



M.O.B.A. NETWORK AB

INTERIM REPORT TWO 2022



M.O.B.A. Network AB
Stockholm
Org.nummer: 559144-3964

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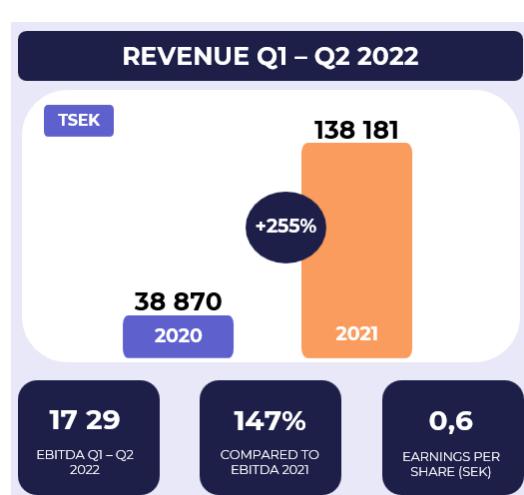
SUMMARY OF INTERIM REPORT TWO, 1 APRIL – 30 JUNE 2022

FINANCIAL - 1 APRIL 2022 – 30 JUNE 2022

- Net sales amounted to MSEK 70.8 (MSEK 31.5), a growth of 125%.
- EBITDA amounted to MSEK 8.9 (MSEK 3.6), an increase of 145%.
- EBIT amounted to MSEK 7.7 (MSEK 3.1), an increase of 152%.
- Profit before tax amounted to MSEK 7 (MSEK 3), an increase of 133%.
- Cash flow from operating activities before changes in working capital amounted to MSEK 10.1 (MSEK 2.4) during the quarter.
- Earnings per share during the quarter amounted to SEK 0.3, normalized for the split of shares that took place last financial year of 1/10 earnings per share were SEK 3 (SEK 0.9).

FINANCIAL - 1 JAN 2022 – 30 JUNE 2022

- Net sales amounted to MSEK 138.2 (MSEK 38.9), a growth of 255%.
- EBITDA amounted to MSEK 17.3 (MSEK 7), an increase of 147%.
- EBIT amounted to MSEK 15.2 (MSEK 5.9), an increase of 157%.
- Profit before tax amounted to MSEK 13.9 (MSEK 5.8), an increase of 139%.
- Cash flow from operating activities before changes in working capital amounted to MSEK 19.1 (MSEK 5.9) during the quarter.
- Earnings per share during the quarter amounted to SEK 0.6, normalized for the split of shares that took place last financial year of 1/10 earnings per share were SEK 6 (SEK 1.9).



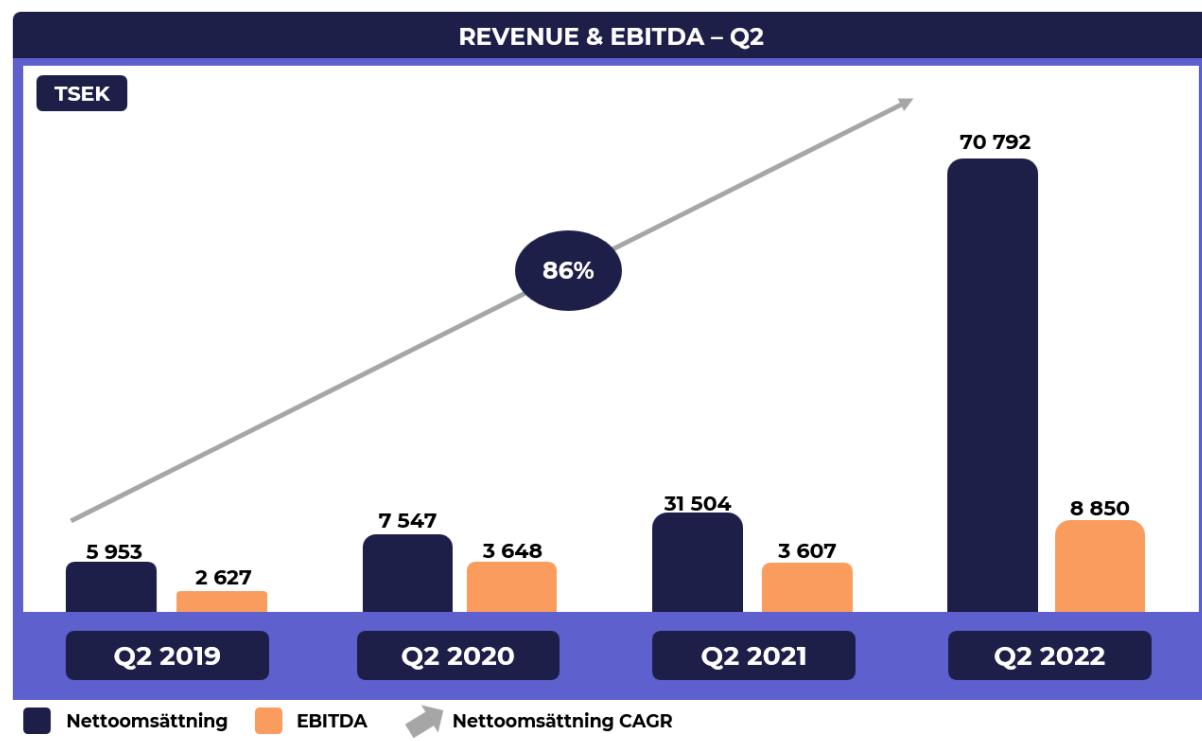
SIGNIFICANT EVENTS DURING THE PERIOD

Significant events during the period 1 April 2022 – 30 June 2022, in brief

- M.O.B.A. Network AB has signed a partnership agreement with E-GO APP to be able to offer Fantasy Game Leagues for its community members around the worlds largest esport tournaments. The Swedish fantasy tech company E-GO APP, which offers a real-time esport fantasy tech platform and data, will be the sole operator for MOBA's new initiative "Fantasy Games". The first fantasy league within the partnership will be held on MOBA's flagship MOBAFire.com, a League of Legends community website. The fantasy league will be for one of the biggest events in the esport universe, the League of Legends playoff series LoL Worlds, which will be held in several cities across several weeks during October and November 2022.
- The company held the Annual General Meeting on 21 April 2022. The AGM resolved to adopt the income statement and balance sheet and the consolidated income statement and consolidated balance sheet. The AGM resolved to discharge all individuals who had served as Board members or CEO from liability for the administration of the company. The AGM resolved in favour of re-election of the board members Henrik Henriksson, Maria A. Grimaldi, Jonas Bertilsson och Manfred Gottschlich and Chairman of the Board Fredrik Burvall.

