ENAD GLOBAL 7 AB (PUBL)

INTERIM REPORT

APR-JUN 2026

ENAD GLOBAL 7

INTERIM REPORT / APR-JUN 2026

SUMMARY COMMENTS

For the second quarter, Net Revenue was SEK 474.6 (378.8) million, up 25.3 percent, corresponding to an FX-adjusted organic growth of 30.3 percent. EBITDA amounted to SEK 99.1 (35.8) million, while Adjusted EBITDA was SEK 99.4 (37.5) million, corresponding to an Adjusted EBITDA margin of 20.9 (9.9) percent. Net Profit amounted to SEK 46.0 (8.4) million and Operating Cash Flow came in at SEK 120.5 (-22.3) million. Operating Cash Flow includes a temporary working capital benefit at Fireshine, where revenue from Far Far West was collected during the quarter while the related developer royalties remain payable. Excluding working capital movements, cash flow from operations was SEK 93.8 (16.1) million.

Fireshine delivered the quarter's largest contribution, with Net Revenue growth of 127.2 percent in local currency, primarily driven by the successful early access launch of Far Far West in April, which reached over 1 million units sold on Steam within two weeks. Big Blue Bubble continued its strong momentum with Net Revenue growing 21.4 percent year-over-year in local currency, supported by the success of the new Clubbox gameplay feature, together with the ongoing influencer strategy. Daybreak delivered another stable quarter driven by DC Universe Online and Palia. During the quarter, Palia surpassed 10 million lifetime players and successfully launched the Royal Highlands expansion in May. Piranha also contributed positively through the release of its 8th DLC, Chaos Reign, for MechWarrior 5: Mercenaries in May.

After the quarter, the acquisition of Cold Iron was completed. The studio's upcoming title, Aliens: Fireteam Elite 2, is scheduled for release on August 25 and has received positive early feedback ahead of launch. With several recent launches completed and further releases planned, we remain focused on delivering profitable growth over time.

HIGHLIGHTS FOR THE QUARTER

- Net Revenue of SEK 474.6 (378.8) million, up 25.3 percent, corresponding to an FX-adjusted organic growth of 30.3 percent.
- EBITDA of SEK 99.1 (35.8) million and Adjusted EBITDA of SEK 99.4 (37.5) million.
- EBIT of SEK 62.2 (-38.3) million and Adjusted EBIT of SEK 62.5 (-36.7) million.
- Profit before tax of SEK 59.6 (-47.2) million.
- Earnings per share were SEK 0.52 (0.09). Adjusted earnings per share of SEK 0.52 (0.11).
- Cash flow from operations came in at SEK 120.5 (-22.3) million, including a temporary working capital benefit at Fireshine. Excluding working capital movements, cash flow from operations was SEK 93.8 (16.1) million.
- Cash balance of SEK 344.2 million, and an unutilized revolving credit facility of SEK 100.0 million.
- Net debt by the end of the quarter amounted to SEK 3.6 million.

KEY METRICS

	QUARTER		ACCUMULATED		FULL YEAR
SEKm, except per share data	**APR-JUN 2026**	**APR-JUN 2025**	**JAN-JUN 2026**	**JAN-JUN 2025**	**JAN-DEC 2025**
Net Revenue	474.6	378.8	819.9	834.1	1,626.3
Net Revenue Growth	25.3%	7.4%	-1.7%	13.6%	-5.1%
Organic FX Adj. Growth*	30.3%	6.7%	6.6%	10.8%	-1.1%
EBITDA*	99.1	35.8	163.8	97.9	267.7
Adjusted EBITDA*	99.4	37.5	150.4	111.2	254.0
Adjusted EBITDA Margin, %*	20.9%	9.9%	18.3%	13.3%	15.6%
EBIT	62.2	-38.3	91.5	-48.4	-2,086.4
Adjusted EBIT*	62.5	-36.7	78.0	-34.9	-48.3
Adjusted EBIT Margin, %*	13.2%	-9.7%	9.5%	-4.2%	-3.0%
Profit before Tax	59.6	-47.2	80.3	-60.3	-2,109.8
Net Profit**	46.0	8.4	66.8	-10.1	-1,935.1
EPS after dilution	0.52	0.09	0.75	-0.11	-21.84
Adjusted EPS*	0.52	0.11	0.63	0.01	-3.58
Adjusted EPS, excl. M&A related amortizations*	0.56	0.39	0.71	0.59	15.27

* For definitions, see section "Definitions of alternative performance measures" on page 25
**Net Profit in Q2 2025 was positively impacted by a non-recurring SEK 51.4 million M&A related tax item.

COMMENTS FROM THE CEO

Ji Ham, CEO

Solid growth and increased profitability

Net Revenue was SEK 474.6 (378.8) million for the second quarter, a year-over-year increase of 25.3 percent, or 30.3 percent in constant currencies. Growth was driven primarily by Fireshine, where the early access launch of Far Far West accounted for the large majority of the Group's revenue increase. Big Blue Bubble and Piranha also contributed, with My Singing Monsters benefiting from the new Clubbox gameplay feature and the ongoing influencer strategy, and MechWarrior 5: Mercenaries from the release of its eighth DLC. Currency volatility negatively impacted Net Revenue with SEK 19.1 million.

Adjusted EBITDA amounted to SEK 99.4 million compared to SEK 37.5 million last year, corresponding to a margin of 20.9 percent. Net Profit reached SEK 46.0 million, compared with SEK 8.4 million last year. Operating cash flow came in at SEK 120.5 (-22.3) million. This includes a temporary working capital benefit at Fireshine, where revenue from Far Far West was collected during the quarter while the related developer royalties remain payable. Excluding working capital movements, cash flow from operations was SEK 93.8 (16.1) million.

Execution across the portfolio

The second quarter demonstrated the value of EG7's portfolio structure, with a strong publishing release complementing steady performance across our live-service titles.

Big Blue Bubble continued to outperform expectations as My Singing Monsters maintained elevated player engagement, driven by the new Clubbox gameplay feature and supported by the influencer strategy introduced at the end of 2025. New collaborations and in-game content continued to support user activity, with the Clubbox T-Pain concert in April being the highlight.

At Daybreak, stable revenue was paired with an improvement in profitability year-over-year. DC Universe Online, EverQuest and EverQuest II all delivered stable performance supported by recurring content updates and seasonal events. Palia surpassed 10 million lifetime players during the quarter and achieved its highest monthly revenues since the acquisition with the Royal Highlands expansion release in May.

Fireshine had an exceptional quarter following the successful launch of Far Far West, which became one of the strongest launches in the company's history. The title sold over 1 million units within two weeks, contributing SEK 118.6 million in Net Revenue and a meaningful step up in Fireshine's margin.

Piranha Games also delivered a strong release with the 8th DLC for MechWarrior 5: Mercenaries, demonstrating the continued strength of the franchise and its loyal player base.

Building for long-term growth

During the quarter, we continued to strengthen the Group's long-term position through an active release pipeline and strong operational performance.

We have continued to execute against our release plan in the beginning of the second half of the year with several launches, including Denshattack! and EverQuest Legends. At the same time, we continue preparations for the launch of Aliens: Fireteam Elite 2, our next title, set for release during Gamescom 2026 on August 25.

Following shareholder approval, the acquisition of Cold Iron was completed on August 18, adding another experienced development studio to EG7 and further strengthening our internal development capabilities.

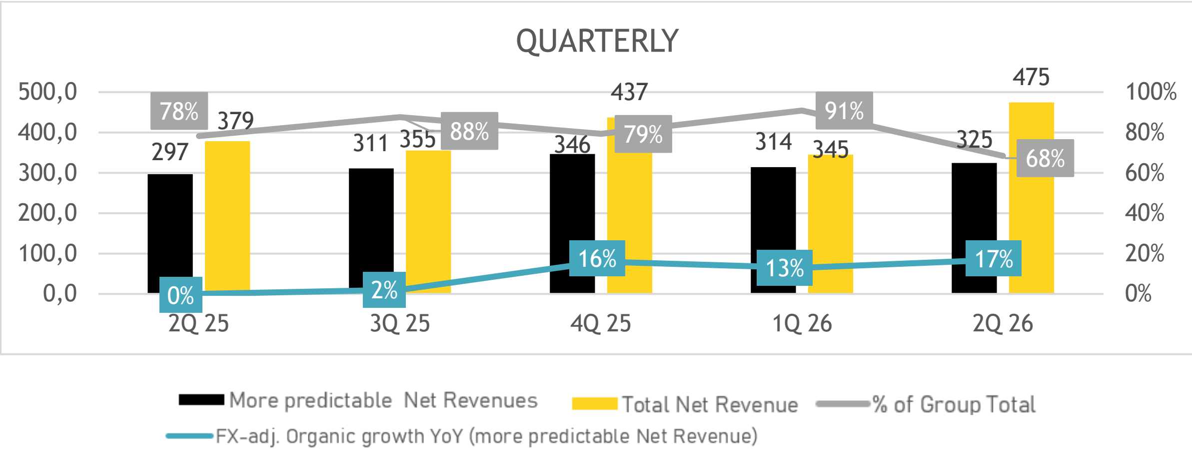
Combined with continued live-service content upgrades across several franchises and ongoing operational improvements, we believe EG7 is well positioned to deliver profitable growth over time.

