person multiplayer game that became one of the world's most popular games in its genre. The studio's main focus has been on the development of games for VR, MR, and AR, but it has the capacity to develop games for other types of

platforms as well. Cortopia has technical excellence and great market potential in game development.

In March 2020, Cortopia's second VR game was launched: *Down the Rabbit Hole*. This award-winning VR puzzle adventure was an immediate best-seller thanks to the interactive plot and its unique way of allowing the player to move around in VR. Three years later, it is still one of the highest-rated games on the Meta Quest store.

Cortopia's third project, *Wands Alliances*, was launched on June 30, 2022, on Meta Quest 2.

Cortopia's fourth, fifth, and sixth projects are currently in production.





## Moon Mode

Beyond Frames ownership: 55 %

Head of Studio: Alex May, a veteran of the gaming industry recognized for his work in sound design for computer games.

Alex May is an experienced game producer and graphic designer with a successful track record in audio production and sound design for computer games. In 2013, when Alex worked on early VR projects for the game studio VITEI Backroom in Japan, he met Chris McLaughlin, a game designer with over 15 years of experience in game development, and art director Thérèse Pierrau.

The trio achieved great success and won many awards for their work with large companies such as Sony, Meta, and Universal Studios Japan, among others. Eventually, they chose to start their own studio together: Moon Mode.

## Studio

Moon Mode has worked with VITEI Backroom's IPs and, among other things, developed the VR game Paper Valley. They also consult for global entertainment companies.

Moon Mode launched its first proprietary IP, *Spacefolk City*, on October 21, 2021, on Meta Quest 2 and a few weeks later on Steam. *Spacefolk City* is a humorous and approachable "city builder" game. In addition to taking on work-for-hire projects, Moon Mode is working on their next game for PC.





## Odd Raven Studios

Beyond Frames ownership: 38 %

Co-Heads of Studio: Johan Högfeldt and Mikael Cruseman

Mikael and Johan's joint career in game development goes back a long way. The first time they worked together was when they created the game *Hammerwatch Coliseum* for iOS and Android in collaboration with King. They also have experience working on famous titles such as *Battlefield* at DICE and *Neybers*. The successful collaboration between Mikael and Johan later led to the two of them starting Odd Raven Studios.

## Studio

Odd Raven Studios, founded in 2016, is a Stockholm-based game studio focused on game development for both PC and VR. The studio consists of a team with high technical skills that creates fun, beautiful, and innovative games. In 2018, Odd Raven's VR game *Carly and the Reaperman* won the "People's Choice Award" at the Indiecade game festival in Paris.

The game studio is currently developing a larger PC game that is co-financed by a very established publisher in the gaming industry. This publisher will be fully responsible for the game's marketing and is also a key partner in the day-to-day game development.



## Accounting principles

The Group and the Parent Company apply the Annual Accounts Act (Årsredovisningslagen) and BFNAR 2012:1, except for the language. The accounting and valuation policies applied are consistent with the Swedish Accounting Standards Board's Category 3 (BFN K3) regulation and are

unchanged since the latest published Annual Accounts and the Swedish Accounting Standards Board's BFNAR 2012:1

The report is prepared in accordance with Spotlight's regulations.

## Financial review

SEK k	Q3 2023	Q3 2022	9 Months 2023	9 Months 2022
<b>Group</b>				
Sales	35,980	7,790	96,546	20,578
Capitalized development	6,011	5,197	16,471	18,372
EBITDA	2,196	-2,939	6,307	-8,327
EBITDA/share (SEK)	0.13	-0.17	0.37	-0.49
Profit after financial items	-1,839	-6,014	-3,997	-14,856
Profit after financial items/share (SEK)	-0.11	-0.35	-0.23	-0.87
Profit attributed to equity holders of the parent	-1,754	-5,817	-4,204	-14,759
<b>Parent</b>				
Sales	34,158	6,083	89,603	12,594
EBITDA	2,727	-2,514	6,294	-9,405
EBITDA/share (SEK)	0.16	-0.15	0.37	-0.55
Net profit for the period	1,510	-4,307	4,082	-12,054
Net profit for the period/share (SEK)	0.09	-0.25	0.24	-0.70

