



# Half-Year Report

JANUARY - JUNE 2021 / NITRO GAMES OYJ





## The Half-Year Period January – June 2021

- Revenues (Jan - Jun): 435,4 KEUR (984,7 KEUR on corresponding period 2020).
- EBITDA: -1 547,9 KEUR (-629,8 KEUR).
- EBIT: -1 848,5 KEUR (-858,1 KEUR).
- Net result: -1 856,8 KEUR (-870,1 KEUR).
- Earnings per share (EPS) -0,2 EUR / share (-0,1 EUR/ share).
- Cash and cash equivalents: 4 625,6 KEUR (30 June 2021).

## April – June 2021

- Revenues (Apr - Jun): 269,5 KEUR (523,0 KEUR on corresponding period 2020).
- EBITDA: -635,9 KEUR (-420,5 KEUR).
- EBIT: -767,7 KEUR (-534,7 KEUR).
- Net result: -770,6 KEUR (-545,1 KEUR).
- Earnings per share (EPS) -0,1 EUR / share (-0,1 EUR/ share).

## Significant Events During April – June 2021

- Started a new project with Digital Extremes by signing a LOI with order value of approx. 2,2 million EUR.
- Signed approx. 100 KEUR expansion to a game development service agreement with a US-based publisher.
- Completed the project with Business Finland and received approx. 380 KEUR funding.
- Received approx. 250 KEUR governmental grant.
- AGM & Election of new Board of Director; Tobias Andersson joined as new member.

## Significant Events After Period

- Signed the Development agreement with Digital Extremes, with an order value of approx. 2,2 million EUR.
- Signed approx. 600 KEUR Development Agreement with UK-based PC and console games developer.

## Record Order Intake

“We reached a record order intake during the second quarter. The solid foundation we built last year has allowed us to expand our project portfolio with new agreements this year. This is a big step in the right direction for us. Our scalable team and cost structure allow us to now focus on delivering quality while we seek to continue expanding our multi-project business towards profitability.

After signing new agreements during the second quarter and after the period, we now have a total of seven projects in development. We’re seeking to control the volatility and risk by having several customers and sources of revenue parallel to each other. This multi-project approach means that we are not as dependent on any single project as we have been in the past. Thanks to our scalable structure, we are also able to continue maximizing the upside with this same approach. “  
says Jussi Tähtinen, CEO of Nitro Games.



# About Nitro Games

Nitro Games is a free-to-play mobile game developer and publisher. Nitro Games team is a multinational group of mobile gaming professionals that has the expertise from development to publishing to live-operations. The Company focuses on producing mobile games with high production value for mid-core audience. Nitro Games is specialized in the category of shooter games. With Nitro Games' powerful NG Platform and the NG MVP process, the Company is able to carry out market validation with its games during development. Nitro Games has developed games based on its own IP such as Lootland, Heroes of Warland, Medals of War, Raids of Glory. The company offers its services also to selected customers and has developed several successful projects to leading mobile gaming companies.

Nitro Games' shares are listed on Nasdaq First North Growth Stockholm with the ticker NITRO. The Certified Adviser is FNCA Sweden AB, info@fnca.se, +468 528 00399.

[www.nitrogames.com](http://www.nitrogames.com)

Finnish Business ID: FI21348196





# Key Financials

	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Full Year 2020
					(Audited)
Revenue (EUR thousand)	269,5	523,0	435,4	984,7	1 171,3
Operating profit/loss (EUR thousand)	-767,7	-534,7	-1 848,5	-858,1	-2 783,2
Operating profit/loss % (EBIT %)	-284,8 %	-102,3 %	-424,5 %	-87,1 %	-237,6 %
EBITDA (EUR thousand)	-635,9	-420,6	1547,8	-629,8	-2 326,6
EBITDA %	-235,9 %	-80,4 %	-355,5 %	-64,0 %	-198,6 %
Net profit /loss (EUR thousand)	-770,6	-545,1	-1 856,8	-870,1	-2 810,9
Cashflow generated from operations (EUR thousand)	-780,8	-155,7	-1 677,2	-565,4	-1 514,7
Equity ratio (%)	38,4 %	47,7 %	38,4 %	47,7 %	25,0 %
Number of shares, average	10 668 934	6 678 290	9 517 214	5 826 230	7 089 966
Number of shares at the end of the period	10 668 934	8 326 230	10 668 934	8 326 230	8 326 230
Number of Share options	1 299 236	1 286 236	1 299 236	1 286 236	1 287 736
Equity per share (EUR)	0,3	0,4	0,3	0,4	0,2
Earnings per share (EUR) undiluted	-0,1	-0,1	-0,2	-0,1	-0,3
Earnings per share (EUR) diluted	-0,1	-0,1	-0,2	-0,1	-0,3
Net debt (EUR thousand)	284,9	-1267,3	284,9	-1267,3	1 500,9
Number of employees (averages for the period)	37	36	37	36	36