FINANCIAL OVERVIEW IN BRIEF

The group (TSEK)	2022-04-01	2021-04-01	2022-01-01	2021-01-01	2020-10-01
	2022-06-30	2021-06-30	2022-06-30	2021-06-30	2021-12-31
Key Figures					
Net Revenue	70 792	31 504	138 181	38 870	209 684
EBITDA	8 852	3 607	17 299	7 007	36 146
EBIT	7 709	3 060	15 145	5 899	29 026
Profit before tax	6 972	2 991	13 852	5 807	27 745
Profit for the period	6 252	2 053	12 610	4 149	19 751
Earnings per share (SEK)	0,3	0,9	0,6	1,9	0,9
Cashflow from operating activities before changes in working capital	10 990	2 402	19 123	5 942	26 330
Financial standing					
Total assets	380 323	311 372	380 323	311 372	346 161
Cash and cash equivalents	47 062	92 540	47 062	92 540	36 601
Equity	295 206	222 618	295 206	222 618	247 991
Equity / assets ratio (%)	78%	71%	78%	71%	72%
Average number of employees	9	2	9	2	6
Share					
Equity per share, SEK	13,0	119,1	13,0	119,1	11,1
Number of shares at the end of the period	22 682 820	1 868 492	22 682 820	1 868 492	22 385 820



COMMENTS BY THE CEO

Strong quarter – best Q2 so far

M.O.B.A. Network's turnover for Q2 increased by 125 percent and amounted to SEK 70.8 million with an improved EBITDA result of 145 percent to SEK 8.9 million during the second quarter of the year, which is the company's second-best result ever despite challenging market conditions and that the comparative quarter of 2021 was very strong.

I can happily state that we are continuing our growth journey in M.O.B.A., where our profit and cash flows are also growing through our leading communities.

During the quarter, we mitigated declining programmatic sales affected by the macroeconomic situation with strong direct sales. Again, this is a sign of strength for our brands and gaming in general, and it is an attractive vertical for companies to continue spending their marketing budgets.

Influence of the outside world

The financial situation with inflation has led to somewhat increased salary costs for us, but despite this, we have excellent cost control and increased earnings by 215% during the quarter. Our long-term strategy to focus on profitability, cash flows and building a stable cash position allows us to continue working according to plan and, at the same time, invest in the opportunities we now see in the market.

Paradoxically, the somewhat uncertain market offers opportunities for us going forward. We invest long-term in the organization and see an increased range of potential candidates to recruit, as cost savings have been implemented at some of our competitors who do not have as strong balance sheets as we do. During the period we have, among other things, hired a Head of Content/SEO Manager who works centrally over all our brands to strengthen our position further.

Our YouTube network, UFG, is the most exposed to programmatic advertising. Here we invest in strengthening the organization by recruiting a so-called Partner Manager and a Sales Manager. The plan is thus for UFG to increase the volume in the network by bringing in more high-quality content creators and to increase the share of direct sales, which so far has not accounted for a significant part of the revenue from YouTube.

Collaborations

During the quarter, we entered into an exciting agreement with Swedish-based EGO-App, where we will offer fantasy tournaments for the biggest esports tournaments starting during League of Legends biggest esports event this fall, LoL Worlds 2022.

Offering fantasy has long been a wish of our community members, and it feels good to be working on it. This type of event also brings additional opportunities for our direct sales and drives engagement among our community contributors, which is entirely in line with our strategy.

Acquisition landscape

Given the market situation, the influx of new acquisition cases has increased. We patiently turn down companies that do not fit our acquisition strategy but focus on the prospects that have the potential to build long-term value in M.O.B.A. We ensure to be at the center of the action to capitalize on the best opportunities. An example of this is that we are represented at the gaming fair Gamescom in Cologne, which runs from August 23-28. It is an excellent opportunity to meet potential companies to acquire new employees and collaboration partners.

Looking ahead

To continue to be profitable with a growing cash position, which at the end of the quarter amounted to SEK 47 million, allows us to focus on what we do best, developing the best community meeting places for gamers and e-sports players all over the world and invest to further strengthen our organization and take the opportunity if attractive acquisitions pass our criteria.

The team and I look forward to the coming years with confidence!

Björn Mannerqvist

CEO, M.O.B.A. Network AB, 24 August 2022

M.O.B.A. NETWORK AT A GLANCE

A LEADING COMMUNITY NETOWRK

M.O.B.A Network acquires, develops, and operates gaming communities on the global market for gamers and e-sports. The company owns a network of web-based gaming communities, such as MOBAfire.com and ResetEra.com, and the YouTube network Union For Gamers (UFG).

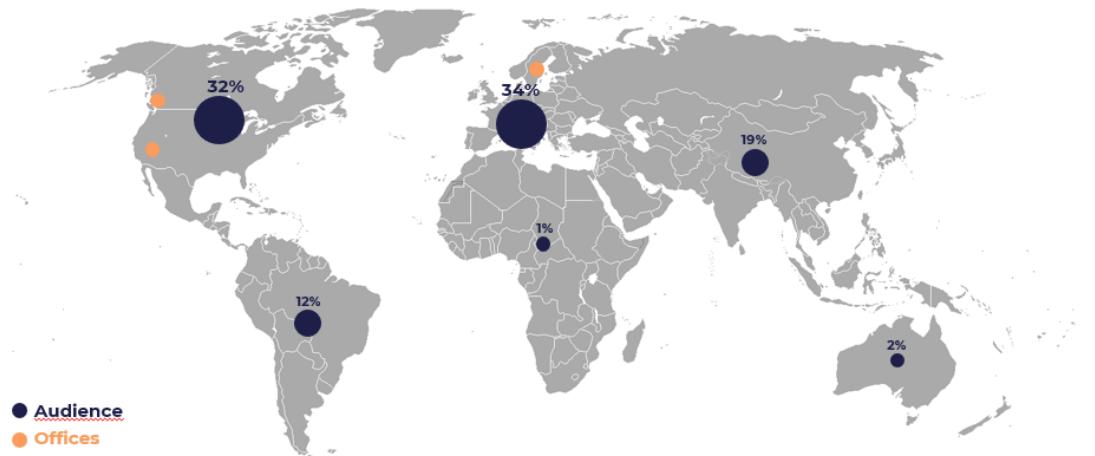
The business areas consist of advertising sales on the company's websites and video sales via the YouTube network. The business operated via the Swedish parent company and most subsidiaries based in North America.