SEK k	2023-09-30	2022-09-30	2022-12-31
<b>Group</b>			
Total Assets	107,156	107,276	99,401
Total equity attributable to equity holders of the parent	85,352	97,273	89,556
Total Equity/share (SEK)	4.97	5.67	5.22
Number of shares	17,159,709	17,159,709	17,159,709
<b>Parent</b>			
Total Assets	125,848	113,597	104,748
Total Equity	105,559	110,358	101,477
Total Equity/share (SEK)	6.15	6.43	5.91
Number of shares	17,159,709	17,159,709	17,159,709

## Comment on earnings development

The comparative figures refer to the corresponding period last year unless otherwise stated.

### Revenue and earnings

In the third quarter, sales amounted to 35,980 kSEK, and operating expenses to 44,852 kSEK. EBITDA, operating profit before depreciation, and shares in the earnings of associated companies amounted to 2,196 kSEK.

The company's revenue consists primarily of sales of games for VR headsets and revenue of a one-off nature including, but not limited to, funding for research and development, project funding for game development, and porting to new platforms.

The company's costs consist primarily of costs to game developers as a part of each game's revenue share model and platform cost, cost for personnel and consultants for game development and publishing, as well as marketing costs for games. The revenues and costs have increased significantly due to launches of publishing titles during the first half year.

### Investments

During the quarter, the group invested 6,011 (5,197) kSEK in intangible assets. The intangible fixed assets consist of development costs directly attributable to game development and associated platforms for existing and new games. In addition to this, the intangible assets include the acquisition of publishing rights.

Balanced development costs are amortized linearly over three years. The value of intangible assets is tested for impairment continuously and at least once a year.

### Cash and equivalents

Available cash and cash equivalents at the end of the period amounted to 34,555 (57,373) kSEK, compared with 24,205 kSEK at the end of the second quarter of 2023.

Based on the figures in this report, the Board of Directors considers that twelve months of survival from the end of the financial year is assured.

### Personnel and organization

The number of employees at the end of the period was 37. Including external resources such as dedicated people at contract suppliers and consultants, the Beyond Frames Group employed 49 people. Employees are defined as the corresponding number of full-time positions.

## Related party transactions

There were no related party transactions during the period.

## Risk factors

### Earning capacity and capital requirements

It cannot be ruled out that it will take longer than expected before Beyond Frames Entertainment AB (publ) achieves continuous stable profitability. Nor can it be ruled out that Beyond Frames Entertainment AB (publ) in the future has a greater capital requirement than is currently deemed necessary.

The market in VR and AR is also in an early phase. The market is characterized by rapid technical and innovative development, which opens up for many new players, including Beyond Frames Entertainment AB (publ). Even larger players from traditional game development in PC, console, and mobile games may enter this market as it matures. Several current and future competitors may have a competitive advantage in the form of more established brands, longer history, and greater financial resources. If Beyond Frames Entertainment AB (publ) fails to maintain its market position through continued innovation, there is a risk that Beyond Frames Entertainment AB (publ) will lose competitiveness, which could have a negative impact on Beyond Frames Entertainment AB (publ).

### Intangible assets

The launch of new game titles could generate lower revenues than expected, which could pose a significant risk of a material adjustment to the carrying values of assets in the next financial year.

### Intellectual property protection

In game development, as with all software development, there is a risk that Beyond Frames Entertainment AB (publ) games may be copied by competitors. There is also a risk that other companies hold intellectual property rights on which Beyond Frames Entertainment AB (publ) could be claimed to infringe. Defense of Beyond Frames Entertainment AB (publ) intellectual property rights or compensation to third parties for infringement of or use of third-party intellectual property rights may result in reduced revenues or increased costs until violations are prosecuted, license fees are paid, or permission is obtained to use third parties' intellectual property rights. All in all, this could adversely affect Beyond Frames Entertainment AB's (publ) operations, results of operations, and financial position.