# Word From Jussi Tähtinen, CEO

## Record order intake

We reached a record order intake during the second quarter. The solid foundation we built last year has allowed us to expand our project portfolio with new agreements this year. This is a big step in the right direction for us. Our scalable team and cost structure allow us to now focus on delivering quality while we seek to continue expanding our multi-project business towards profitability.

Our team is our most valuable asset. We've focused on hiring the selected best professionals to our 40 heads strong inhouse team, while our scalability in staffing comes from our network of external studios. This setup allows us to expand the number of projects we work on. Our shared processes and technology ensure we maintain the high quality on all fronts, while we plan to keep our inhouse team lean and effective.

We've now signed a total of approx. 3,1 million EUR order value through new agreements this year in our service business. This is well in line with our strategy, where we also offer our services to industry leading companies. This year we've had a new approach where we're seeking to control the volatility and risk by having several customers and sources of revenue parallel to each other. This multi-project approach means that we are not as dependent on any single project as we have been in the past. Thanks to our scalable structure, we are also able to continue maximizing the upside with this same approach.

After signing new agreements during the second quarter and after the period, we now have a total of seven projects in development. Our game portfolio currently consists of four

games; Lootland, the unannounced game utilizing the Nerf brand by Hasbro, the new game for Snapchat platform, and a fourth game that hasn't been announced yet. The results with Lootland so far signal that there's great potential in the game. After discussing with different studios, we've now found a great partner with the best vision and skillset for maximizing the potential we've seen. This is a logical and exciting next step with Lootland that we've worked on for a few months now. We are excited about the new ideas our partner has brought to the table to prepare the game for soft-launch. Their data driven mindset is well in line with our process here in Nitro. The Nerf branded action game has progressed well and is shaping up to be a new benchmark for quality here in Nitro. The team has been busy going through the first market tests this summer, while developing the game further based on the data. Our new game for the Snapchat platform is shaping up nicely and we are very excited not just about the game, but also the opportunity we have in expanding to a new instant gaming platform. We're also nearing the completion of pre-production with the fourth yet unannounced game.

In our service business we have three notable size projects ongoing. We also do smaller orders for different customers from time to time. The biggest one at the moment is our new unannounced project with Digital Extremes. This is a large-scale project where we can take advantage of our experienced and skilled staff and well-honed processes and project management. Working with one of the pioneers in gaming is a great opportunity for us to show our capabilities and quality. We have continued our collaboration with the US-based publisher and signed an extension for further work during the second quarter. This project has good synergies with

our internal tech roadmap. After the period, we just recently started a new project with a UK-based PC and console games developer, where we have a great opportunity in offering our prototyping and market testing as a service.

Financially, we saw a slight increase in revenue and EBITDA when compared to the first quarter of the year. Obviously, we still have work to do, and we're seeking to continue sequential improvements towards profitability.

Overall, the first half was a good start for the year and gave us the expanded project portfolio to work on towards the end of the year and beyond. We're well on our way towards our vision of being known for our popular and respected action and shooter games. Our solid strategy helps us to get there and deliver shareholder value long-term.

## Jussi Tähtinen, CEO

*"We reached a record order intake during the second quarter. The solid foundation we built last year has allowed us to expand our project portfolio with new agreements this year. This is a big step in the right direction for us. Our scalable team and cost structure allow us to now focus on delivering quality while we seek to continue expanding our multi-project business towards profitability.*

*After signing new agreements during the second quarter and after the period, we now have a total of seven projects in development. We're seeking to control the volatility and risk by having several customers and sources of revenue parallel to each other. This multi-project approach means that we are not as dependent on any single project as we have been in the past. Thanks to our scalable structure, we are also able to continue maximizing the upside with this same approach. "*

*Jussi Tähtinen  
CEO, Co-Founder*

**A COMMENT FROM CEO**



## Significant Events During April – June 2021

- Started a new project with Digital Extremes by signing a LOI with order value of approx. 2,2 million EUR.
- Signed approx. 100 KEUR expansion to a game development service agreement with a US-based publisher.
- Completed the project with Business Finland and received approx. 380 KEUR funding.
- Received approx. 250 KEUR governmental grant.
- AGM & Election of new Board of Director; Tobias Andersson joined as new member.