BUSINESS OVERVIEW

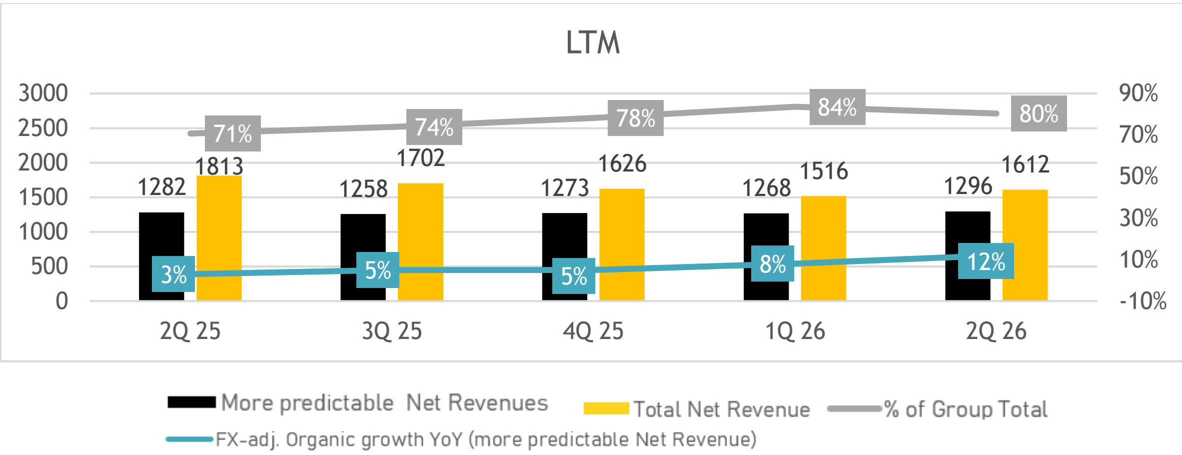
A leading global live service game developer and operator

Combining titles from Daybreak, Big Blue Bubble, and Piranha, EG7 currently operates ten long-lifecycle IPs, primarily live service games. Together with Fireshine's back catalogue, this portfolio serves as a key differentiator for the Group, providing a stable foundation of more predictable revenues and cash flows. Our predictable revenue includes all live service and back catalogue titles. Titles are transferred to the back catalogue following the first new year after release. Net Revenue from this portfolio amounted to SEK 324.6 (296.5) million in Q2, representing an increase of 9.5 percent, while standing for 68.4 percent of the Group's total Net Revenue in the quarter. The FX-Adjusted Organic Growth from more predictable Net Revenue was 17 percent year-over-year and 12 percent LTM in Q2 compared to the same period last year.

SEKm



SEKm



Iconic world-class brands

EG7 is home to some of the most iconic IPs, both first- and third-party brands. First-party brands are IPs exclusively owned and managed by EG7, while third-party brands are owned by external parties, with EG7 entrusted to develop and operate games based on these IPs.

- Key first-party brands include:
  - EverQuest, considered to be one of the three most iconic fantasy MMO brands in the world together with World of Warcraft and Ultima Online.
  - H1Z1, the very first battle royale game that was credited as one of the inspirations for Fortnite, with over 40 million life-to-date (LTD) registrations.
  - My Singing Monsters, which has over 185 million (LTD) registrations on mobile and PC, reached top 10 in over 100 countries in the App Store games category and the No. 1 spot in more than 15 countries 10 years after its release.
  - Palia, a cozy community/life simulation game which has surpassed 10 million lifetime players.

- Top tier global third-party brands:
  - DC Comics from Warner Bros., with continuing pipeline of content from blockbuster feature films and TV shows.
  - The Lord of the Rings, arguably the most iconic classic fantasy IP in the world.
  - Dungeons & Dragons, the legendary fantasy IP with a passionate fan base worldwide.
  - Magic: The Gathering Online, the world's number one trading card game from Wizards of the Coast.

These brands differentiate our portfolio of games from competitors and provide great opportunities to leverage them further toward continuing content development and new future products.

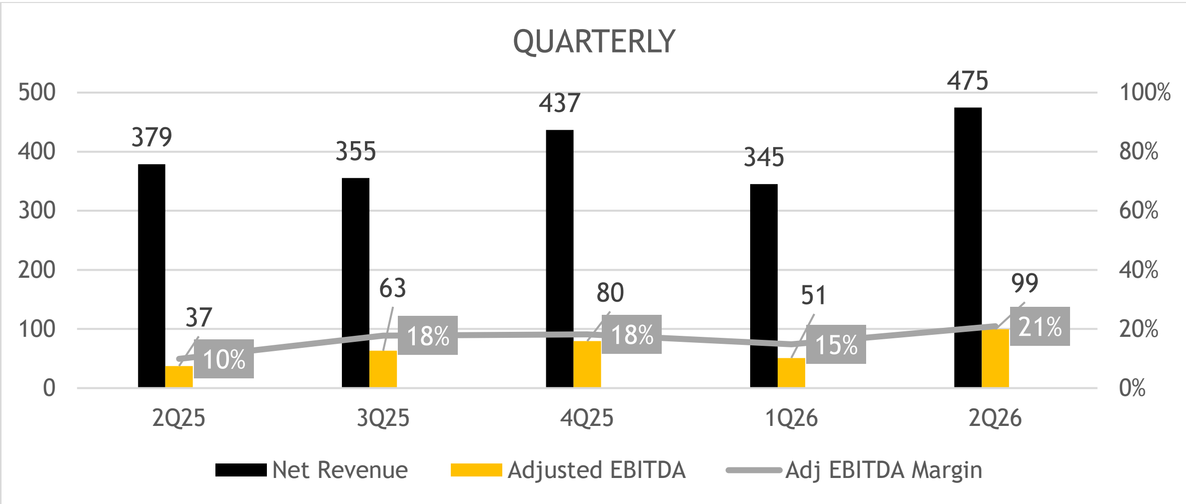
Stable foundation and risk-controlled growth

Our franchise and live-service games combine steady performance with ongoing content releases. These games, anchored by strong iconic game-titles and loyal player bases, create a stable and predictable business model. Unlike traditional one-off releases, this approach ensures continuous player engagement and more predictable revenue while lowering the overall risk.

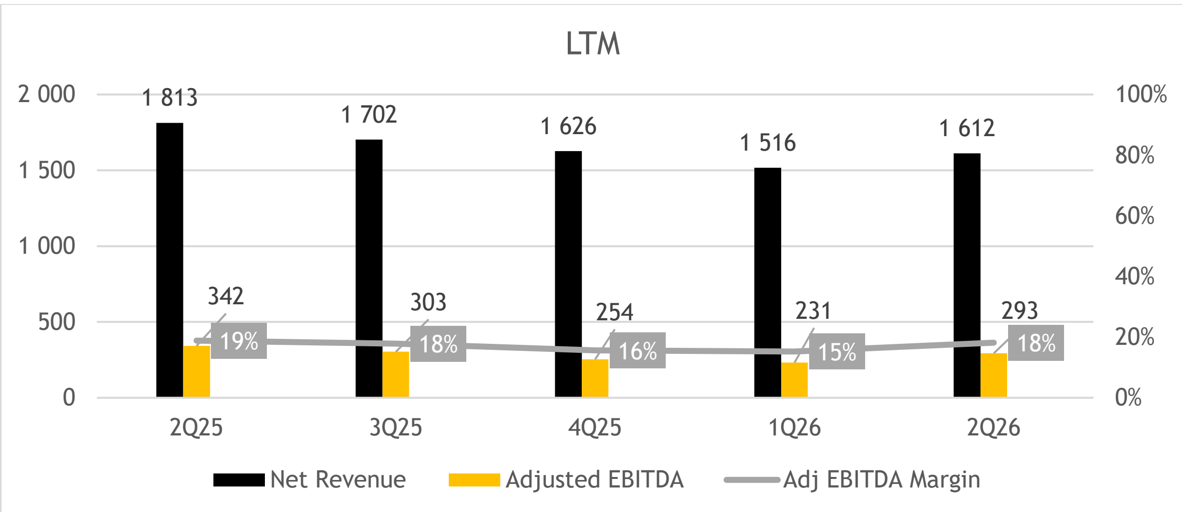
In addition, we've been successful in adding new games over time, expanding our portfolio while maintaining prudent low-risk M&A activities within our circle of competence. This strategy not only diversifies our offerings but also strengthens our position within the market, creating a stable foundation for sustainable growth with reduced long-term volatility.