### **Currency Risk**

Beyond Frames Entertainment AB (publ) is a Swedish public limited liability company whose accounts are denominated in SEK. The gaming industry is a global and digital market where most of the revenue streams may be generated in foreign currencies and for Beyond Frames Entertainment AB (publ) the revenue is mainly in USD. These revenues may expose Beyond Frames Entertainment AB (publ) to significant currency fluctuations. These could adversely affect Beyond Frames Entertainment AB (publ) sales, earnings, and financial position.

### **Acquisition of game studios**

As part of Beyond Frames Entertainment AB (publ) operations, prominent game studios in games based on VR and AR technology are acquired. There is a risk that acquired game studios do not live up to the expectations that Beyond Frames Entertainment AB (publ) has had and which led to the acquisition. These expectations shall relate to competence level, skill, financial circumstances, the ability to cooperate, or other factors. There is a risk that acquired game studios will not be integrated into Beyond Frames Entertainment AB (publ) operations in an appropriate manner. Expected synergies may be absent in whole or in part. Taken together, these risks could have a negative impact on Beyond Frames Entertainment AB's (publ) operations, results of operations, and financial position.

## Other information

Financial calendar

Year-end report Q4 2023

February 22, 2024

The financial information in this report has not been reviewed by the company's auditor.

Stockholm, November 23, 2023

Board

Beyond Frames Entertainment AB (publ)

# Consolidated income statement

SEK k	Q3-2023	Q3-2022	9 Months 2023	9 Months 2022
<b>Revenues</b>				
Sales	35,980	7,790	96,546	20,578
Work performed by the company for its own use and capitalized	6,011	5,197	16,471	18,372
Other operating income	634	18	1,089	160
<b>Total operating income</b>	<b>42,625</b>	<b>13,005</b>	<b>114,106</b>	<b>39,110</b>
<b>Operating Expenses</b>				
Goods for resale	-29,871	-4,317	-75,515	-13,489
Other external expenses	-4,145	-3,989	-10,281	-11,134
Personnel expenses	-6,413	-7,638	-22,003	-22,814
Depreciation, amortization and impairment	-4,423	-2,957	-11,758	-5,343
Share of profit of an associate	-	-508	-	-1,523
<b>Total operating expenses</b>	<b>-44,852</b>	<b>-19,409</b>	<b>-119,557</b>	<b>-54,303</b>
<b>Operating profit</b>	<b>-2,227</b>	<b>-6,404</b>	<b>-5,451</b>	<b>-15,193</b>
<b>Financial items</b>				
Net financial items	388	390	1,454	337
<b>Profit after financial items</b>	<b>-1,839</b>	<b>-6,014</b>	<b>-3,997</b>	<b>-14,856</b>
<b>Net profit for the period</b>	<b>-1,839</b>	<b>-6,014</b>	<b>-3,997</b>	<b>-14,856</b>
Net profit of the period attributable to:				
Equity holders	-1,754	-5,817	-4,204	-14,759
Non-controlling	-85	-197	207	-97



