



**M.O.B.A.**  
N E T W O R K

## **M.O.B.A. Network completes the acquisition of Wargraphs S.A.S**

Today, May 30, M.O.B.A. Network has completed the transaction, which was announced on May 5, and acquired Wargraphs.

The acquisition in brief

Wargraphs is a leading gaming services provider and in-game application developer providing players with key statistics and data for popular games such as League of Legends, Teamfight Tactics and Legends of Runeterra. Wargraphs operates as a digital publisher with revenues primarily stemming from sales of advertising inventory via its web communities and its world leading in-game application Porofessor with about 800 000 daily active users. Per 2021/22 (fiscal period ending 30 Nov 2022), the Target generated 12-month rolling adj. net sales and adj. EBITDA of EUR 12.3 million and EUR 8.4 million, respectively. Operating cash flow for the same period amounted to approx. EUR 6.6 million.

To put it in context, the total turnover for M.O.B.A. and Wargraphs proforma in 2022 amounted to 427 MSEK (Million Swedish Krona) with an EBITDA of 126 MSEK.

*"We are very pleased to have now completed the transaction, and as a result, we bring in a driving founder and add more markets for M.O.B.A. The acquisition is transformative, and we strengthen our position as the leading consolidator within gaming communities and increase both the growth and profitability of the company substantially. We also see great opportunities to launch services in Asia and build a new in-game application for several games, including Valorant," says Björn Mannerqvist.*

Stockholm 2023-05-30

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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.