

# Fractal Gaming Group Year-end report, Q4 2021

## Fourth quarter 2021

- Net sales amounted to SEK 120.7 million (113.9).
- Product profit amounted to SEK 39.5 million (33.8), with a product margin of 32.7% (29.7).
- Adjusted EBITDA amounted to SEK 2.5 million (7.7), corresponding to an adjusted EBITDA margin of 2.1% (6.8).
- Adjusted EBIT amounted to SEK -1.6 million (4.7), with an adjusted EBIT margin of -1.4% (4.1).
- Operating cash flow amounted to SEK -11.6 million (-55.6).
- Interest-bearing net debt was SEK 126.2 million (49.7).
- Earnings per share amounted to SEK -0.1 (-0.1)

## January-December 2021

- Net sales amounted to SEK 478.6 million (635.7).
- Product profit amounted to SEK 158.1 million (240.8), with a product margin of 33.0% (37.9).
- Adjusted EBITDA amounted to SEK 33.5 million (138.6), corresponding to an adjusted EBITDA margin of 7.0% (21.8).
- Adjusted EBIT amounted to SEK 19.7 million (128.3), with an adjusted EBIT margin of 4.1% (20.2).
- Items affecting comparability were SEK 21.1 million (12.9) related to costs for the IPO.
- Operating cash flow amounted to SEK -60.7 million (62.8).
- Earnings per share amounted to SEK -0.2 (2.8).
- The Board proposes that no dividend be paid.

### **Hannes Wallin, CEO and Founder of Fractal comments:**

*"Despite the external challenges we faced during the year in terms of demand and the supply chain, we are enthusiastic about the opportunities to generate profitable and sustainable growth in the coming years. We will continue to drive our growth-initiatives at full speed, in the face of a turbulent period as external factors have dampened demand, in order to take advantage of the sizeable opportunities we see in the market going forward.*

*There is still uncertainty regarding demand and the supply chain, but we expect to display growth again in 2022. We anticipate continued low demand in the first half of the year but with a stronger development in the second half of the year, as the graphics cards availability improves.*

*Our view of the market and our financial targets in the medium to long term range are unchanged with net sales growth of at least 10% and an adjusted EBITDA margin of 20%. Underlying demand for high-performance gaming products remains strong and growing. The reception of our products launched during the year has been positive with great interest and exceptional reviews. We look forward to launching further products in the upcoming months to further strengthen our market shares and position."*

### **Telephone and web conference**

A telephone and web conference will be held for investors, analysts and media, Thursday 10/2, 09.00 (CET). CEO, Hannes Wallin and CFO, Karin Ingemarson will present and comment on the report and the presentation will be followed by a question and answer session.

### **To attend the telephone or web conference:**

SE: +46 8 56642706  
UK: +44 33 33009032  
US: +1 631 913 1422

**Link to web conference:**

<https://tv.streamfabriken.com/fractal-gaming-group-q4-2021>

**For more information, please contact**

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*This information is information that Fractal Gaming Group 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 8:00 a.m. CEST on February 10, 2022.*

**Certified Advisor**

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**Additional information**

The full Q4 and Full Year 2021 report is available at <https://group.fractal-design.com/investors/financial-reports/interim-annual-reports/>

**About Fractal**

Fractal is a leading company in the premium segment of PC gaming products. The Group was founded in 2010 and our products are currently sold in more than 50 markets worldwide. Fractal is the market leader in premium PC cases in several geographic markets, for example in the Nordic region, is top two in Japan, and holds a top-three position globally. The Company also has a strong market position within power supply units, cooling products and fans for gaming computers.