Net Revenue and Adjusted EBITDA

SEKm

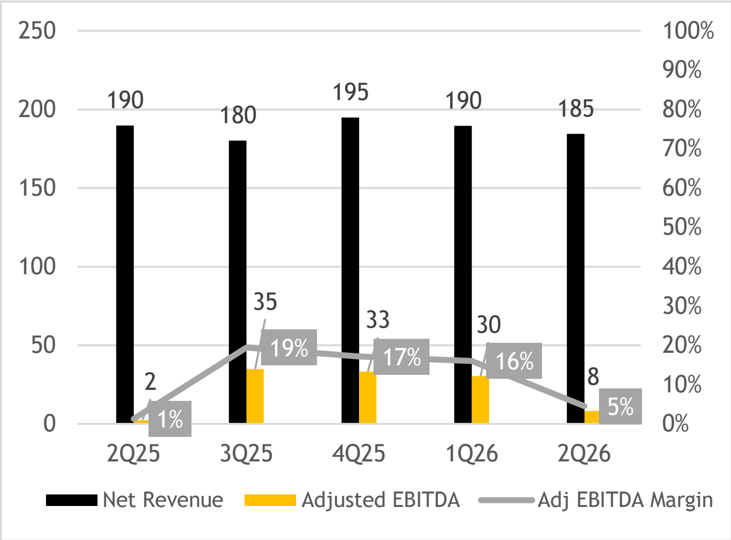


SEKm

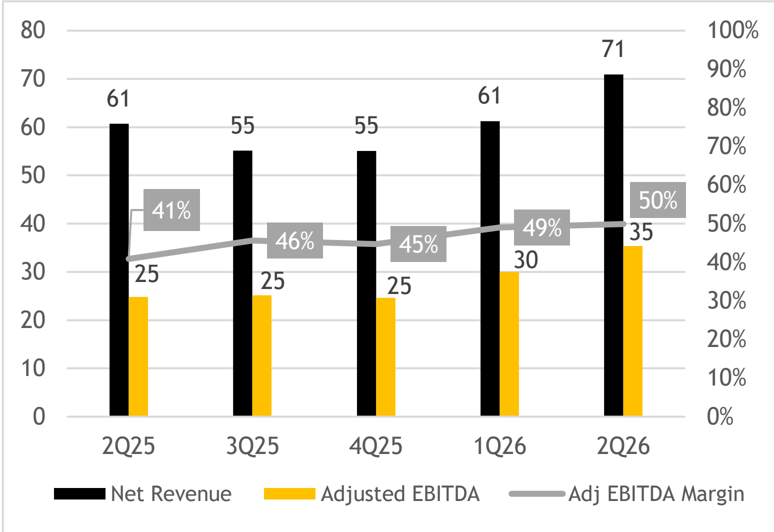


SUMMARY BY SEGMENT

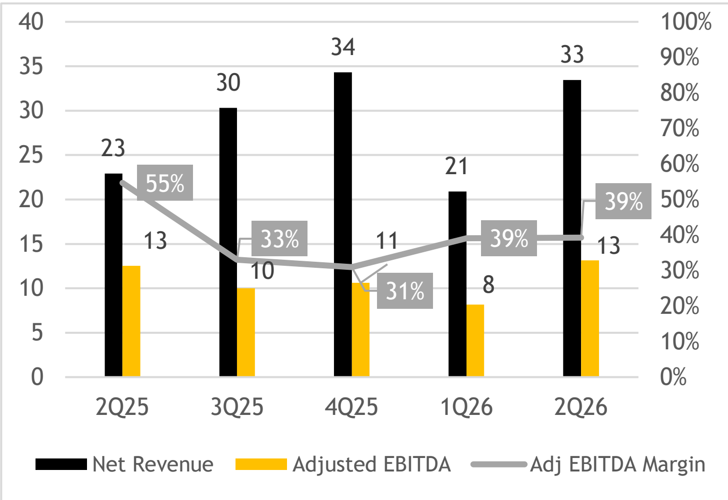
Daybreak



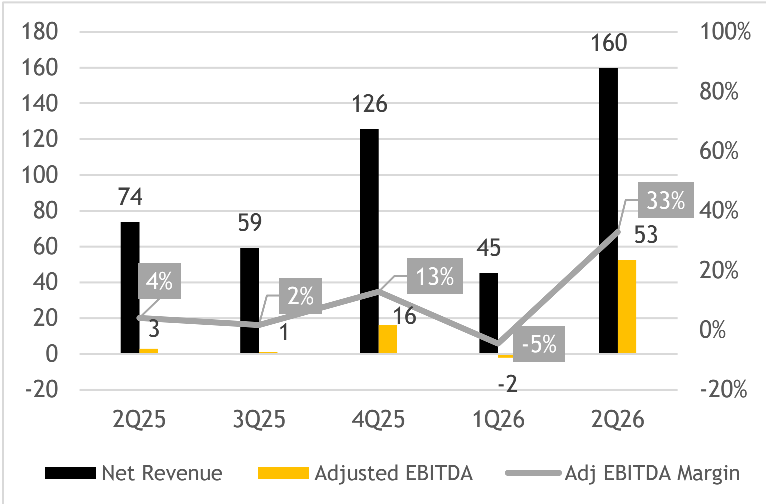
Big Blue Bubble



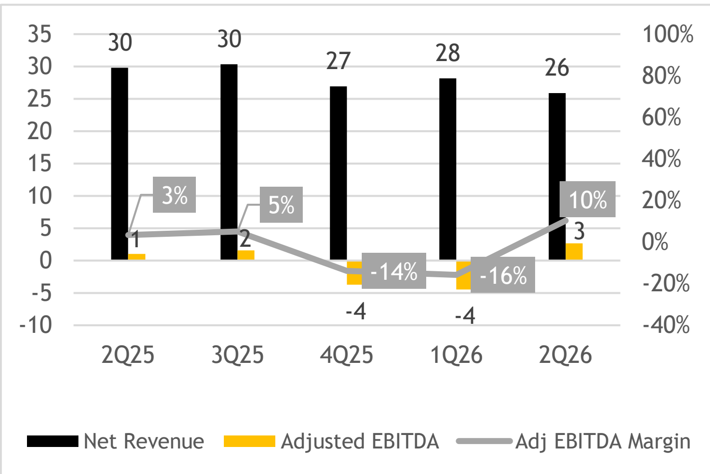
Piranha



Fireshine



Petrol



DAYBREAK
For Q2, Daybreak's Net Revenue came in at SEK 184.6 (189.9) million, which is in line with the same quarter last year. Net Revenue was negatively affected by SEK 6.0 million in unfavorable currency movements. The organic increase in local currencies was 0.3 percent. Adjusted EBITDA was SEK 8.3 (2.4) million, representing a margin of 4.5 (1.3) percent.

Daybreak delivered stable revenue and an improvement in profitability year-over-year, supported by steady performance across its live-service portfolio and a successful content release for Palia. Operating losses narrowed substantially as acquisition-related amortization stepped down. DC Universe Online, EverQuest and EverQuest II all performed well, benefiting from recurring live-service updates, seasonal events and content releases, including new episode content in DC Universe Online, the Frostreaver Progression Server in EverQuest and a new progression server launch for EverQuest II. Dungeons & Dragons Online and The Lord of the Rings Online performed broadly in line with expectations. Magic: The Gathering Online continued to face monetization headwinds despite ongoing product updates.

Palia reached an important milestone during the quarter, surpassing 10 million lifetime players. The Royal Highlands expansion together with the introduction of mounts drove the highest monthly revenues since the acquisition. Player engagement, retention and average revenue per user all improved during the quarter. The team continues to execute against an ambitious content roadmap with further updates planned later in the year.

Development of Aliens: Fireteam Elite 2 continued according to plan during the quarter, with marketing activities ramping up ahead of the planned release during Gamescom 2026 on August 25. The game will be released globally on PlayStation 5, Xbox Series X|S, Steam and Epic Games Store, and later in the fall also on Nintendo Switch 2. Early previews and community reception have been encouraging ahead of launch.

At the end of July, EverQuest Legends was released to a positive early reception from the EverQuest community.

BIG BLUE BUBBLE
Big Blue Bubble delivered Net Revenue of SEK 70.9 (60.7) million, corresponding to a 16.9 percent growth. As currency fluctuations negatively impacted Net Revenue by SEK 2.7 million, Net Revenue increased 21.4 percent in local currency. Adjusted EBITDA amounted to SEK 35.4 (24.8) million, representing a 49.9 (40.9) percent margin.

Big Blue Bubble delivered another strong quarter as My Singing Monsters continued to outperform expectations. The new Clubbox gameplay feature was the main driver, with elevated player activity following the influencer strategy introduced at the end of 2025, remaining at high levels throughout the period, supporting both engagement and monetization.

During the quarter, the team continued to expand its collaboration-driven content strategy through new artist partnerships, live events and in-game activities. The Clubbox T-Pain concert in April was a particular highlight, followed by additional successful campaigns throughout the quarter. The combination of recurring collaborations and content updates continues to strengthen player retention and provides a repeatable framework for long-term engagement growth.

After the quarter, a collaboration with Weird Al Yankovic was also announced, continuing the strong momentum of the collaboration-driven strategy.

PIRANHA
Net Revenue for the quarter came in at SEK 33.5 (22.9) million, representing a 46.1 percent increase year-over-year. Currency fluctuations reduced Net Revenue by SEK 1.6 million. Adjusted EBITDA amounted to SEK 13.1 (12.5) million, representing a 39.2 (54.7) percent margin.

Piranha delivered a strong second quarter following the release of the 8^{th} DLC, *Chaos Reign*, for MechWarrior 5: Mercenaries in May. Sales performance has tracked closely to the previous DLC, demonstrating the continued strength of the franchise and its loyal player base.

The business also benefited from strong sales supported by Steam promotions, and a free weekend event for MechWarrior 5: Mercenaries in June, driving increased sales across the franchise. Development of future franchise content continues according to plan.

FIRESHINE
Fireshine’s Net Revenue came in at SEK 159.7 (73.8) million, representing 116.5 percent growth year-over-year. Currency fluctuations impacted Net Revenue negatively by SEK 8.0 million. Adjusted EBITDA came in at SEK 52.5 (3.0) million, resulting in a 32.9 (4.1) percent margin.

Fireshine delivered an exceptional quarter following the successful early access launch of Far Far West, generating SEK 118.6 million in Net Revenue and contributing to the Group’s margin. The title sold more than one million units within two weeks, making it one of the strongest launches in the company's history.

The strong momentum continued throughout the quarter with good sales from back catalogue, driven by Core Keeper, and continued demand for Far Far West. The successful launch further strengthens Fireshine's publishing track record and supports its outlook for the remainder of the year. During the period, preparations also continued for other releases, including Denshattack! and Duskfade.

Following its july 15 launch, Denshattack! sold more than 100,000 units and reached over 150,000 unique Game Pass players during the first two weeks. The game has received a 98 percent positive review score on Steam (overwhelmingly positive), making it Fireshine’s third title to achieve a review score of 94 percent or higher, following Core Keeper and Far Far West.

PETROL
For Q2, Petrol’s Net Revenue came in at SEK 25.9 (29.8) million, representing a 13.1 percent decline year-over-year of which SEK -0.7 million is explained by currency fluctuations. Adjusted EBITDA was SEK 2.7 (1.0) million, resulting in a 10.3 (3.4) percent margin.

Petrol improved profitability during the quarter, delivering positive Adjusted EBITDA while focusing on an operational turnaround. The business secured several new client engagements during the period, including additional work from existing partners such as Activision and Bandai Namco together with new assignments from Electronic Arts, 2K and Qualcomm.

Petrol also continued to diversify its customer base outside traditional gaming through opportunities within consumer products, technology and AI-related services. Combined with ongoing operational efficiencies and cost reductions, the business remains focused on delivering sustainable profitability while building a more diversified revenue base.