FOCUS ON GROWTH AND DIVERSIFICATION

Our diversified and exciting portfolio of communities has two common denominators: loyal content creators and games with long life cycles. Organic growth and carefully selected and completed acquisitions constitute our growth strategy. In addition to this, M.O.B.A.'s organization is characterized by an entrepreneurial spirit and by the fact that our employees must have the opportunity to grow within the company.

M.O.B.A.'s goal is to have a positive impression in the everyday lives of our content creators and community visitors, by creating a social, entertaining, and positive community experience. Our business model is built on our long-term approach to our communities, employees, and content creators.

GLOBAL PRESENCE


23

 Web-based
Communities

27

 Employees &
consultants

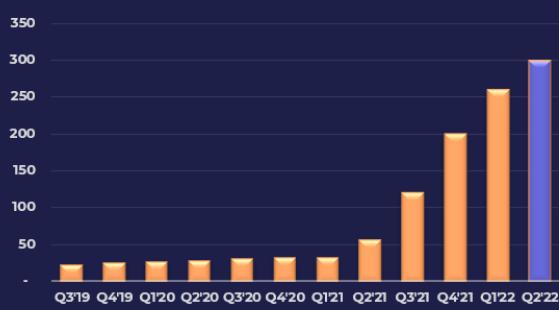
+ 1 000

Content Creators

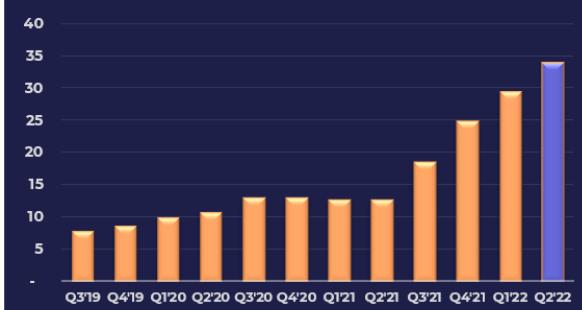
BILLIONS

 Views
Each month

REVENUE LTM (MSEK)



EBIT LTM (MSEK)



BUSINESS OPERATION

ORGANISATION AND SUBSIDIARIES

M.O.B.A. Network's operations consist of pre-managing and further developing the subsidiaries CriticalClick and Magic Find and the communities MMORPG and ResetEra, which the parent company owns.

CriticalClick operates exclusively in the M.O.B.A. Advertising sales while Magic Find operates within both M.O.B.A. Advertising Sales and M.O.B.A. Video sales.

M.O.B.A. Network currently operates 23 well-established communities and Union For Gamers, a YouTube network for gaming content. According to internal statistics tools, including Google Analytics, these meeting places generate more than 100 million views in some months, and video content via Union For Gamers is shown up to 2 billion times in some months. These traffic statistics show that some of the Company's assets can be counted among the world's largest meeting places.

The Company's communities are aimed at players with varying levels of experience. Both beginners and organized team players visit the sites, including user forums with dozens of discussions ("threads"), game tips, strategy reasoning, interviews with successful players, and information about game-related events.

UNION FOR GAMERS

With the acquisition of Magic Find Inc. in May 2021, M.O.B.A. strengthened its gaming and esports industry position by taking a significant step into the Gaming Video Content market. Magic Find's MCN network Union For Gamers ("UFG") has approx. 1,000 Content Creators. In 2021, UFG's Content Creators had over 14 billion views on YouTube. M.O.B.A. sees significant synergies between M.O.B.A.'s business areas, primarily regarding improved joint advertising business, increased direct sales, expansion of streamers via M.O.B.A.'s communities, and networking benefits in traffic and audience sharing.

M.O.B.A. NETWORK'S ECOSYSTEM

In the ecosystem of services and products available in the industry of gaming and esports, M.O.B.A. Network is in a position to generate growth by consolidating and moving user-generated content to new platforms and distribution channels and through collaborations.

The driving forces behind the consistent growth within M.O.B.A.'s business areas are the fans' commitment and interest in M.O.B.A.'s platforms and product offerings.



THE REVENUE MODEL

M.O.B.A.'s revenue comes primarily from the YouTube network Union for Gamers (UFG) and through advertising on our online communities. The company divides sales via UFG and our communities into two business areas.

BUSINESS AREA

M.O.B.A. ADVERTISING SALES

Revenue is generated through our partnerships with ad brokers, and revenue is generated through direct sales on our online communities.

M.O.B.A. VIDEO SALES

Revenue is generated through the Union For Gamers (UFG) brand. Union For Gamers is our YouTube network, generating revenue by digital advertising linked to our Content Creators' videos.

REVENUE AND EARNINGS IN THE SECOND QUARTER

Net revenues for the first quarter increased by 125% compared to the corresponding quarter last year and amounted to SEK 70.8 million (SEK 31.5 million). Operating expenses amounted to SEK 65.2 million (SEK 29.5 million). The increase in revenue between the periods can be attributed to the acquisition of Magic Find which took place on 05/27/2021.

With the acquisition of Magic Find, the company reports a decline in margins compared to last year's corresponding period. It is attributable to the income from streaming networks (UFG), where the turnover is high, but the gross profit is lower compared to other business segments in the group, which affects the margin calculations. For further information on segment reporting see note 4.

Operating profit before depreciation (EBITDA) amounted to SEK 8.9 million (SEK 6 million), corresponding to a margin of 12.5 percent (11.5 percent). The operating result (EBIT) amounted to SEK 7.7 million (SEK 3 million), corresponding to a margin of 10.9 percent (9.7 percent). Profit after tax amounted to SEK 6.3 million (SEK 2.1 million). The profit per share amounted to SEK 0.3, normalized for the share split that took place in the previous year, profit per share amounted to SEK 3 (SEK 0.9).

