



Wicket Gaming acquires iGaming platform within Daily Fantasy Sports

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Wicket Gaming AB (“Wicket Gaming” or the “Company”) has today acquired an iGaming platform within Daily Fantasy Sports at a price deemed significantly lower than the market value of an equivalent platform. The acquisition is part of the ambition to expand the company’s iGaming-business and take a stronger position in the sphere of Daily Fantasy Sports. Wicket Gaming receives digital rights, technology, and domain rights for the platform through the acquisition.

The platform for Daily Fantasy Sports is fully operational, but the website is temporarily down while waiting to integrate Cricket into the platform. At present, football is already integrated into the platform. In addition, the platform is intended to be enriched with functionality for efficient payment solutions that suits the global market. The platform is expected to be launched during the first quarter of 2022.

Eric de Basso, CEO of Wicket Gaming, comments:

“The acquisition of the platform for Daily Fantasy Sports forms an important basis for Wicket Gaming’s visualized operations within iGaming. With this initiative, we have enabled a unique opportunity for cross-marketing and created conditions for new revenue streams”, says Eric de Basso, CEO of Wicket Gaming AB.

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This information is information that Wicket Gaming is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication, through the agency of the contact persons set out above, at 2021-10-18 08:00 CEST.

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.