FINANCIAL OVERVIEW

Net Revenue and Operating Profit

	QUARTER			ACCUMULATED			FULL YEAR
SEKm	APR-JUN 2026	APR-JUN 2025	% CHG	JAN-JUN 2026	JAN-JUN 2025	% CHG	JAN-DEC 2025
Net Revenue	474.6	378.8	25.3%	819.9	834.1	-1.7%	1,626.3
Adjusted EBITDA*	99.4	37.5	165.1%	150.4	111.2	35.3%	254.0
EBITDA*	99.1	35.8	177.3%	163.8	97.9	67.4%	267.7
Adjusted EBIT*	62.5	-36.7	270.4%	78.0	-34.9	323.4%	-48.3
EBIT	62.2	-38.3	262.3%	91.5	-48.4	288.8%	-2,086.4
% Margins							
Adjusted EBITDA margin*	20.9%	9.9%		18.3%	13.3%		15.6%
EBITDA margin*	20.9%	9.4%		20.0%	11.7%		16.5%
Adjusted EBIT margin*	13.2%	-9.7%		9.5%	-4.2%		-3.0%
EBIT margin	13.1%	-10.1%		11.2%	-5.8%		-128.3%

* For definitions, see section ”Definitions of alternative performance measures” on page 25

Net Revenue in Q2 2026 came in at SEK 474.6 (378.8) million, representing an increase of 25.3 percent year-over-year. Adjusted EBITDA and Adjusted EBIT were SEK 99.4 (37.5) million and SEK 62.5 (-36.7) million for the quarter. The adjustment for non-recurring items affecting EBITDA in the second quarter amounts to SEK 0.3 (1.7) million.

Cash flow in short

	QUARTER		ACCUMULATED		FULL YEAR
SEKm	APR-JUN 2026	APR-JUN 2025	JAN-JUN 2026	JAN-JUN 2025	JAN-DEC 2025
Operating profit (EBIT) from continuing operations	62.2	-38.3	91.5	-48.4	-2,086.4
Adjustment for non-cash flow items	38.7	74.4	61.7	152.5	2,305.4
Financial net	0.0	-0.9	0.0	0.0	0.0
Taxes paid	-7.2	-19.1	-13.9	-31.8	-42.7
Operating cash flows before balance sheet cash flow impact	**93.8**	**16.1**	**139.2**	**72.2**	**176.3**
Change in net working capital	26.7	-38.3	70.4	-76.6	-55.9
Cash flow from operations	**120.5**	**-22.3**	**209.6**	**-4.4**	**120.4**
Cash flow from investment activities	**-64.1**	**-78.2**	**-237.8**	**-157.1**	**-309.6**
Cash flow from financing activities	**-11.4**	**-16.1**	**-27.1**	**324.1**	**294.5**
Cash and cash equivalents, start of period	**292.7**	**579.2**	**390.3**	**321.5**	**321.5**
Cash flow for the period	**45.0**	**-116.6**	**-55.4**	**162.6**	**105.3**
Exchange rate differences	6.5	-8.2	9.3	-29.7	-36.5
Cash and cash equivalents, end of period	**344.2**	**454.5**	**344.2**	**454.5**	**390.3**

For Q2 2026, EG7 had a Net Cash flow of SEK 45.0 (-116.6) million. Cash flow from operating activities was SEK 120.5 (-22.3) million. Adjustments for non-cash items, SEK 38.7 million, consist of SEK 36.9 million depreciations and amortizations and other items of SEK 1.8 million. The change in net working capital was SEK 26.7 million (-38.3). This year is impacted by royalty liability build-up in Fireshine of SEK 78.1 million, of which SEK 51.5 million refers to Far Far West and will be paid in Q3. Cash flow from Investment activities was SEK -64.1 million explained by SEK -39.9 million investments in new growth initiatives, SEK -13.2 million investments in Fireshine publishing business, SEK -3.9 million investments into the live-game-portfolio and investments in other fixed assets amount to SEK -7.0 million. Cash flow from Financing activities was SEK -11.4 million, of which SEK -6.4 million derives from office-related leasing, SEK -4.2 million from interest and other financial items and SEK -0.7 million from loan amortization. The foreign exchange rate fluctuations in liquid funds resulted in SEK 6.5 million. The Group’s cash and cash equivalents available at the end of the period amounted to SEK 344.2 million, excluding the unutilized revolving credit facility of SEK 100.0 million.

OTHER INFORMATION

The Share and Shareholders

SHAREHOLDER (30-06-2026)	No. of Shares	Capital %
Eros Capital Partners AB	13,098,375	14.78%
Jason Epstein	10,797,040	12.19%
Johan Svensson	7,040,937	7.95%
Defa Endeavour AS	4,533,605	5.12%
Avanza Pension	3,877,889	4.38%
Aguja Capital GmbH	3,157,432	3.56%
Ji Ham	2,415,570	2.73%
Stefan Lindberg	2,240,000	2.53%
Alan Hunter	2,126,222	2.40%
Forthmoore Limited	2,115,690	2.39%
Settecento Ltd	1,902,614	2.15%
Bank Hapoalim B.M	1,883,789	2.13%
Rasmus Davidsson	1,539,587	1.74%
Aloaded AB	1,402,538	1.58%
Markus Andersson	1,382,196	1.56%
Other shareholders	29,090,042	32.83%
Total	88,603,526	100.00%

EG7 stock is listed on Nasdaq Stockholm with the ticker symbol 'EG7.' As of June 30, 2026, the total number of shares outstanding was 88,603,526 and the closing share price was SEK 17.96 per share.

Related Party Transactions

EG7 has made a total investment of SEK 356.3 million in Cold Iron LLC's new game, where SEK 14.2 million was paid during the second quarter. This investment has been structured to be recouped on a first-out basis before any revenue share is triggered, aligning incentives and protecting downside risk.

For further details on related party transactions, please see Note 7.

Shareholder Capital return

The Board of Directors has not proposed a dividend payment for 2025.

Annual General Meeting

The 2026 Annual General Meeting was held on May 12, 2026, in Stockholm.

Risks

Risks associated with the company's share are included in the annual report for 2025.

Auditor

Öhrlings PricewaterhouseCoopers AB (PwC) is the company's auditor and is represented by Niklas Renström.

FINANCIAL REPORTS

Consolidated income statement

SEKm	Note	QUARTER APR-JUN 2026	 APR-JUN 2025	ACCUMULATED JAN-JUN 2026	 JAN-JUN 2025	FULL YEAR JAN-DEC 2025
Net Revenue	2,3	474.6	378.8	819.9	834.1	1,626.3
Other Revenue		5.0	6.5	26.2	12.4	59.6
		479.6	**385.3**	**846.1**	**846.4**	**1,685.9**
Own work capitalized		29.6	23.3	60.1	60.5	130.7
Operating expenses						
Cost of goods and services sold		-151.9	-110.8	-242.8	-278.7	-537.9
Other external expenses		-80.0	-87.7	-142.4	-157.7	-292.3
Personnel expenses		-178.2	-171.3	-355.8	-368.4	-714.5
Other expenses		0.2	-2.9	-1.3	-4.2	-4.3
Operating profit before depreciation and amortization (EBITDA)		**99.1**	**35.8**	**163.8**	**97.9**	**267.7**
Depreciation of tangible and right-of-use assets		-9.9	-9.4	-18.6	-20.2	-39.4
Operating profit before amortization of intangible assets (EBITA)		**89.3**	**26.4**	**145.3**	**77.7**	**228.4**
Amortization and impairment of acquisition-related intangible assets		-4.2	-31.2	-8.2	-65.2	-2,103.3
Amortization and impairment of other intangible assets		-22.8	-33.5	-45.6	-61.0	-211.5
Operating profit (EBIT)		**62.2**	**-38.3**	**91.5**	**-48.4**	**-2,086.4**
Financial net	4	-2.7	-8.8	-11.2	-11.9	-23.3
Profit before tax		**59.6**	**-47.2**	**80.3**	**-60.3**	**-2,109.8**
Tax expense for the period		-13.6	55.6	-13.4	50.2	174.6
NET PROFIT/LOSS FOR THE PERIOD		**46.0**	**8.4**	**66.8**	**-10.1**	**-1,935.1**

The Net Profit for the period is fully attributable to the parent company's shareholders.

EARNINGS PER WEIGHTED AVERAGE NUMBER OF SHARES	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2026	APR-JUN 2025	JAN-JUN 2026	JAN-JUN 2025	JAN-DEC 2025
Earnings per share before and after dilution (SEK)	0.52	0.09	0.75	-0.11	-21.84
Average number of shares before and after dilution	88,603,526	88,603,526	88,603,526	88,603,526	88,603,526

Consolidated comprehensive income

	QUARTER		ACCUMULATED		FULL YEAR
SEKm	APR-JUN 2026	APR-JUN 2025	JAN-JUN 2026	JAN-JUN 2025	JAN-DEC 2025
Net profit for the period	46.0	8.4	66.8	-10.1	-1,935.1
Other comprehensive income					
Items that will be reclassified to profit or loss					
Translation difference	39.2	-154.1	96.5	-492.6	-504.3
Deferred tax	-0.6	0.1	-0.4	0.8	0.9
Other comprehensive income for the period, after tax	**38.6**	**-154.0**	**96.1**	**-491.8**	**-503.4**
Comprehensive income for the period	**84.5**	**-145.6**	**162.9**	**-501.9**	**-2,438.5**

The comprehensive income for the period is attributable in its entirety to the parent company's shareholders.