FINANCIAL STANDING

The company's financial position remains strong. It can be noted in the financial reports that the company's total assets have increased from SEK 311 million per 2021-06-30 to SEK 380 million per 2022-06-30. The increase is primarily attributable to the asset acquisition of ResetEra.

The company's fixed assets amount to SEK 299 million (SEK 207 million). An increase of SEK 92 million, which is mainly attributed to the ResetEra

acquisition and significant currency changes between USD and SEK.

Current assets have decreased by SEK 22.9 million to SEK 81.8 million (SEK 104.7 million). The reduction is mainly attributable to cash and cash equivalents, which were reduced as a result of the acquisition of ResetEra. Cash and cash equivalents amount to SEK 47.1 million, and net cash amounts to SEK 23.9 million.

The company's equity amounts to SEK 295 million (SEK 223 million). The substantial increase is primarily linked to an increase in Reserves, which mainly refers to conversion differences linked to currency changes during the year.

The long-term liabilities amount to SEK 41 million (SEK 31 million). The parent company took out a new bank loan of SEK 20 million during the last financial year. The company's short-term liabilities amount to SEK 44 million (SEK 57 million).

CASH FLOWS DURING THE PERIOD

Cash flow from current operations before changes in working capital during the period amounts to SEK 11 million (SEK 2.4 million). After changes in working capital, the company shows a cash flow of SEK 12 million (SEK -5.6 million). The cash flow from investment activities amounts to -1.7 MSEK (-46.9 MSEK). The cash flow from financing activities amounts to -1.3 MSEK (-123.5 MSEK), the difference between the periods is attributable to the fact that the company last year took out a new loan and carried out an issue. The period's cash flow totals SEK 9.1 million (SEK 71 million).

Incoming cash and cash equivalents amounted to SEK 34.8 million (SEK 19.5 million) and outgoing cash and cash equivalents, after exchange rate differences in cash and cash equivalents of SEK 3.2 million (SEK 2.1 million), amount to SEK 47.1 million (SEK 92.5 million). In addition, the company has an unused overdraft facility of SEK 15 million with the bank Nordea.

STAFF AND ORGANIZATION

The number of employees at the end of the period was 9 (2). Including external resources such as dedicated contract suppliers and consultants, M.O.B.A. engaged 27 (24) people. Employees and employed persons are defined as the corresponding number of full-time positions.

RISK AND UNCERTAINTY FACTORS

M.O.B.A. is in its operations exposed to certain risks that may affect the result or the financial position to a lesser or greater extent. These can be divided into industry and business-related risks as well as financial risks. Management's general view of the risks that may affect the business has not changed compared with the description given in the Annual Report 2020/2021. For a detailed description of the risks, see M.O.B.A. Annual Report for 2020/2021, pages 3-5.

SUSTAINABILITY

GENERELLA PRINCIPLES

At M.O.B.A. Network, we strive to run our business sustainably. We want a small environmental impact and a positive social imprint that reflects our moral compass, our values and shows consideration and respect for all parties involved. With that in mind, we are constantly looking for new opportunities to raise the bar for our work and be role models for other organizations. Our goal for 2022 is to add sustainability criteria as part of our routine when we evaluate the business, and we intend to develop our sustainability work further.

STRATEGY

M.O.B.A. has five main stakeholders: customers/partners, suppliers, employees, investors, and society at large. To work in a structured way with sustainability, we have identified several areas where our business affects these stakeholders and where we have both responsibilities for and the opportunity to influence our footprint.

CUSTOMERS & PARTNERS

Our customers and partners are essential parts of our sustainability work. Treating them with respect and in accordance with good practice is important as part of our corporate culture and contributes to the company's success. We work with different areas as cornerstones in our sustainability work; Partner Knowledge, Customer Knowledge, Integrity, and Anti-Corruption.

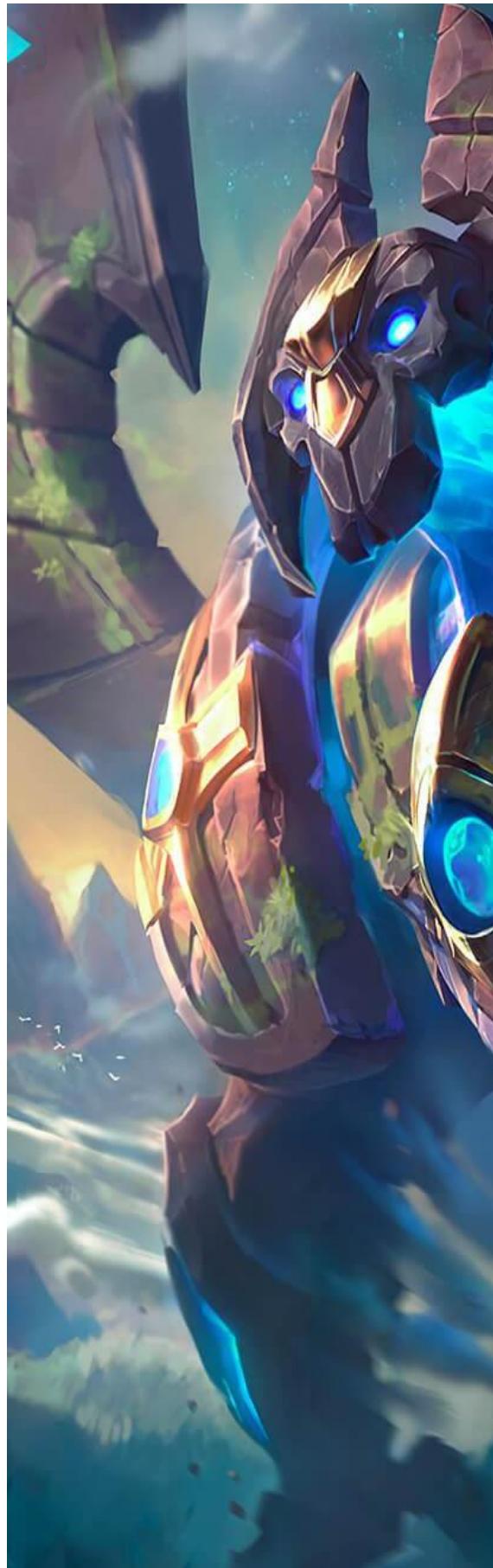
SUPPLIERS

M.O.B.A.'s main suppliers are working within digital services, IT, and offices. As with customers and partners, M.O.B.A. believes that long-term relationships based on shared interests lead to healthy, sustainable growth for all parties involved. M.O.B.A. has several suppliers in various areas such as the advertising market, IT services, and financial services. We strive for our suppliers to act with the same high ethical standards as us in our collaborations. When it comes to office-related services and maintenance, we try to find local suppliers in Stockholm to support the local community while being commercially and environmentally defensible.

