

Fractal Gaming Group's Year-end report, Q4, 2022

Fourth quarter 2022

- Net sales amounted to SEK 141.7 million (120.7).
- Product profit amounted to SEK 52.4 million (39.5), with a product margin of 37.0% (32.7).
- EBITDA amounted to SEK 13.3 million (2.5), corresponding to an EBITDA margin of 9.4% (2.1).
- EBIT amounted to SEK 8.0 million (-1.6), corresponding to an EBIT margin of 5.7% (-1.4).
- Operating cash flow amounted to SEK 15.0 million (-11.6).
- Interest-bearing net debt was SEK 115.6 million (126.2).
- Earnings per share amounted to SEK 0.1 (-0.1).
- No items affecting comparability for the quarter.

Jan–Dec 2022

- Net sales amounted to SEK 485.6 million (478.6).
- Product profit amounted to SEK 179.1 million (158.1), with a product margin of 36.9% (33.0).
- EBITDA amounted to SEK 34.0 million (12.4), corresponding to an EBITDA margin of 7.0% (2.6).
- EBIT amounted to SEK 15.3 million (-1.4), corresponding to an EBIT margin of 3.1% (-0.3).
- Operating cash flow amounted to SEK 26.4 million (-60.7).
- Earnings per share amounted to SEK 0.4 (-0.2).
- 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:

"After a positive trend during the second half of 2022, we are now seeing a clear turn in the market, giving us great confidence about our possibilities of driving profitable growth in 2023 and onwards.

Demand for PC gaming hardware continued to grow during the fourth quarter, fueled by a pent-up need for upgrades but also the launch of a new generation of graphics cards, both of which mean that more gamers are now choosing to upgrade their equipment.

Despite continued macroeconomic and geopolitical uncertainty that is generally affecting consumer purchasing power in most markets, demand for PC gaming hardware continued to improve. We see excellent potential for continued growth in 2023, based on our

attractive product portfolio that meets the demand we see from high-performance gamers. Underlying long-term demand is good and we will continue to drive our growth-promoting initiatives with a focus on delivering high-quality products, a high level of service, expansion into new product categories and expanded marketing activities.”

Telephone and web conference

A telephone and web conference will be held for investors, analysts and media on February 9, 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-q4-2022>

To sign up for the telephone conference:

<https://conference.financialhearings.com/teleconference/?id=5009079>

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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 February 9, 2023.

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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.