



Wicket Gaming adopts an acquisition strategy and raises previously communicated targets

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Today, August 25th, Wicket Gaming AB (“Wicket Gaming” or the “Company”) published its interim report for the second quarter of 2021. In connection with this Eric de Basso, CEO of Wicket Gaming, chose to give an update in the report regarding new shareholders, the target for Cricket Manager, game number two and the new acquisition strategy.

Comments in the report can be found in full in the Q2-report. The comments can be summarized as follows:

New shareholders

“Once again, I would like to welcome all new shareholders to Wicket Gaming. With great confidence we look forward to an intense yet exciting autumn where the launch of our first title, Cricket Manager, is in focus”, says Eric de Basso, CEO of Wicket Gaming.

New target

“We are now revising our target for Cricket Manager to reach 10 million downloads by the end of 2022”, says Eric de Basso, CEO of Wicket Gaming.

Discussions about game number two

“Through our latest collaboration with Linked Dimensions and Unger & Fiedler, we have now been able to accelerate the final production stages of Cricket Manager. Further, thanks to the intensified collaboration with these partners, we are also reviewing the opportunity to strengthen our pipeline / game portfolio by initiating discussions about game number two”, says Eric de Basso, CEO of Wicket Gaming.

Acquisition strategy

“The Board has adopted an offensive acquisition strategy with the aim of establishing a strong market position in relevant target markets such as India. With that said, we intend to explore the terrain in the gaming & media segment and locate relevant acquisition targets where value is motivated through synergies and growth potential”, says Eric de Basso, CEO of Wicket Gaming.

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About Wicket Gaming

Wicket Gaming is a Swedish game development company founded in 2015. The Company's business concept is based on developing and distributing so-called free-to-play games within the sports genre. Since its foundation, the Company has been working to develop its first title, Cricket Manager, which is a cricket manager game for mobile devices. In the game, players are enabled to create and own their own cricket club and compete against other players around the globe. The goal is to create one of the world's most popular cricket manager games for mobile devices and to utilize the existing tech-platform to broaden and scale the game portfolio to include other sport manager games.

For further information, see Wicket Gamings website www.wicketgaming.com.