EMPLOYEES

M.O.B.A. offers exciting opportunities in a modern, flexible, stimulating, and healthy environment and encourages employees to work from home. For a fast-growing esports company like ours, it is crucial to maintain, develop and recruit cutting-edge skills.

We are convinced that diversity contributes to innovation and are proud to have employees from five different countries working together daily to take the M.O.B.A. to the next level. We develop our organization with diversity and unique competencies where professional qualities are not compromised against other factors such as cultural background, gender, or functional variations.



M.O.B.A. has zero-tolerance for discrimination and sexual harassment. At the end of Q1 2022, the distribution between women and men was as follows: 87,5 percent are men and 12,5 percent women in the company as a whole. The board consists of ~ 80 percent men and ~ 20 percent women. We have the ambition to level out the balances over time, while we believe it is crucial to have the right person in the right place, regardless of gender. We have a serious ambition to develop our leaders further and support our employees in growing and taking on new responsibilities and new roles within the company.

Another area we focus on is clarifying roles and responsibilities, and goals. We also work to establish a culture where we challenge how we work today and encourage creativity and innovation while strengthening our work processes.

INVESTORS

M.O.B.A. aims to deliver long-term value for our shareholders through a sustainable business model. A challenge in that area is to continue to have strong growth while maintaining responsible and sustainable operations. Another challenge is to convince shareholders that our strategy is the sustainable way forward. The goal is to be publicly transparent with our business. During 2022, we will implement several initiatives to improve our communication with the market and our shareholders.

INVESTOR RELATIONS

As a company listed on the Nasdaq First North Growth Market, M.O.B.A. works on maintaining a

fair share price through predictability based on clear and relevant financial information. Routines and content for financial reporting are continuously improved, and based on feedback from the capital market, the company constantly identifies new forums where we can meet potential investors. In line with the above, we evaluate, prioritize and allocate resources internally to find and execute opportunities.

SOCIETY

M.O.B.A. has the ambition to actively interact with the local community and the global community that we are part of when it comes to the impressions we make environmentally and from the online industry as a whole.

ENVIRONMENTAL IMPACT

As an online business, M.O.B.A. has a relatively limited environmental impact. Regardless of this, we work resolutely to find new opportunities to reduce the negative impact through our infrastructure and daily operations. Our most significant imprint comes from servers, energy use, and business travel. As part of our environmental work, we take video calls instead of traveling whenever possible and replace and upgrade to technology that has a net positive environmental effect. We also encourage employees to work from home because it is more efficient and reduces the environmental burden. At the end of the quarter, 100 percent of the company's employees/consultants worked from home.



OTHER INFORMATION

ACCOUNTING PRINCIPLES

This interim report has, for the Group, been prepared in accordance with IAS 34 Interim Financial Reporting. The interim report for the Parent Company has been prepared in accordance with Chapter 9 of the Annual Accounts Act. See "notes to the financial report" for more detailed descriptions of applied accounting principles.

CONTACT INFORMATION

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103 94 Stockholm

Certified Advisor

FNCA Sweden AB
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114 39 Stockholm

FINANCIAL CALENDAR

Interim report three 2022 2022-11-16

THE BOARD'S DECLARATION

The Board of Directors and the CEO hereby confirm that this interim report for April - June 2022 provides an accurate and fair view of the Parent Company's and the Group's operations, financial position, and results and that it describes the significant risks and uncertainties in the Parent Company and the Group's participating companies.

Stockholm, 24 August 2022

FREDRIK BURVALL

Chairman of the board

MARIA A. GRIMALDI
Board member

JONAS BERTILSSON
Board member

HENRIK HENRIKSSON
Board member

MANFRED GOTTSCHLICH
Board member

BJÖRN MANNERQVIST
CEO



PUBLICATION

This information is such information as M.O.B.A. Network AB is obliged to publish in accordance with the EU Market Abuse Regulation (MAR). The report was submitted, through the care of the above contact person, for publication on August 24th 2022 at 07:30 CET.

This statement has been made in a Swedish and English version. In the event of any discrepancies between the Swedish and English version, the Swedish version shall prevail.

LEGAL DISCLAIMER

This report contains forward-looking statements, and actual results may differ materially from those anticipated. In addition to factors discussed, actual outcomes may be affected by developments for customers, competitors, the effects of economic and economic conditions, national and cross-border laws and regulations, tax rules, the effectiveness of computer system copyright, technological developments, exchange rate, and interest rate fluctuations and policy decisions with a negative impact on the Company's operations.

AUDIT REVIEW

The Company's auditor has not reviewed the quarterly report.