**Nitro Games started a new project with Digital Extremes by signing a LOI with order value of approx. 2,2 million EUR.** With this Letter of Intent Nitro Games and Digital Extremes agreed on the key terms of the collaboration, before signing a long-form development agreement after the reporting period. With this agreement Nitro Games provides Digital Extremes with game development services for an unannounced game. This agreement follows Nitro Games' strategy, where in addition to developing games based on its own IP, the company also offers its services to selected customers. Historically, Nitro Games has developed several successful projects for leading mobile gaming companies. The order value of this agreement is approx. 2,2 million EUR. The agreement follows an industry-standard structure. The project has started and is expected to be completed in 2022.

**Nitro Games signed approx. 100 000 € expansion to a game development service agreement with a US-based publisher.** With this agreement, Nitro Games provides a US-based mobile games publisher ("Publisher") with game development services for an existing mobile game by the Publisher. This agreement is an expansion to the order with the same customer as previously communicated on 5 March 2021. This agreement follows Nitro Games' strategy, where in addition to developing games based on its own IP, the company also offers its services to selected customers. Historically, Nitro Games has developed several successful projects for leading mobile gaming companies. The order value of this new agreement is approx. 100 000 €, increasing the total order value with this customer to approx. 300 000 €. The agreement follows an industry-standard structure. The project has started and is expected to be completed in 2021.

**Nitro Games completed the project with Business Finland and received approx. 380 000 € funding.** Nitro Games has completed the project with Business Finland and received the last part of the funding, 382 266 €. The company has previously received 1 230 560 € in funding. Therefore, the total funding received from Business Finland for this project is now 1 612 826 €. The project and funding supported the development of the portfolio of competitive multiplayer games and related technologies, and the exploration of opportunities connected with esports on mobile.

**Nitro Games received approx. 250 000 € governmental grant.** Nitro Games received a positive decision from the Finnish State Treasury to receive approx. 250 000 € of governmental grant. The grant was received in full in May 2021. This grant is part of a temporary program by the European Union to support companies that have experienced a decrease in revenues during the pandemic period 1.11.2020 – 28.2.2021.

**AGM & Election of new Board of Directors.** The Annual General Meeting re-elected Mr. Antti Villanen, Mr. Johan Biehl and Mr. Mikkel Weider of the current members of the Board of Directors as members to the Board of Directors and elected Mr. Tobias Andersson as new member to the Board of Directors.

Tobias Andersson is the Managing Director for Systemic Reaction, a creative division within Avalanche Studios Group. He has worked within Avalanche Studios Group since 2004 on multiple successful projects. Tobias is experienced with self-publishing. He was the Lead Producer for theHunter: Call of the Wild and the Executive Producer for self-publishing when Avalanche Studios Group started to expand and grow into multiple IP's. Tobias has been the Managing Director for Systemic Reaction since 2019. Before Avalanche Tobias worked between 2001-2004 at a small Swedish indie studio called IdolFX as a content creator for video games, CG TV series and comic books.



## Significant Events After The Interim Period

**Nitro Games signed the development agreement with Digital Extremes, with an order value of approx. 2,2 million EUR.** Nitro Games has signed a development agreement with Digital Extremes for an unannounced project. This agreement is a natural next step after the Letter of Intent between Nitro Games and Digital Extremes, where the parties agreed on the key terms of the collaboration in June 2021. With this agreement, Nitro Games provides Digital Extremes with game development services for an unannounced game. This agreement follows Nitro Games' strategy, where in addition to developing games based on its own IP, the company also offers its services to selected customers. Historically, Nitro Games has developed several successful projects for leading mobile gaming companies. The order value of this agreement is approx. 2,2 million €. The agreement follows an industry-standard structure and is in line with the terms of the Letter of Intent as communicated on 9 June 2021. The project has already started and is expected to be completed in 2022.

**Nitro Games signed approx. 600 000€ Development Agreement with UK-based PC and console games developer.** With this agreement, Nitro Games provides UK-based PC and console games developer ("Developer") with game development prototyping services, using intellectual property by the Developer. This agreement follows Nitro Games' strategy, where in addition to developing games based on its own IP, the company also offers its services to selected customers. Historically, Nitro Games has developed several successful projects for leading mobile gaming companies. The order value of this new agreement is approx. 600 000 €. The agreement follows an industry-standard structure. The project has started and is expected to be completed in 2022.



# Revenues & Profit / Loss

The revenues were 435,4 KEUR during the period January-June 2021 (984,7 KEUR on the corresponding period 2020). The revenues during the second quarter were 269,6 KEUR (523,0 KEUR).