Consolidated balance sheet

SEKm	Note	30 JUN 2026	30 JUN 2025	31 DEC 2025
ASSETS				
Non-current assets				
Goodwill		957.5	2,718.3	911.9
Other intangible assets	5	702.7	835.1	593.6
Tangible non-current assets		23.4	28.6	23.1
Right-of-use assets		43.9	33.1	51.9
Deferred tax assets		267.4	230.1	239.8
Other non-current receivables	6	35.5	18.8	27.0
Total non-current assets		**2,030.4**	**3,863.9**	**1,847.2**
Current assets				
Inventory		13.7	18.1	12.8
Current receivables	6	255.7	259.3	281.0
Cash and cash equivalents	6	344.2	454.4	390.3
Total current assets		**613.6**	**731.9**	**684.1**
TOTAL ASSETS		**2,644.0**	**4,595.8**	**2,531.3**
EQUITY AND LIABILITIES				
Equity attributable to the parent company's shareholders		1,699.2	3,472.9	1,536.3
Total equity		**1,699.2**	**3,472.9**	**1,536.3**
Non-current liabilities				
Liabilities to credit institutions	6	347.7	351.7	346.9
Leasing liabilities		27.3	17.6	34.1
Deferred tax liability		87.5	187.3	79.7
Contingent consideration	6	13.3	119.1	78.6
Other liabilities		1.9	11.1	2.7
Total non-current liabilities	6	**477.7**	**686.8**	**542.1**
Current liabilities				
Liabilities to credit institutions		0.1	0.3	0.5
Leasing liabilities		19.0	19.3	20.9
Accounts payable		31.6	42.9	21.9
Current tax liability		20.7	17.0	19.1
Contingent consideration	6	0.0	58.1	49.7
Other liabilities		10.3	2.6	18.4
Contractual liabilities		112.3	87.9	106.2
Accrued expenses		273.0	208.0	216.4
Total current liabilities	6	**467.1**	**436.1**	**453.0**
TOTAL EQUITY AND LIABILITIES		**2,644.0**	**4,595.8**	**2,531.3**

Consolidated report of changes in equity

EQUITY ATTRIBUTABLE TO THE SHAREHOLDERS OF THE PARENT COMPANY			
SEKm	2026 JAN-JUN	2025 JAN-JUN	2025 JAN-DEC
Opening balance	**1,536.3**	**3,974.9**	**3,974.9**
Changes in equity during the period			
The Net profit of the period	66.8	-10.1	-1,935.1
Other comprehensive income for the period	96.1	-491.8	-503.4
Closing balance	**1,699.2**	**3,472.9**	**1,536.3**

Consolidated Cash Flow Statement

	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2026	APR-JUN 2025	JAN-JUN 2026	JAN-JUN 2025	JAN-DEC 2025
SEKm					
OPERATING ACTIVITIES					
Operating profit (EBIT) from continuing operations	**62.2**	**-38.3**	**91.5**	**-48.4**	**-2,086.4**
Adjustments for non-cash flow items	38.7	74.4	61.7	152.5	2,305.4
Financial items	0.0	-0.9	0.0	0.0	0.0
Taxes paid	-7.2	-19.1	-13.9	-31.8	-42.7
Cash flow from operating activities before changes in working capital	**93.8**	**16.1**	**139.2**	**72.2**	**176.3**
Cash flow from changes in working capital	26.7	-38.3	70.4	-76.6	-55.9
Cash flow from operating activities	**120.5**	**-22.3**	**209.6**	**-4.4**	**120.4**
INVESTMENT ACTIVITIES					
Investment tangible assets	-5.8	-1.3	-8.4	-3.2	-6.1
Investment intangible assets	-57.0	-75.3	-127.7	-152.4	-282.3
Divestment intangible assets	0.0	0.0	0.0	0.0	0.0
Investment/disposal of subsidiaries	-1.2	-1.6	-101.7	-1.6	-21.2
Cash flow from investment activities	**-64.1**	**-78.2**	**-237.8**	**-157.1**	**-309.6**
FINANCING ACTIVITIES					
New loans	0.0	0.0	0.0	343.4	341.5
Amortizing loans	-0.7	-3.9	-1.5	0.0	-0.1
Dividend	0.0	0.0	0.0	0.0	0.0
Interest and other financial items	-4.2	-3.0	-13.2	-3.0	-17.6
Amortizing lease liability	-6.4	-9.1	-12.4	-16.3	-29.3
Cash flow from financing activities	**-11.4**	**-16.1**	**-27.1**	**324.1**	**294.5**
CASH FLOW FOR THE PERIOD	**45.0**	**-116.6**	**-55.4**	**162.6**	**105.3**
Cash and cash equivalents at start of period	**292.7**	**579.2**	**390.3**	**321.5**	**321.5**
Cash flow for the period	45.0	-116.6	-55.4	162.6	105.3
Exchange rate differences	6.5	-8.2	9.3	-29.7	-36.5
Cash and cash equivalents at end of period	**344.2**	**454.5**	**344.2**	**454.5**	**390.3**

Parent Company Income Statement

SEKm	QUARTER		ACCUMULATED		FULL YEAR
	APR-JUN 2026	APR-JUN 2025	JAN-JUN 2026	JAN-JUN 2025	JAN-DEC 2025
Net Revenue	1.6	1.8	3.1	2.7	-0.1
Other Revenue	0.0	0.0	0.0	0.0	0.1
Total revenue	**1.6**	**1.8**	**3.1**	**2.7**	**0.0**
Operating expenses					
Cost of goods and services sold	-1.1	-0.6	-2.1	-1.3	-3.0
Other external expenses	-3.8	-2.7	-6.2	-8.1	-12.9
Personnel expenses	-6.1	-4.8	-14.2	-10.6	-13.1
Other expenses	0.0	0.0	0.0	0.0	0.0
Operating profit before depreciation and amortization (EBITDA)	**-9.5**	**-6.4**	**-19.4**	**-17.4**	**-29.0**
Depreciation and amortization	0.0	0.0	0.0	0.0	0.0
Operating profit (EBIT)	**-9.5**	**-6.5**	**-19.4**	**-17.4**	**-29.0**
Financial net	-9.0	-43.8	-18.8	-3.3	-2,022.3
Profit before tax	**-18.5**	**-50.1**	**-38.3**	**-20.6**	**-2,051.3**
Tax expense for the period	0.0	0.0	0.0	0.0	0.0
NET PROFIT	**-18.5**	**-50.1**	**-38.3**	**-20.6**	**-2,051.3**

Parent Company Balance Sheet

SEKm	30 JUN 2026	30 JUN 2025	31 DEC 2025
ASSETS			
Non-current assets			
Intangible non-current assets	0.0	0.0	0.0
Tangible non-current assets	0.1	0.1	0.1
Financial non-current assets	1,841.3	3,678.1	1,687.4
Total non-current assets	**1,841.4**	**3,678.3**	**1,687.5**
Current assets			
Current receivables	54.8	47.7	39.7
Cash and cash equivalents	81.7	204.7	158.5
Total current assets	**136.5**	**252.4**	**198.2**
TOTAL ASSETS	**1,977.9**	**3,930.7**	**1,885.7**
EQUITY AND LIABILITIES			
Equity	1,445.6	3,514.6	1,483.8
Non-current liabilities	506.3	350.0	382.3
Current liabilities	25.9	66.1	19.6
TOTAL EQUITY AND LIABILITIES	**1,977.9**	**3,930.7**	**1,885.7**

NOTES TO THE INTERIM REPORT

Note 1 – Accounting Principles, Estimates and Assessments

This interim report regards the Swedish parent company Enad Global 7 AB, corporate identity number 556923-2837, and its subsidiaries. EG7 is a group in the gaming industry that develops, markets, publishes, and distributes PC, console and mobile games to the global gaming market. The parent company is a corporation with its registered office in Stockholm, Sweden. The address of the head office is Sveavägen 17, 5th floor, 111 57 Stockholm.

EG7 applies International Financial Reporting Standards (IFRS) as adopted by the EU. The Group's interim report has been prepared in accordance with IAS 34 Interim Financial Reporting and applicable parts of the Annual Accounts Act (1995:1554).

The parent company applies the Annual Accounts Act and RFR 2 Accounting for Legal Entities. For full accounting principles see annual report 2025.

All amounts in this report are stated in millions of Swedish kronor (SEK millions) unless otherwise stated.

Rounding differences may occur.

Note 2 – Operational Segments

APR-JUN 2026	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Intra-group items and eliminations	Total group
Revenue from external customers	184.6	70.9	33.5	0.0	159.7	25.9	0.0	474.6
Net Revenue	**184.6**	**70.9**	**33.5**	**0.0**	**159.7**	**25.9**	**0.0**	**474.6**
Adjusted operating profit before depreciation and amortization (Adj EBITDA)	8.3	35.4	13.1	0.0	52.5	2.7	-12.7	**99.4**
Adjustments*								**-0.2**
Depreciation and amortization								**-36.9**
Financial net								**-2.7**
Profit before tax								**59.6**
Tax expense								**-13.6**
NET PROFIT								**46.0**

APR-JUN 2025	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Intra-group items and eliminations	Total group
Revenue from external customers	189.9	60.7	22.9	1.7	73.8	29.8	0.0	**378.8**
Net Revenue	**189.9**	**60.7**	**22.9**	**1.7**	**73.8**	**29.8**	**0.0**	**378.8**
Adjusted operating profit before depreciation and amortization (Adj EBITDA)	2.4	24.8	12.5	0.5	3.0	1.0	-6.8	**37.5**
Adjustments*								**-1.7**
Depreciation and amortization								**-74.1**
Financial net								**-8.8**
Profit before tax								**-47.2**
Tax expense								**55.6**
NET PROFIT								**8.4**

JAN-JUN 2026	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Intra-group items and eliminations	Total group
Revenue from external customers	374.2	132.1	54.4	0.0	205.1	54.1	0.0	**819.9**
Net Revenue	**374.2**	**132.1**	**54.4**	**0.0**	**205.1**	**54.1**	**0.0**	**819.9**
Adjusted operating profit before depreciation and amortization (Adj EBITDA)	38.7	65.4	21.3	0.0	50.5	-1.8	-23.8	**150.4**
Adjustments*								**13.4**
Depreciation and amortization								**-72.4**
Financial net								**-11.2**
Profit before tax								**80.3**
Tax expense								**-13.4**
NET PROFIT								**66.8**