FINANCIAL REPORTS



CONSOLIDATED INCOME STATEMENT

(TSEK)	Not	2022-04-01	2021-04-01	2022-01-01	2021-01-01	2020-10-01
		2022-06-30	2021-06-30	2022-06-30	2021-06-30	2021-12-31
Net revenue	4	70 792	31 504	138 181	38 870	209 684
Activated work for own account		1 744	1 026	3 384	1 809	5 310
Other operating income		364	–	569	–3	792
Sum of operating income		72 901	32 529	142 134	40 676	215 786
Operating expenses						
Direct costs		-56 298	-22 487	-109 693	-24 194	-157 302
Other external costs		-5 289	-4 068	-10 298	-6 735	-17 589
Personnel costs		-2 429	-1 450	-4 776	-2 105	-7 088
Depreciation and impairment tangible assets		-1 143	-547	-2 154	-1 107	-3 262
Other operational expenses		-33	-917	-68	-634	-1 519
Sum of operating expenses		-65 191	-29 470	-126 989	-34 777	-186 759
Operating profit		7 709	3 060	15 145	5 899	29 026
Financial items - Exchange		100	347	416	391	1 840
Financial items - Interest		-838	-416	-1 709	-483	-3 122
Net financial items		-737	-69	-1 294	-92	-1 282
Profit before tax		6 972	2 991	13 852	5 807	27 744
Tax		-720	-938	-1 242	-1 658	-7 994
Profit for the period		6 252	2 053	12 610	4 149	19 751
Earnings per share, calculated on earnings attributable to the Parent Company's ordinary shareholders:						
Earnings per share before dilution, SEK		0,3	1,1	0,6	2,4	0,9
Earnings per share after dilution, SEK		0,3	0,9	0,6	1,9	0,9

CONSOLIDATED COMPREHENSIVE INCOME STATEMENT

(TSEK)	Not	2022-04-01	2021-04-01	2022-01-01	2021-01-01	2020-10-01
		2022-06-30	2021-06-30	2022-06-30	2021-06-30	2021-12-31
Profit for the period		6 252	2 053	12 610	4 149	19 751
Additional comprehensive income						
Items that may be reclassified to the income statement:						
Exchange rate differences when converting foreign operations		22 842	6 206	28 606	9 266	17 346
Sum additional comprehensive income, after tax		22 842	6 206	28 606	9 266	17 346
Total profit for the period		29 094	8 259	41 216	13 416	37 097
Total profit for the period attributable to:						
M.O.B.A. Networks shareholders Non-controlling interests		29 094	8 259	41 216	13 416	37 097
Number of outstanding shares, at end of period		22 682 820	2 238 582	22 682 820	2 238 582	22 385 820
Average number of shares		22 682 820	1 868 492	22 389 048	1 753 109	8 563 533

CONSOLIDATED BALANCE SHEET

(TSEK)	Not	2022-06-30	2021-06-30	2021-12-31
ASSETS				
Fixed assets				
Research and Development		10 886	5 779	7 899
Trademarks		153 549	58 394	141 694
Goodwill		129 099	140 649	114 308
Technical platform		4 975	1 860	5 190
Total tangible assets	6	298 510	206 682	269 091
Current assets				
Account receivables		11 726	6 136	13 300
Other receivables		20 776	2 413	25 105
Prepaid expenses and accrued income		2 250	3 601	2 064
Cash and cash equivalents		47 062	92 540	36 601
Total current assets		81 814	104 690	77 070
TOTAL ASSETS		380 323	311 372	346 161
 (TSEK)				
EQUITY AND LIABILITIES				
Equity attributable to the Parent Company's shareholders				
Share Capital		2 268	2 239	2 239
Other contributed capital		203 616	197 761	197 646
Translation reserve		42 562	1 155	13 957
Balanced earnings including profit for the year		34 150	14 399	14 399
Profit for the period		12 610	7 064	19 751
Total equity		295 206	222 618	247 991
LIABILITIES				
Long term liabilities				
Liabilities to credit institutions		13 750	19 000	16 250
Deferred tax liabilities		27 247	12 408	23 058
Total long term liabilities		40 997	31 408	39 308
Short term liabilities				
Liabilities to credit institutions - short term		5 000	6 000	5 417
Accounts payables		37 178	23 199	51 140
Current tax liabilities		1 007	1 330	691
Other liabilities		421	26 272	439
Accrued expenses and prepaid income		514	544	1 175
Total short term liabilities		44 120	57 345	58 861
TOTAL EQUITY AND LIABILITIES		380 323	311 372	346 161

CONSOLIDATED STATEMENT OF CHANGES IN EQUITY

(TSEK)	Aktiekapital	Övrigt tillskjutet eget kapital	Reserver	Balanserad vinst	Summa
As of October 1, 2019	1 559	69 604	6 840	6 440	84 442
Profit for the period	-	-	-	7 959	7 959
Other comprehensive income	-	-	-10 229	-	-10 229
Total comprehensive income for the period	-	-	-10 229	7 959	-2 270
Transactions with shareholders					
Rights issue	145	26 103	-	-	26 248
Rights issue costs	-	-2 739	-	-	-2 739
Total transactions with shareholders	145	23 364	-	-	23 509
As of September 30, 2021	1 704	92 968	-3 390	14 399	105 681
As of October 1, 2021	1 704	92 968	-3 390	14 399	105 681
Profit for the period	-	-	-	19 749	19 749
Other comprehensive income	-	-	17 346	-	17 346
Total comprehensive income for the period	-	-	17 346	19 749	37 095
Transactions with shareholders					
Rights issue	535	109 675	-	-	110 210
Rights issue costs	-	-4 996	-	-	-4 996
Total transactions with shareholders	535	104 679	-	-	105 214
As of December 31, 2021	2 239	197 646	13 957	34 149	247 989
As of January 1, 2022	2 239	197 646	13 957	34 149	247 989
Profit for the period	-	-	-	12 610	12 610
Other comprehensive income	-	-	28 606	-	28 606
Total comprehensive income for the period	0	0	28 606	12 610	41 216
Transactions with shareholders					
Rights issue	29	5 970	-	-	6 000
Rights issue costs	-	-	-	-	-
Total transactions with shareholders	29	5 970	0	0	6 000
As of June 30, 2022	2 268	203 616	42 563	46 759	295 206