EBITDA amounted to – 1 547,9 KEUR (- 629,8 KEUR on the corresponding period 2020) during January-June 2021, and to – 635,9 KEUR during the second quarter (-420,6 KEUR).

EBIT: Operating result before financial items amounted to -1 848,5 KEUR (- 858,1 KEUR) during January-June 2021, and to -767,7 KEUR during the second quarter (-534,7 KEUR).

The net result for the period amounted to -1 856,8 KEUR (-870,1 KEUR) during January-June 2021, and to – 770,6 KEUR during the second quarter (-545,1 KEUR).

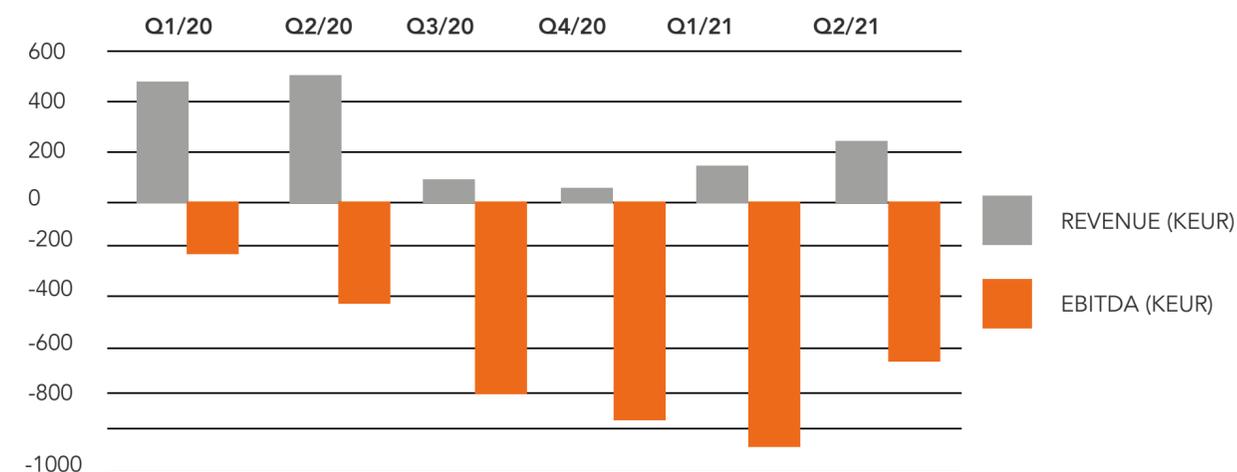
The other operating income was 298,0 KEUR (72,6 KEUR) during January- June 2021, and to 246,9 KEUR during the second quarter (0,7 KEUR). This income includes non-recurring development grants as well as rent income.

Materials and services were -623,4 KEUR (-497,5 KEUR) during January-June 2021, and –212,8 KEUR during the second quarter (-257,8 KEUR). This includes third party costs related to game development and maintenance (outsourced services) and game marketing costs, such as user acquisition costs.

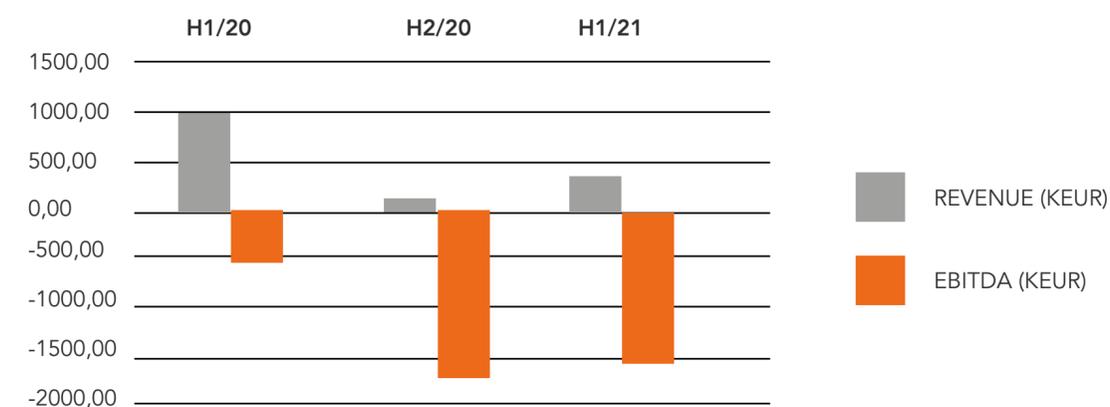
The Personnel expenses were –1 340,6 KEUR (-1 132,7 KEUR) during January-June 2021, and to -690,8 KEUR during the second quarter (632,2 KEUR). This cost includes wages and salaries and social security expenses.