JAN-JUN 2025	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Intra-group items and eliminations	Total group
Revenue from external customers	379.5	126.7	41.5	1.8	218.7	65.9	0.0	**834.1**
Net Revenue	**379.5**	**126.7**	**41.5**	**1.8**	**218.7**	**65.9**	**0.0**	**834.1**
Adjusted operating profit before depreciation and amortization (Adj EBITDA)	32.4	57.7	15.8	-5.6	24.7	2.5	-16.3	**111.2**
Adjustments*								**-13.3**
Depreciation and amortization								**-146.3**
Financial net								**-11.9**
Profit before tax								**-60.3**
Tax expense								**50.2**
NET PROFIT								**-10.1**

JAN-DEC 2025	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Intra-group items and eliminations	Total group
Revenue from external customers	754.8	236.9	106.1	2.0	403.3	123.2	-	**1,626.3**
Net Revenue	**754.8**	**236.9**	**106.1**	**2.0**	**403.3**	**123.2**	**-**	**1,626.3**
Adjusted operating profit before depreciation and amortization (Adj EBITDA)	100.8	107.5	36.4	-7.5	41.9	0.3	-25.4	**254.0**
Adjustments*								**13.8**
Depreciation and amortization								**-2,354.2**
Financial net								**-23.3**
Profit before tax								**-2,109.8**
Tax expense								**174.6**
NET PROFIT								**-1,935.1**

Note 3 – Revenue from Customer Contracts

APR-JUN 2026	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Total group
Geographical region							
Sweden	1.0	0.2	0.1	0.0	1.7	0.0	**3.0**
Other Europe	25.0	12.0	6.3	0.0	36.5	0.5	**80.3**
Canada	8.5	2.4	1.4	0.0	6.0	0.0	**18.2**
USA	139.8	49.7	22.0	0.0	70.3	24.2	**306.1**
Other markets	10.3	6.6	3.7	0.0	45.2	1.2	**67.0**
Revenue from customer contracts	**184.6**	**70.9**	**33.5**	**0.0**	**159.7**	**25.9**	**474.6**

APR-JUN 2025	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Total group
Geographical region							
Sweden	1.2	0.2	0.1	0.0	1.9	0.0	**3.4**
Other Europe	28.7	10.0	4.9	0.0	32.4	1.7	**77.7**
Canada	8.3	2.0	2.2	0.0	1.7	0.0	**14.3**
USA	142.1	42.9	13.4	1.7	26.0	27.1	**253.2**
Other markets	9.6	5.5	2.3	0.0	11.8	1.0	**30.2**
Revenue from customer contracts	**189.9**	**60.7**	**22.9**	**1.7**	**73.8**	**29.8**	**378.8**

JAN-JUN 2026	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Total group
Geographical region							
Sweden	2.2	0.3	0.1	0.0	2.7	0.0	**5.4**
Other Europe	52.5	22.7	10.5	0.0	52.9	1.2	**139.8**
Canada	16.6	4.7	2.0	0.0	7.1	0.0	**30.4**
USA	283.6	90.8	35.7	0.0	84.8	51.7	**546.6**
Other markets	19.3	13.6	6.0	0.0	57.5	1.2	**97.6**
Revenue from customer contracts	**374.2**	**132.1**	**54.4**	**0.0**	**205.1**	**54.1**	**819.9**

JAN-JUN 2025	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Total group
Geographical region							
Sweden	2.4	0.3	0.2	0.0	8.9	0.0	**11.8**
Other Europe	57.2	21.1	8.7	0.0	112.5	4.8	**204.3**
Canada	16.2	4.5	3.4	0.0	2.7	0.0	**26.8**
USA	285.3	88.0	25.6	1.8	62.9	53.4	**517.0**
Other markets	18.5	12.8	3.7	0.0	31.7	7.7	**74.3**
Revenue from customer contracts	**379.5**	**126.7**	**41.5**	**1.8**	**218.7**	**65.9**	**834.1**

JAN-DEC 2025	Daybreak	Big Blue Bubble	Piranha	Toadman	Fireshine	Petrol	Total group
Geographical region							
Sweden	4.9	0.6	0.5	0.0	12.8	0.0	**18.7**
Other Europe	118.7	39.7	21.8	0.0	201.3	12.6	**394.1**
Canada	32.2	8.4	7.8	0.0	6.0	0.0	**54.6**
USA	560.8	165.0	65.6	2.0	122.2	102.8	**1,018.4**
Other markets	38.2	23.1	10.3	0.0	61.1	7.8	**140.5**
Revenue from customer contracts	**754.8**	**236.9**	**106.1**	**2.0**	**403.3**	**123.2**	**1,626.3**

Note 4 – Financial Net

SEKm	APR-JUN 2026	APR-JUN 2025	JAN JUN 2026	JAN-JUN 2025	JAN-DEC 2025
Net interest	-1.7	-2.3	-6.5	-0.3	-1.5
Discount interest on earnout	-0.4	-4.2	-1.5	-8.9	-17.7
Interest leasing	-0.4	-0.4	-1.0	-0.9	-1.6
Liquidation of subsidiary	0.0	-0.1	0.0	-0.1	-0.1
Financing fees	-1.2	1.0	-2.5	-0.9	-3.4
FX effects	1.1	-2.9	0.4	-0.9	1.0
Financial net	**-2.7**	**-8.8**	**-11.2**	**-11.9**	**-23.3**

Note 5 – Capitalized development costs and gaming rights

	APR-JUN 2026		APR-JUN 2025	
SEKm	Capitalized development costs	Gaming rights	Capitalized development costs	Gaming rights
Opening balance	163.4	428.3	184.8	347.4
Capitalized development cost/this year's gross investment	29.6	27.4	23.3	49.3
Sold/scrapped product development	0.0	0.0	0.0	0.0
Reclass from other intangible assets	0.0	0.0	0.0	0.0
Amortization of product development	-9.9	-12.6	-19.7	-11.4
Write-down of capitalized development costs	0.0	0.0	0.0	0.0
FX	3.8	10.1	-4.1	-13.4
Closing balance	**186.9**	**453.3**	**184.3**	**371.8**

	JAN-JUN 2026		JAN-JUN 2025	
SEKm	Capitalized development costs	Gaming rights	Capitalized development costs	Gaming rights
Opening balance	138.4	387.0	182.2	349.4
Capitalized development cost/this year's gross investment	60.1	67.6	60.5	86.3
Sold/scrapped product development	0.0	0.0	0.0	0.0
Reclass from other intangible assets	0.0	0.0	0.0	0.0
Amortization of product development	-20.7	-24.1	-36.7	-21.2
Write-down of capitalized development costs	0.0	0.0	0.0	0.0
FX	9.1	22.8	-21.7	-42.8
Closing balance	**186.9**	**453.3**	**184.3**	**371.8**

	JAN-DEC 2025	
SEKm	Capitalized development costs	Gaming rights
Opening balance	182.2	349.4
Capitalized development cost/this year's gross investment	130.7	153.6
Sold/scrapped product development	-	-13.7
Reclassed from other intangible assets	-	-
Amortization of product development	-79.8	-45.8
Write-down of capitalized development costs	-68.4	-
FX	-26.2	-56.6
Closing balance	**138.4**	**387.0**

Note 6 – Financial Instruments

Valuation of financial assets and liabilities per Jun 30 2026

Financial assets	Financial assets valued at fair value through profit or loss	Financial assets valued at amortized cost
Accounts receivable	-	90.7
Cash and cash equivalents	-	344.2
Total	**-**	**435.0**

Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost
Contingent consideration	13.3	-
Liabilities to credit institutions	-	347.8
Accounts payable	-	31.6
Deferred revenue	-	112.3
Other financial liabilities	-	183.5
Total	**13.3**	**675.2**

Valuation of financial assets and liabilities per Jun 30 2025

Financial assets	Financial assets valued at fair value through profit or loss	Financial assets valued at amortized cost
Accounts receivable	-	124.5
Cash and cash equivalents	-	454.4
Total	**-**	**579.0**

Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost
Contingent consideration	177.2	-
Liabilities to credit institutions	-	351.9
Accounts payable	-	42.9
Deferred revenue	-	87.9
Other financial liabilities	-	135.8
Total	**177.2**	**618.5**

Valuation of financial assets and liabilities per Dec 31 2025

Financial assets	Financial assets valued at fair value through profit or loss	Financial assets valued at amortized cost
Accounts receivable	-	125.7
Cash and cash equivalents	-	390.3
Total	**-**	**516.0**

Financial liabilities	Financial liabilities valued at fair value through profit or loss	Financial liabilities valued at amortized cost
Contingent consideration	128.2	-
Liabilities to credit institutions	-	347.4
Accounts payable	-	21.9
Deferred revenue	-	106.2
Other financial liabilities	-	139.5
Total	**128.2**	**615.0**

Valuation Hierarchy

The levels in the valuation hierarchy are defined as follows:

- Level 1 - Listed prices (unadjusted) in active markets for identical assets and liabilities.
- Level 2 - Observable input data for the asset or liability other than quoted prices included in level 1, either directly (i.e., price quotations) or indirectly (i.e., derived from price quotations).
- Level 3 - Input data for the asset or liability that is not based on observable market data (i.e., non-observable input data).

No items are valued at level 1 or 2.

Contingent consideration

The contingent consideration is reported at fair value according to level 3 in the valuation hierarchy. The fair value is calculated using a valuation model that discounts the present value of expected payments of cash flows with a risk-adjusted discount rate. Expected cash flows are determined based on probable scenarios based on expected financial outcomes and future financial forecasts. The most significant input factor used in the valuation at fair value is a risk-adjusted discount factor of 13.5 percent.