# Consolidated balance sheet – Assets

SEK k	2023-09-30	2022-09-30	2022-12-31
<b>ASSETS</b>			
<b>Non-current assets</b>			
<b>Intangible assets</b>			
Intangible assets	55,261	36,071	39,366
Goodwill	880	1,395	1,268
<b>Total intangible assets</b>	<b>56,141</b>	<b>37,466</b>	<b>40,634</b>
<b>Tangible assets</b>			
Property, plant, and equipment	1,946	2,717	2,504
<b>Total tangible and intangible assets</b>	<b>1,946</b>	<b>2,717</b>	<b>2,504</b>
<b>Financial assets</b>			
Investments in associates	1,942	29	-
Other long term receivables	950	950	950
<b>Total financial assets</b>	<b>2,892</b>	<b>979</b>	<b>950</b>
<b>Total Non-current assets</b>	<b>60,979</b>	<b>41,162</b>	<b>44,088</b>
<b>CURRENT ASSETS</b>			
<b>Short-term receivable</b>			
Accounts receivable	6,913	2,849	2,476
Current tax recoverable	700	270	269
Other receivables	2,062	2,450	2,797
Prepaid expenses and accrued income	1,947	3,172	1,462
<b>Total Short-term receivable</b>	<b>11,622</b>	<b>8,741</b>	<b>7,004</b>
<b>Cash and cash equivalents</b>			
Cash and cash equivalents	34,555	57,373	48,309
<b>Total current assets</b>	<b>46,177</b>	<b>66,114</b>	<b>55,313</b>
<b>TOTAL ASSETS</b>	<b>107,156</b>	<b>107,276</b>	<b>99,401</b>

# Consolidated balance sheet – Equity and liabilities

SEK k	2023-09-30	2022-09-30	2022-12-31
<b>Equity</b>			
Share capital	858	858	858
Other capital contributed	158,800	158,800	158,800
Reserves	56,172	37,443	40,725
Retained earnings incl profit for the period	-130,478	-99,828	-110,827
<b>Total equity attributable to equity holders of the parent</b>	<b>85,352</b>	<b>97,273</b>	<b>89,556</b>
Minority interest	2,425	2,347	2,218
<b>Total Equity</b>	<b>87,777</b>	<b>99,620</b>	<b>91,774</b>
<b>Current liabilities</b>			
Accounts payable	4,248	935	1,587
Current liabilities to associated companies		-	27
Current tax liabilities	631	310	26
Other liabilities	769	949	1,303
Accrued expenses and prepaid revenues	13,731	5,462	4,684
<b>Total current liabilities</b>	<b>19,379</b>	<b>7,656</b>	<b>7,627</b>
<b>TOTAL EQUITY AND LIABILITIES</b>	<b>107,156</b>	<b>107,276</b>	<b>99,401</b>



# Consolidated statement of changes in equity

	Share capital	Other capital contributed	Reserves	Retained earnings incl profit for the period	Minority interest	Consolidated equity
<b>Amount as of 2023-01-01</b>	<b>858</b>	<b>158,800</b>	<b>40,725</b>	<b>-110,827</b>	<b>2,218</b>	<b>91,774</b>
Development fund			15,447	-15,447		-
Net Profit				-4,204	207	-3,997
<b>Amount as of 2023-09-30</b>	<b>858</b>	<b>158,800</b>	<b>56,172</b>	<b>-130,478</b>	<b>2,425</b>	<b>87,777</b>

# Consolidated cash flow statement

SEK k	2023-01-01 2023-09-30	2022-01-01 2022-09-30	2022-01-01 2022-12-31
<b>OPERATING ACTIVITIES</b>			
Operating profit	-5,451	-14,856	-22,654
Adjustments for non-cash items:			
Depreciation/amortization	11,758	5,343	7,589
Share in profit of associated companies	-	1,523	1,552
Net interest	1,454	-	-42
<b>Cash flow from operating activities before changes in working capital</b>	<b>7,761</b>	<b>-7,990</b>	<b>-14,028</b>
Chas flow from changes in working capital			
Change in other receivables	-4,618	657	1,483
Change in other liabilities	11,751	-1,094	255
<b>Cash flow from operating activities</b>	<b>14,894</b>	<b>-8,427</b>	<b>-12,290</b>
<b>INVESTMENT ACTIVITIES</b>			
Investments in associated companies	-1,942	-	
Investments in property, plants and equipment	-96	-1,680	-1,678
Investments in intangible assets	-26,610	-19,423	-24,626
<b>Cash flow from investing activities</b>	<b>-28,648</b>	<b>-21,103</b>	<b>-26,304</b>
<b>FINANCING ACTIVITIES</b>			
New share issue	-	42,301	42,301
Premium received from warrants	-	431	431
<b>Cash flow from financing activities</b>	<b>-</b>	<b>42,732</b>	<b>42,732</b>
<b>Cash flow for the period</b>	<b>-13,754</b>	<b>13,202</b>	<b>4,138</b>
<b>Opening cash and equivalents</b>	<b>48,309</b>	<b>44,171</b>	<b>44,171</b>
<b>Closing cash and equivalents</b>	<b>34,555</b>	<b>57,373</b>	<b>48,309</b>