CONSOLIDATED CASH FLOW STATEMENT

(TSEK)	2022-04-01	2021-04-01	2022-01-01	2021-01-01	2020-10-01
	2022-06-30	2021-06-30	2022-06-30	2021-06-30	2021-12-31
Cash flow from operating activities					
Operating profit (EBIT)	7 709	3 060	15 145	5 899	29 026
Adjustment for non-cash items, etc.					
- Reset of depreciation	1143	547	2 154	1 107	3 262
- Other items - not affecting cash	2 295	-199	2 025	79	1 454
Interest received	-	-	-	-	2
Interest paid	-157	-162	-201	-310	-560
Income tax paid	-	-843	-	-833	-6 854
Cash flow from operating activities	10 990	2 402	19 123	5 942	26 330
before changes in working capital					
Changes in working capital					
Increase/decrease of accounts receivables	-1 617	291	1 574	2 105	-4 054
Increase/decrease of other receivables	4 025	-1 212	4 143	-1 799	-5 234
Increase/decrease other liabilities	-3 609	283	-3 826	493	9 467
Increase/decrease accounts payables	2 260	-7 414	-13 962	-7 267	-1 575
Cash flow from operating activities	12 050	-5 650	7 052	-526	24 934
Cash flow from investing activities					
Acquisition of subsidiaries, net impact liquidity	-	-46 083	-	-46 083	-70 919
Acquisition of intangible fixed assets	-1 744	-800	-3 384	-1 583	-66 324
Net cash flow after investing activities	-1 744	-46 883	-3 384	-47 666	-137 243
Cash flow from financing activities					
Rights issue / Rights issue costs	-	105 329	6 000	105 329	105 214
Borrowings	-	20 000	-	20 000	20 000
Amortization of loans	-1 250	-1 802	-2 917	-3 401	-8 333
Cash flow from financing activities	-1 250	123 527	3 083	121 928	116 881
Cash flow for the period					
Cash and cash equivalents at beginning period	34 769	19 488	36 601	16 555	30 838
Cash and cash equivalents at end of period	3 238	2 059	3 710	2 250	1 192
Cash and cash equivalents at end of period	47 062	92 541	47 062	92 540	36 601

PARENT COMPANY INCOME STATEMENT

(TSEK)	Not	2022-04-01	2021-04-01	2022-01-01	2021-01-01	2020-10-01
		2022-06-30	2021-06-30	2022-06-30	2021-06-30	2021-12-31
Operating income						
Net revenue		5 207	2 279	15 923	4 065	12 195
Other operating income		364	–	569	–3	206
Sum of operating income		5 571	2 279	16 492	4 063	12 401
Operating expenses						
Direct expenses		-822	-461	-1 591	-461	-1 513
Other external expenses		-1 792	-1 561	-3 628	-3 111	-7 622
Personnel costs		-1 043	-1 078	-2 056	-1 734	-4 251
Depreciation and impairment tangible assets		-2 525	-550	-5 050	-1 467	-1 850
Other operational expenses		-30	-24	-63	-31	-148
Sum of operating expenses		-6 212	-3 674	-12 387	-6 804	-15 385
Operating profit		-641	-1 396	4 105	-2 741	-2 984
Financial posts						
Profit from shares in group companies		–	10 797	–	10 797	10 797
Interest income and similar income items		100	347	416	391	1 958
Interest expenses and similar income items		-855	-416	-1 751	-483	-3 105
Net financial items		-754	10 728	-1 335	10 705	9 650
Profit before tax		-1 395	9 332	2 770	7 964	6 666
Other taxes		–	–	–	–	-558
Profit for the period		-1 395	9 332	2 770	7 964	6 108

PARENT COMPANY BALANCE SHEET

(TSEK)	Not	2022-06-30	2021-06-30	2021-12-31
ASSETS				
Fixed assets				
Intangible assets				
Trademark		43 598	9 126	48 648
Sum of Intangible assets		43 598	9 126	48 648
Financial assets				
Shares in subsidiaries		179 189	179 415	179 189
Sum of Financial assets		179 189	179 415	179 189
Total Fixed assets		222 787	188 541	227 837
Current assets				
Receivables				
Account receivables		3 585	341	4 016
Receivables group companies		1 953	10 567	–
Other receivables		72	2 145	95
Prepaid expenses and accrued income		383	313	414
Sum of Current assets		5 993	13 366	4 526
Cash and cash equivalents		5 022	52 514	1 998
Total current assets		11 016	65 880	6 524
TOTAL ASSETS		233 803	254 421	234 361
(TSEK)				
EQUITY AND LIABILITIES				
Equity				
Non-distributable equity				
Share capital		2 268	2 239	2 239
Non-restricted equity				
Share premium		203 616	197 761	197 646
Profit brought forward		-1 427	-7 535	-7 535
Profit/loss for the period		2 770	7 092	6 108
Total non-restricted equity		204 959	197 318	196 219
Total equity		207 227	199 557	198 458
Long term liabilities				
Liabilities to credit institutions		13 750	19 000	16 250
Liabilities to group companies		6 809	–	12 336
Total long term liabilities		20 559	19 000	28 586
Short term liabilities				
Liabilities to credit institutions		5 000	6 000	5 417
Accounts payables		280	3 119	302
Liabilities to group companies		–	–	–
Other liabilities		251	26 201	424
Accrued expenses and prepaid income		487	544	1 175
Total short term liabilities		6 017	35 864	7 317
TOTAL EQUITY AND LIABILITIES		233 803	254 421	234 361

NOTES TO THE FINANCIAL REPORT

1. GENERAL INFORMATION

The company's main activity is to develop online meeting places, so-called "communities" for users of popular network-based computer games. The revenue is generated by internet-based advertising on the internet sites that make up the meeting places. The company also owns a YouTube network called Union For Gamers, where the revenue is generated by digital advertising linked to our Content Creators' videos.

2. SUMMARY OF IMPORTANT ACCOUNTING PRINCIPLES

This interim report has been prepared in accordance with IAS 34 "Interim Financial Reporting" in accordance with International Financial Reporting Standards (IFRSs), issued by the International Accounting Standards Board (IASB). The same principles apply as in the previous annual report.

3. IMPORTANT ESTIMATES AND ASSESSMENTS WHEN APPLYING THE GROUP'S ACCOUNTING PRINCIPLES

Estimates and assessments are evaluated on an ongoing basis and based on historical experience and other factors, including expectations of future events, considered reasonable under prevailing conditions.

The Group makes estimates and assumptions about the future. The estimates for accounting purposes that result from these will, by definition, seldom correspond to the actual result. The estimates and assumptions that entail a significant risk of significant adjustments in the reported values of assets and liabilities during the next financial year are stated in the main outline below.