Contingent consideration	**APR-JUN 2026**	**APR-JUN 2025**	**JAN-JUN 2026**	**JAN-JUN 2025**	**JAN-DEC 2025**
At beginning of period	12.6	182.8	128.2	195.9	195.9
Acquisition during the period	0.0	0.0	0.0	0.0	0.0
Payments	0.0	0.0	-101.7	0.0	-21.2
Discount effect	0.4	3.7	1.5	7.8	17.7
Change in value reported in the result	0.0	0.0	-16.1	0.0	-38.6
FX effect	0.3	-9.3	1.4	-26.5	-25.7
At end of period	**13.3**	**177.2**	**13.3**	**177.2**	**128.2**

The end-of-period contingent consideration of SEK 13.3 million is referring to Singularity 6. The payment refers to the settlement of the remaining tax-related contingent considerations associated with the acquisition of Daybreak. The contingent consideration for Daybreak was fully settled in February 2026.

Current receivables and liabilities

For current receivables and liabilities, such as accounts receivable and accounts payable, the reported value is considered to be a good approximation of the fair value.

Note 7 – Related Party Transactions

SEKm		APR-JUN 2026	APR-JUN 2025	JAN-JUN 2026	JAN-JUN 2025	JAN-DEC 2025
Related party	**Related party transaction - recognized revenue**					
Cold Iron LLC [1)]	Toadman's WFH contract regarding Game developing for the client Cold Iron	0.0	1.6	0.0	1.7	0.0
Related party	**Outstanding liabilities**					
Jason Epstein	Contingent consideration related to tax saving benefits [2)]	0.0	103.2	0.0	103.2	83.6
Ji Ham	Contingent consideration related to tax saving benefits [2)]	0.0	13.8	0.0	13.8	11.2
Total		**0.0**	**117.0**	**0.0**	**117.0**	**94.9**
Related party	**Outstanding receivables**					
Cold Iron LLC [1)]	Receivables from Toadman's WFH contract regarding Game developing for the client Cold Iron	0.0	4.7	0.0	4.7	0.0
Cold Iron LLC [1)]	Daybreak invests in gaming rights, and publish upcoming game from Cold Iron	384.6	270.6	384.6	270.6	315.8
Total		**384.6**	**275.3**	**384.6**	**275.3**	**315.8**

1) Cold Iron Studios LLC is owned by Jason Epstein, member of the Board, and Ji Ham, CEO.
2) The remaining tax-related contingent considerations associated with the acquisition of Daybreak were fully settled in February 2026.

For further details on related party transactions, please see the Annual report 2025.

Note 8 – Significant Events After the Balance Date

On July 15, 2026, EG7 announced that Denshattack!, published by Fireshine Games and developed by Undercoders, is available worldwide on PlayStation 5, Xbox Series X|S, Nintendo Switch 2 and PC. Ahead of launch, Denshattack! generated more than 250,000 wishlists on Steam with a user review score of 97 percent for the pre-launch demo.

On July 29, 2026, EG7 announced that Daybreak Games launched EverQuest Legends, a reimagined version of the original EverQuest developed in collaboration with the independent studio Game Jawn.

On August 19, 2026, EG7 announced that the acquisition of Cold Iron have been completed. The transaction was structured as an asset purchase, with Daybreak Game Company LLC, a wholly owned subsidiary of EG7, acquiring the assets and contractual rights relating to Cold Iron's business.

DEFINITIONS

ALTERNATIVE PERFORMANCE MEASURES

Guidelines regarding alternative performance measures for companies with securities listed on a regulated market within the EU have been issued by ESMA (The European Securities and Markets Authority). The interim report refers to a number of undefined measures in accordance with IFRS that are used to help both investors and management to analyze the company's operations. Because not all companies calculate financial measures in the same way, these are not always comparable with measures used by other companies. These financial measures should therefore not be regarded as compensation for measures defined in accordance with IFRS. Below we describe the various measures not defined in accordance with IFRS that have been used as a complement to the financial information reported in accordance with IFRS and how these measures are used. For reconciliation of alternative key ratios, see Adjustment bridge page 26.

The reason why we use the alternative KPIs listed under Definitions is because they visualize operational performance in such a way that a reasonable investor potentially would consider some or all of them in a decision to trade shares in Enad Global 7 AB.

Average number of employees: The average number of employees during the period.

Cash conversion: Operational cashflow divided by proforma EBITDA over the last twelve months.

EBITDA: Earnings before interest, tax, depreciation and amortization of tangible and intangible non-current assets.

Adjusted EBITDA: EBITDA adjusted for items considered to be non-recurring and one-time in nature for comparability between periods. Referring to Adjustment bridge for a detailed view of non-recurring items.

EBITDA margin (%): EBITDA as a percentage of Net Revenue.

EBITA: Operating profit before depreciation of intangible assets.

EBITA margin (%): EBITA as a percentage of Net Revenue.

Adjusted EBIT: EBIT adjusted for items considered to be non-recurring and one-time in nature for comparability between periods. Referring to Adjustment bridge for a detailed view of non-recurring items.

EBIT margin (%): Operating profit as a percentage of Net Revenue.

Adjusted Net profit: Profit after tax for the period adjusted for items considered to be non-recurring and one-time in nature for comparability between periods. Referring to Adjustment bridge for a detailed view of non-recurring items.

Adjusted Earnings per share: Adjusted net profit for the period divided by the total number of shares outstanding.

Equity ratio: Equity as a percentage of total assets.

Net cash: Interest-bearing assets and cash and cash equivalents less interest-bearing liabilities, excluding IFRS 16.

Net debt: Interest-bearing liabilities less interest-bearing assets and cash and cash equivalents, excluding IFRS 16.

Net Revenue growth: Increase in Net Revenue from the same period the previous year as a percentage.

Organic growth: Net Revenue increase from comparable period last year divided by the Net Revenue for the comparable period last year. Including all newly acquired businesses contributing with Revenue last year but excluding newly acquired businesses contributing with Revenues this year.

Organic growth in local currency: Organic growth excluding the translation impact of changed currency exchange rates. The current period is recalculated with the average exchange rate for the comparison period.

More predictable revenue base: Our more predictable revenue includes all live service titles, and back catalogue titles, titles are transferred to the back catalogue following the first new year after release.

Net Revenue Physical: Net Revenue from all of Fireshine's Physical releases.

Net Revenue Digital: Net Revenue from all of Fireshine's Digital releases.

Total Leverage: Cash debt (including remaining purchase consideration in cash and for the avoidance of doubt excluding any remaining purchase considerations to be settled in company shares) divided by proforma EBITDA.

OTHER DEFINITIONS

Earnings per share: Net profit for the period divided by the total number of shares outstanding.

Operating profit (EBIT): Earnings before financial items and tax.

Net profit: Profit after tax for the period.

Gross Revenue: Sales or customer bookings during a given period.

Net Revenue: Revenue from sales after applying applicable accounting revenue recognition rules, less discounts and after elimination of any related party transactions.

Number of shares: Total number of shares outstanding.

MAU: Monthly Average Users

ALTERNATIVE PERFORMANCE MEASURES

Adjustment bridge

	QUARTER		ACCUMULATED		FULL YEAR
SEKm	APR-JUN 2026	APR-JUN 2025	JAN-JUN 2026	JAN-JUN 2025	JAN-DEC 2025
EBITDA	**99.1**	**35.8**	**163.8**	**97.9**	**267.7**
Revaluation of deferred purchase consideration	-0.2	-	-16.1	-	-38.6
Restructuring costs*	0.0	0.4	0.8	12.0	11.0
M&A costs	-	-	-	-	-
Non-recurring margin adjustment	0.5	1.3	1.8	1.3	13.8
Adjusted EBITDA	**99.4**	**37.5**	**150.4**	**111.2**	**254.0**
EBIT	**62.2**	**-38.3**	**91.5**	**-48.4**	**-2,086.4**
Revaluation of deferred purchase consideration	-0.2	-	-16.1	-	-38.6
Restructuring costs*	0.0	0.4	0.8	12.0	11.0
M&A costs	-	-	-	-	-
Non-recurring margin adjustment	0.5	1.3	1.8	1.3	13.8
Write-down games	-	-	-	0.2	226.0
Write-down other	-	-	-	-	1,825.9
Adjusted EBIT	**62.5**	**-36.7**	**78.0**	**-34.9**	**-48.3**
Net profit	**46.0**	**8.4**	**66.8**	**-10.1**	**-1,935.1**
Revaluation of deferred purchase consideration	-0.2	-	-16.1	-	-38.6
Restructuring costs*	0.0	0.4	0.8	12.0	11.0
M&A costs	-	-	-	-	-
Non-recurring margin adjustment	0.5	1.3	1.8	1.3	13.8
Write-down games	-	-	-	0.2	226.0
Write-down other	-	-	-	-	1,825.9
Tax effect adjustments	-0.2	-0.3	2.8	-2.8	-419.9
Adjusted net profit	**46.1**	**9.7**	**56.1**	**0.6**	**-316.8**
Earnings per share before and after dilution	**0.52**	**0.09**	**0.75**	**-0.11**	**-21.84**
Adjusted earnings per share	**0.52**	**0.11**	**0.63**	**0.01**	**-3.58**

Organic growth bridge

SEKm	QUARTER APR-JUN 2026	APR-JUN 2025	% Δ	ACCUMULATED JAN-JUN 2026	JAN-JUN 2025	% Δ
Net Revenue	474.6	378.8	25.3%	819.9	834.1	-1.7%
Singularity 6 acquisition						
Organic Revenue	474.6	378.8	25.3%	819.9	834.1	-1.7%
FX effect	19.1			69.5		
Organic Revenue FX adjusted	493.7	378.8	30.3%	889.4	834.1	6.6%

Financing

SEKm	30 JUN 2026	2025	31 DEC 2025
Total debt	-347.8	-351.9	-347.4
Cash and cash equivalents	344.2	454.4	390.3
Net debt/Net cash	**-3.6**	**102.5**	**42.8**

The net debt by the end of the quarter amounted to SEK 3.6 million consisting of a cash balance of SEK 344.2 million and a financial debt of SEK 347.8 million. SEK 350 million is the Group senior unsecured floating rate bonds. The bonds are within a bond framework of a maximum of SEK 1,000,000,000. The bonds have a tenor of three (3) years and carry a floating rate coupon of 3m STIBOR plus 625 basis points per annum, reset quarterly. In addition to this there is an unutilized revolving credit facility of SEK 100 million.