# Parent company income statement

SEK k	Q3-2023	Q3-2022	9 Months 2023	9 Months 2022
<b>Revenues</b>				
Sales	34 158	6 083	89 603	12 594
Work performed by the company for its own use and capitalized	83	-	83	957
Other operating income	1 174	60	2 524	194
<b>Total operating income</b>	<b>35 415</b>	<b>6 143</b>	<b>92 210</b>	<b>13 745</b>
<b>Operating Expenses</b>				
Goods for resale	-26 826	-2 350	-70 535	-6 039
Other external expenses	-3 684	-3 618	-8 687	-9 444
Personnel expenses	-2 178	-2 689	-6 694	-7 667
Depreciation, amortization and impairment	-1 615	-2 208	-3 708	-3 226
<b>Total operating expenses</b>	<b>-34 303</b>	<b>-10 865</b>	<b>-89 624</b>	<b>-26 376</b>
<b>Operating profit</b>	<b>1 112</b>	<b>-4 722</b>	<b>2 586</b>	<b>-12 631</b>
<b>Financial items</b>				
Result from financial assets	398	415	1 496	577
<b>Total financial items</b>	<b>398</b>	<b>415</b>	<b>1 496</b>	<b>577</b>
<b>Profit after financial items</b>	<b>1 510</b>	<b>-4 307</b>	<b>4 082</b>	<b>-12 054</b>
<b>Net profit for the period</b>	<b>1 510</b>	<b>-4 307</b>	<b>4 082</b>	<b>-12 054</b>



# Parent company balance sheet – Assets

SEK k	2023-09-30	2022-09-30	2022-12-31
<b>ASSETS</b>			
<b>Non-current assets</b>			
<b>Intangible assets</b>			
Intangible assets	9,977	1,220	3,158
<b>Total intangible assets</b>	<b>9,977</b>	<b>1,220</b>	<b>3,158</b>
<b>Tangible assets</b>			
Improvement on other people's property	62	120	105
Property, plant, and equipment	1,117	1,403	1,321
<b>Total tangible assets</b>	<b>1,179</b>	<b>1,523</b>	<b>1,426</b>
<b>Financial assets</b>			
Investments in Group companies	17,800	14,800	14,800
Receivables in Group companies	1,000	1,000	1,000
Investments in associates	8,369	6,427	6,427
Other long-term receivables	950	950	950
<b>Total financial assets</b>	<b>28,119</b>	<b>23,177</b>	<b>23,177</b>
<b>Total Non-current assets</b>	<b>39,275</b>	<b>25,920</b>	<b>27,761</b>
<b>Current assets</b>			
<b>Short-term receivable</b>			
Accounts receivable	6,056	1,155	2,399
Receivables in Group companies	45,832	25,047	25,057
Current tax recoverable	84	69	80
Other receivables	1,637	2,191	1,987
Prepaid expenses and accrued income	1,930	2,995	1,338
<b>Total Short-term receivable</b>	<b>55,539</b>	<b>31,457</b>	<b>30,861</b>
<b>Cash and cash equivalents</b>			
Cash and cash equivalents	31,034	56,220	46,126
<b>Total cash and cash equivalents</b>	<b>31,034</b>	<b>56,220</b>	<b>46,126</b>
<b>Total current assets</b>	<b>86,573</b>	<b>87,677</b>	<b>76,987</b>
<b>TOTAL ASSETS</b>	<b>125,848</b>	<b>113,597</b>	<b>104,748</b>