Other operating expenses were -704,3 KEUR (- 622,2 KEUR) during January-June 2021, and –303,0 KEUR during the second quarter (-320,7 KEUR). This includes third party costs related to accounting, legal, stock market expenses, hardware and software, travel expenses, office costs, and other costs.

2020–2021



2020–2021



# Cash Flow and Financial Position

Net cash, operating activities was -1 677,2 KEUR (-565,4 KEUR in 2020 for the corresponding period) during January-June 2021, and -780,8 KEUR during the second quarter (-155,7 KEUR).

Net cash, investing activities was -387,1 KEUR (565,2 KEUR) during January-June 2021, and -54,3 KEUR during the second quarter (-266,5 KEUR).

Net cash, financing activities was 3 708,2 KEUR (4 481,1 KEUR) during January-June 2021, and 335,1 KEUR during the second quarter (4 506,2 KEUR).

Cash and cash equivalents at the end of the period (30.6.2021) were 4 625,6 KEUR.

	Apr-Jun	Apr-Jun	Jan-Jun	Jan-Jun	Full Year
EUR thousand	2021	2020	2021	2020	2020
Cash flow from operating activities	-780,8	-155,7	-1 677,2	-565,4	-1 514,7
Cash flow from investing activities	-54,3	-266,5	-387,1	-565,2	-1 725,8
Cash flow from financing activities	335,1	4 506,2	3 708,2	4 481,1	4 544,7
Change in cash and cash equivalents	-500,0	4 084,0	1 643,9	3 350,5	1 304,2
Cash and cash equivalents at the beginning of the period	5 125,6	944,0	2 981,7	1 677,5	1 677,5
Cash and cash equivalents at end of period	4 625,6	5 028,0	4 625,6	5 028,0	2 981,7

## Investments and Depreciation

Part of the expenses from games in production were expensed as costs. Part of the costs from the development of the shooter game projects, and related technology was capitalized during the period against expected future profits. This is visible in the Income statement under Manufacturing for the enterprise's own use. The company has a tight focus in the category of shooter games and utilizes re-usable technology and game features. This allows Nitro Games to take advantage of development activities done in previous projects, when working on a new game.

New development costs were capitalized from January to June by a total of 387,1 KEUR, and by a total of 54,3 KEUR during the second quarter. This includes third party costs related to game development and maintenance (outsourced services), personnel costs, and other costs, which are directly related to the game projects. These capitalized development costs are amortized over a five (5) year period on a straight-line basis.

Depreciations were done according to the depreciation plan, consisting mostly of capitalized development costs from previous years. The depreciations amounted to a total of -300,6 KEUR January to June 2021, and -131,8 KEUR during the second quarter.

# Employees

The number of employees (averages for the period) on June 30, 2021, was 37.

## Market

Nitro Games operates in the global games market as a developer and publisher of mobile games. Historically, the Company has operated in a variety of market segments, including PC and console games as well as mobile games. Nitro Games now focuses on operating in the mobile games market.

2020 global mobile games market was estimated \$86,3 billion in revenues (25.6% year-on-year growth). Most gamers in mobile segment are playing with smartphones. More than 50% of the revenues came from the iOS platform.

According to industry research firm Newzoo, the global games market is expected to grow 10.9% in 2021.

*Source: Newzoo 2021*

## Related Party Transactions

Nitro Games' related parties include its potential subsidiaries, associates, key management personnel and their close family members and entities under their control, as well as entities with significant influence over Nitro Games.

There were no related party transactions during the interim period.

## The Share and Shareholders

Nitro Games' shares are traded on Nasdaq First North Stockholm since June 16, 2017.

On June 30, 2021, Nitro Games's share capital amounted to 80 KEUR and the number of shares was 10 668 934. On June 30, 2021, Nitro Games does not own its own shares. The shareholdings of the 10 largest shareholders are presented in the table below:

Shareholders	Number of shares	% of shares and votes
Egmont Holding Oy <sup>1</sup>	4 270 414	40,03
SEB AB, Luxembourg Branch	661 501	6,20
Avanza Pension försäkring AB	575 855	5,40
Coeli Wealth Managements Ab	401 600	3,76
Nordnet Pensions försäkring Ab	286 835	2,69
Ludvig Strigeus	274 807	2,58
Feat invest Ab <sup>2</sup>	246 450	2,31
Markus Johansson	162 482	1,52
Antti Villanen	135 947	1,27
Matti Nikkola	117 137	1,10
Others	3 535 906	33,14
<b>The total number of shares</b>	<b>10 668 934</b>	<b>100,00</b>