Segment performance data

SEKm	2026 Q2	2026 Q1	2025 Q4	2025 Q3	2025 Q2	2025 Q1	2024 Q4	2024 Q3	2025 Full year
NET REVENUE									
Daybreak	184.6	189.6	195.0	180.3	189.9	189.7	198.5	212.3	754.8
Big Blue Bubble	70.9	61.3	55.1	55.1	60.7	66.0	81.0	83.9	236.9
Piranha	33.5	20.9	34.3	30.3	22.9	18.6	70.0	15.7	106.1
Toadman	0.0	0.0	0.0	0.2	1.7	0.1	7.0	8.8	2.0
Petrol	25.9	28.2	26.9	30.4	29.8	36.1	32.7	35.3	123.2
Fireshine Games	159.7	45.3	125.6	59.0	73.8	144.9	123.7	109.7	403.3
GROUP TOTAL	**474.6**	**345.3**	**436.9**	**355.3**	**378.8**	**455.3**	**512.9**	**465.7**	**1,626.3**
NET REVENUE GROWTH YoY (%)									
Daybreak	-3%	0%	-2%	-15%	14%	1%	9%	17%	-2%
Big Blue Bubble	17%	-7%	-32%	-34%	-20%	-4%	-5%	-32%	-23%
Piranha	46%	13%	-51%	93%	1%	-12%	132%	-43%	-18%
Toadman	-100%	-99%	-99%	-98%	-85%	-99%	-62%	-38%	-95%
Petrol	-13%	-22%	-18%	-14%	-21%	-11%	-35%	-31%	-16%
Fireshine Games	116%	-69%	2%	-46%	94%	214%	16%	-8%	27%
GROUP TOTAL	**25%**	**-24%**	**-15%**	**-24%**	**7%**	**19%**	**8%**	**-10%**	**-5%**
NET REVENUE ORGANIC YoY (%)									
Daybreak	-3%	0%	-2%	-15%	-8%	-6%	-1%	2%	-8%
Big Blue Bubble	17%	-7%	-32%	-34%	-20%	-4%	-5%	-32%	-23%
Piranha	46%	13%	-51%	93%	1%	-12%	132%	-43%	-18%
Toadman	-100%	-99%	-99%	-98%	-85%	-99%	-62%	-38%	-95%
Petrol	-13%	-22%	-18%	-14%	-21%	-11%	-35%	-31%	-16%
Fireshine Games	116%	-69%	2%	-46%	94%	214%	16%	-8%	27%
GROUP TOTAL	**25%**	**-24%**	**-15%**	**-24%**	**-3%**	**16%**	**-15%**	**-15%**	**-8%**
ORGANIC FX ADJUSTED GROWTH YoY (%)									
Daybreak	0%	17%	11%	-7%	1%	-9%	-1%	6%	-1%
Big Blue Bubble	21%	4%	-22%	-27%	-10%	-1%	-4%	-29%	-16%
Piranha	53%	26%	-45%	112%	12%	-9%	136%	-39%	-10%
Toadman	-100%	-99%	-99%	-98%	-85%	-99%	-62%	-38%	-95%
Petrol	-11%	-9%	-5%	-5%	-13%	-13%	-35%	-28%	-9%
Fireshine Games	127%	-66%	10%	-42%	108%	207%	12%	-9%	33%
GROUP TOTAL	**30%**	**-13%**	**-4%**	**-16%**	**7%**	**14%**	**4%**	**-13%**	**-1%**
ADJ EBITDA									
Daybreak	8.3	30.4	33.4	35.0	2.4	30.0	26.6	52.1	100.8
Big Blue Bubble	35.4	30.0	24.6	25.2	24.8	32.9	49.3	42.0	107.5
Piranha	13.1	8.2	10.6	10.0	12.5	3.2	31.9	2.7	36.4
Toadman & AMG	0.0	0.0	0.1	-2.0	0.5	-6.1	-1.9	-2.3	-7.5
Petrol	2.7	-4.4	-3.7	1.6	1.0	1.5	-5.4	0.3	0.3
Fireshine Games	52.5	-2.1	16.1	1.0	3.0	21.7	34.9	15.9	41.9
Holding	-12.7	-11.1	-1.5	-7.6	-6.8	-9.5	-6.6	-9.2	-25.4
GROUP TOTAL	**99.4**	**51.0**	**79.6**	**63.2**	**37.5**	**73.7**	**128.7**	**101.5**	**254.0**
ADJ EBITDA MARGIN (%)									
Daybreak	5%	16%	17%	19%	1%	16%	13%	25%	13%
Big Blue Bubble	50%	49%	45%	46%	41%	50%	61%	50%	45%
Piranha	39%	39%	31%	33%	55%	17%	46%	17%	34%
Toadman & AMG	-	-	-	-	29%	-	-28%	-26%	-375%
Petrol	10%	-16%	-14%	5%	3%	4%	-17%	1%	0%
Fireshine Games	33%	-5%	13%	2%	4%	15%	28%	15%	10%
GROUP TOTAL	**21%**	**15%**	**18%**	**18%**	**10%**	**16%**	**25%**	**22%**	**16%**
ADJ EBIT									
Daybreak	-10.3	14.3	-7.5	-6.1	-36.7	-11.9	-15.2	9.8	-62.3
Big Blue Bubble	34.2	28.6	22.9	23.1	22.7	30.7	46.9	39.9	99.4
Piranha	9.6	4.7	-2.6	-8.4	-4.0	-11.8	18.3	1.2	-26.7
Toadman & AMG	0.0	0.0	0.3	-1.7	0.5	-5.9	-2.5	-3.9	-6.8
Petrol	1.1	-6.0	-5.5	-0.1	-0.6	-0.3	-7.3	-1.6	-6.4
Fireshine Games	38.9	-14.6	-5.1	-12.9	-11.5	10.8	24.2	8.2	-18.7
Holding	-11.0	-11.4	-1.9	-8.0	-7.0	-9.8	-7.0	-9.6	-26.7
GROUP TOTAL	**62.5**	**15.5**	**0.6**	**-14.0**	**-36.7**	**1.7**	**57.4**	**44.1**	**-48.3**
ADJ EBIT MARGIN (%)									
Daybreak	-6%	8%	-4%	-3%	-19%	-6%	-8%	5%	-8%
Big Blue Bubble	48%	47%	41%	42%	37%	47%	58%	48%	42%
Piranha	29%	23%	-8%	-28%	-17%	-63%	26%	8%	-25%
Toadman & AMG	-	-	-	-	28%	-	-36%	-44%	-342%
Petrol	4%	-21%	-20%	0%	-2%	-1%	-22%	-5%	-5%
Fireshine Games	24%	-32%	-4%	-22%	-16%	7%	20%	7%	-5%
GROUP TOTAL	**13%**	**4%**	**0%**	**-4%**	**-10%**	**0%**	**11%**	**9%**	**-3%**
Employees on the last day of the period									
Daybreak	315	306	313	312	307	305	307	300	313
Big Blue Bubble	80	75	74	75	77	75	75	75	74
Piranha	38	54	55	58	56	57	94	106	55
Toadman	0	0	0	0	9	14	48	64	0
Petrol	52	59	58	62	61	63	67	67	58
Fireshine Games	43	39	39	38	39	38	38	38	39
Holding	7	7	7	4	5	7	7	9	7
GROUP TOTAL	**535**	**539**	**547**	**549**	**553**	**559**	**636**	**657**	**547**

FOR MORE INFORMATION, PLEASE CONTACT:
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EG7 IN SHORT
EG7 is a group of companies within the gaming industry that develops, markets, publishes and distributes PC, console and mobile games to the global gaming market. The company develops its own original IPs through its game development divisions Daybreak Games, Piranha Games and Big Blue Bubble. In addition, the Group's marketing department Petrol has contributed to the release of 2,000+ titles, of which many are leading global brands such as Call of Duty, Destiny and Elden Ring. The Group's publishing and distribution department Fireshine Games hold expertise in both physical and digital publishing. EG7 is headquartered in Stockholm with approximately 535 employees in 12 offices worldwide.

Nasdaq Stockholm, Ticker Symbol: EG7

Annual General Meeting
On May 12, 2026, EG7 held its Annual General Meeting. The Annual General Meeting resolved to adopt the income statement and balance sheet for the financial year 2025, re-elected the Board of Directors and the auditor, resolved on Board fees, approved the Board's remuneration report, and authorized the Board to resolve on the issuance of new shares, warrants and/or convertibles as well as on the repurchase and transfer of own shares. The Annual General Meeting also approved the acquisition of Cold Iron Studios, LLC.

AUDITING
This report has not been subject to review by the company’s auditor.

FINANCIAL CALENDAR
The next financial report will be published:

Interim report Q3 2026: November 10, 2026
Interim report Q4 2026: February 16, 2027

IMPORTANT INFORMATION
This information is information that Enad Global 7 AB (publ) is obliged to make public pursuant to the EU Market Abuse Regulation. The information was submitted publication through the agency of the contact persons set out below at 7:00am CET on August 19, 2026.

THE BOARD'S DECLARATION

The Board of Directors and CEO ensure that this interim report gives a true and fair view of the company's operations and financial position.

Stockholm August 19, 2026

Ji Ham	Alexander Albedj	Jason Epstein	Jimmy Eriksson	Ben Braun	Gunnar Lind	Marie-Louise Gefwert	Markus Andersson
Chief Executive Officer/Member of the Board	*Chairman of the Board*	*Deputy Chairman of the Board*	*Member of the Board*	*Member of the Board*	*Member of the Board*	*Member of the Board*	*Member of the Board*