# Parent company balance sheet

## – Equity and liabilities

SEK k	2023-09-30	2022-09-30	2022-12-31
<b>Equity and liabilities</b>			
<b>Restricted equity</b>			
Share capital	858	858	858
Development expenditure fund	9,977	2,645	3,158
<b>Total restricted equity</b>	<b>10,835</b>	<b>3,503</b>	<b>4,016</b>
<b>Unrestricted equity</b>			
Share premium reserve	156,542	156,541	156,542
Retained earnings	-65,900	-37,632	-38,146
Net profit for the year	4,082	-12,054	-20,935
<b>Total unrestricted equity</b>	<b>94,724</b>	<b>106,855</b>	<b>97,461</b>
<b>Total equity</b>	<b>105,559</b>	<b>110,358</b>	<b>101,477</b>
<b>Current liabilities</b>			
Accounts payable	2,549	322	888
Current tax liabilities	-	-	27
Other liabilities	486	170	353
Accrued expenses and prepaid revenues	17,254	2,747	2,003
<b>Total current liabilities</b>	<b>20,289</b>	<b>3,239</b>	<b>3,271</b>
<b>TOTAL EQUITY AND LIABILITIES</b>	<b>125,848</b>	<b>113,597</b>	<b>104,748</b>

# Parent company statement of changes in equity

	Share capital	Development expenditure fund	Share premium	Retained earnings including net profit for the period	Total equity
<b>Amount as of 2023-01-01</b>	<b>858</b>	<b>3,158</b>	<b>156,542</b>	<b>-59,080</b>	<b>101,478</b>
Development fund		6,820		-6,820	-
Net Profit				4,081	4,081
<b>Amount as of 2023-09-30</b>	<b>858</b>	<b>9,978</b>	<b>156,542</b>	<b>-61,819</b>	<b>105,559</b>

# Parent company cash flow statement

SEK k	2023-01-01 2023-09-30	2022-01-01 2022-09-30	2022-01-01 2022-12-31
<b>OPERATING ACTIVITIES</b>			
Operating profit	2,586	-12,054	-20,982
<i>Adjustments for non-cash items:</i>			
Depreciation/amortization	3,708	3,225	1,187
Net Interest	1,496	-	47
<b>Cash flow from operating activities before changes in working capital</b>	<b>7,790</b>	<b>-8,829</b>	<b>-19,748</b>
Cash flow from changes in working capital			
Change in other receivables	-24,678	-15,389	-15,846
Change in other liabilities	17,018	-2,359	-1,274
<b>Cash flow from operating activities</b>	<b>130</b>	<b>-26,577</b>	<b>-36,868</b>
<b>INVESTMENT ACTIVITIES</b>			
Investments in subsidiaries	-3,000	-	-
Investments in associated companies	-1,942	-	-
Investments in property, plants and equipment	-10,224	-2,007	-1,810
Investments in intangible assets	-56	-839	-839
<b>Cash flow from investing activities</b>	<b>-15,222</b>	<b>-2,846</b>	<b>-2,649</b>
<b>Financing activities</b>			
New share issue	-	42,301	42,301
Premium received from warrants	-	431	431
<b>Cash flow from financing activities</b>	<b>-</b>	<b>42,732</b>	<b>42,732</b>
<b>Cash flow for the period</b>	<b>-15,092</b>	<b>13,309</b>	<b>3,215</b>
<b>Opening cash and equivalents</b>	<b>46,126</b>	<b>42,911</b>	<b>42,911</b>
<b>Closing cash and equivalents</b>	<b>31,034</b>	<b>56,220</b>	<b>46,126</b>