<sup>1</sup> Egmont Holding Oy represents the investment by Nordisk Games

<sup>2</sup> Feat Invest Ab is controlled by Johan Biehl (Chairman of Board)



## Calculation Of Earning Per Share

	Apr-Jun	Apr-Jun	Jan-Jun	Jan-Jun	Full Year
Net profit /loss (EUR thousand)	-770,6	-545,1	-1 856,8	-870,1	-2 810,9
Number of shares at the end of the period	10 668 934	8 326 230	10 668 934	8 326 230	8 326 230
Number of Share options	1 299 236	1 286 236	1 299 236	1 286 236	1 287 736
Earnings per share (EUR) undiluted	0,1	-0,1	-0,2	-0,1	-0,3
Earnings per share (EUR) diluted	-0,1	-0,1	-0,2	-0,1	-0,3

## Accounting and Valuation Principles

The Company prepares its financial statements in accordance with the Finnish Accounting Act (31.12.1997/1336, as amended), Finnish Accounting Ordinance (31.12.1997/1337, as amended), and instructions and statements of the Accounting Board operating under the Ministry of Employment and the Economy (the "Finnish Accounting Standards", "FAS").

In applicable cases The Company capitalizes the expenses used for development of products and technology, including personnel costs and procurement, subtracted with subsidies and grants received for these, to the extent that they are expected to generate economic benefits in the future. Amortization and depreciation for intangible and tangible assets are calculated by using the estimated useful life of the asset. For tangible assets depreciation according to plan starts during the calendar month when the commodity was taken into use and for intangible assets when revenue starts to accrue from the development work, typically during the year after the development work.

## Review

This report has not been reviewed by the company's auditors.

## Certified Adviser

Nitro Games' Certified Adviser is FNCA Sweden AB, info@fnca.se, +468 528 00399.

## Investor Contact

The latest information on the company is published on the company's website [www.nitrogames.com/investors](http://www.nitrogames.com/investors). The company can be contacted by email [jussi@nitrogames.com](mailto:jussi@nitrogames.com), or by phone +358 44 388 1071.

## Financial Calendar

Interim Report Jan - Sep 2021, 25 October 2021

Year-End Report Jan – Dec 2021,  
14 February 2022

## Note

This company announcement contains information that Nitro Games Oyj is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted for publication by contact person mentioned below on 23 August 2021 at 09:00 (EEST).

### For further information, please contact:

Jussi Tähtinen  
CEO, Co-founder  
+358 44 388 1071  
[jussi@nitrogames.com](mailto:jussi@nitrogames.com)



# Board Declaration

The Board of Directors and the Chief Executive Officer hereby certify that this Half - Year Report gives a true and fair view of the company's and the group's operations, financial position, and results of operations, and describes significant risks and uncertainties faced by the company.

Kotka, Finland, 23 August 2021

**Johan Biehl**  
Chairman

**Antti Villanen**

**Mikkel Weider**

**Tobias Andersson**

**Jussi Tähtinen,**  
CEO





# Key Financials

	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Full Year 2020
					(Audited)
<b>Revenue (EUR thousand)</b>	<b>269,5</b>	<b>523,0</b>	<b>435,4</b>	<b>984,7</b>	<b>1 171,3</b>
Operating profit/loss (EUR thousand)	-767,7	-534,7	-1 848,5	-858,1	-2 783,2
Operating profit/loss % (EBIT %)	-284,8 %	-102,3 %	-424,5 %	-87,1 %	-237,6 %
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Net profit /loss (EUR thousand)	-770,6	-545,1	-1 856,8	-870,1	-2 810,9
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Equity per share (EUR)	0,3	0,4	0,3	0,4	0,2
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Earnings per share (EUR) diluted	-0,1	-0,1	-0,2	-0,1	-0,3
Net debt (EUR thousand)	284,9	-1267,3	284,9	-1267,3	1 500,9
Number of employees (averages for the period)	37	36	37	36	36



# Income Statement

These unaudited financial statements report for the period 1.1.- 31.3.2021 have been prepared according to Finnish Accounting Standards (FAS) and Nasdaq First North Growth marketplace rules and regulations.