IMPAIRMENT OF NON-FINANCIAL ASSETS

Intangible assets with an indefinite useful life are not amortized but are tested annually or more frequently if events or changes in conditions indicate a possible decrease in value, either individually or at the cash-generating unit level. Over time, M.O.B.A. develops the "communities" that are connected to the Group's platform for online gaming, which attracts new players and visitors to our platforms. In addition to this, the company also develops the Multi Channel Network (MCN) Union for Gamers. The trademarks attributable to these "communities" and the company's "MCN" are considered to have an indefinite useful life. The company makes ongoing tests if the useful life of the intangible assets is still assessed as indefinite. The assessment is based on an analysis of relevant factors for the asset and whether there is no predictable limit for the time period during which the asset is expected to generate net payments to the company.

At each reporting date, the Group assesses whether there is any indication of impairment. This assessment is performed on each identified cash-generating unit. If there is any indication or when an annual impairment test on an asset is required, a calculation is made of the asset's recoverable amount. To calculate the recoverable amount, certain estimates must be made.

4. SEGMENT REPORTING

The CEO constitutes the Group's highest executive decision-making body. The Group's operating segments are identified based on the internal reporting made to the company's highest executive decision-makers. The Group has identified two operating segments based on revenue streams; Ad Sales and Video Sales. In addition, the Group has common costs that cannot be directly attributed to a specific segment. The distribution between the segments takes place according to the table below.

The Group does not follow up on assets and liabilities at segment level.

YTD - 2022

Amounts in TSEK	Ad Sales		Video Sales		Group sales and Costs		The group	
	2022-01-01	2021-01-01	2022-01-01	2021-01-01	2022-01-01	2021-01-01	2022-01-01	2021-01-01
	2022-06-30	2021-06-30	2022-06-30	2021-06-30	2022-06-30	2021-06-30	2022-06-30	2021-06-30
Sales	25 498	17 297	113 252	21 573	–	–	138 750	38 870
Activated work	-5 183	-4 420	-104 510	-19 774	–	–	-109 693	-24 194
Direct Expenses	3 384	1 809	–	–	–	–	3 384	1 809
Other External Costs	-8 362	-5 076	-3 130	-596	-3 650	-3 807	-15 142	-9 479
Depreciation and impairment	-2 154	-1 107	–	–	–	–	-2 154	-1 107
Operating profit before depreciation	13 184	8 503	5 612	1 203	-3 650	-3 807	15 145	5 899
Net financial items	-972	160	–	–	-322	-252	-1 294	-92
Profit before tax	12 212	8 663	5 612	1 203	-3 972	-4 058	13 852	5 807

Q2 - 2022

Amounts in TSEK	Annonsintäkter		Videointäkter		Koncernengemensamt		Koncernen	
	2022-04-01	2021-04-01	2022-04-01	2021-04-01	2022-04-01	2021-04-01	2022-04-01	2021-04-01
	2022-06-30	2021-06-30	2022-06-30	2021-06-30	2022-06-30	2021-06-30	2022-06-30	2021-06-30
Sales	13 032	9 933	58 124	21 573	–	–	71 157	31 506
Activated work	1 744	1 026	–	–	–	–	1 744	1 026
Direct Expenses	-2 585	-2 712	-53 713	-19 774	–	–	-56 298	-22 486
Other External Costs	-4 282	-3 777	-1 633	-596	-1 836	-2 067	-7 751	-6 440
Depreciation and impairment	-1 143	-547	–	–	–	–	-1 143	-547
Operating profit before depreciation	6 767	3 923	2 778	1 203	-1 836	-2 067	7 709	3 060
Net financial items	-586	160	–	–	-151	-229	-737	-69
Profit before tax	6 181	4 083	2 778	1 203	-1 987	-2 296	6 972	2 991

5. RELATED PARTY TRANSACTIONS

Usual Group management functions and Group-wide services are provided via the Parent Company to other companies within the Group.

No other transactions that significantly affected the Company's earnings and financial position were conducted with related parties during the period.

6. FIXED ASSETS – THE GROUP

2022-06-30 - The Group (TSEK)	Expenditure on development work	Trademark	Goodwill	Technical platform	Sum
The group					
Closing acquisition value					
Incoming acquisition value	10 789	141 694	114 308	8 370	275 162
Investments	3 384	–	–	–	3 384
Translation differences	1 378	11 856	14 791	-225	27 799
Closing acquisition value	15 552	153 549	129 099	8 145	306 345
 Incoming depreciation					
Translation differences	-2 891	–	–	-3 180	-6 071
Depreciation for the period	-382	–	–	771	389
Closing depreciation	-4 665	–	–	-3 170	-7 835
Closing carrying amount, net	10 886	153 549	129 099	4 975	298 510
 2021-12-31 - The Group (TSEK)					
The group					
Closing acquisition value					
Incoming acquisition value	5 096	37 622	49 389	4 114	96 221
Investments	5 310	97 657	57 365	2 594	162 927
Translation differences	384	6 415	7 554	1 662	16 015
Closing acquisition value	10 789	141 694	114 308	8 370	275 162
–830	–	–	–	-1 680	-2 510
 Incoming depreciation					
Translation differences	-103	–	–	-197	-299
Depreciation for the period	-1 958	–	–	-1 304	-3 262
Closing depreciation	-2 891	–	–	-3 180	-6 071
Closing carrying amount, net	7 899	141 694	114 308	5 190	269 091

7. ACCOUNTING PRINCIPLES

M.O.B.A. Network AB (publ) applies International Financial Reporting Standards (IFRS) as adopted by the EU. This interim report has been prepared in accordance with IAS 34 Interim Financial Reporting, the Annual Accounts Act, and RFR 1 Supplementary Accounting Rules for Groups.

The Parent Company's accounts have been prepared in accordance with the Annual Accounts Act and the Swedish Financial Reporting Board's recommendation RFR 2 Accounting for Legal Entities. The same accounting principles for the Group are applied except in the cases specified in the section "Parent Company's accounting principles" in the Annual Report 2021-12-31.

8. DEFINITIONS OF KEY FIGURES

Gross Profit	Revenue subtracted with direct expenses
Gross Margin	Gross profit divided by net revenue
EBITDA	Operating profit before depreciation and amortization
Adjusted EBITDA	Operating profit before depreciation and amortization adjusted for non-recurring costs and currency differences
EBIT	Operating profit
EBITDA Margin	Operating profit adjusted for non-recurring costs divided by net revenue
CAGR	Compound Annual Growth Rate

