

Fractal Gaming Group's Interim Report January-September 2022

Third quarter 2022

- Net sales amounted to SEK 131.0 million (85.1).
- Product profit amounted to SEK 50.2 million (26.0), with a product margin of 38.3% (30.6).
- EBITDA amounted to SEK 12.5 million (-2.7), corresponding to an EBITDA margin of 9.5% (-3.2).
- EBIT amounted to SEK 7.5 million (-6.1), corresponding to an EBIT margin of 5.7% (-7.2).
- Operating cash flow amounted to SEK 12.2 million (-12.2).
- Interest-bearing net debt was SEK 126.0 million (110.5).
- Earnings per share amounted to SEK 0.2 (-0.2).
- No items affecting comparability for the quarter.

Jan-Sep 2022

- Net sales amounted to SEK 343.9 million (357.9).
- Product profit amounted to SEK 126.8 million (118.6), with a product margin of 36.9% (33.1).
- EBITDA amounted to SEK 20.8 million (9.9), corresponding to an EBITDA margin of 6.0% (2.8).
- EBIT amounted to SEK 7.2 million (0.2), corresponding to an EBIT margin of 2.1% (0.1).
- Operating cash flow amounted to SEK 11.4 million (-49.4).
- Earnings per share amounted to SEK 0.3 (-0.1).
- No items affecting comparability during the period in 2022. For the period in 2021, items affecting comparability amounted to SEK 21.1 million and were entirely related to transactions costs.

Hannes Wallin, CEO and Founder of Fractal comments:

"Demand for PC gaming hardware improved during the quarter, and we reported sharp growth in sales and higher earnings than the year-earlier period. This is despite the prevailing increased macroeconomic uncertainty, with high inflation and low consumer confidence in several markets. Historically, the gaming industry has been less sensitive to market fluctuations than several other industries and there is a pent-up demand, given that many have refrained from upgrading their equipment in the past year. Prices for graphics cards have dropped significantly and new generations of graphics cards were launched from Nvidia, AMD and Intel in the third and fourth quarters which has led to increased interest among many gamers in upgrading their computers.

We see potential for continued growth during the rest of the year, based on our attractive product portfolio that meets the demand we see from high-performance gamers.

There is strong underlying demand and we will continue to drive our growth-promoting initiatives with a focus on delivering high-quality products and a high level of service as well as expanded marketing activities.”

Telephone and web conference

A telephone and web conference will be held for investors, analysts and media on November 17, 10.00 (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.

Link to web conference:

<https://ir.financialhearings.com/fractal-gaming-group-q3-2022>

To sign up for the telephone conference:

<https://conference.financialhearings.com/teleconference/?id=10010070>

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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. CET on November 17, 2022.

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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.