EUR thousand	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Full Year 2020 (Audited)
Revenue	269,5	523,0	435,4	984,7	1 171,3
Manufacturing for enterprise's own use	54,3	266,5	387,1	565,2	1 094,3
Other operating income	246,9	0,7	298,0	72,6	105,2
Materials and services	-212,8	-257,8	-623,4	-497,5	-1 055,6
Personnel expenses	-690,8	-632,2	-1 340,6	-1 132,7	-2 321,0
Depreciation according to plan	-131,8	-114,2	-300,6	-228,3	-456,6
Other operating expenses	-303,0	-320,7	-704,3	-622,2	-1 320,8
Operating profit (loss)	-767,7	-534,7	-1 848,5	-858,1	-2 783,2
Financial income and expenses	-2,8	-10,4	-8,3	-11,9	-27,7
Profit before taxes and appropriations	-770,6	-545,1	-1 856,8	-870,1	-2 810,9
Appropriations and taxes	0,0	0,0	0,0	0,0	0,0
Financial statement transfers	0,0	0,0	0,0	0,0	0,0
Profit (loss) for the fiscal year	-770,6	-545,1	-1 856,8	-870,1	-2 810,9



# Balance Sheet

EUR thousand	30 Jun 2021	30 Jun 2020	Full Year 2020
<b>ASSETS</b> (Audited)			
<b>Non-current assets</b>			
Intangible assets	2 822,1	1 803,0	2 735,5
Tangible assets	0,8	1,1	1,0
<b>Non-current assets total</b>	<b>2 822,9</b>	<b>1 804,1</b>	<b>2 736,5</b>
<b>Current assets</b>			
Long - term debtors	30,0	27,7	30,0
Short-term debtors	490,8	335,4	228,0
Cash in hand and at banks	4 625,6	5 028,0	2 981,7
<b>Current assets total</b>	<b>5 146,4</b>	<b>5 391,1</b>	<b>3 239,7</b>
<b>ASSETS TOTAL</b>	<b>7 969,3</b>	<b>7 195,2</b>	<b>5 976,2</b>

EUR thousand	30 Jun 2021	30 Jun 2020	Full Year 2020
<b>EQUITY AND LIABILITIES</b>			
<b>EQUITY</b>			
Shares capital	80,0	80,0	80,0
Invested unrestricted equity reserve	24 228,5	20 806,5	20 806,5
Retained earnings (loss)	-19 392,9	-16 582,0	-16 582,0
Profit (loss) for the fiscal year	-1 856,8	-870,1	-2 810,9
<b>Equity total</b>	<b>3 058,8</b>	<b>3 434,4</b>	<b>1 493,6</b>
<b>LIABILITIES</b>			
<b>Non-current</b>			
Convertible debentures	0,0	1 869,7	1 869,7
Loans from credit institutions	1 723,9	1 272,6	1 341,7
Trade creditors	428,7	0,0	617,1
Other creditors	0,7	0,7	0,7
<b>Non-current total</b>	<b>2 153,3</b>	<b>3 142,9</b>	<b>3 829,2</b>
<b>Current</b>			
Convertible debentures	1 869,7	0,0	0,0
Loans from credit institutions	16,7	94,1	104,4
Accounts Payables	356,1	192,7	201,7
Trade creditors	45,1	39,6	45,8
Accruals and deferred income	469,6	291,4	301,6
<b>Current total</b>	<b>2 757,2</b>	<b>617,8</b>	<b>653,4</b>
<b>LIABILITIES TOTAL</b>	<b>4 910,5</b>	<b>3 760,8</b>	<b>4 482,6</b>
<b>EQUITY AND LIABILITIES TOTAL</b>	<b>7 969,3</b>	<b>7 195,2</b>	<b>5 976,2</b>

