



Updates its business idea, vision and mission and launches a new company website

M.O.B.A. Network has today updated its business idea, vision and mission statements to better reflect the company's strategy:

- Business idea - "Being the home of some the world's most popular and [FB1] high-quality gaming and pop-culture communities"
- Vision - "Be the world's most engaging and largest content creator community for gaming and pop culture for today and in the future"
- Mission - "Offer platforms and tools to enable creators to share content to people all over the world"

M.O.B.A Network has also launched an updated version of its company website WeAreMoba.com. The update aims to more clearly show the company's various brands and business units and create a better platform / communication channel for our partners, customers and content creators. In connection with the update of the website, a new graphic profile and logo for M.O.B.A. and a completely updated section for Investor relations are launched.

Visit M.O.B.A. here: WeAreMoba.com.

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M.O.B.A Network AB acquires, develops and operates gaming communities for the global gaming market. The company owns one of the world's largest networks in gaming communities, with 20 web-based global brands and the YouTube network Union For Gamers (UFG) with over 1,000 content creators. The company's business areas consist of advertising sales on the company's communities and video sales via the YouTube network.