# Cash Flow Statement

EUR thousand	Apr-Jun 2021	Apr-Jun 2020	Jan-Jun 2021	Jan-Jun 2020	Full Year 2020 (Audited)
<b>Cash flows, operating activities:</b>					
Net profit (loss) before taxation, and extraordinary items (+/-)	-770,6	-545,1	-1 856,8	-870,1	-2 810,9
Adjustments for:					
Depreciation according to plan	131,8	114,2	300,6	228,3	456,6
Financial income and expenses (+/-)	2,8	10,4	8,3	11,9	27,7
Other adjustments (+/-)	0,0	0,0	0,0	0,0	0,0
Operating profit before working capital changes	-635,9	-420,6	-1 547,8	-629,8	-2 326,6
Working capital changes:					
Increase (-) or decrease (+) in long-term trade and other receivables	0,0	0,0	0,0	0,0	-2,4
Increase (-) or decrease (+) in trade and other receivables	-62,5	124,9	-262,8	-21,8	85,5
Increase (+) or decrease (-) in trade payables	-77,6	140,0	321,8	86,3	111,6
Increase (+) or decrease (-) in long-term trade payables	-4,8	0,0	-188,5	0,0	617,1
Cash generated from operations	-780,8	-155,7	-1 677,2	-565,4	-1 514,7
Cash flow before extraordinary items	-780,8	-155,7	-1 677,2	-565,4	-1 514,7
Cash flow, extraordinary items (+/-)	0,0	0,0	0,0	0,0	0,0
<b>Net cash, operating activities (A)</b>	<b>-780,8</b>	<b>-155,7</b>	<b>-1 677,2</b>	<b>-565,4</b>	<b>-1 514,7</b>
<b>Cash flows, investing activities:</b>					
Purchase of tangible and intangible assets (-)	-54,3	-266,5	-387,1	-565,2	-1 725,8
Net cash, investing activities (B)	-54,3	-266,5	-387,1	-565,2	-1 725,8
<b>Cash flows, financing activities:</b>					
Proceeds from issuance of share capital	0,0	2 337,1	3 422,0	2 337,1	2 337,1
Proceeds from short-term borrowings	1 869,7	0,0	1 869,7	0,0	10,3
Repayment of short-term borrowings (-)	-44,3	0,0	-87,7	0,0	0,0
Proceeds from long-term borrowings	382,3	2 179,7	405,3	2 179,7	2 294,1
Repayment of long-term borrowings (-)	-1 869,7	-0,2	-1 892,8	-23,7	-69,1

Interest paid and contributions from financial expenses (-)	-2,8	-10,4	-8,3	-11,9	-27,7
Dividends (-)	0,0	0,0	0,0	0,0	0,0
Taxes	0,0	0,0	0,0	0,0	0,0
<b>Net cash, financing activities (C)</b>	<b>335,1</b>	<b>4 506,2</b>	<b>3 708,2</b>	<b>4 481,1</b>	<b>4 544,7</b>
<b>Net increase/decrease in cash and cash equivalents (A + B + C)</b>	<b>-500,0</b>	<b>4 084,1</b>	<b>1 643,9</b>	<b>3 350,6</b>	<b>1 304,2</b>
Cash and cash equivalents at beginning of period	5 125,6	944,0	2 981,7	1 677,5	1 677,5
<b>Cash and cash equivalents at end of period</b>	<b>4 625,6</b>	<b>5 028,0</b>	<b>4 625,6</b>	<b>5 028,0</b>	<b>2 981,7</b>



# Change In Equity

A summary report showing changes in equity during the financial quarterly period, including comparative figures for the same period during the previous financial year.

EUR thousand	Share capital	Invested unrestricted equity reserve	Retained earnings (loss)	Profit (loss) for the financial year	Total equity
<b>Equity 1 Apr 2021</b>	<b>80</b>	<b>24 229</b>	<b>-19 393</b>	<b>-1 086</b>	<b>3 829</b>
Shares issued					0
Profit (loss) for the financial period				-771	-771
<b>Equity 30 Jun 2021</b>	<b>80</b>	<b>24 229</b>	<b>-19 393</b>	<b>-1 857</b>	<b>3 059</b>
<b>Equity 1 Apr 2020</b>	<b>80</b>	<b>18 469</b>	<b>-16 582</b>	<b>-325</b>	<b>1 642</b>
Shares issued		2 337			2 337
Profit (loss) for the financial period				-545	-545
<b>Equity 30 Jun 2020</b>	<b>80</b>	<b>20 807</b>	<b>-16 582</b>	<b>-870</b>	<b>3 434</b>
<b>Equity 1 Jan 2021</b>	<b>80</b>	<b>20 807</b>	<b>-19 393</b>	<b>0</b>	<b>1 494</b>
Shares issued		3 422			3 422
Profit (loss) for the financial period				-1 857	-1 857
<b>Equity 30 Jun 2021</b>	<b>80</b>	<b>24 229</b>	<b>-19 393</b>	<b>-1 857</b>	<b>3 059</b>
<b>Equity 1 Jan 2020</b>	<b>80</b>	<b>18 469</b>	<b>-16 582</b>	<b>0</b>	<b>1 967</b>
Shares issued		2 337			2 337
<b>Profit (loss) for the financial period</b>				<b>-870</b>	<b>-870</b>
<b>Equity 30 Jun 2020</b>	<b>80</b>	<b>20 807</b>	<b>-16 582</b>	<b>-870</b>	<b>3 434</b>



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